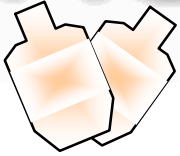
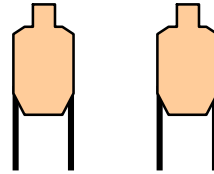
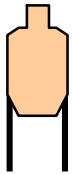
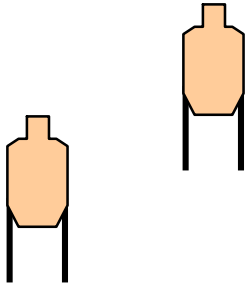


NORTHEAST

Combat Pistol League



Moving Standards

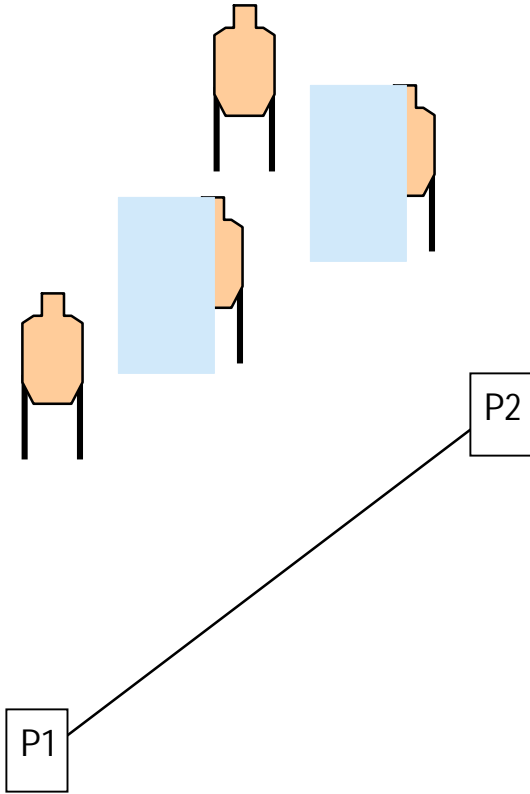


Shooter starts facing up-range with 6 rounds loaded in magazine. At Buzzer shooter turns, draws his gun and fires 3 rounds in each target performs a reload And fires 3 more additional rounds into each target.

Total round count is: 12

Concealment Required

Vickers Count



At buzzer shooter draws and engages targets with 2 to the body in Tactical Sequence while advancing. Then does a magazine reload with retention and 2 more to each body while retreating.

Total round count is: 12

Concealment Required

Vickers Count

At buzzer shooter engages targets with 3 rounds each as he sees them while moving from P1 to P2.

Total round count is: 12

Concealment Required

Vickers Count

Tactical Sequence: A method of target engagement. For Tactical Sequence, all targets are engaged with one round each before being engaged again. In the case of three (3) targets requiring two (2) rounds each, all targets would be engaged with one round to each target BEFORE reengaging the targets with another round in any order (1-1-2-1-1).

Reload: A method of recharging the gun. There are three (3) types of reloads allowed in IDPA. See “Reload, Slide Lock”, “Reload, Tactical (Tac-Load)” and “Reload with Retention” for further details. A shooter is deemed loaded and may move from a position of cover ONLY when the fresh magazine is FULLY-SEATED and the slide is closed or revolver cylinder is closed.

Reload, Speed or Slide Down: Recharging the gun when there is a round in the chamber by:

- Dropping the partial magazine on the ground.
- Drawing a spare magazine.
- Inserting the spare magazine into the gun.
- Leaving the partial or empty magazine behind.

NOTE: There is NO provision for the speed reload in IDPA competition.

Reload, Slide Lock: Recharging the gun when it is completely empty by:

- Dropping the empty magazine.
- Drawing a spare magazine.
- Inserting the spare magazine into the gun.
- Racking the slide or hitting the slide release button.

NOTE: The slide does not lock back on some guns. In that case, the shooter will have to rack the slide. This is not grounds for a procedural penalty .

Reload, Tactical (Tac-Load): Recharging the gun during a lull in the action by:

- Drawing a spare magazine prior to the ejection of the partial magazine from the gun.
- Dropping the partial magazine from the gun.
- Inserting the spare magazine into the gun.
- Stowing the partial magazine properly (See “proper magazine retention.”)

NOTE: Should the CoF call for a Tac-Load and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.

Reload with Retention: Recharging the gun during a lull in the action by:

- Dropping the partial magazine from the gun, Stowing the partial magazine properly (See “proper magazine retention.”)
- Drawing a spare magazine.
- Inserting the spare magazine into the gun.

NOTE: Should the CoF call for a Reload with Retention and the magazine is empty while a round remains in the chamber, the empty magazine must be retained.