

CBS IDPA COURSE OF FIRE DESIGN GUIDELINES

- Design with maximum safety in mind.
 - Consider worst case scenarios and remember that it only takes one, single incident to close down a range permanently and generate the possibility of huge liability lawsuits.
 - Always design from the perspective of a Safety Officer. Visualize what will be required of the SO in terms of movement relative to the shooter and, the SO's ability to maintain visual contact with the shooter's gun and trigger finger.
- Design with an inexperienced shooter in mind.
 - If you can't be sure a first-time shooter will be able to negotiate a scenario without excessive difficulty or safety concerns, it's probably too complicated and needs modification.
- Design with real world situations in mind.
 - Don't design for the local SWAT team. Avoid scenarios with excessively difficult shots. This is especially true for situations involving hostages that require strong and/or weak hand only shots as this simply isn't realistic.
 - Minimize the use of no shoots. IDPA recommends no more than two per stage.
 - Minimize the requirement to shoot one-handed.
 - Keep the maximum distances realistic, i.e., 15 yards or less. Occasional use of long shots are acceptable but should be minimized.
 - Multiple shooting positions are fine as well as realistic but keep the total distance to move within reason. Don't give an advantage to those who can move a lot more quickly than others, i.e., don't make it a "foot race."
 - No more than 18 rounds should be required for any single string.

- Design with specific shooting bays, (indoor or outdoor,) in mind.
 - Consider actual bay dimensions and minimize the potential for wall, floor, and ceiling strikes at the Sharp Shooter. At Starry, minimize the potential for direct or ricochet rounds over the bays as well as avoiding the light fixtures in the Cowboy bays.
- Design to remain within a standard “180” environment where possible.
 - Yes, IDPA talks about “muzzle safe points” and does allow for scenarios that exceed the standard 180 *as long as SO’s clearly brief all shooters on these muzzle safe points*. However, while a stage with muzzle safe points that do exceed the 180 *can* be acceptable, we, CBS, believe they should be minimized to the maximum extent possible. The logic behind this is, with one exception, none of our bays lend themselves to muzzle safe points outside the standard 180.
 - Any time a scenario calls for a shooter to draw and turn or, for any reason, sweep the muzzle to negotiate a course of fire, the designer should thoroughly investigate all potential safety problems. These include, but are not limited to:
 - Potential danger of the shooter sweeping a part of his/her own body, the SO, or the scorekeeper.
 - Accidentally sweeping other competitors.
 - Undesired shots over the burms or into close range props.
 - Potential for stumbling or, tripping over props.
- Design to avoid potential shoot-through situations.
 - When drawing courses of fire, try to provide enough physical layout accuracy so that any shoot-through situations can be eliminated prior to setup. The use of grids or graph paper to maintain horizontal and vertical scale will help.
- Design to maximize the use of concealment and cover.
 - Concealment should be required unless safety concerns dictate otherwise.

- Design for maximum use of existing cover. Requiring a shooter to engage targets in the open should be minimized.
- Design to keep the number of reloads *reasonably* equitable for all types of pistols.
 - This doesn't mean every stage has to be revolver-friendly but when determining the total round count, try not to make the disparity in gun capacity a big factor in multiple stages.
 - Minimize stages that require starting with a pistol loaded at less than maximum capacity. On occasion, mandating slidelock reloads and the like is obviously acceptable but this practice should be kept to a minimum as it is not realistic.
- Design to avoid making any course of fire excessively time-consuming.
 - Minimize the use of multiple strings whenever possible. Everyone likes high round counts but try to accomplish this without adding extra strings for the sole purpose of increasing total round count.
 - Avoid the temptation to add unusual time-consuming aspects to a course of fire in an attempt to make them more interesting or fun.
- Design to avoid the use of a Limited Vickers count.
 - On occasion, limiting the maximum number of allowed shots is permissible in a "skills" type of stage but its use should be minimized as it does not conform to the overall goal of designing real world courses of fire.

IDPA NATIONAL'S COURSE OF FIRE GUIDELINES

- Every effort shall be made to design the course of fire so it will be in the competitors best interest to negotiate the course in a tactical manner.
- Courses of fire should emphasize defensive shooting skills and not athletic prowess.
- Providing cover in scenario stages is encouraged.
- A shooter who engages a target with one foot completely in front of a forward fault line will incur a single procedural penalty.
- No more than two threat targets may be positioned farther than 15 yds in any scenario stage.
- Courses of fire shall not require weak hand shots beyond 7 yds at no more than two threat targets may be specified weak hand only engagement.
- The cumulative distance separating all firing positions shall not exceed ten yards on any scenario stage.
- There shall be no more than two non-threat targets presented in any scenario stage.
- Any questionable ruling regarding scoring or procedural error will be decided in favor of the shooter.