

MATCH BOOK

**2022
KENTUCKY
USPSA
SECTION
CHAMPIONSHIP**

**JUNE 17-19
2022**

PRESENTED BY



**REPORT TO YOUR FIRST STAGE OF THE
MATCH BY 7:45 AM EASTERN TIME FOR
CHECK-IN AND SHOOTERS MEETING! SEE
SQUAD MATRIX!**

WELCOME TO



**2500 Handys Bend Road
Wilmore, KY 40390**

37.807321, -84.662474

Google Maps Link:
<https://goo.gl/maps/Mra35GcrTyzuArog9>

MATCH BRIEFING

Competitors are expected to be familiar with the contents of the current USPSA Rulebook. Competitors are required to read and understand the contents of this Matchbook. For the Purposes of the Match, this Matchbook has the same Force & Effect as the USPSA Rulebook.

COLD RANGE: The entire Blue Grass Sportsmen's League facility is a cold range. Firearms may only be handled in designated Safety Areas or under the supervision of a Range Officer.

SAFETY AREAS: These will be clearly marked with "Safety Area" signs. You will be able to carry out repairs, do practice draws and dry fire in these areas. Do not handle live or dummy ammunition in any safety area. Magazines or speed loaders can be loaded at the stages or anywhere else, but not in the safety area; doing so will result in a disqualification from the match.

EYE & EAR PROTECTION: Eye and ear protection are mandatory for all competitors and staff on all ranges. Eye protection is mandatory for spectators at all ranges.

HAZARD AREAS: Climbing on hillsides or berms and walking through wooded areas are not permitted. Children should be closely supervised at all times.

SHOOTERS MEETING: All competitors will be required to attend the Shooters Meeting on the morning of the day they are scheduled to compete. **THE SHOOTERS MEETING WILL TAKE PLACE ON EACH COMPETITORS FIRST STAGE OF THE DAY!** Failure to comply with any additional instructions or restrictions that are conveyed at this meeting may result in penalty or disqualification from the match. Absence from these meeting will not be reason for arbitration.

FIRST AID: First Aid will be available at the Clubhouse. Please let an RO know if you are having difficulty and need assistance.

SCHEDULING: Your squad has assigned times for each stage and lunch. With squads going to lunch at different times, we will keep to the schedule as closely as possible. We hope this will avoid confusion and doesn't overwhelm the staff and vendors that are accommodating lunch for everyone.

MATCH BRIEFING

SET STEEL & TAPE TARGETS: To maintain match efficiency, all competitors in your squad are expected to stay together and help set steel and tape targets on all stages.

STAGE DIAGRAMS: The stage diagrams shown in the Matchbook may differ from the actual stages. Please inspect each stage carefully and ask about any changes. If you do not ask, we will assume that you have noted and understood any changes.

WALLS & VISION BARRIERS: Unless otherwise specified, all walls and vision barriers are Hard Cover, and go from the ground to the height built and per revised rule 2.2.3.3, any wall, vision barrier, obstacle that its built higher than 6' is considered to continue upwards to infinity unless the written stage briefing states otherwise.

STAGE WALK-THROUGHS: On Friday, if no competitors are shooting, preparing to shoot, or scoring the stage, the Range Master has approved registered competitors only to enter or move through the course of fire. On Saturday and Sunday, competitors may only enter or move through the course of fire with prior approval of either the Range Master or the Range Office assigned to that stage. **NO ACTIVATED TARGETS MAY BE HANDLED OR MANIPULATED DURING STAGE WALK-THROUGHS!**

CHRONOGRAPH: Report to the Chronograph Station at the assigned time for your squad. Failure to report to Chronograph will result in a zero score for the match.

CALIBRATION: If a popper fails to fall when hit, you must challenge the popper during scoring. If the popper fails and requires recalibration, then a reshoot will be required for the Stage.

ARBITRATION: Arbitrations are initiated with the presentation of a \$100 cash fee and completed arbitration form to the Match Director or Range Master. Forms are available from the Range Master.

ALCOHOL: No alcoholic beverages or non-prescription drugs are to be consumed on the ranges at any time.

MATCH BRIEFING

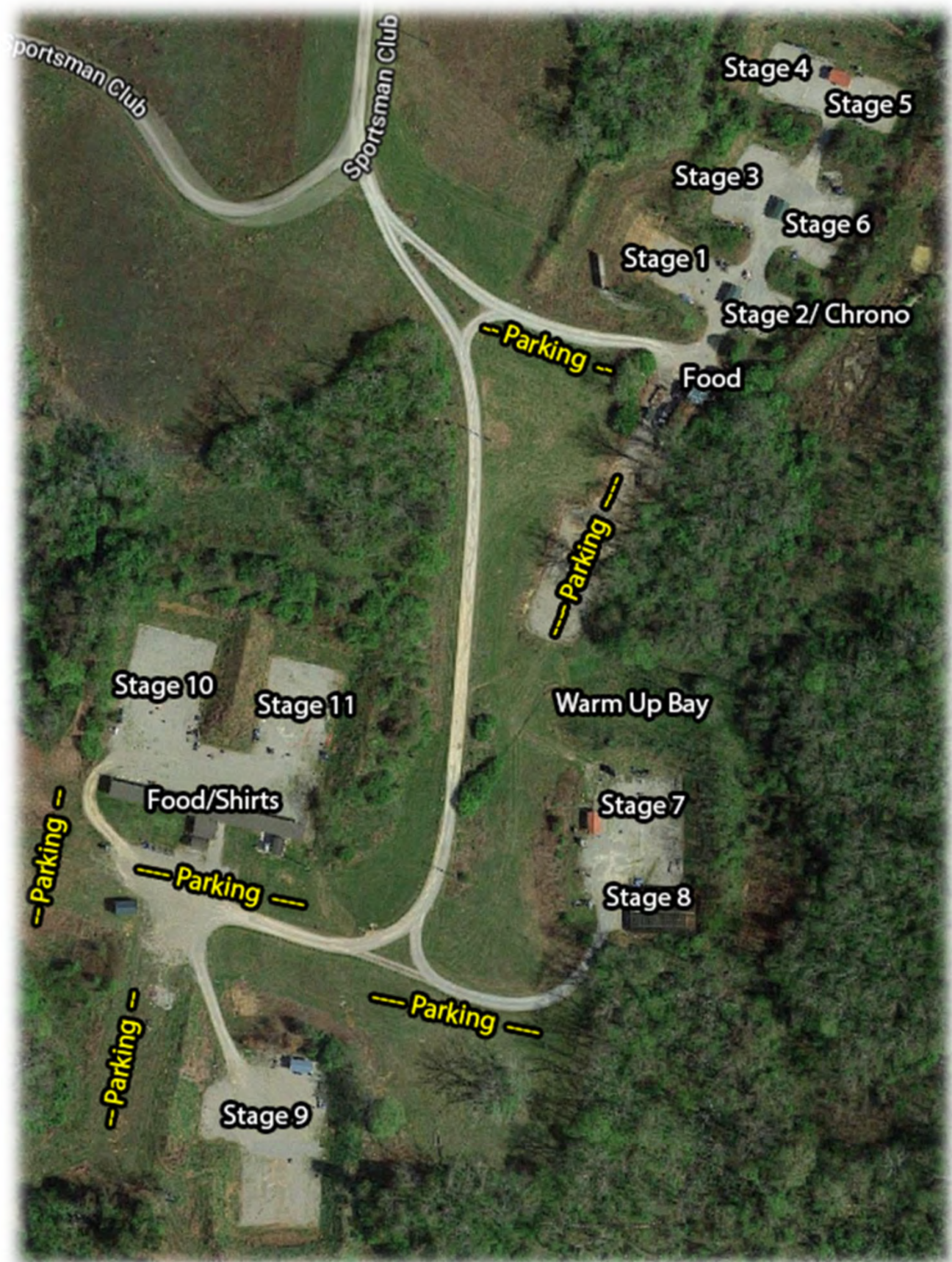
VENDERS & EXHIBITORS: All vending and sales will take place in the Vendor's Area. Only those companies and individuals who are sponsors, or who have rented table space, will be allowed to trade in this area. Any unauthorized person(s) found trading will be asked to leave the range.

SCORING: We will be using Practiscore to score the match. The Range Officer or assistant that is responsible for the scoring device will give competitors an opportunity to review and approve their scores. We will also utilize paper backups for all stages. Please note that if the Range Officer calls a score for a target and that target is subsequently taped before the target can be reviewed by the competitor, the score will stand and won't be available for appeal. Thus, it is highly recommended that each competitor have a proxy present as the Range Officer scores targets. Once scores are officially posted at the end of the match, competitors will be given 30 minutes to identify any discrepancies and arbitrate any other issues.

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PIT LAYOUT



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STAGE SUMMARY

Stage	Location	Scoring	Rount Count	Points
Stage 1	Pit 1 Bay 1	Comstock	20	100
Stage 2	Pit 1 Bay 6	Chrono	-	-
Stage 3	Pit 1 Bay 2	Comstock	26	130
Stage 4	Pit 1 Bay 3	Comstock	18	90
Stage 5	Pit 1 Bay 4	Comstock	22	110
Stage 6	Pit 1 Bay 5	Comstock	21	105
Demo Bay	Pit 2 Bay 1	-	-	-
Stage 7	Pit 2 Bay 2	Comstock	28	140
Stage 8	Pit 2 Bay 3	Comstock	16	80
Stage 9	Pit 3	Comstock	32	160
Stage 10	Pit 4 Bay 1	Comstock	28	140
Stage 11	Pit 4 Bay 2	Comstock	25	125
Totals			236	1180

SQUAD MATRIX

REPORT TO YOUR FIRST STAGE OF THE MATCH BY 7:45 AM EASTERN TIME FOR CHECK-IN AND SHOOTERS MEETING!

Friday, June 17		Stage								
Time	1/2 (Chrono)	3	4	5	6	7	8	9	10	11
8:00	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10
8:45	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9
9:30	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8
10:15	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
11:00	Lunch	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Lunch	Lunch	Squad 6
11:45	Squad 7	Lunch	Squad 8	Lunch	Squad 10	Squad 1	Squad 2	Squad 4	Squad 5	Lunch
12:30	Squad 6	Squad 7	Lunch	Squad 9	Lunch	Lunch	Lunch	Squad 3	Squad 4	Squad 5
13:15	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3	Squad 4
14:00	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2	Squad 3
14:45	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1	Squad 2
15:30	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 9	Squad 10	Squad 1

Saturday, June 18		Stage								
Time	1/2 (Chrono)	3	4	5	6	7	8	9	10	11
8:00	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110
8:45	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109
9:30	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108
10:15	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107
11:00	Lunch	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Lunch	Lunch	Squad 106
11:45	Squad 107	Lunch	Squad 108	Lunch	Squad 110	Squad 101	Squad 102	Squad 104	Squad 105	Lunch
12:30	Squad 106	Squad 107	Lunch	Squad 109	Lunch	Lunch	Lunch	Squad 103	Squad 104	Squad 105
13:15	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104
14:00	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103
14:45	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102
15:30	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101

Sunday, June 19		Stage								
Time	1/2 (Chrono)	3	4	5	6	7	8	9	10	11
8:00	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210
8:45	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209
9:30	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208
10:15	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207
11:00	Lunch	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Lunch	Lunch	Squad 206
11:45	Squad 207	Lunch	Squad 208	Lunch	Squad 210	Squad 201	Squad 202	Squad 204	Squad 205	Lunch
12:30	Squad 206	Squad 207	Lunch	Squad 209	Lunch	Lunch	Lunch	Squad 203	Squad 204	Squad 205
13:15	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204
14:00	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203
14:45	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202
15:30	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201

LUNCH

LUNCH WILL BE AVAILABLE FOR PURCHASE ON-SITE FROM A FANTASTIC BBQ TEAM AND WILL BE SERVED BOTH NEXT TO PIT 1 AND BEHIND PIT 4. LUNCH BREAKS ARE STAGGERED BY SQUAD, PLEASE SEE SQUAD MATRIX!

STAGE 1

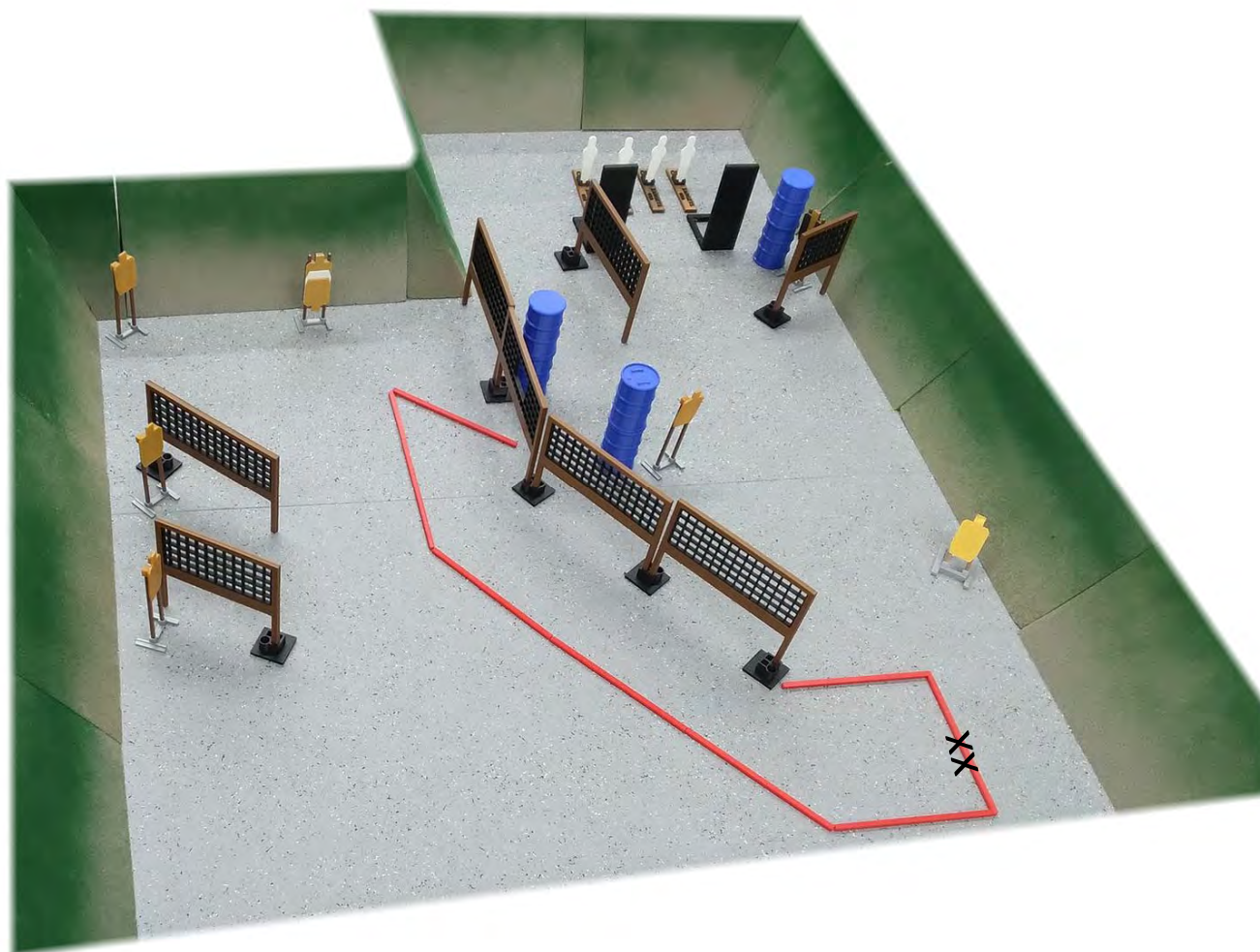
**GARY, YOU CAN'T BLAME
YOURSELF FOR WHAT
GORILLAS DID**

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STAGE 1 — GARY, YOU CAN'T BLAME YOURSELF FOR WHAT GORILLAS DID

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Standing completely outside the shooting area, feet touching marks, facing down range. Handgun is loaded and holstered, wrists below belt. PCC loaded, stock touching belt.			
Stage Procedure	Scoring:	Comstock, 20 rounds, 100 points	
Upon start signal, engage targets from within the shooting area.	Targets:	8 IPSC Cardboard, 4 steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 2

CHRONO



HIGH SCORE

STAGE 3

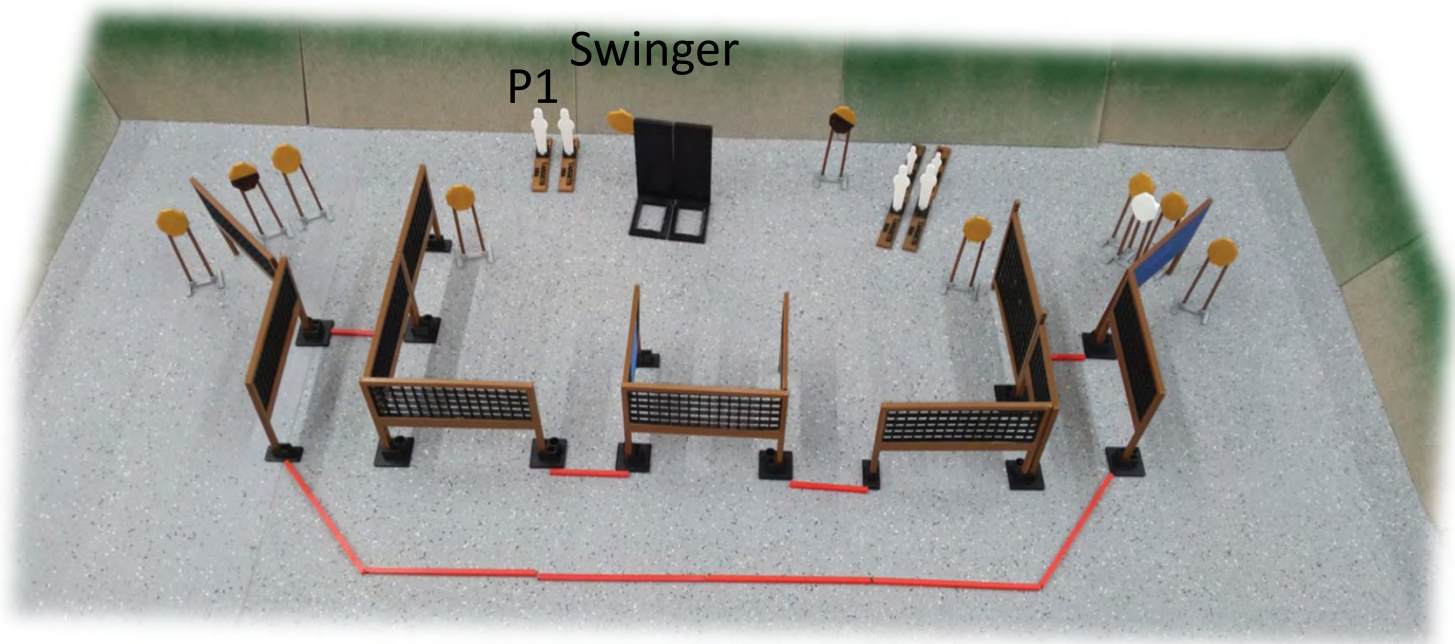
IT'S UNCANNY

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STAGE 3 – IT'S UNCANNY

Rules: USPSA Rule Book, Current Edition		Course Designer:	Joe Cerzosie
Start Position			
Standing completely outside the shooting area, toes touching anywhere on rear fault line, facing downrange. Handgun is loaded and holstered. PCC is loaded, stock touching belt.			
Stage Procedure	Scoring:	Comstock, 26 rounds, 130 points	
Upon start signal, engage targets from within the shooting area. Popper PP1 activates swinger which is visible at rest.	Targets:	10 IPSC Cardboard, 6 Steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 4

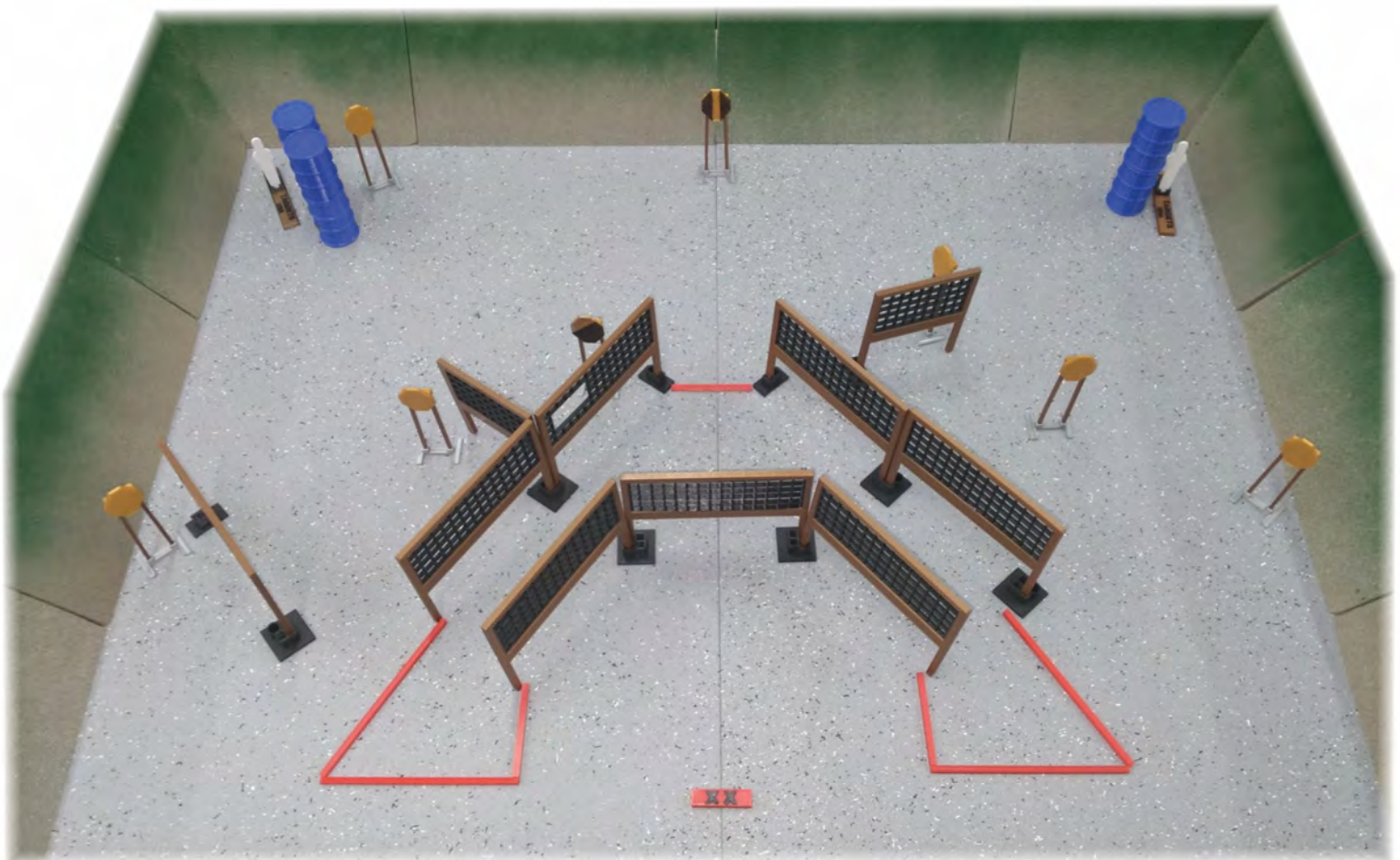
CAIRO...THAT'S IN
EGYPT.

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STAGE 4 – CAIRO...THAT'S IN EGYPT.

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Toes touching marks, facing down range . Handgun is UNLOADED and holstered, wrists below belt. PCC is UNLOADED, both hands touching gun, stock touching belt. All magazines come from belt.			
Stage Procedure	Scoring:	Comstock, 18 rounds, 90 points	
Upon start signal, engage targets from within the shooting area.	Targets:	8 IPSC Cardboard, 2 Steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 5

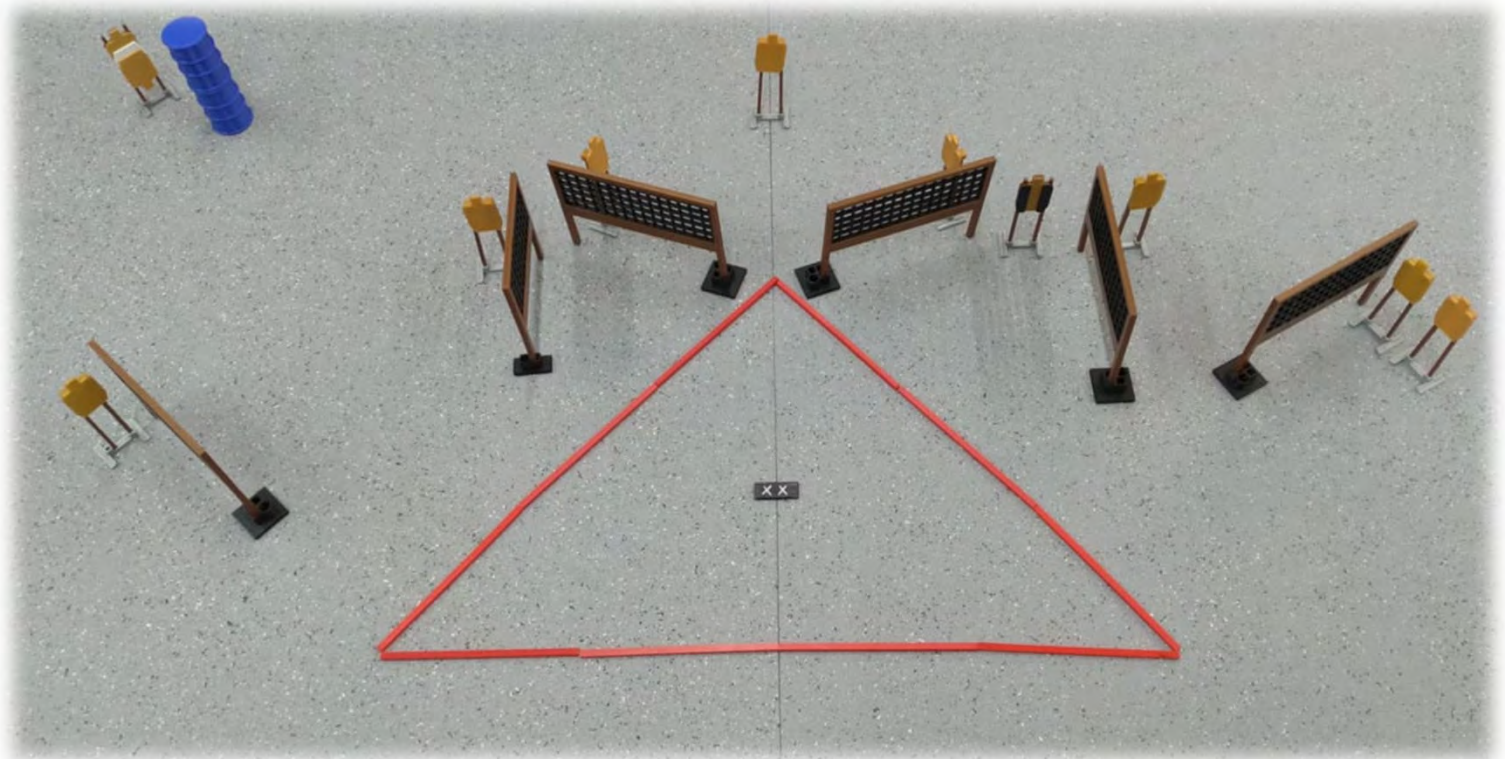
GO GET'M, COWBOY

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STAGE 5 – GO GET’M, COWBOY

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Standing inside the shooting area, feet touching marks, facing down range . Handgun is loaded and holstered. PCC is loaded, with stock touching belt.			
Stage Procedure	Scoring:	Comstock, 22 rounds, 110 points	
Upon start signal, engage targets from within the shooting area.	Targets:	11 IPSC Cardboard	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 6

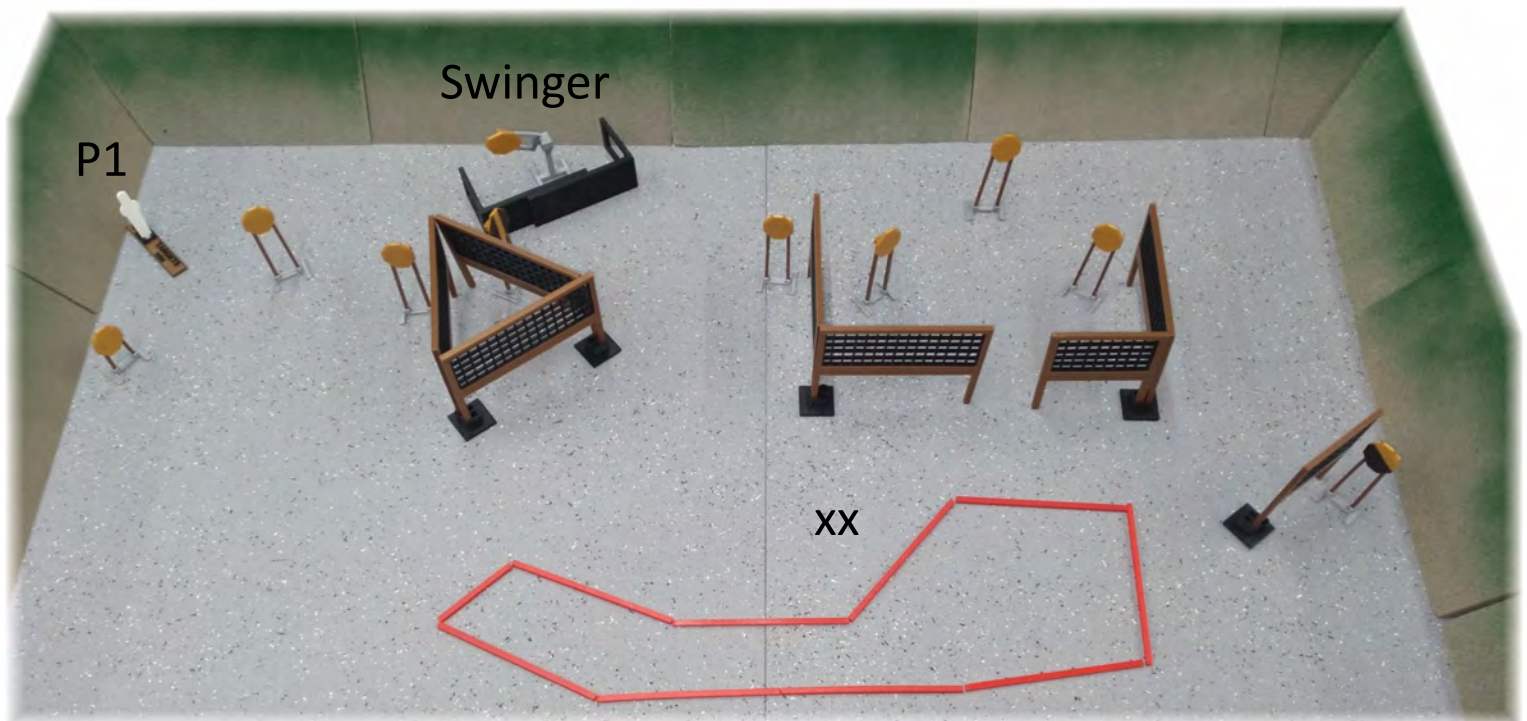
**REMEMBER, THERE IS NO
I IN TEAM AMERICA**

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STAGE 6 — REMEMBER, THERE IS NO I IN TEAM AMERICA

Rules: USPSA Rule Book, Current Edition	Course Designer:	Lafe Kunkel
Start Position		
Toes touching marks, facing down range. Handgun is loaded and holstered, wrists below belt. PCC is loaded, stock touching belt.		
Stage Procedure	Scoring:	Comstock, 21 rounds, 105 points
Upon start signal, engage targets from within the shooting area. P1 activates swinger, which is available at rest.	Targets:	10 IPSC Cardboard, 1 Steel
	Scored Hits:	Best 2 per USPSA
	Start-Stop:	Audible – Last Shot
	Penalties:	Per current edition of USPSA Rule Book



STAGE 7

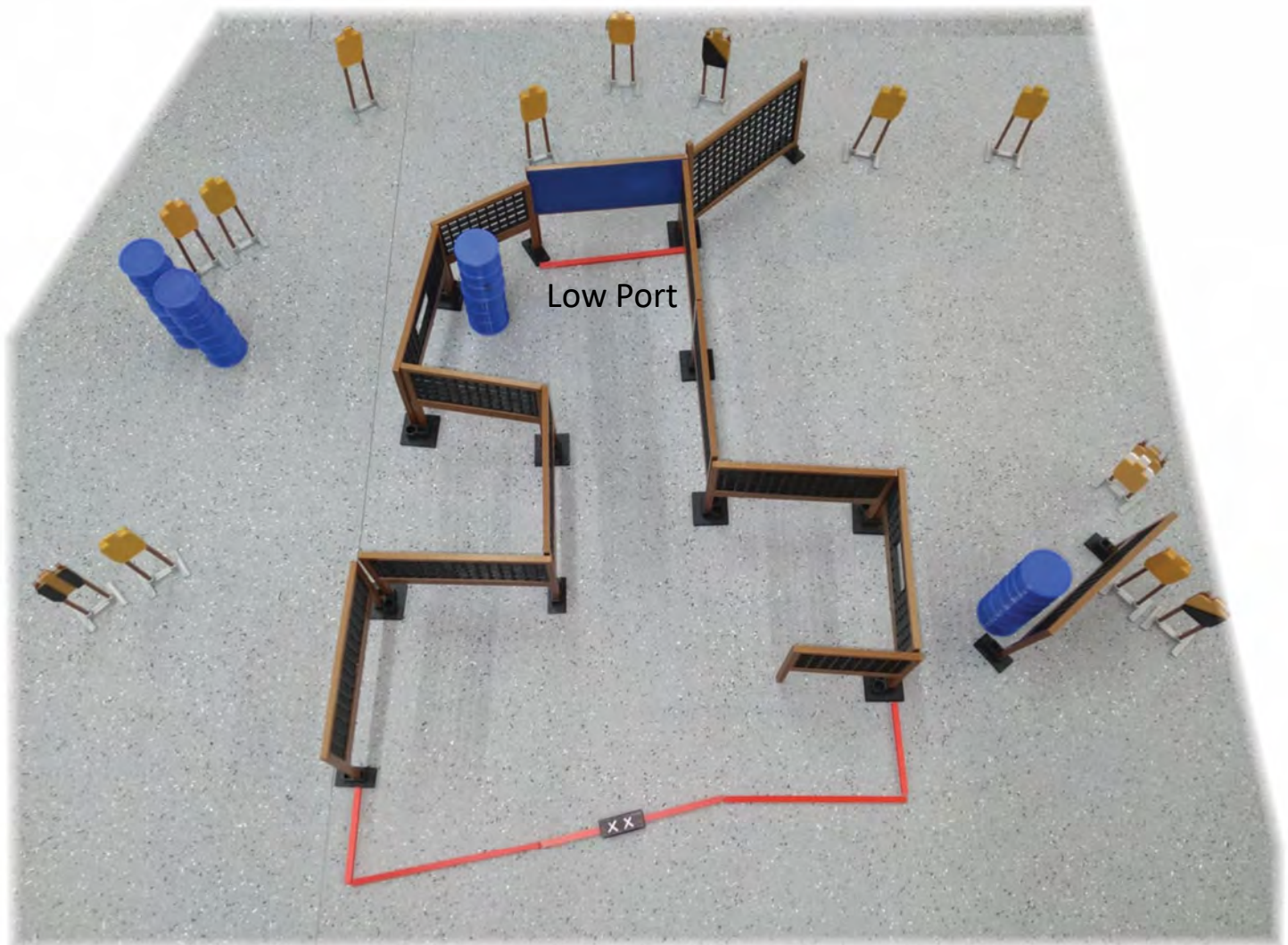
**WHAT DOES
SPOTSWOODE SEE IN
HIM?**

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STAGE 7 – WHAT DOES SPOTSWOODE SEE IN HIM?

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Feet touching marks, facing down range . Handgun is loaded and holstered. PCC loaded, stock touching belt.			
Stage Procedure	Scoring:	Comstock, 28 rounds, 140 points	
	Targets:	14 USPSA Cardboard	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
Upon start signal, engage targets from within the shooting area.	Penalties:	Per current edition of USPSA Rule Book	



STAGE 8

**INTELLIGENCE IS DOWN!
REPEAT, WE HAVE LOST
OUR INTELLIGENCE!**

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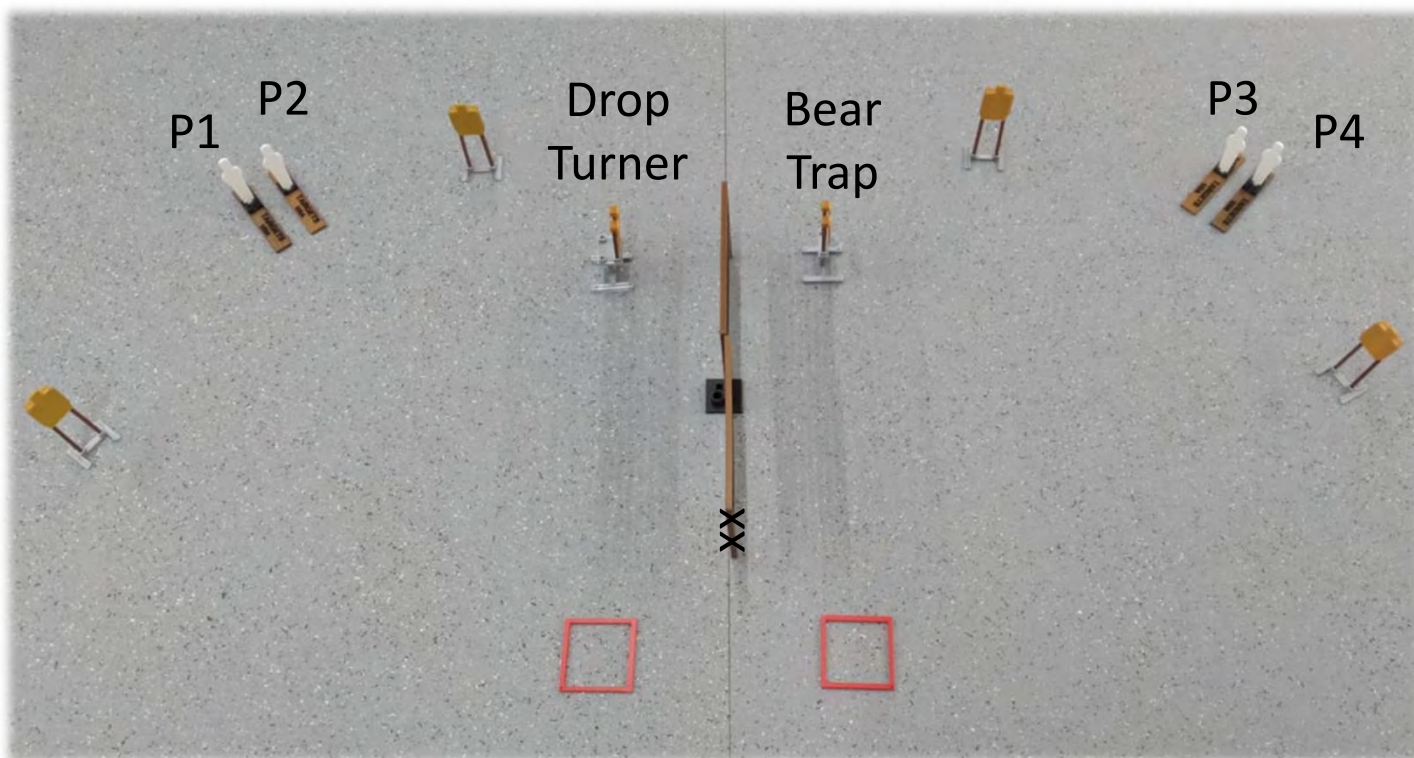


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STAGE 8 — INTELLIGENCE IS DOWN! REPEAT, WE HAVE LOST OUR INTELLIGENCE!

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Hands touching marks, facing down range . Handgun is loaded and holstered. PCC loaded, stock touching belt.			
Stage Procedure		Scoring:	Comstock, 16 rounds, 80 points
Upon start signal, engage targets from within the shooting areas. Popper P1 activates drop turner, which is not visible at rest. P3 activates bear trap activates bear trap, which is visible at rest.	Targets:		6 USPSA Cardboard, 4 Steel
	Scored Hits:		Best 2 per USPSA
	Start-Stop:		Audible – Last Shot
	Penalties:		Per current edition of USPSA Rule Book



STAGE 9

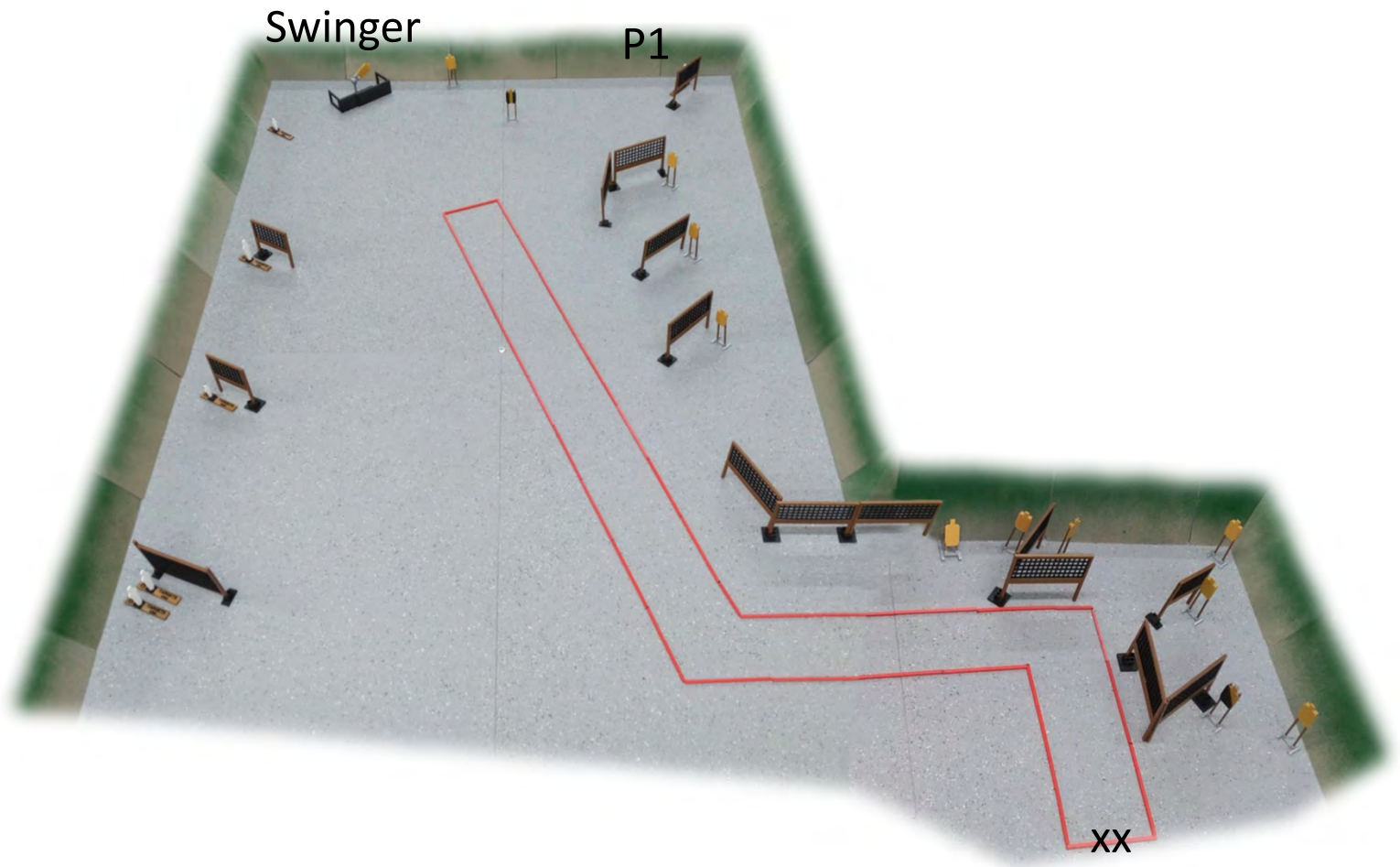
THE SIGNAL

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STAGE 9 – THE SIGNAL

Rules: USPSA Rule Book, Current Edition		Course Designer:	Mike Dame
Start Position			
Standing inside the shooting area, heels touching marks, facing down range . Handgun is loaded and holstered, wrists below belt. PCC is loaded, with stock touching belt.			
Stage Procedure	Scoring:	Comstock, 32 rounds, 160 points	
Upon start signal, engage targets from within the shooting area. P1 activates swinger, which is available at rest.	Targets:	13 USPSA Cardboard, 6 Steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 10

THE VALMORIFICATION COMPLETELY WORKED

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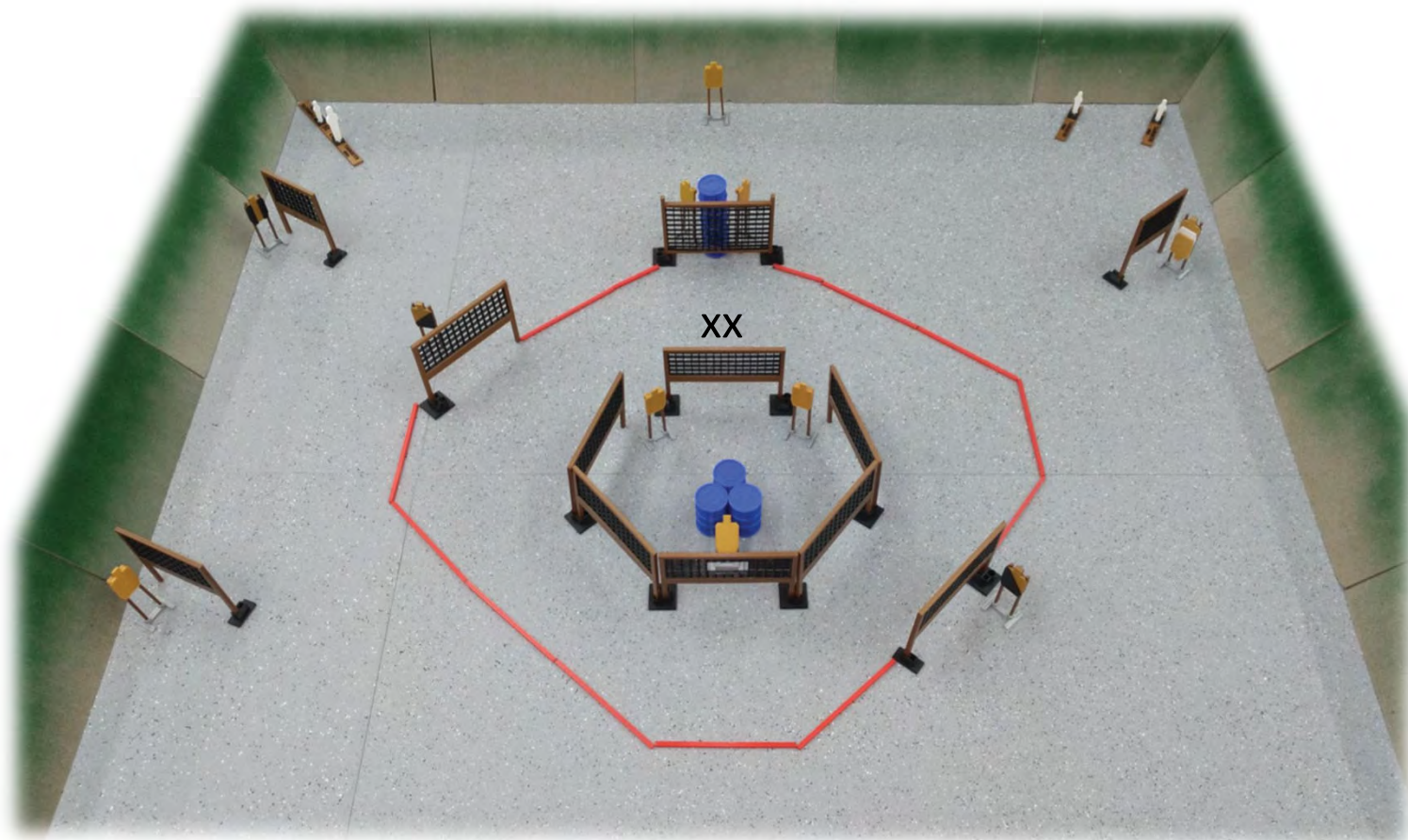


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STAGE 10 – THE VALMORIFICATION COMPLETELY WORKED

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Standing inside the shooting area, feet touching marks, facing down range . Handgun is loaded and holstered, wrists below belt. PCC is loaded, with stock touching belt.			
Stage Procedure	Scoring:	Comstock, 28 rounds, 140 points	
Upon start signal, engage targets from within the shooting area.	Targets:	12 USPSA Cardboard, 4 Steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
	Penalties:	Per current edition of USPSA Rule Book	



STAGE 11

**I PROMISE, I WILL NEVER
DIE**

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STAGE 11 – I PROMISE, I WILL NEVER DIE

Rules: USPSA Rule Book, Current Edition		Course Designer:	Lafe Kunkel
Start Position			
Standing behind table, feet touching marks, facing down range . Gun is loaded and laying flat on table, not propped, trigger over mark, facing squarely downrange.			
Stage Procedure	Scoring:	Comstock, 25 rounds, 125 points	
	Targets:	9 USPSA Cardboard, 7 Steel	
	Scored Hits:	Best 2 per USPSA	
	Start-Stop:	Audible – Last Shot	
Upon start signal, engage targets from within the shooting area. P2 activates swinger, which is available at rest.	Penalties:	Per current edition of USPSA Rule Book	

