

# Fast & Slow - Carbine / Pistol

**RULES:** IDPA Handbook, Latest Edition

**COURSE DESIGNER:** Jim Linch (www.oregonshooter.com)

**START POSITION** Standing with hands on X's, pistol loaded w/ 10 rounds max (9+1), in holster.  
Carbine loaded in Box A with (8+1) and spare mag with 10 rnds on body, or gun.

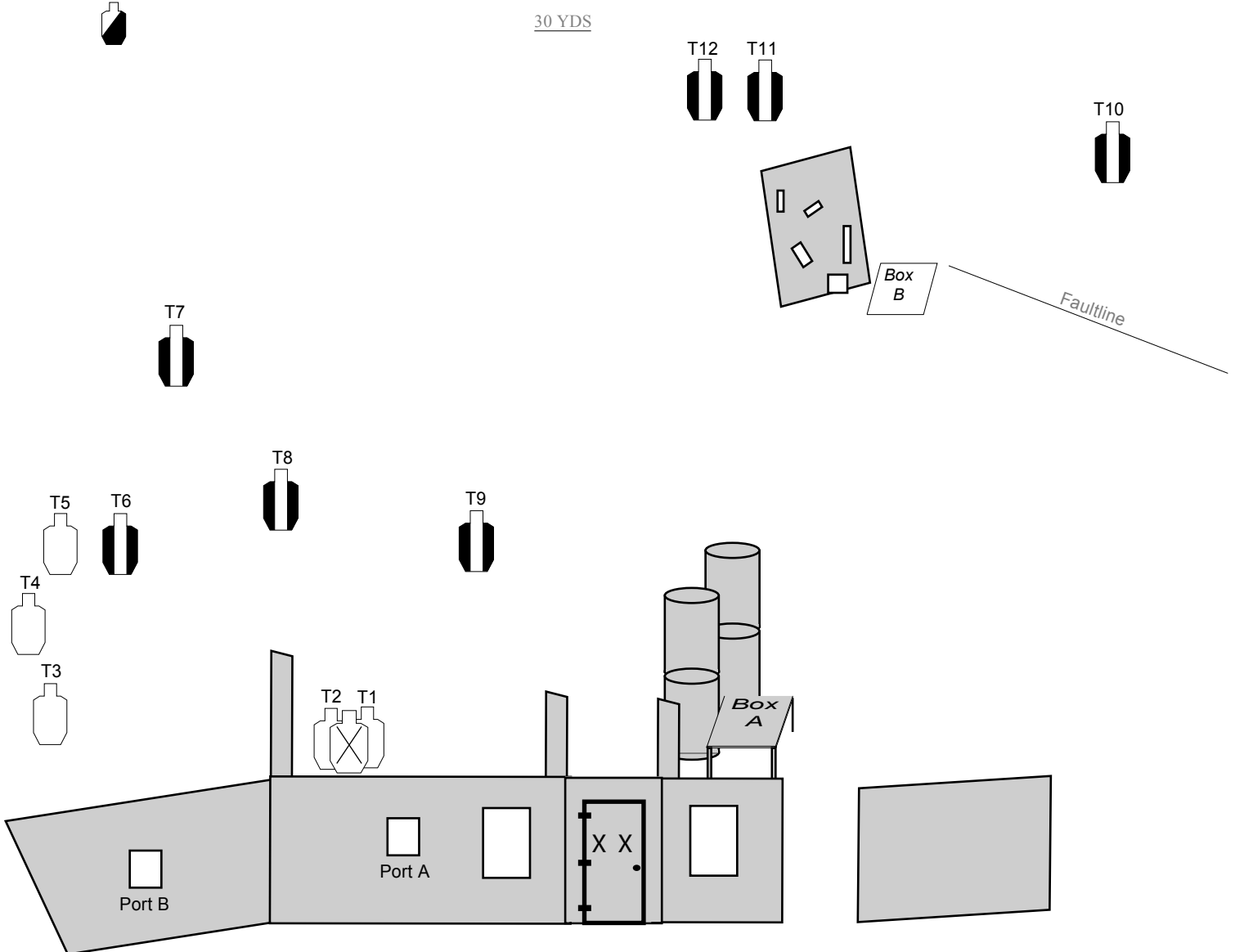
### STAGE PROCEDURE

On signal engage T1-T5 with pistol through Ports A & B, down safed weapon in Box A, engage T6-T9 with carbine from behind barrels. Engage T10 WHILE MOVING from Box A to Box B. From Box B engage T13 through each port marked port with (1) round for (5) total, then engage T11-T12

### SCORING

**SCORING:** Pistol: Vickers, Carbine: LIMITED Vickers  
**TARGETS:** (13) IDPA **ROUNDS:** (10) Pistol, (19) Rifle  
**SCORED HITS:** Best (2) on paper, EXCEPT for T13  
**START-STOP:** Audible - Last shot  
**PENALTIES:**

T13 (A&C only)



### SCENARIO:

None.

### RO NOTES:

T12 must be engaged while moving to Box B  
Reload on the move to Box B if needed.

T13 is scored as steel, 5 down for each miss.

**NO MAKUPS FOR CARBINE!**