APRIL 2026
HPDS IDPA

Designer: Gordon Ye

WARM-UP (CLASSIFIER PART 1)

Start Position: Behind SP. Concealment optional.

Procedure:
String 1: engage T1 with 5 rounds freestyle.
String 2: engage T1 with 5 rounds strong hand only.

Scoring: Limited. Best 10 hits on paper.

STAGE 1

Start Position: Both feet touching SP. Loaded to division capacity. Concealment required.

Procedure: On the start signal, engage T1 from **Retention**, then engage all remaining targets following IDPA rules. Steel activates swinger.

Scoring: Unlimited. Best 2 hits on paper. Steel must fall.

STAGE 2

Start Position: One foot touching SP1 **OR** kneeled at SP2. Loaded to division capacity. Concealment required.

Procedure: On the start signal, engage all targets following IDPA rules. SP2: All targets must be engaged kneeled.

Scoring: Unlimited. Best 2 hits on paper.

STAGE 3

Start Position: Both feet touching SP. Loaded to division capacity. Concealment required.

Procedure: On the start signal, engage all targets following IDPA rules. Barrel is a vision barrier. Steel activates drop turner.

Scoring: Unlimited. Best 2 hits on paper. Steel must fall.

STAGE 4

Start Position: One foot touching either SP. Loaded to division capacity. Concealment required.

Procedure: On the start signal, engage all targets following IDPA rules. Steel activates double swinger.

Scoring: Unlimited. Best 2 hits on paper. Steel must fall.

STAGE 5

Start Position: Empty gun and all magazines flat on table at SP. Concealment optional.

Procedure: On the start signal, engage all targets following IDPA rules. Barrel is a vision barrier.

Scoring: Unlimited. Best 2 hits on paper.

STAGE 6

Start Position: Both feet touching SP. Loaded to division capacity. Concealment required.

Procedure: On the start signal, engage all targets following IDPA rules. Barrel is a vision barrier. Steel activates drop turner.

Scoring: Unlimited. Best 2 hits on paper. Steel must fall.

COOL-DOWN (CLASSIFIER PART 2)

Start Position: Behind SP. Concealment optional.

Procedure:
String 3: **Start with 5 rounds in gun.** engage T1 with 5 round, reload, and engage T1 with 5 more rounds freestyle.
String 4: engage T1 with 4 rounds to the body and 1 round to the head.

Scoring: Limited. Best 14 hits on paper. 1 round to the head.