

# **IDPA New Shooters Information Packet**



# Welcome to IDPA Shooting!

IDPA shooting is a fun and safe way to learn defensive pistol skills and sharpen your gun handling and shooting abilities. IDPA's safety rules are easy to learn and follow. Please read this material to familiarize yourself before your range safety orientation and test.

## Safety Rules

- 1.) All guns are always loaded.
- 2.) Never let your muzzle cover anything you are not willing to destroy.
- 3.) Keep your finger off the trigger until your sights are on the target
- 4.) Know your target and what is behind it.

If these simple rules are always followed, most firearms accidents would never happen. Pay considerable attention to rules 2 and 3. When shooting IDPA your finger should never be inside of the trigger guard until you are on target and ready to shoot. Always get your finger out of the trigger guard before moving. Always be aware of your muzzle's direction and keep it safely downrange. Muzzle Safe Points are the limits that a shooter's muzzle can travel without being unsafe. Be sure to know where these limits are and always keep within them. Certain IDPA courses of fire may test your skills of keeping the muzzle in a safe direction. Be mindful of your muzzle and trigger finger, and you will always shoot safely.

## Range Commands

It is important to learn the IDPA range commands and the proper response.

**Load and Make Ready:** This is the command to load up and get ready to shoot. It is covered deeply in the next section

**Finger:** You will hear this if your finger is in the trigger guard while moving. Failure to immediately comply will result in a 3 second procedural penalty. Repeated offenses will earn a match disqualification

**Muzzle:** If you hear this, immediately check yourself as your muzzle is getting near a muzzle safe point. Do not take muzzle safe points lightly.

**Stop:** If a shooter is being grossly unsafe or is disqualified the Safety Officer will give this command. Upon hearing this the shooter is to stop shooting, point the muzzle in a safe direction, and await further range commands.

**Cover:** If a shooter is not 50% behind cover while shooting or is reloading when not under cover, the Safety Officer will issue this command. Failure to immediately comply will receive a 3 second procedural penalty.

**Unload and Show Clear:** This is the command to unload your gun at the end of the stage. This will be explained in great detail in a later section.

The three most important commands to know and be able to recognize are **Muzzle, Finger, Stop**. You must be able to respond to these commands as soon as they are heard.

## Penalties

For the most part, a new shooter who shoots carefully and deliberately will avoid most penalties. Penalties are given out for various rule infractions, but in IDPA penalties are used only when truly necessary. Safety Officers are here to help you have a fun and safe time, not to nitpick.

**Procedural:** Procedural penalties are given for quite a few things. Examples are:

- 1.)The first non-dangerous finger violation
- 2.)Not using Cover properly
- 3.)Not shooting while moving as required
- 4.)Not reloading as required
- 5.)Not following other Course of fire rules as required

**Failure to Neutralize:** is given when there is not at least one hit in either the -0 or -1 scoring zones.

**Hits on Non-Threats:** are a five-second penalty no matter how many hits per target. Rounds that pass through a non threat and hit a threat target are counted on both targets.

**Failure to Do Right:** This is a seldom given penalty only dished out to shooters not following the spirit or rationale of any stage. If you shoot the Course of fire as outlined and do not try to “game” out the stage, this will never be a problem.

If you wind up earning a procedural, non threat penalty, or failure to neutralize penalty, do not get upset. This sport is all about learning and the only one who will remember next month is you. Learn from your mistakes and have fun!

## Loading and Unloading

### **“Load and make ready!”**

For new shooters, the first time they make ready for a stage can be stressful. It should not be. When the Safety Officer gives the command to “load and make ready” slowly draw your unloaded pistol, (finger off the trigger) insert a loaded magazine, and “slingshot” load the gun. “Slingshot” is to pull the slide back and then release it. Do not follow the slide back as it can create jamming problems. Set the safety if your pistol has that option.

Most IDPA courses of fire require the gun be fully loaded. To fully load the gun it is best to replace the magazine currently in the gun with a fresh magazine. This gives tactical reload practice at the same time. Reholster the gun and then top off the magazine and replace it in your pouch. This is the safest way to load your self loading handgun.

Another safe way to “top off” your handgun is the administrative reload. To do this you load the gun, set the safety (if applicable) and holster. Reach over the gun and eject the magazine (without drawing the pistol) and remove the magazine. Top off the magazine and re-insert it into the pistol. This works well for multiple start strings, especially the classifier.

Revolver shooters need to draw the pistol, load the chambers, close the cylinder and holster.

### **“Unload and show clear!”**

After a course of fire has been completed, the Safety Officer will ask you to “unload and show clear.” For self loading pistols you should remove the magazine, pull the slide fully back ,(let the cartridge fall to the ground) and allow the Safety Officer to visually check the chamber to see it is empty. The Safety Officer will say “slide down, hammer forward.” Let go of the slide, point the gun at the backstop (not the ground at your feet), and pull the trigger, dropping the hammer. Shooters with double action automatics that have magazine safeties may use the decocker. You may then holster the unloaded pistol.

Revolver shooters need to open the cylinder, empty the gun, and show the empty cylinder to the Safety Officer. Close the cylinder and holster.

## Movement

Movement with a drawn pistol is easy if you follow the basics. First, always move only when your finger is outside the trigger guard. Second, be mindful of the muzzle at all times. You must keep the muzzle in a safe direction (which will mostly be downrange) at all times. Third, take your time. You will see experienced shooters moving very quickly, but they started out moving slowly as should you. Take your time, move and shoot carefully.

Be sure to listen to the safety Officer for any special instructions related to a particular course of fire.

Shooting while moving is a bit more advanced. Again, do not put your finger into the trigger guard until your sights are on the target. Keep your knees bent, as this will help act as a “shock absorber” and stop the gun from bobbing up and down. Walk heel to toe, (or toe to heel when retreating) and remember to get a smooth trigger pull on every shot. Your sights will move about, but unless you jerk the trigger, you will get decent hits.

## Malfunctions

If your firearm fails to fire do not panic. Keep the muzzle downrange. Most of the time the problem is due to a bad round or improperly seated magazine. In this case: Tap the bottom of the magazine, Rack the slide back to chamber a new round, and Bang (fire if needed). This is called the Tap-Rack-Bang method.

Professional training will help you diagnose and quickly cure malfunctions and a small pamphlet cannot give you all the information you need. If a Tap-Rack-Bang does not work it is best to stop and get help from the Safety Officer.

Another malfunction with a dangerous potential is the squib load, caused by a primer but no powder in the cartridge. What usually happens is a “pfft” noise with no recoil. If this happens, stop and get help from the Safety Officer. Remember to keep the muzzle downrange.

If you experience a jam and are in doubt as to how to fix the problem, stop and ask the Safety Officer for help. Better a bad time than a blown up gun.

## Engaging Targets

Typically, when the course of fire mandates a number of rounds per target, the shooter engages the target that many times. A course of fire can stipulate “**tactical sequence**”. Tactical sequence is a method of target engagement. When engaging targets using tactical sequence, the shooter engages each target with 1 round, before engaging the target again. This is sometimes called “boarding house rules”, as the mantra is “everyone gets firsts before they get seconds. If you were engaging 3 targets with 2 rounds each in tactical sequence, the cadence would be 1 shot on T1, 1 shot on T2, 2 shots on T3 (as all targets got their first shot) 1 shot on T2, and 1 shot on T1.

When targets are engaged in the open, they must be engaged in **tactical priority**. The premise is the targets are engaged in the order of the threat posed. In this case, that would be near to far. If targets are less than 2 yards apart, they are equal threat and can be engaged in any order.

## **Reloading**

In IDPA there are two kinds of reloads; the emergency or slide-lock reload, and the tactical reload/reload with retention. There are no provisions for the USPSA type speed reload.

In most IDPA stages the shooter will have the option to either reload when the slide locks back, or to tactical reload/reload with retention. Both of these reloads are to be done behind cover. The general principle is that no loaded magazine is to be left behind. The speed load (even if the magazine is empty) is not permitted. You need not argue a case for it.

Reloads must be initiated and finished behind cover. Remember the act of initiating a reload includes: removing a fresh magazine, removing a partial magazine, dropping an empty magazine, opening a cylinder, or removing a fresh speedloader/moonclip.

**Emergency Reload:** When the slide locks back the shooter is to seek cover, eject the spent magazine, insert a fresh magazine and release the slide.

**Tactical Reload:** The shooter is behind cover and removes a fresh magazine, and with the fresh magazine in hand the shooter removes and retains the spent magazine, inserts the fresh magazine, and places the spent magazine in a pocket. The magazine must be stored before resuming shooting. Shooting before storing the magazine will earn a procedural.

**Reload with Retention:** The shooter is behind cover and removes the spent magazine and places it in a pocket. The shooter then inserts a fresh magazine in the pistol and resumes shooting. The Tactical Reload and Reload with Retention are “interchangeable.” In other words, if a course of fire stipulates a Tactical Reload, you may perform a Reload with Retention instead.

**Reloading Revolvers:** Revolvers can be emergency reloaded or tactical reloaded.

**Revolver Emergency Load:** Open cylinder, eject shells to ground, reload using speedloader, speed strip, or loose cartridges.

**Revolver Tactical Reload:** Open cylinder, eject shells into hand, pocket both brass and fresh cartridges, reload using speedloader, speed strip, or loose cartridges. (A true tactical reload would find the shooter pocketing only the loaded cartridges and discarding the brass but since IDPA is an against the clock sport, not many shooters do it)

## **Scoring**

Scoring in IDPA is easy. After shooting a course of fire the time is recorded. Hits are counted and any misses are noted at -5 points each. The scoring rings are looked over; all head and 8” center ring hits are -0 points. Hits on the next ring count as -1 point each. Hits on the last scoring ring are -3 points each. Hits on the edge of the target count as misses (the grease ring of a bullet hole must touch or intersect the non-scoring perforation around the edge of the target in order to count as a hit). Hits that touch the perforation between two scoring zones, will be scored as the better score (we look at the grease ring of the bullet hole not the tears). All the points are totaled multiplied by 0.5 seconds and recorded. All penalties (which are all in the form of a time penalty) are calculated and recorded. The sum of the stage time, points down, and penalties is the shooters score given in seconds. Lowest Score wins.

## Tips

This sport rewards accuracy over time. Take the time to place your shots properly. Remember you will lose 1/2 second for each point down. This adds up more quickly than you would think.

Do not crowd the cover. Staying back from the cover will not only make you less of a target (in the real world) but will help you move from target to target easier.

Reloads with Retention are generally, faster and easier than Tactical Reloads. Practice both kinds of reloads though, as there are times the tactical reload is quicker.

Remember to get a solid trigger pull, but get a smooth trigger pull every time, even at the expense of the "perfect" sight picture. A slightly misaligned sight will still get the -0, a jerked trigger will likely be a -3 or a miss.

Good Luck and Have Fun shooting your first IDPA Match!

# Shooting Gear for the New IDPA shooter

## Equipment Overview

To start out at most IDPA matches, all that is needed is a safe handgun, two magazines or three speedloaders or moonclips, two magazine pouches (or a one double magazine pouch) or three speedloader/ moonclip pouches. Add 100 rounds and some kind of carry bag (a drywall compound bucket is very handy) and you will be in good shape. Safety equipment needed is eye and ear protection: some inexpensive safety glasses and a set of muffs or ear plugs. You can expand on this and get some specialized equipment, but these basics will help you along for your first few matches.

### Holsters

I've very fond of Safariland, Blade Tech and Ready Tactical equipment for IDPA. They make an excellent affordable product. For IWB (inside the waist band) type holster the Milt Sparks EX holster is a very good choice, as are Kydex holsters from Ready Tactical or Blade Tech. Revolver shooters should have three speedloader holders or one double and one single holder. Ready Tactical and Blade Tech are two good sources for speedloader holders. You can also use your pockets.

Remember that there is a maximum of 2 magazines or 3 speedloaders on the belt so do not buy too many magazine pouches unless you plan on shooting USPSA too.

### Magazines

There may come a stage like the Classifier or IDPA Quick Skills test, where it will be nice to have four or five spare magazines. It is great to have them preloaded and be able to just grab a third or fourth magazine instead of pausing to reload your exhausted mags. The clock is stopped between strings, so there is no time penalty if you need to top off magazines, but I believe that stopping to load magazines can break your focus. Having several magazines will speed up the stage for you and the shooter after you.

You are typically better off buying factory magazines. Glock, S&W, Sigarms are examples where you cannot get better than the factory product. Mec-Gar makes quality magazines, in fact they make many of the "factory" magazines for the manufacturers. Avoid all metal magazines for glocks, as they will destroy the magazine release.

For M1911 pattern pistols good choices are the Wilson-Rogers magazines or the Chip Mc Cormick product. If you're shooting a 9mm 1911, try the metalform magazines, the ones with the feed ramp in the front. They're pricey but well worth it.

Magazines to avoid are the Pro-Mag and Triple K. Any of the cheap gun show special magazines are usually junk and a waste of your money. Spend your money wisely and purchase quality magazines, even if you have to make do with fewer magazines in the short term. Hi capacity magazines are legal for IDPA but you can only load 10 rounds in them.

### Speedloaders/Moonclips

There are a variety of devices available to reload your revolver. HKS speedloaders, Comp I, Comp II, and Comp III from Safariland are in common use. A good source for moonclips is Brownells and T.K. Custom. Moonclip holders are made by Ready Tactical and California Competition Works. The CCW holders are available from Brownells.

## **Ammunition**

Purchase target grade (white box) ammunition for matches. The gilt edge accuracy of match or defensive type ammunition is wasted on the kind of shooting done at IDPA matches, though many shooters will use match grade ammunition at major matches such as a state championship or the Nationals. Most shooters will shoot jacketed ammunition. Its advantages are reduced smoke and clean up, and sometimes reliability. Lead bullets do work well, and are usually more economical. Reloaded ammunition is allowed, though "chamber check" your cartridges before the match using a removed barrel from your gun. (warning! do not chamber check cartridges by running them through the action. Take the barrel out or better yet, buy a case gauge tool.

## **Shooting Bag**

An economical first range bag is the ubiquitous drywall or kitty litter bucket. It will hold all your equipment, double as a seat, keep your gear dry, and costs next to nothing.

If you do choose to buy a bag there are plenty commercial offerings Dillon Precision, I-Shot, and Waller are good choices.

## **Hearing Protection**

It's good to have some extra foam ear plugs and one of those belt hooks that hold your ear muffs. Muffs are good because you don't have to keep pulling out the plug to hear range instructions or to shoot the bull. Electronic ear muffs are even better. You can hear all range commands and bull slinging without missing a word. They are great for classes because you will not miss a word the instructor says. Electronic Ear muffs are the best thing to have but they are very expensive. (but worth it!) Keep an extra set of batteries in your shooters bag

## **Miscellaneous**

Don't forget the sun screen, band-aids, medical tape, bug spray, and a bag to hold your brass. You should also have, sunglasses, eyeglass wipes, poncho, and a good hat.

Consider making up a parts kit with a full assortment of springs, pins, and parts that are prone to breakage or loss..

Other things that are great to have but not really necessary are a shot timer, chronograph, set of spare leather and a spare gun. A timer is a great practice tool useful for both live and dry fire practice.

## **Web directory of manufacturers and distributors:**

Blade Tech- <http://www.blade-tech.com>

Brownells- <http://www.brownells.com>

California Competition Works- <http://www.demooner.com>

Comp-Tac- <http://www.comp-tac.com>

Ready Tactical- <http://www.pistolpacking.com>

Safariland- <http://www.holsters.com>

T.K. Custom- <http://www.moonclips.com>

Wilson Combat – <http://www.wilsoncombat.com>

# Dryfire Practice Exercises

This is an attempt to give shooters their first glimpse at what you need to know to do well at your first IDPA match. This is not a "how to" on Practical Shooting, but instead a guide to gunhandling required at Practical Shooting matches that you will not see in most books. When you get you that line, you will be in overdrive. The more you condition your muscle memory to do a task, the better you will react under stress. Range/Safety Officers will judge you as a shooter by how you do handle your arm before and after shooting a string. It's best to practice these following exercises until they are hard wired to your hands.

## Equipment and Safety

**Before you start any of these practice exercises** take your gun and **MAKE SURE IT IS UNLOADED**. Any live ammunition should not be in the same room as you. Have an empty gun and no live ammunition nearby. You can use snap caps or orange plastic dummy ammo for practice. They are a good idea, but you do not need them right away.

Before you pick up your handgun, here are a few rules.

You also do not want to "sweep" yourself with the gun. When drawing, holstering, reloading, etc, you never place your body or arms in front of the muzzle. It is easy for you to cover your off hand with the muzzle of the pistol when drawing. Be mindful of this.

When dryfiring, always make sure the gun is unloaded, that there is no ammunition in the same room as you and your firearm and that what you are dryfiring at is capable of stopping a bullet if something unthinkable happens.

***We assume no responsibility for what you do with this information as it is provided for informative purposes only and does not represent real training. If you are able to get formal training in practical shooting, it is time and money well spent.***

If you master these few easy exercises, you will be on the road to safe shooting. Practice these exercises at home in a dryfire mode and you will reap the benefits at your first IDPA match.

## Load and Make Ready

Okay, it's your first time at the match, you are on the line with your unloaded gun and full magazines. How do you get ready safely?

When it is your time to get loaded up, Safety Officer (S.O.) will say "You may load and make ready." Slowly draw your gun and keep it pointed down range. Take a loaded magazine and insert it into the handgun. Rack the slide. If you want the full magazine capacity plus the loaded round in the chamber, the safest (and best way) is to (keep the gun pointed downrange) remove the magazine, and insert a *second* magazine. Set the safety and holster the gun. This requires a third magazine.

Some shooters like to 1) load the gun, 2) eject the magazine, 3) holster the gun, 4) top off the magazine, 5) draw the gun, 6) insert the magazine, and 7) holster the gun..

## Unload and Show Clear

This first exercise is called "Unload and show clear". At the end of a stage, or if some problem develops, the SO will want you to empty your gun. This is how you do it.

Keep the muzzle pointed down range. When the SO says "unload and show clear". Eject the magazine and pocket it. Pull the slide back and allow the loaded round to fall to the ground. Allow the SO to see into the chamber. (He'll look over your shoulder) When he tells you to, release the slide, aim the pistol

at a safe backstop, and press the trigger. He will then tell you to holster the arm. This is a stressful time for SO's so be sure to do it slowly, and on command.

Some people like to catch the loaded round instead of allowing it to hit the ground. Many SO's do not like this as some accidents involving lost fingers and such have occurred. It is best to let the cartridge to fall to the ground. I segregate that cartridge from my match ammo and it gets fired in a practice session.

## **Dryfire Drills**

When shooting IDPA you will be given a start signal from a timer. If you own a shot timer, you can set for a par time at a random start, and use it for your dryfire drills. If you don't you can have a friend or training partner give you a "go" command, or tape record beeps or whistle blows, or simply go on your own initiative. However you do it, have a plan. You can record your par times and the exercises you do. This will help you track your progress and document your training. Steve Anderson has a very worthwhile book on the subject of dryfire drills. It is worth looking into. But until you purchase this book, here are some good drills to practice. This is not a comprehensive list, but something to begin your training with. Set up 1-3 targets at about 7 yards. You can set up a barricade to practice cover, either by making a barricade, using a convenient doorway, or stapling cardboard to the ceiling joists in your basement.

### **1.) Draw and Fire:**

At the start signal, draw and fire 1 dry shot on the target. Reset.

20 repetitions minimum, freestyle (with two hands)

20 repetitions minimum, strong hand only (your shooting hand)

### **2.) Fire weak hand only**

Start with gun in weak hand at 45 degree angle. At start signal, come up and fire 1 dry shot on the target.

20 repetitions minimum.

### **3.) Shooting from ready position**

Start in gun in ready position (low ready, high ready, how you will hold the gun when moving about a stage) At start signal come up and fire 1 dry shot on the target. Reset

20 repetitions minimum

### **4.) Multiple targets**

Start gun in holster or from ready. At start signal, engage 1 target to the left, then 1 to the right. If your gun is such that you cannot dry fire multiple shots, then move the gun on the target and get a good sight picture. Remember to look at the target before swinging the gun over, do not follow the sight as the gun swings as you will overshoot.

20 repetitions minimum

### **5.) Emergency Reloads.**

Insert empty magazine and lock slide back. Have empty magazine (or one loaded with dummy rounds) on belt in magazine pouch. At start signal drop magazine and reload gun. Reset by replacing empty magazine stowing dummy magazine, and locking slide back. You can practice your tactical reloads or reloads with retention at the same time on this drill.

20 repetitions minimum

## 6.) Tactical Reloads/Reloads with retention

Set gun up with magazine in gun and one in magazine pouch. At start signal perform a tactical reload or Reload with retention. Repeat.

\*Note: Using dummy rounds makes this drill easier and more realistic. Orange dummy ammunition can be cheaply purchased from Brownells.

## 7.) Shooting from cover.

Set gun up in the holster. Have 2-3 targets downrange and a barricade about arms length away. At start signal, draw and engage the targets from the right side of cover. Reholster and repeat from the left side of cover.

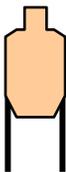
10 repetitions minimum.

This is a simple start, and you can create your own drills after this. Practice may not always make perfect, but it makes **permanent**. Remember it takes 3000 repetitions for your nerves and brain to be conditioned to make an action automatic. Take the time to do these drills. Talk may be cheap, but ammunition is not. Dryfire drills will make you a better shooter for minimal outlay of money.

# Live Fire Drills

The following pages are several Live Fire drills that can be set up easily and will help give develop your skills. Many can be set up in an indoor shooting lane, the rest will require a larger, but still modest range. Standards and drills are not as interesting as run-and-gun stages, but they will help you become a better shooter faster, and maintain your edge.

## IDPA -NS -001 The Bill Drill



P1 7yd

P2 10yd

P3 15yd

P4 20yd

P5 25yd

**Course Designer:** Bill Jordan

**Round Count:** 6 rounds per string. 24 rounds total

**Target Distance** 7-25 yards

**Targets Required:** 1 threat target

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1-P5, hands at sides

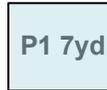
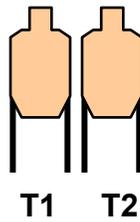
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** This is a test of relevant self defense shooting skills

**Procedure:** At start signal, draw and engage T1 with 6 rounds. Repeat for strings 2-5

## IDPA-NS-002 Langdon "X"



**Course Designer:** Ernest Langdon

**Round Count:** 8 rounds per string. 16 rounds total

**Target Distance** 7-10 yards

**Targets Required:** 2 threat targets

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1-P2, hands at sides

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

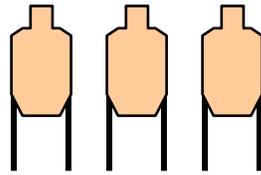
**Scenario:** This is a test of relevant self defense shooting skills

**Procedure:**

**String 1:** At start signal, draw and engage T1 with 2 shots to the body, then T2 with 2 shots to the head, then T1 with 2 shots to the head, then T2 with 2 shots to the body.

**String 2:** Repeat at P2

## IDPA-NS-003 Langdon 9



T1 T2 T3

(targets can be spaced touching or  
Up to 2 yds apart)

P1 7yd

P2 10yd

**Course Designer:** Ernest Langdon

**Round Count:** 11 rounds per string. 22 rounds total

**Target Distance** 7-10 yards

**Targets Required:** 3 threat targets

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1-P2, hands at sides

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

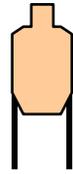
**Scenario:** This is a test of relevant self defense shooting skills

**Procedure:**

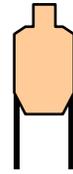
**String 1:** At start signal, draw and engage T1-T3 in tactical sequence (every target gets one shot before getting a second shot) then engage T1-T3 with one head shot each.

**String 2:** Repeat at P2

## IDPA-NS-004 Warren Barricade Drill



T1



T2

(7yds from P1)



P1

P2

**Course Designer:** Scott Warren

**Round Count:** 12 rounds

**Target Distance** 7yards

**Targets Required:** 2 threat targets

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1, hands at sides

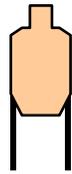
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

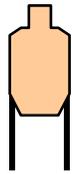
**Scenario:** This is a test of relevant self defense shooting skills

**Procedure:** At start signal, draw and engage T1 with one shot, move to P2 and engage T2 with one shot. Repeat moving from P2 to P1 and engaging the target with one shot until each target gets six rounds.

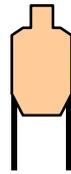
## IDPA-NS-005 El Presidente (IDPA modified)



T1

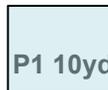


T2



T3

(tgts are 2 yds apart)



**Course Designer:** Unknown

**Round Count:** 12 rounds

**Target Distance** 10 yards

**Targets Required:** 3 threat targets

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1, back to targets, hands in “surrender” position. Gun loaded with only 6 rounds.

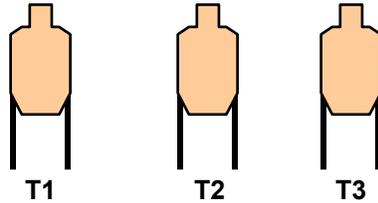
**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** This is a test of relevant self defense shooting skills

**Procedure:** At start signal, turn, draw and engage T1-T3 with 2 shots each, reload and engage T1-T3 with two shots each.

## IDPA-NS-006 The Square Drill



P3 5yd

P1 7yd

P2 7yd

P4 10yd

**Course Designer:** Unknown

**Round Count:** 24 rounds

**Target Distance:** 7-10 yards

**Targets Required:** 3 threat targets

**Scoring Method:** Limited Vickers Count

**Starting Position/Hand Position:** Standing at P1, hands at sides.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** This is a test of relevant self defense shooting skills

### **Procedure:**

String 1: Starting at P1. Draw and engage T1-T3 with 2 rounds each while moving to P2

String 2: Starting at P2. Draw and engage T1-T3 with 2 rounds each while moving to P1

String 3: Starting at P3. Draw and engage T1-T3 with 2 rounds each while moving to P4

String 4: Starting at P4. Draw and engage T1-T3 with 2 rounds each while moving to P3