

1. CCDPA Classifier

No image

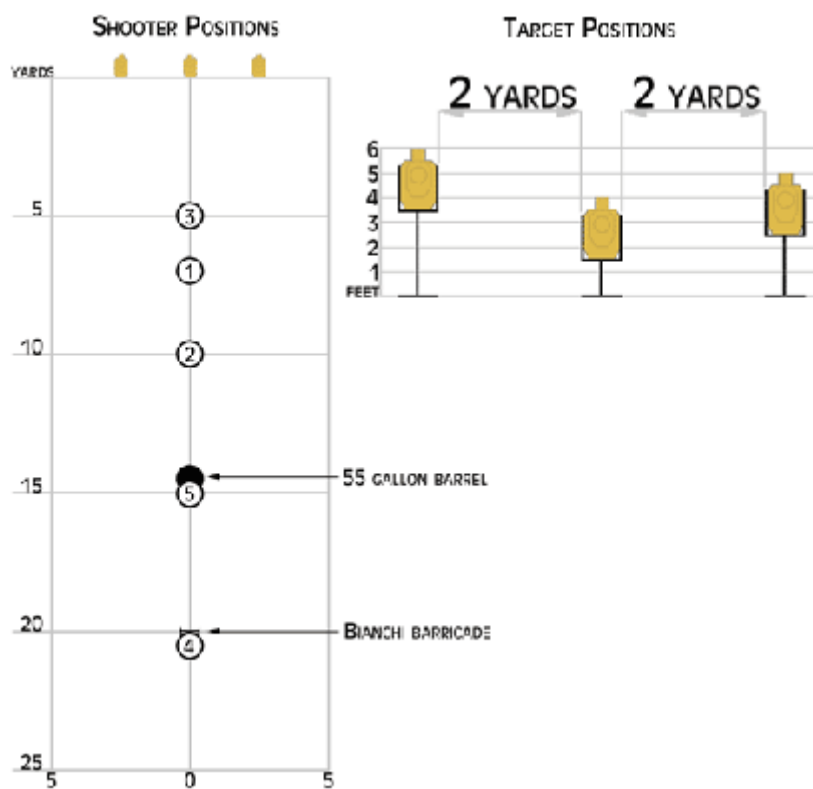
Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	30
Targets	3 paper,	Total	3 targets	Strings	7
Scenario & Procedure					
Start pos	Gun loaded & holstered				
Start on	Audible signal				
Stop on	Last shot				
Penalties	As per current edition of rules				
Safety	L/R				
Setup					

2. IDPA Classifier Stage 2



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	30
Targets	3 paper,	Total	3 targets	Strings	4
Scenario & Procedure	<p>String #1 - Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string. (6 shots) String #2 - Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving). (6 shots) String #3 - (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3. (12 rounds) - String #4 - Draw and fire 2 shots at each T1 - T3 "STRONG" hand only. (6 shots)</p>				
Start pos	Position #2				
Start on	Audible signal				
Stop on	Last shot				
Penalties					
Safety	L/R				
Setup	See image				

3. IDPA Classifier Stage 3



Scoring	Limited Vickers Count	Firearm	Handgun	Rounds	30
Targets	3 paper,	Total	3 targets	Strings	3
Scenario & Procedure	<p>String #1 (Position #4) - Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and fire 2 shots at each T1 - T3 from the opposite side of barricade. (12 shots) String #2 (Position #4) - Draw and fire 2 shots at each T1 - T3 from either side of the barricade, TACTICAL LOAD and advance to Position #5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (12 shots) String #3 (Position #5) - Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel. (6 shots)</p>				
Start pos	Position #3				
Start on	Audible signal				
Stop on	Last shot				
Penalties					
Safety	L/R				
Setup	See image				