

IDPA Classification Match Score Sheet

STAGE ONE (30 Rounds Total, 10 Hits per Target Required)

Breakdown of Classification Scores

	CDP	ESP	SSP	ESR	SSR
Master	91.76	89.41	98.82	100.82	102.35
Expert	111.43	108.57	120.00	122.00	124.29
Sharpshooter	141.82	138.18	152.73	154.73	158.18
Marksman	195.00	190.00	210.00	212.00	217.50

Hits per Target
T1 T2 T3

Points Down per Target
T1 T2 T3

String 1
String 2
String 3
String 4
String 5
String 6
String 7
Procedurals x 3
Points Down x .5
Stage Total

STAGE TWO (30 Rounds Total, 10 Hits per Target Required)

Hits per Target
T1 T2 T3

Points Down per Target
T1 T2 T3

String 1
String 2
String 3
String 4
Procedurals x 3
Points Down x .5
Stage Total

STAGE THREE (30 Rounds Total, 10 Hits per Target Required)

Hits per Target
T1 T2 T3

Points Down per Target
T1 T2 T3

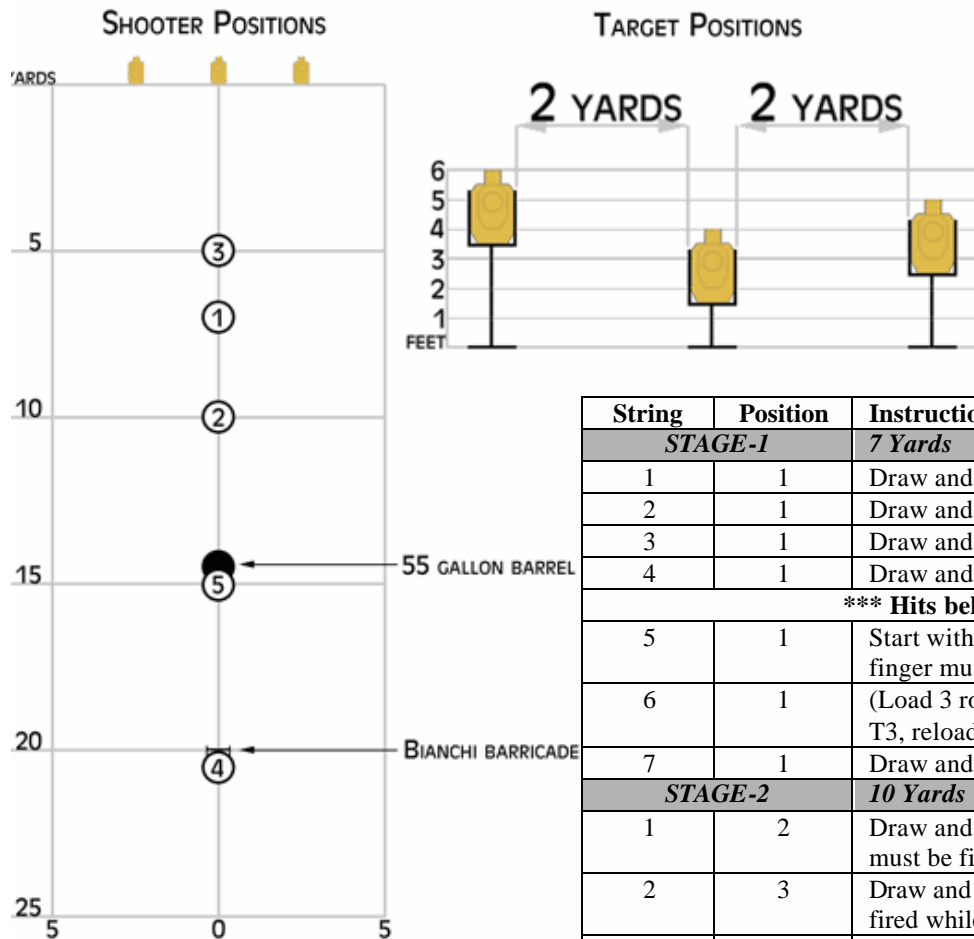
String 1
String 2
String 3
Procedurals x 3
Points Down x .5
Stage Total

Match Total

Name	<input type="text"/>		
Address	<input type="text"/>		
City	<input type="text"/>	State	<input type="text"/>
		Zip	<input type="text"/>

CDP ☐ ESP ☐ SSP ☐ ESR ☐ SSR ☐
MA ☐ EX ☐ SS ☐ MM ☐

IDPA Classification Match



Times for:	CDP	ESP	SSP	ESR	SSR
Master (MA)	91.76 or less	89.41 or less	98.82 or less	100.82 or less	102.35 or less
Expert (EX)	111.43 thru 91.77	108.57 thru 89.42	120.00 thru 98.83	122.00 thru 100.83	124.29 thru 102.36
Sharpshooter (SS)	141.82 thru 111.44	138.18 thru 108.58	152.73 thru 120.01	154.73 thru 122.01	158.18 thru 124.30
Marksman (MM)	195.00 thru 141.83	190.00 thru 138.19	210.00 thru 152.74	212.00 thru 154.74	217.50 thru 158.19

String	Position	Instructions	Shots
STAGE-1		7 Yards	
1	1	Draw and fire two (2) shots to the body and one (1) to the head on T1.	3
2	1	Draw and fire two (2) shots to the body and one (1) to the head on T2.	3
3	1	Draw and fire two (2) shots to the body and one (1) to the head on T3.	3
4	1	Draw and fire two (2) shots at each head T1-T3.	6
*** Hits below the head area should be pasted before shooting String Five ***			
5	1	Start with gun in "WEAK" hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY	3
6	1	(Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each, T1-T3	6
7	1	Draw and fire two (2) shots at each T1-T3 "STRONG" hand only.	6
STAGE-2		10 Yards	
1	2	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
2	3	Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).	6
3	2	(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
4	2	Draw and fire 2 shots at each T1 - T3 "STRONG" hand only.	6
STAGE-3		20 Yards (Bianchi style barricade and 55 gal. Barrel required).	
1	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
2	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
3	5	Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.	6

Note: Start position for all strings EXCEPT Stage One / String 5 is hands naturally at your sides. A Bianchi Style Barricade wall is twenty-four (24) inches wide by six (6) feet tall; shooting box is twenty-four (24) inches wide and does not necessarily have to have a back to it.