

## Limited Vickers 48-round IDPA Classification Event

This 48 round event is based on the IDPA Classification Match; tailored to civilian self defense by removing advancing stages and to accommodate the current BISC range.

---

### Stage One – Attack

---

3 yards (Each string is timed separately.)

String	Position	Instructions	Shots
1	1	Draw and fire one (1) shot to the body and one (1) shot to the head on each T1-T3.	6
2	1	Gun starts in weak hand. Fire two (2) shots on each T1-T3. WEAK HAND ONLY	6

---

### Stage Two – Low Concealment

---

5 – 7 yards (Timed as one continuous stage.)  
(55-gallon barrel required.)

String	Position	Instructions	Shots
1	1	Draw and move laterally while firing. Fire two (2) shots on each T4-T6 while moving to concealment at Position #2. All shots <u>must</u> be fired while moving.	6
2	2	Kneel then TACTICAL RELOAD and fire two (2) shots on each T4-T6 from <u>either</u> side of barrel. TACTICAL RELOAD and fire two (2) shots on each T4-T6 from <u>opposite</u> side of barrel.	12

---

### Stage Three - Cover

---

10 yards (Timed as one continuous stage.)  
(Bianchi Style Barricade required.)

String	Position	Instructions	Shots
1	2	Draw and move laterally while firing. Fire two (2) shots on each T7-T9 while moving to cover at Position #3. All shots <u>must</u> be fired while moving.	6
2	3	TACTICAL RELOAD and fire two (2) shots at each T7-T9 from around <u>either</u> side of the barricade. TACTICAL RELOAD and fire two (2) shots at each T7-T9 from around <u>opposite</u> side of the barricade	12

**Position:** Start position for all strings is hands naturally at your sides; pistol and ammo concealed. Alternate start position is from low ready.

Shooters with 5-shot revolvers will shoot 5 and 10 rounds strings; for a 40 round match.

Pistols must start from the mechanical condition of readiness appropriate to their design and be loaded to capacity with a chambered round or 10 +1 which ever is less.

**The range will remain cold. Shooters will not load until commanded by the RSO. Shooters will verify clear with the RSO before leaving the shooting area.**

## Qualifying Pistols

Pistols of at least caliber .380 ACP; revolvers of at least caliber .38 Special; with iron sights (sights are not required). Three magazines or two speed loaders will be required.

## Tactical Engagement

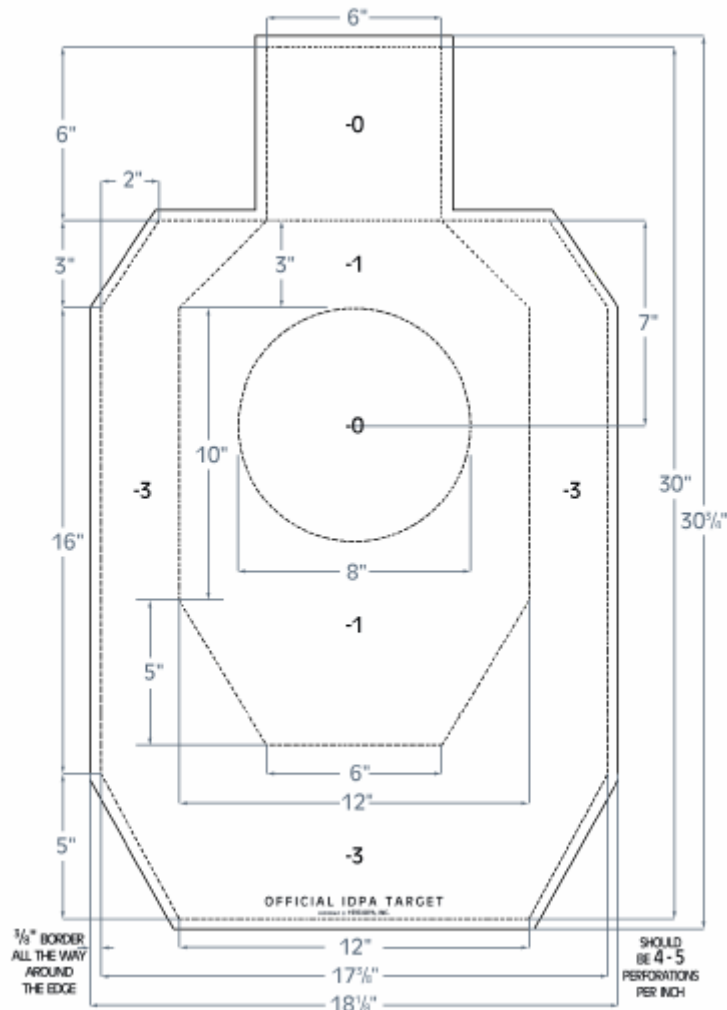
In keeping with the spirit of the event targets should be engaged in proper tactical priority. When engaging targets from an open position every target shall be fired upon once, in proximity sequence, before re-engaging the targets with the remaining CoF specified rounds. When shooting from cover or concealment each target shall be engaged in proper tactical order with all CoF specified rounds by “slicing the pie”.

## Scoring

Scoring will be Vickers Count. Competitors using firearms of less capacity than called for by the CoF will score less hit points but will benefit from faster course times.

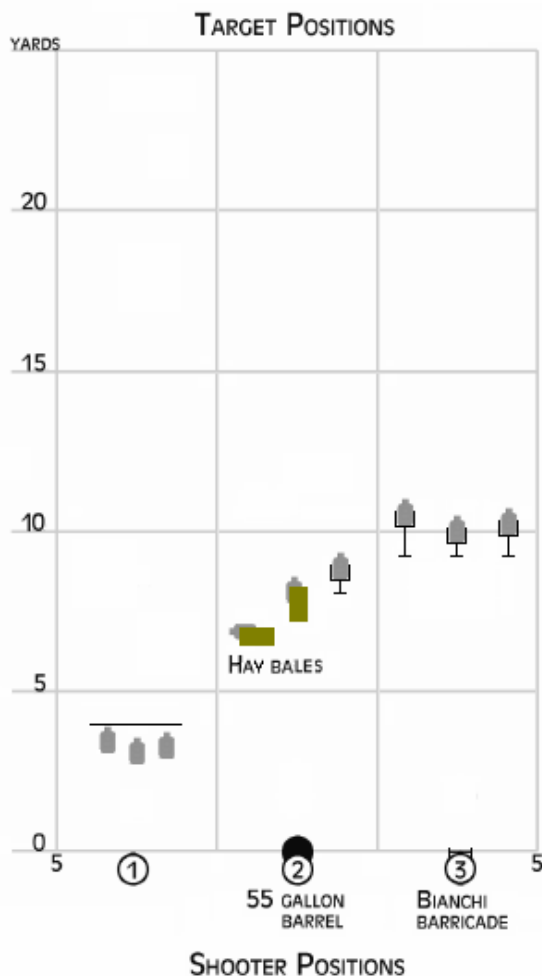
## IDPA Target

Standard cardboard IDPA or IDPA paper practice targets. Appropriate colored patching tape may be used to repair targets after the scoring has been recorded and witnessed.

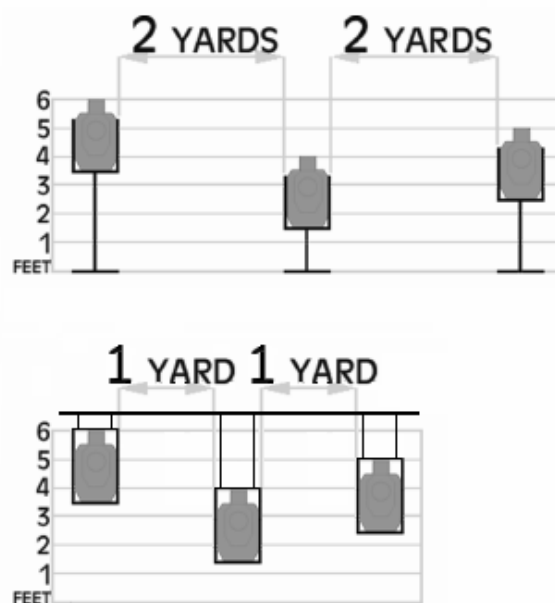


## Range Setup

The range is setup to simulate an IDPA event while keeping all fired shots down range. The standard IDPA Classification Match arrangement is used at position three.



The left-most three lanes are used. Care should be taken to place targets so that shots only impact the berm. Hay bales are positioned to prevent center-of-mass hits for two targets. Shooting positions are at the Firing Line ahead of the 4x4 posts.



### Note to Range Master:

Optional non-threat target: One optional “innocent” or “no-shoot” target may be incorporated into the course of fire. Consider placing the no-shoot where it interferes with, but does not eliminate the opportunity for a suitable shot.

Threat targets *may be* designated by the painting of a gun on the target.

Non-threat targets **must be** designated by the painting of an open hand on the target.

On a shoot through of a non-threat target that also strikes a threat target, the contestant will get the penalty for the non-threat target hit *and* will get credit for the scored hit on the threat target. The reverse also applies when a round on a threat target penetrates a non-threat behind it. Hence the rule of thumb: all shoot throughs count.

BISC Pistol Range: Tables and dividers are removed. A table before Position #1 allows the competitor to uncase and load his pistol. A table after Position #3 allows the shooter to unload and re-case his pistol. The Range Master or assistant moves the shooter’s case.

---

## **Glossary**

---

**Bianchi Style Barricade:** A wall is twenty-four (24) inches wide by six (6) feet tall; shooting box is twenty-four (24) inches wide and does not need to have a defined back.

**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.
- Dropping the partial magazine from the gun.
- Inserting the spare magazine into the gun.
- Stowing the partial magazine properly.

**NOTES:** 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.

Reloads must be made from behind cover or concealment.

**Vickers Count Scoring:** Scoring is based on assessing the shooter a “Time” penalty for every point the shooter drops from the total “Possible” point score (points down). To score Vickers Count, simply take the time it took to complete the string of fire (raw time) and **add** one-half (.50) of a second for each point down. Add any applicable penalties and total to get the Final Score. In Vickers Count scoring, as many shots as desired may be fired, but only the best hits as specified by the course description will be scored. For Example: If two (2) hits per target are specified in the course description and three (3) shots are fired, **only** the two (2) highest scoring hits will count for score. In certain course designs, the course description may specify that a certain number of shots may be required on specific areas of the target, i.e. two (2) shots to the body and one (1) shot to the head. Shots that are specified for the body, but where the shooter actually shoots the head are to be counted as -0. However, shots that are specified for the head that are shot below the neck line are to be counted as misses (-5 for each miss). The rationale is that the head box is a smaller target than the body and therefore is a more difficult target.

### **Easy Vickers Count scoring:**

1. Write down the raw time from the timer.
2. Count the total number of misses.
3. Multiply the number of misses by five (5) points down.
4. Add the number of points down for the remaining shots to the number of misses.
5. Write down the total points down and multiply by half (0.5) second.
6. Write down applicable penalties \*.
7. Add the raw time to the converted points down and penalties for a final score.

In this way, everything has been converted to time so that the lowest (fastest) time wins.

### **\* Penalties:**

1. Procedural errors (PE) will add three (3) seconds whenever the CoF description is not followed (e.g. use of the wrong hand).
2. Hits on a non-threat target (HNT) will result in a single five (5) second penalty assessed per non-threat target hit.
3. Failure to Neutralize (FTN) will add five (5) seconds per infraction and for any target that does not have at least one (1) four zone (minus 1) or higher value hit.