

NCRR IDPA BUG MATCH

Stage 1 VIC and His DOGS

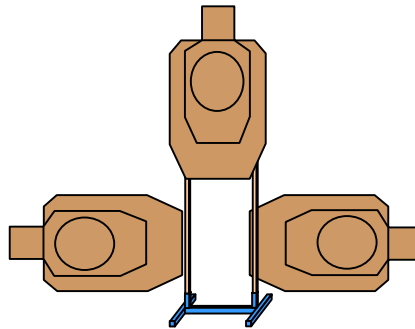
START POSITION: Handgun at low ready loaded with 5 rounds only .

STAGE PROCEDURE

At the signal , engage the dogs with one round each, and VIC with two (2) to the body and one (1) to the head . TOTAL 5 ROUNDS

SCORING

SCORING: Limited Vickers -5 rounds
TARGETS: 3 IDPA
SCORED HITS: Best 5 on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



5 YRDS



P1

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Stage 2 BOWLING PINS

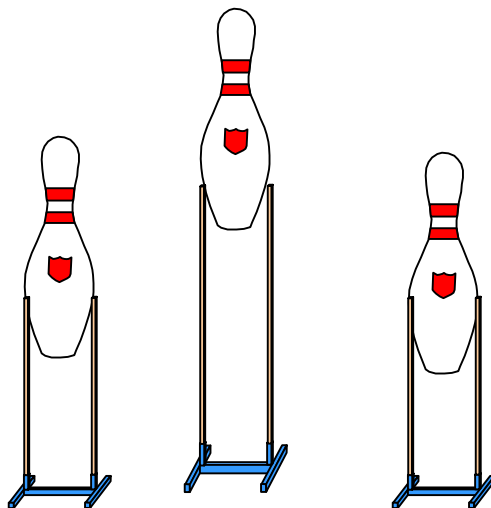
START POSITION: Handgun at low ready loaded with 5 rounds only ..

STAGE PROCEDURE

AT THE SIGNAL, ENGAGE PIN TILL THEY FALL OR YOU
RUN OUT OF AMMO

SCORING

SCORING: Limited Vickers -5rounds
TARGETS: 3 Bowling Pins
SCORED HITS: Down pins
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



5yds



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Stage 3

California nightmare

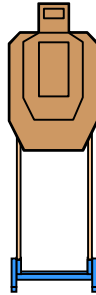
START POSITION: Seated reading a newspaper and a noise rush to get your gun from lockbox

STAGE PROCEDURE

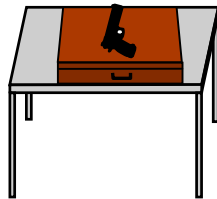
At the signal shooter is to rush 5yds to a lockbox on the table and with a key in shooter pocket unlock box , retrieve gun and lose ammo, load and engage target 5 yards away with 3 rounds min.

SCORING

SCORING: Limited Vickers -5 rounds
TARGETS: 1 IDPA
SCORED HITS: Best 3 on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



4yds



5yds



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Stage 4 CARDS GAME

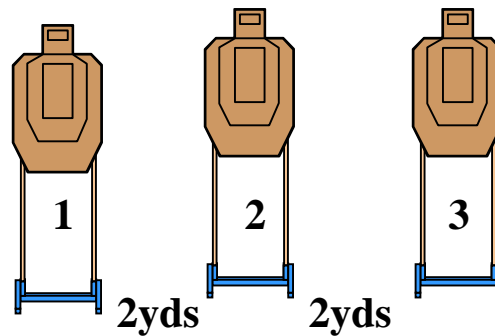
START POSITION: Seated at card table with BUG LOADED and on table

STAGE PROCEDURE

At the signal Shooter will flip a card, the number on card is the bounces head shoot target , shooter will engage the other two targets with two (2) rounds each to the body

SCORING

SCORING: Limited Vickers -5 rounds
TARGETS: 3 IDPA
SCORED HITS: Best 5on target
START-STOP: Audible - Last shot
PENALTIES: Procedural. 3 sec
No-shoot hit. NA
Failure to do right. 20 sec
Failure to neutralize. 5 sec



4yds

