

Rules and Sport Regulations of the ISB International Shooting Association



International Dynamic and Practical Shooting IDPS

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Contents

General information:	4
1.1. Level (Difficulty)	5
1.1.1. L1: Level 1 (IDPS-L1)	5
1.1.2. L2: Level 2 (IDPS-L2)	6
1.1.3. L3: Level 3 (IDPS-L3)	7
1.2. Evaluation	8
1.2.1. Hit counting	8
1.2.2. Evaluation IDPS-L1:	8
1.2.3. Scoring IDPS-L2 and L3:	8
1.2.4. Penalty Points	9
1.2.4.1. No-Shoots:	9
1.2.4.2. Misses	9
1.2.4.3. Sequence Errors	9
1.2.5. Disqualification	10
1.3. Procedure	11
1.3.1. Commands	11
1.3.2. Safe direction	12
1.3.2.1. Safe direction for position changes from L1 onwards	12
1.3.3. Safety	13
1.3.4. Safe handling	13
1.3.5. Procedures at Stages IDPS-L1	14
1.3.6. Procedures at Stages IDPS-L2 and L3	14
1.3.7. Weapon malfunction	15
1.3.8. Magazin change	15
1.4. Officials of a shooting competition:	16
1.4.1. Match Director	16
1.4.2. Range Officer	16
1.4.3. Calculation Office	16
1.4.4. Additional staff	16
2. Firearms:	17
3. Ammunition:	18
4. Shooting distance:	19

5.	Number of shots:	19
6.	Shooting positions:	19
7.	Targets:.....	20
7.1.	Listing of points per target in IDPS	21
8.	Equipment.....	23
8.1.	Clothing	23
8.2.	IDPS-L1.....	23
8.3.	From IDPS-L2 and higher:	23
8.3.1.	Pistol holsters	23
8.3.2.	Rifle belt	24
8.4.	Magazines.....	24
8.4.1.	Pistol magazines	24
8.4.2.	Rifle magazines	24
8.4.3.	Carried shotgun ammunition	24
9.	Safety regulations:.....	24
10.	standard and recommended sample drills for IDPS:.....	25

General information:

The specifications of each discipline are stated In the Shooting Rules of each shooting category.

The "International Shooting Regulations" "ISchO" of the ISB are to be consulted for all activities and competitions.

The ISB regulates in these sport regulations the realization of the IDPS. (International **D**ynamic and **P**actical **S**hooting).

IDPS was developed by the ISB to offer a varied and interesting shooting sport discipline, which practices the correct handling safety with firearms of all types. The goal and purpose is the correct control of his weapon under time pressure and partly also under physical stress.

Physical exercise promotes health and fitness, while the demands of the shooting programs improve the mind, coordination and concentration.

IDPS is a sport-oriented competitive shooting. However, it is designed in such a way that no incorrect behaviors are trained.

Therefore, points are withdrawn or penalty points are distributed for sequence errors and missed shots.

Before each IDPS competition, a briefing must be held with the participants. Each participant must know the exact course of the competition, know exactly on which targets he may shoot and on which not.

Barriers must be erected to ensure that no spectators or unauthorized persons can enter the shooting range or the danger area.

IDPS competitions are held in different stages, which have to be completed one after the other.

The minimum number of shots and the highest distances to be shot at are to be specified in the announcement for the respective competition.

1.1. Level (Difficulty)

IDPS is divided into 3 levels depending on the complexity and difficulty of the competition.

The higher the level, the higher the challenges for the participants.

All results of each stage will be added up to one total result.

For level 1 events, a separate award ceremony is held for each stage. For all higher levels, the results of each stage are added together to form an overall result.

1.1.1. L1: Level 1 (IDPS-L1)

Level 1 is held without time factor with a given maximum time.

Shooters who shoot faster do not get this time credited, the evaluation is purely based on hits.

Example: If 60 seconds time is given to fire a certain number of shots at exactly defined targets, there is no bonus if the shooter fired before the time expired.

For each shot fired after the time has elapsed, the best hit is always deducted.

L1 is performed statically. Static means that the shooter does not have to change position. At the same time, all targets are already visible from the starting position (if more than one is provided).

The targets are either movable (pendulum, rolling target, etc.) or several targets must be shot at in a row, i.e. an independent target change must be made.

All required weapons are to be placed on a table in front of the shooter. Weapons locked, muzzle pointing towards the target, bolt open, filled magazines are next to the weapon.

IDPS-L1 competitions have between 2 and 8 stages. Participants can choose to start in all stages or not in all stages.

At L1 events, a separate award ceremony is held for each stage.

1.1.2. L2: Level 2 (IDPS-L2)

From level 2 and all higher levels there is an exact timekeeping by means of a timer. Hits and time are scored.

Errors and misses are subtracted from the total points, see point 1.2. of these sporting rules.

Each sequence error therefore affects the result.

L2 and higher will be held dynamically in courses, but some static stages may be held as part of the event.

Weapon changes (2-gun, 3-gun) can be performed at the stages. If a third weapon, e.g. a shotgun, is added, it must be possible to exchange it for the previously used rifle in accordance with the safety regulations. This is realized by placing the empty rifle without magazine and with open bolt on a table (muzzle in the direction of the bullet trap) in order to pick up the empty shotgun. The third gun may only be loaded after it has been picked up in the stage (observe safe direction!).

IDPS-L2 competitions have between 3 and 12 stages, from National Championship and upwards between 6 and 12 stages. Competitors must compete in all stages.

For the award ceremony, all results from all stages are added together to find the winner.

A target change (i.e. with several targets) must be implemented in the stages.

Participants are not allowed to enter the stages before their start, the briefing will be held in the start area of each stage. Visitors are allowed in designated areas. All participants who are not shooting can stay in these areas.

1.1.3. L3: Level 3 (IDPS-L3)

IDPS-L3 competitions have between 5 and 20 stages, from National Championship and upwards between 6 and 40 stages.

Competitors must participate in all stages.

For the award ceremony all results of all stages are added up to determine the winner.

For L3, the same applies as for L2, except that the requirements for the participants are higher.

Evaluation see at 1.2.

1.2. Evaluation

1.2.1. Hit counting

A hit on paper targets is only scored if at least more than half of the bullet diameter is within the hit area.

Dropping targets (Popper) are considered to be hit as soon as they fall over.

Destructible targets (clay pigeons, balloons...) are counted as hit as soon as they are destroyed.

1.2.2. Evaluation IDPS-L1:

Evaluation is based only on hits within the specified time period. The exact points depend on the target medium, see 7.1.

1.2.3. Scoring IDPS-L2 and L3, procedural errors and no-shoot will be counted as a miss:

- Hit = according 7.1
- Miss = 10 Points deduction
- Sequence error = 10 Points deduction
- No Shoot = 10 Points deduction

Scoring L2 und L3:

**Total Hits / [(Miss * 10) + Time in sec]*100,
rounded to 1 decimal place**

Example stage with 40 possible hits:

36 Hits á 10 points

2 Miss

1 Sequence error

1 No Shoot (Miss, Sequence error and No Shoot counted together)

120 sec. time required

$(36 \times 10) / [(4 \times 10) + 120] * 100$

Result: 225 points

1.2.4. Penalty Points

If a shooter collects a lot of penalty points, it may result in a zero score for the stage.

1.2.4.1. No-Shoots

Shot no-shoot targets are penalized with 10 penalty points per shot.

1.2.4.2. Misses

Each miss (missing a target being shot at) results in 10 penalty points.

1.2.4.3. Sequence Errors

If more shots are fired at a target than the station description specifies, it counts as a sequence error.

One hit on a target will be cancelled for each shot fired too many on that target, starting with the best hit, and an additional 10 penalty points will be awarded.

Each sequence error will be awarded 10 penalty points:

- Failure to keep to the station description, per violation.
- Crossing the barriers inside the course, per violation.
- Dropping partially filled magazine (magazine with ammunition left in it), per violation.

1.2.5. Disqualification

These faults will disqualify you:

- Any safety infringement will be punished with disqualification.
- Unsafe handling of the weapon: muzzle in unsafe direction or in the direction of a person, here also the own person counts ("sweeping"), finger on the trigger outside of an intended firing, ammunition in or on the weapon without the explicit command "load" of the range officer,...
- Accidental discharge of a shot.
- Firing a shot not in the direction of aim.
- Dropping a weapon, no weapon may touch the ground (unless the station description specifies discarding the unloaded weapon when changing weapons).
- Unsafe handling of a weapon.
- Unsportsmanlike conduct (cheating, doping, un-comradely behavior...).
- Use of ammunition that does not comply with point 3 of these sporting regulations.

A disqualified participant has to leave the shooting range immediately.

In case of unsportsmanlike conduct he can also be banned from the entire event area.

All scores from already completed stages of the event will be cancelled.

In case of disqualification there is no refund of the starting fee.

1.3. Procedure

1.3.1. Commands

„Loading“

May only be used when the shooter or shooters have already entered their starting position and have a bullet trap visible. On the command, the gun is loaded, locked and laid down, slung or holstered in a safe manner (finger long, barrel pointing in a safe direction) - this is specified in the station description.

„Attention“

Given just before the start signal.

Start signal or „Fire“

The start signal is the beep of a shot timer, at level 1 the command "**open Fire**" can be given instead of a timer.

End signal

At stages with a given time window (such as L1 competitions), the end signal is the second beep of the shot timer after the time limit has been reached. Instead of an acoustic signal, the command "**Stop, unload, secure the gun** " can also be given.

„Secure the gun“ or „Unload, Safety“

All shooters of the stage have to unload the weapons. The magazine must be removed, the slide open.

1.3.2. Safe direction

The safe direction is always defined as the bullet trap. For holstering or laying down, the barrel may only be pointed in a line away from the shooter (towards the bullet trap).

However, depending on the conditions of the shooting range, the safe direction may never exceed 180°, i.e. the gun pointing to the rear.

The limits of the safe direction must be announced to the participants during the briefing.

1.3.2.1. Safe direction for position changes from L1 onwards

When changing positions, the gun is always pointed against the bullet trap. Lowering the weapon is not permitted. The finger is "Long" and the weapon is secured.

Handguns may be loaded and holstered with the safety on from the command "Load".

In stages with rifles and handguns, the first part must always be shot with the rifle!

If a handgun and a rifle are carried at the same time in a stage, the handgun may only be carried with the safety on, unloaded, with the slide open and without a magazine. Magazines in rifles may only be attached as soon as the rifle is brought into firing position.

The handgun is always loaded, locked and holstered first, then the rifle may be loaded and locked.

The rifle may only be reholstered or laid down once it has been unloaded (fired empty), the breech open and the magazine removed.

If a third rifle (e.g. shotgun) is used in a stage, the same applies to the third rifle as to the first rifle.

It must be ensured that no more than one rifle is carried at the same time. When changing weapons between rifles within a stage, the unused rifle must be discarded in accordance with the safety regulations.

1.3.3. Safety

If a weapon has a safety mechanism, it is mandatory to use it.

The safety is only released for immediate firing.

As soon as the muzzle points away from the target, the weapon must be locked (change of position, laying down, holstering, etc.).

After finishing each stage, all weapons must be unloaded.

1.3.4. Safe handling

Safe handling is defined as the use of weapons under the following rules:

- The finger is only on the trigger for firing - otherwise finger "Long".
 - So only immediately before and during shooting
- The gun is only unlocked for firing.
 - So only immediately before and during shooting
- The muzzle always points in a safe direction
 - There must never be anything other than the bullet trap,
 - the area from the shooter to the bullet trap (direct line)
 - or the area in front of the shooter's feet when the muzzle is in the "Sul" position.

Safe handling also includes keeping to the specified shooting positions (especially when changing positions)!

Loading is only on command, and only when you are in the starting position. No weapon manipulations or loading activities apart from these instructions. Failure to comply will result in disqualification.

Unloading is done on command or independently if something unexpected happens.

If this is not possible, the locked weapon will be placed with the muzzle pointing in a safe direction and the Range Officer informed.

1.3.5. Procedures at Stages IDPS-L1

Static stages are performed individually or in groups. A briefing must be held for each group or shooter before entering the stage. After the briefing, the participants enter the starting position and wait for the command "load". After loading, the participants are again prepared for the start signal with the command "Attention".

After the first timer signal, shooting is allowed until the second timer signal.

At L1, the sequences can also be regulated by the commands "Fire" and "Stop, unload, safety" instead of the timer.

1.3.6. Procedures at Stages IDPS-L2 and L3

Stages: A briefing must take place for each group or shooter before entering the stage. The stages are to be completed one after the other.

If some static stages are held from L2 on, the time will be calculated by a timer just like at the dynamic stages.

At dynamic stages the participants enter the start position after the briefing and wait for the command "load". After loading, the participants are again prepared for the start signal with the command "Attention".

After the first timer signal the stage starts and the station sequence must be followed.

Timing stops automatically after the last shot fired.

Courses must be prepared in such a way that the running direction is always given (light signals, arrows, barriers, etc.) and the design of the stage does not tempt the participant to point the muzzle of the gun in an unsafe direction (without bullet trap).

1.3.7. Weapon malfunction

Any weapon malfunction is the responsibility of the shooter. If the shooter can solve the weapon malfunction himself without violating the safety regulations, he can end the stage.

The timekeeping continues during the elimination of the malfunction.

If the shooter is unable to rectify the weapon malfunction within 30 seconds, he/she must report it to the range officer and the respective stage will not be scored (zero points for the stage in the overall standings).

The shooter may start in the next stage with a backup weapon.

1.3.8. Magazine change

Each magazine change must be made with the muzzle pointing in a safe direction only. Partially filled magazines, i.e. magazines that still contain cartridges, must not be left behind.

1.4. Officials of a shooting competition:

1.4.1. Match Director

The Match Director is responsible for the event. He organizes the event, assigns the Range Officers, gives instructions and makes final decisions.

1.4.2. Range Officer

Range Officers are those persons who perform all activities involving shooting activities at events.

Range Officers must ensure that the event runs safely and smoothly.

All participants and visitors must comply unconditionally with the orders of the Range Officers.

Range Officers are authorized and responsible for:

- Check safety
- Lead stages (even if only assisting, the same rights apply)
- give commands or acoustic signals (beeper)
- to make evaluations
- to give penalty points
- and to pronounce disqualifications

1.4.3. Calculation Office

For the evaluation, result lists and the creation of certificates, a calculation office with appropriate personnel is to be set up.

1.4.4. Additional staff

Additional staff may be assigned for catering, advertising, event preparations, cleanup, parking lot ushers, etc.

These persons have nothing to do with the shooting activities at events.

2. Firearms:

Type of weapons:

IDPS can be shot in several weapon classes (abbreviated by a letter with the respective number, called Divisions).

Depending on the description of the stage, one or more weapons (primary, secondary, tertiary) can be used for each stage.

For each competition it is to be specified in the announcement exactly which weapon class is permitted.

Basically all used weapons have to correspond to the respective sport regulations of the ISB, unless it is expressly stated differently in the announcement for the respective competition.

The types of weapons have to be in accordance with the operating permit of the respective shooting range.

Divisions listed by number:

- IDPS-K1:** Pistol Standard small bore
- IDPS-K2:** Revolver Standard small bore
- IDPS-K3:** Semi Automatic Rifle Standard small bore
- IDPS-K4:** Pistol Standard big bore
- IDPS-K5:** Revolver Standard big bore
- IDPS-K6:** Semi Automatic Rifle Standard pistol calibre
- IDPS-K7:** Semi Automatic Rifle Standard big bore
- IDPS-K8:** Shotgun Standard double barrel
- IDPS-K9:** Shotgun Standard Pump- Action
- IDPS-K10:** Shotgun Standard Semi Automatic with box magazine
- IDPS-K11:** Pistol Open big bore
- IDPS-K12:** Pistol Carbine Open
- IDPS-K13:** Semi Automatic Rifle Open small bore
- IDPS-K14:** Semi Automatic Rifle Open pistol bore
- IDPS-K15:** Semi Automatic Rifle Open big bore
- IDPS-K16:** Shotgun Open Semi Automatic
- IDPS-K17:** Pistol Classic Standard big bore
- IDPS-K18:** Revolver Classic Standard big bore

Notes to the Divisions:

- All weapons (except revolvers) must have a properly functioning safety.
- All pistols in the standard classes may only have a maximum of 20-round magazines.
- All revolvers may only have a maximum of 6 rounds.
- In all semi-automatic weapons of the standard classes only 30-round magazines may be used.
- All weapons in the standard classes may only have open sights (rear sight and front sight, diopter). Tritium sights or fiber optic inserts are permitted.
- All weapons in the Open classes are not subject to restrictions on sights (Red Dot, telescopic sight), magazine capacity, total weight or overall size. Tuning performed must not affect the function or safety of the firearm.
- For K17, only single-row magazines with a maximum of 7 cartridges may be used.
- For K18, only the 45 ACP caliber is permitted.

Weight:	according to the respective sport regulations or type of weapon.
Barrel length:	according to the respective sport regulations or type of weapon.
Caliber:	according to type of weapon
Trigger:	at least 1 kg trigger weight for standard class, at least 0.5 kg trigger weight for open class.
Sighting:	according to type of weapon
Condition:	Valid proof of the weapon must be available, no technical defects.

3. Ammunition:

Only metal cartridges with nitro powder and commercially available bullets or slugs for shotguns with the ballistic performance corresponding to the caliber are allowed be used. Factory ammunition or hand-loaded cartridges according to the CIP standard are permitted, reduced loads are prohibited.

4. Shooting distance:

From 1 meter on paper targets, from 10 meters on steel targets.

Maximum shooting distance 300 meters.

The maximum distance has to be stated in the announcement of the respective competition.

5. Number of shots:

Depending on the respective course.

The minimum number of shots for the respective competition must be stated in the invitation to the competition, and the minimum number of shots for the station must be stated in the stage descriptions for the respective station.

It is to be noted that per stage not more than 60 shots with pistols, 30 shots with revolvers, 60 shots with semi-automatic rifles and 20 shots with shotguns are fired.

6. Shooting positions:

IDPS is shot in free style, each shooter is free to choose the shooting position.

The Match Director can also specify certain types of shooting positions in the stage descriptions according to the ISchO.

7. Targets:

In IDPS all targets introduced in the ISB according to ISchO 12.1. to 12.18. as well as special targets or non-shooting targets ("no-shoots") may be used.

In the competition or stage description the targets are to be defined exactly and also how many shots are to be fired per target.

Each competitor must know exactly what to do at each stage before starting.

Specially marked targets (no-shoots) may not be shot at.

A hit on these targets counts as a sequence error.

For more details see point 1.2. and following Scoring / Penalty Points of these sporting rules.

Example: No-shoots are clearly crossed out with an X or painted with a different color. For example, all targets that are to be shot at can be painted white, and all targets that are not to be shot at can be painted red.

Second example: The T10 ISB - target according to ISchO 12.10. is printed in red color or crossed out with an X all over.

Care must be taken to ensure that the same color and marking is always used for all no-shoots within a stage.

However, the color of the paper targets may differ from the color of the steel targets.

For popper targets, the general rule is that they are considered hit as soon as they fall over.

Destructible targets (clay pigeons, balloons...) are considered hit as soon as they are destroyed.

In the case of paper targets, the points of the hits are added up in accordance with point 1.3. of these sporting regulations, only the number of shots specified in the stage description may be fired per paper target.

Too many shots or missed shots result in penalty points.

7.1. Listing of points per target in IDPS

A hit is scored for the respective target according to ISchO 12.1. to 12.18.

T1 (12.1.), T2 (12.2.), T3 (12.3.), T4 (12.4.), T5 (12.5.), T6 (12.6.), T7 (12.7.):

Each hit corresponds to the ring number of the hit ring.

A miss, i.e., a hit outside the rings, results in 10 penalty points.

If more shots are fired at a target than specified in the stage description, it is counted as a sequence error according to item 1.2.4. of these sporting regulations.

In case of misses, which count as sequence errors, the best hit on the respective target is cancelled and an additional 10 penalty points are awarded.

T8 (12.8.), T9 (12.9.), T10 (12.10.) and T12 (12.12.):

Each hit within the hit area is equal to 10 points.

A miss, i.e. a hit outside the scoring area, results in 10 penalty points.

If more shots are fired at a target than specified in the stage description, it is counted as a sequence error according to item 1.2. of these sporting rules.

In case of misses, which count as sequence errors, the best hit on the respective target is cancelled and an additional 10 penalty points are awarded.

T11 (12.11.) and T13 (12.13.):

Each hit within the small hit area equals 10 points, within the large hit area 5 points.

A miss, i.e. a hit outside the target area, results in 10 penalty points.

If more shots are fired at a target than specified in the stage description, it is counted as a sequence error according to item 1.2. of these sporting rules.

In case of misses, which count as sequence errors, the best hit on the respective target is cancelled and an additional 10 penalty points are awarded.

T14 (12.14.):

If the clay pigeon is hit, it counts as 10 points.

If the clay pigeon is not hit, it counts as 10 penalty points.

If more shots are fired at a clay pigeon than specified in the stage description, it counts as a miss according to point 1.2. of these sporting rules.

In case of missed shots, which count as a sequence error, any hit on the clay pigeon will be cancelled and an additional 10 penalty points will be awarded.

T15 (12.15.), T16 (12.16.), T17 (12.17.):

A popper is considered to be hit when it falls up.

A hit counts as 10 points.

A miss, i.e. when the popper does not fall over, results in 10 penalty points.

If more shots are fired at a target than specified in the stage description, it is counted as an event miss according to point 1.2. of these sporting rules.

In case of missed shots, which count as a sequence error, a possible hit will be cancelled and an additional 10 penalty points will be awarded.

T18 (12.18.):

A gong is considered hit as soon as the characteristic sound is heard.

A hit counts as 10 points.

A miss, i.e. when the gong is not hit, results in 10 penalty points.

If more shots are fired at a gong than the stage description provides for, it counts as a sequence error according to point 1.2. of these sporting regulations.

In the case of missed shots, which count as a sequence error, any hit will be cancelled and an additional 10 penalty points will be awarded.

8. Equipment

According to ISchO 3.2.10. every shooter und every person present on the shooting range must wear ear and eye protection.

8.1. Clothing

Only normal street clothing is provided for this shooting sport category. Members of authorities such as police/military/justice guards may wear their uniforms if permitted by their employer in accordance with ISchO 6.6.3.

8.2. IDPS-L1

Level 1 competitions do not require holsters or gun belts, here the guns and magazines can be placed on a designated rack (table) in front of the shooter.

8.3. From IDPS-L2 and higher:

8.3.1. Pistol holsters

Holsters for pistols or revolvers, which are suitable for permanent carrying on the hip or thigh, or for executive or military service, are permitted. The holster must be of such a design as to permit carrying for hours without obstruction during everyday activities, sitting, driving, etc.

Sporting quick draw holsters are expressly prohibited!

Holsters must conceal the entire trigger group, as well as the ejection port on pistols and the barrel and hammer on revolvers.

The holster must ensure that the weapon cannot be lost under any circumstances.

8.3.2. Rifle belt

Rifles must be equipped with a rifle belt beginning at Level 2, which allows the rifle to be carried all day.

8.4. Magazines

8.4.1. Pistol magazines

At least 2 reserve magazines are carried in magazine pouches on the other hip. Other carrying methods are not permitted, nor are only sporty magazine holders that are unsuitable for carrying the reserve magazines at all times or on duty.

8.4.2. Rifle magazines

Reserve magazines for semiautomatic rifles are carried in pouches, clothing, in their own holsters on the belt, or in magazine pouches worn around the neck (so-called chest rigs, not plate carriers!).

8.4.3. Carried shotgun ammunition

The same applies to shotguns as to semi-automatic rifles.

In the case of shotguns with detachable magazines, these are carried in magazine pouches. For shotguns without detachable magazine, the cartridges are carried individually in loops on the belt, clothing or in mounted pouches.

9. Safety regulations:

According to ISchO 3.2. to 3.2.10.

In addition, 1.2. (scoring) and 1.3. (procedure) of these sporting regulations must be followed.

10. standard and recommended sample drills for IDPS:

For Level 1, a few sample drills (disciplines) are listed here.

All targets according to ISChO 12.1. to 12.18. can be used.

IDPS-D1:

Pistol hand change, target T4 ISB - Triple Target, distance according to stage description, time 60 seconds.

Starting position: weapon secured, slide open, placed on the table in front of the shooter, muzzle pointing towards the target, filled magazine placed on the table next to the weapon.

After the command "load and fire" or an acoustic signal, the shooter can load the weapon and start shooting.

Shooting stance standing free, 5 rounds two-handed on circle 1, 5 rounds one-handed with the left hand on circle 2, 5 rounds one-handed with the right hand on circle 3.

IDPS-D2:

Pistol Position change, target T4 ISB - Triple Target, distance according to stage description, time 60 seconds.

Starting position: weapon secured, breech open, placed on the table in front of the shooter, muzzle pointing towards the target, filled magazine placed on the table next to the weapon.

After the command "Load and fire" or an acoustic signal, the shooter can load the weapon and start shooting.

In each case, the shooter shoots 5 rounds standing free on circle 1, then 5 rounds sitting free on circle 2, then 5 rounds sitting on circle 3 with wrist rest.

IDPS-D3:

Rifle position change, target T4 ISB - Triple Target, distance according to stage description, time 60 seconds.

Starting position: weapon locked, breech open, placed on the table in front of the shooter, muzzle pointing towards the target, filled magazine placed on the table next to the weapon.

After the command "Load and fire" or an acoustic signal, the shooter can load the weapon and start shooting.

With the rifle, 5 shots each standing free on circle 1, then 5 shots sitting free on circle 2, then 5 shots sitting laid on circle 3.

IDPS-D4:

Pistol carbine position change, target T4 ISB - Triple Target, distance according to stage description, time 60 seconds.

Starting position: weapon secured, breech open, placed on the table in front of the shooter, muzzle pointing towards the target, filled magazine placed on the table next to the weapon.

After the command "load and fire" or an acoustic signal, the shooter can load the weapon and start firing.

With the pistol carbine, 5 shots each are fired standing freely on circle 1, then 5 shots sitting freely on circle 2, then 5 shots on circle 3 sitting on the bench.

IDPS-D5:

Weapon change Rifle-Pistol (2-Gun), target T4 ISB - triple target, distance according to stage description, time 60 seconds.

Starting position: both weapons secured, breech open, placed on the table in front of the shooter, muzzles pointing towards the target, filled magazines placed on the table next to the weapon.

After the command "load and fire" or an acoustic signal, the shooter can load the first weapon and start firing.

When the first weapon is fired, the breech must remain in the rear position, the magazine must be removed, the weapon must be placed on the table with the muzzle pointing towards the target, the secondary weapon may be picked up and loaded, and firing may continue.

Shooting position standing free. With the primary weapon (rifle) 5 shots on circle 1, then with the secondary weapon (pistol) 5 shots on circle 2 and 5 shots on circle 3.

IDPS-D6:

Triple- Passage Pistol- Rifle- Shotgun (3-Gun): Shooting position standing free, target T4 ISB - Triple Target, distance according to stage description, time 90 seconds.

Starting position: all 3 weapons secured, breech open, placed on the table in front of the shooter, muzzles pointing towards the target, filled magazines placed on the table next to the weapon, shotgun shells placed individually next to the shotgun.

After the command "Load and fire" or an acoustic signal, the shooter can load the first weapon and start firing.

Once the first weapon has been fired, the breech must remain in the rear position, the magazine must be removed, the weapon must be placed on the table with the muzzle pointing towards the target, the secondary weapon may be picked up and loaded, and firing may continue. This also applies to the third weapon.

Shooting position standing free. First with the pistol 5 shots on circle 1, then with the semiautomatic rifle 5 shots on circle 2, then with the shotgun 5 shots (only slugs / shotgun slug) on circle 3. Free choice which shotgun is used. The shotgun shells are to be loaded into the shotgun directly before firing.