

# TRANSITION DECISION

**RULES:** IDPA Rules

**Created By:** RicoCastro

**START POSITION:**

Shooter starts in box with rifle loaded to capacity, pistol loaded to capacity, spare rifle magazine loaded with unknown number of rounds (see below)

**SCENARIO:**

Shooter will give spare rifle magazine and four rounds to RSO (or friend) to load an UNKNOWN number of rounds (from two to four rounds) into spare magazine and then return to shooter's kit. This is to simulate a malfunction after the tactical reload.

**PROCEDURE:**

Upon buzzer, shooter puts two rounds onto each steel target, (steel hits to be called by RSO) then runs to barricades and does tactical reload. Shooter then fires at paper target until (simulated) malfunction, then switches to pistol and completes 10 rounds into the two targets - finishing with 5 rounds into each. There is a round limit.

**SCORING:** Limited

**ROUND COUNT:** 16

**TARGETS:** 5

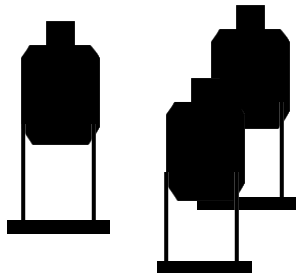
**DISTANCE:** 12 to 50 yards

**SCORED HITS:** 16

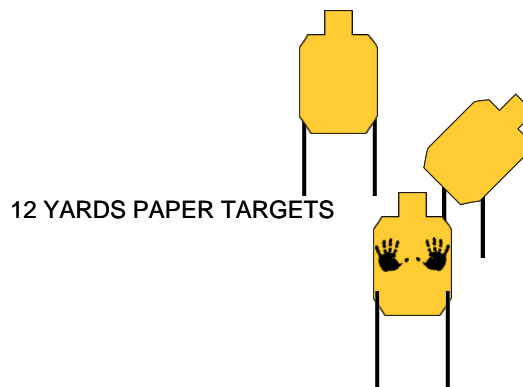
**PENALTIES:** Miss, procedural, flagging

**CONCEALMENT:** Yes

**NOTES:**



50 YARDS STEEL TARGETS



12 YARDS PAPER TARGETS



BARRICADES



STARTING BOX