

Whitewater Arcade

RULES: USPSA Rules

Course Designer: John Groves

START POSITION:

Standing at the start line with feet touching the bar, holstered firearm loaded, hands at side, PCC loaded on hip pointed down range.

PROCEDURE:

At start signal engage targets in any order, 2 shots on paper, steel hit or down.

SCORING: Comstock, 16 rounds, 80 points

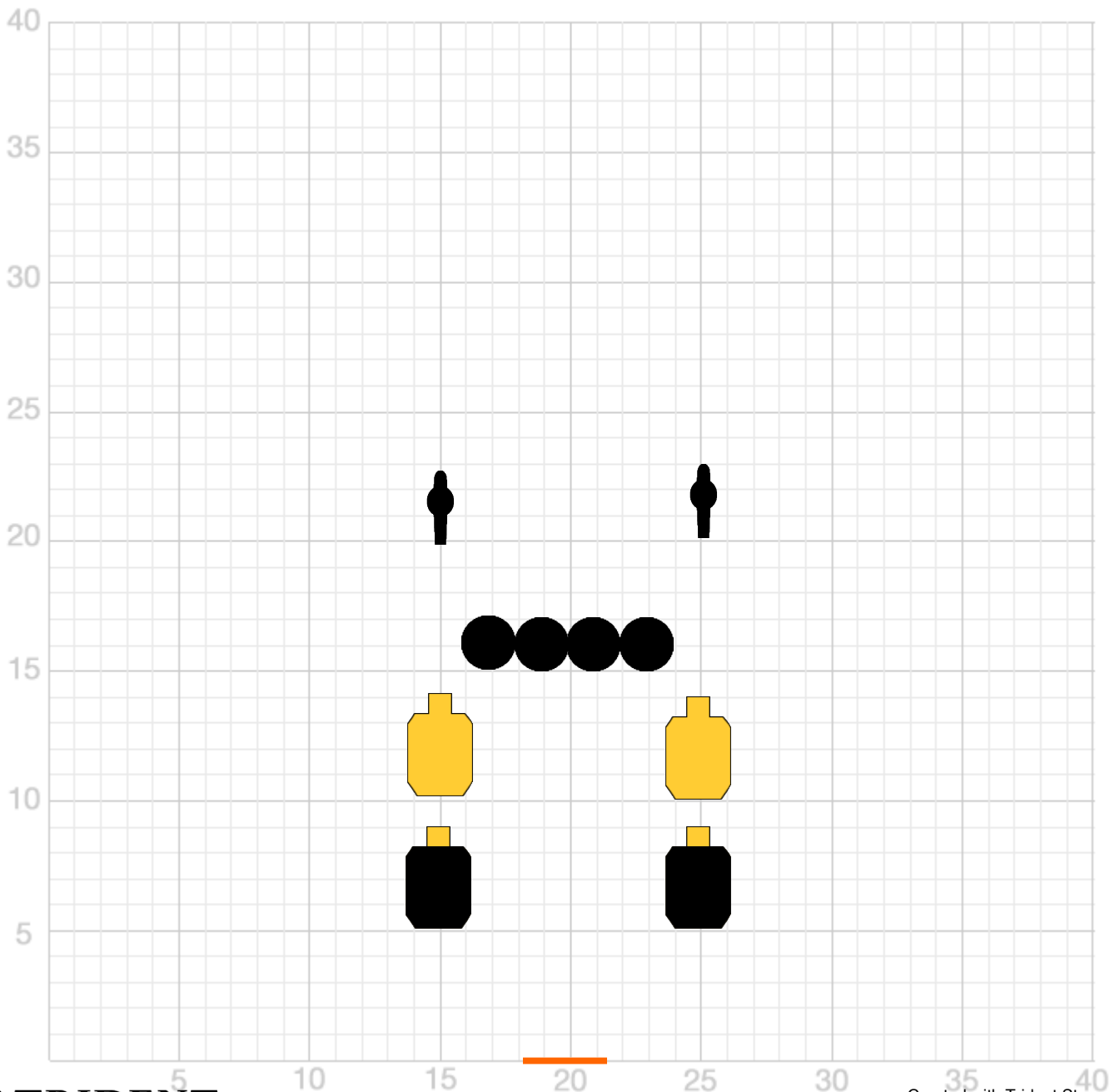
TARGETS: 12

SCORED HITS: 16

START-STOP:

PENALTIES:

Setup Notes:



Introduction to Competitive Shooting

Introduction to Steel Challenge – Course of Fire

Start Position

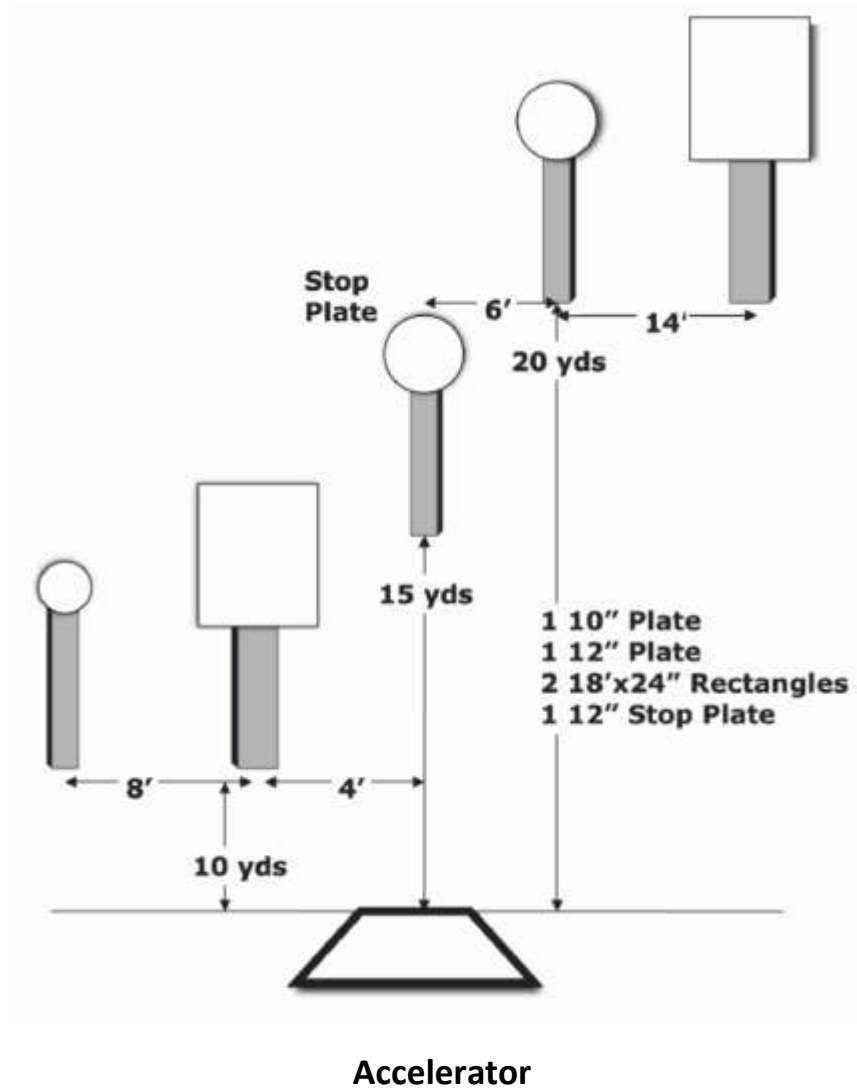
All divisions wrists above shoulder, except rimfire and PCC divisions which use low ready start position.

Stage Procedure

Upon start signal, from Box A engage the target plates in any order, then engage the stop plate.

Scoring

Time Only – Best 2 runs out of 3.



Introduction to Competitive Shooting

Introduction to IDPA – Course of Fire

Written Stage Briefing for IDPA Stage

START POSITION:

Gun loaded to division capacity and holstered. Standing at SP, toes touching line, facing T1 with hands naturally relaxed at sides.

SCENARIO:

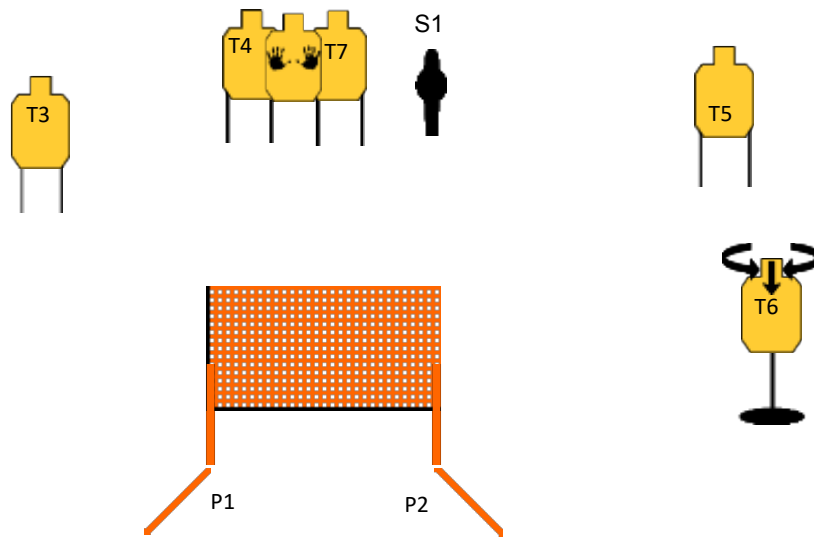
You are leaving the mini-mart when you are attacked by muggers. Save yourself and your friend who is still inside the store.

PROCEDURE:

At the signal engage T1 with 2 rounds to the body and one round to the head, T2- T7 with 2 rounds each and steel with a minimum of 1 round. Steel must fall to score.

S1 activates T6 (double drop turner).

Fault lines at P1 & P2 delineate proper use of cover and the positions from which to engage T3 - T7. Remember, you must "slice the pie" for tactical priority in IDPA. This stage is "unlimited" and you can take make-up shots if you desire, or if you see that you have a miss or a bad hit on a target.



Coaches will show you how to use tactical priority and cover at P1 & P2

