



2023 Kentucky Classic Sponsored by Ruger

Hosted by
Bluegrass Sportsmen's League
2500 Handy's Bend Rd.
Wilmore Kentucky
September 1-3, 2023



Introduction

Welcome to the 2023 Kentucky Classic sponsored by Ruger Firearms and hosted by Bluegrass Sportsman's League. Thank you for choosing to attend our event.

We will have plenty of water available during the day. **There will be NO break for lunch. There will be no lunch provided. Please plan accordingly.**

If all goes as planned, we intend to be finished by Noon on match day. Some snacks will be available.

Unlike previous (and other matches) following the conclusion of the match there will be NO awards ceremony. DFC Arms is laser engraving and personalizing all awards. They will shipped to you after the match.

Match prizes will be drawn during the match and handed out to you while you are competing. If you ordered a match jersey it will also be delivered to you.

- **ALL Stages in this match are FREESTYLE.**
- **ALL Stages in this match are UNLIMITED.**
- **ALL Stages in this match require concealment.**
- **ALL barrels on these stages are considered hard-cover regardless of color or composition except for the designated VISION BARRIERS on Stage 2 and Stage 7. They are clearly marked.**

There will be NO registration or check in the day before or day of the match. You will receive your shooter bags at your first bay.

Lastly, if you feel sick or have been in close contact with a known COVID-19 positive person, for everyone's safety please DO NOT ATTEND this event.



Match Administration

This is a lost brass match

While on Bluegrass Sportsman's League property please observe all posted speed limits signs. While on our range please observe all posted safety signs and IDPA Safety Officer Commands. We operate a COLD range all firearms must be unloaded and safely cased or holstered prior to entry in the range areas. **If you arrive in the range area with a loaded firearm, contact a staff member to properly unload and verify the weapon is clear.**

Range Safety

There are designated SAFE AREAS in the vicinity of Stages 1-6 and Stage 8. Please utilize these SAFE AREAS.. **DO NOT unbox, unbag, or holster a weapon outside of these areas. No gun handling in the parking lots is allowed.**

Upon entering the bays and commencement of shooting eye and ear protection are required at ALL times.

Rules

This is an IDPA sanctioned Tier 2 event. **Strict compliance with all IDPA listed rules will be followed.** It is the responsibility of the shooter to be knowledgeable of the rules and to stay in compliance.

Again, all stages in this match require concealment, are UNLIMITED and are FREESTYLE.

Scoring

Electronic scoring will be used for this match. The scoring SO will show the competitor the tablet after targets are scored. The scoring SO will verbally ask the competitor to approve the score. **There will be NO paper backup at this match.** It is your responsibility to approve your score and your acknowledgement of its accuracy.

Match Pace

It is vital that each squad keep pace. Unless you are the current shooter, on deck shooter, or just finished shooting you should be pasting and assisting in resetting the stage.

Courtesy

Please be courtesy to Match Safety Officers and Staff members. They are responsible for running the actual stages and ensuring that safety is maintained. Please follow their instructions and commands. They have volunteered their time to be here for your safety, please thank them for their time. In the unlikely event that you may have a complaint or disagree with a call made by stage staff please request or seek out the match director.



Schedule of Events

- Friday 1 September
 - Senior staff shoots the match
 - Range is open for SAT/SUN competitor viewing
- Saturday 2 September
 - 0800 Staff/competitors report to bays
 - 0800 CSO Walkthrough
 - 0900 Match day begins
 - 1400 Range opens for SUN competitor viewing
- Sunday 3 September
 - 0700 Staff reports
 - 0730 Competitors report to their starting stage
 - 0800 Match day begins

*All Time listed in military time, if you need assistance ask a veteran.

The range is open for competitor viewing as listed above. Please be courteous to staff/competitors if they are still shooting. As always if you are a competitor, you are only allowed within the stage boundaries during your squads assigned time. NO PRIVATE WALK THROUGHS are allowed.



Match Staff

STAGE 1	Skip Corey	Darden Cruts	CSO SO	STAGE 6	Jon Jerry	Villing Kinkade	CSO SO
STAGE 2	Seth Shawn	Hayden Upchurch	CSO SO	STAGE 7	Tom Leland	Woolery Yates	CSO SO
STAGE 3	Ryan Erica	Hand Stone	CSO SO	STAGE 8	Chuck Laura	Medley Medley	CSO SO
STAGE 4	David Christopher	Frazier McCartney	CSO SO	STAGE 9	Aaron Shannon	Mastro Bennett	CSO SO
STAGE 5	James Rick	McKuhlen Wofford	CSO SO				
ICE/Runner	Scott	Garthee					
ICE/Runner	Donavan	Decot					
Fixit/Runner/Relief	Joe	Cerzosie					
Fixit/Runner/Relief	Bill	Wittman					
Photographer	Bryant	Brough					
Fixit Reserve CSO	Lin	Edwards					
Stats	Bob	Fronk					
AC	Michael	Barrera					
MD	Aaron	Bulc					



Stages

Stage Number	Name	Round Count	Stage Sponsor
1	Through the window	18	46Solutions
2	Gangland	18	Ruger
3	Garage sale	18	DFC Arms
4	Left or Right	15	Midwest Competition Works
5	Every corner	18	Shooters Connection
6	Close quarters	16	TSGE
7	Bad day at Work	18	GX Products LLC
8	Flea Market	16	Taurus
9	Caught off guard	16	Hunters HD Gold
10	Classic standards	4	TUFF Products
		157	Total Round Count

*Note: Diagrams of stages are provided. They are not meant to be an exact duplication of the exact stage layout. The official course of fire will be communicated to the competitors during the squad walk through.



Squad Assignments

- Saturday Staff and competitors report to bays at 0800.
- Saturday, CSOs report to STAGE 1 at 0800 for walkthrough.
- Sunday competitors report to bays at 0730.
- Parking areas are shown on the range layout; Once you park your vehicle plan on it remaining there until the conclusion of the match. **The only vehicle traffic allowed during the match will be staff only.**

SATURDAY			
SQUAD	10	starts on	STAGE 1
SQUAD	11	starts on	STAGE 3
SQUAD	12	starts on	STAGE 5
SQUAD	13	starts on	STAGE 7
SUNDAY			
SQUAD	1	starts on	STAGE 1
SQUAD	2	starts on	STAGE 2
SQUAD	3	starts on	STAGE 3
SQUAD	4	starts on	STAGE 4
SQUAD	5	starts on	STAGE 5
SQUAD	6	ghost	
SQUAD	7	starts on	STAGE 7
SQUAD	8	ghost	
SQUAD	9	starts on	STAGE 9



RANGE LAYOUT





Match Sponsors



46 Solutions



Match Photography
Provided by
Bryant Brough





STAGE 1

Through the window

Course Designer: Aaron Brulc



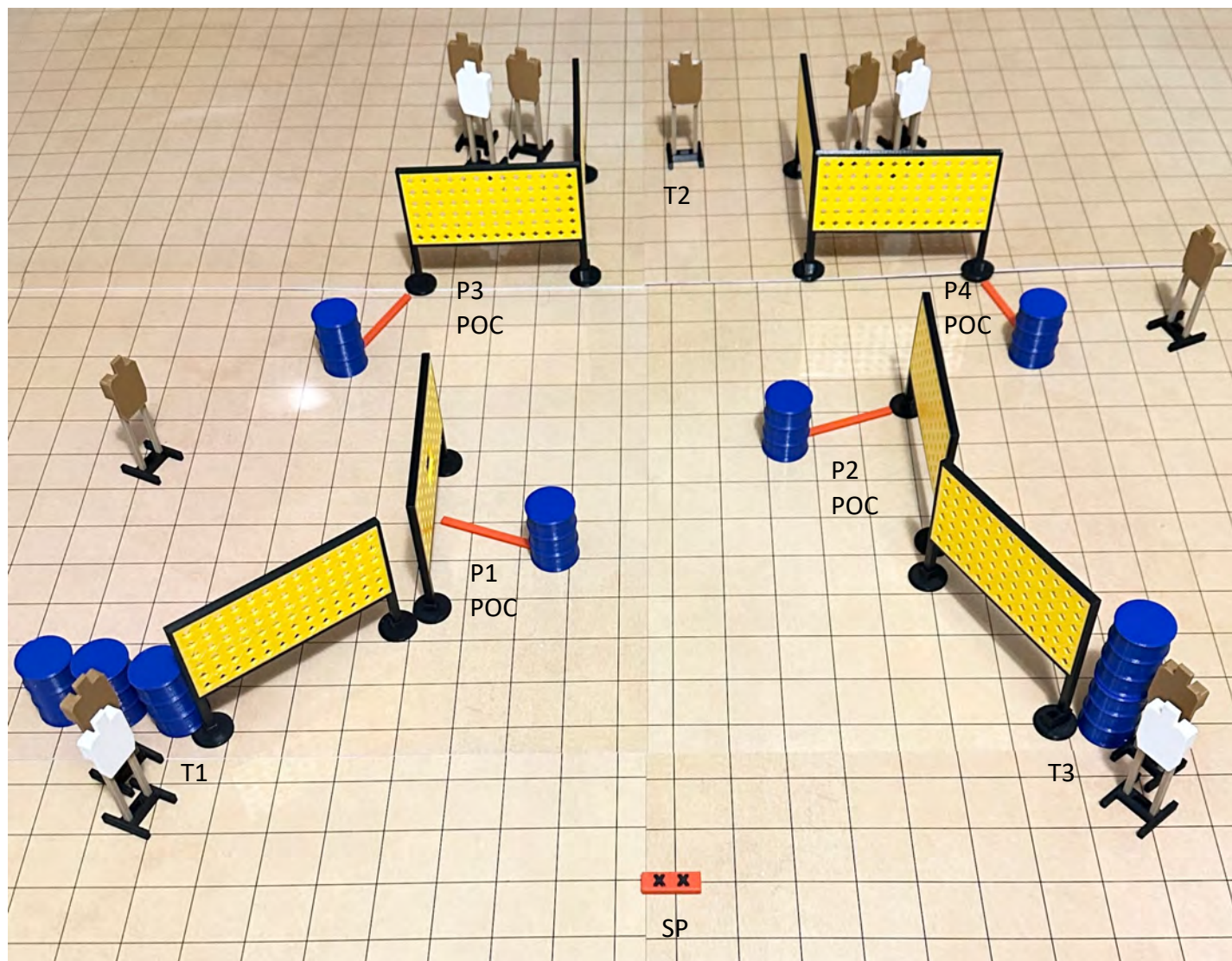
START POSITION: Standing at SP, toes touching stick. Firearm loaded to division capacity and holstered.

SCENARIO: You are confronted by a group of armed thugs. Defend yourself.

PROCEDURE: At signal engage T1-T9 with 2 rounds each. T1-T3 are engaged in tactical priority in the open. T4-T9 are engaged in tactical priority from cover at P1-P4.

ALL fault lines are terminated with barrels.

SCORING: **UNLIMITED**
ROUND COUNT: 18 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 2

Gangland

Course Designer: Aaron Brulc

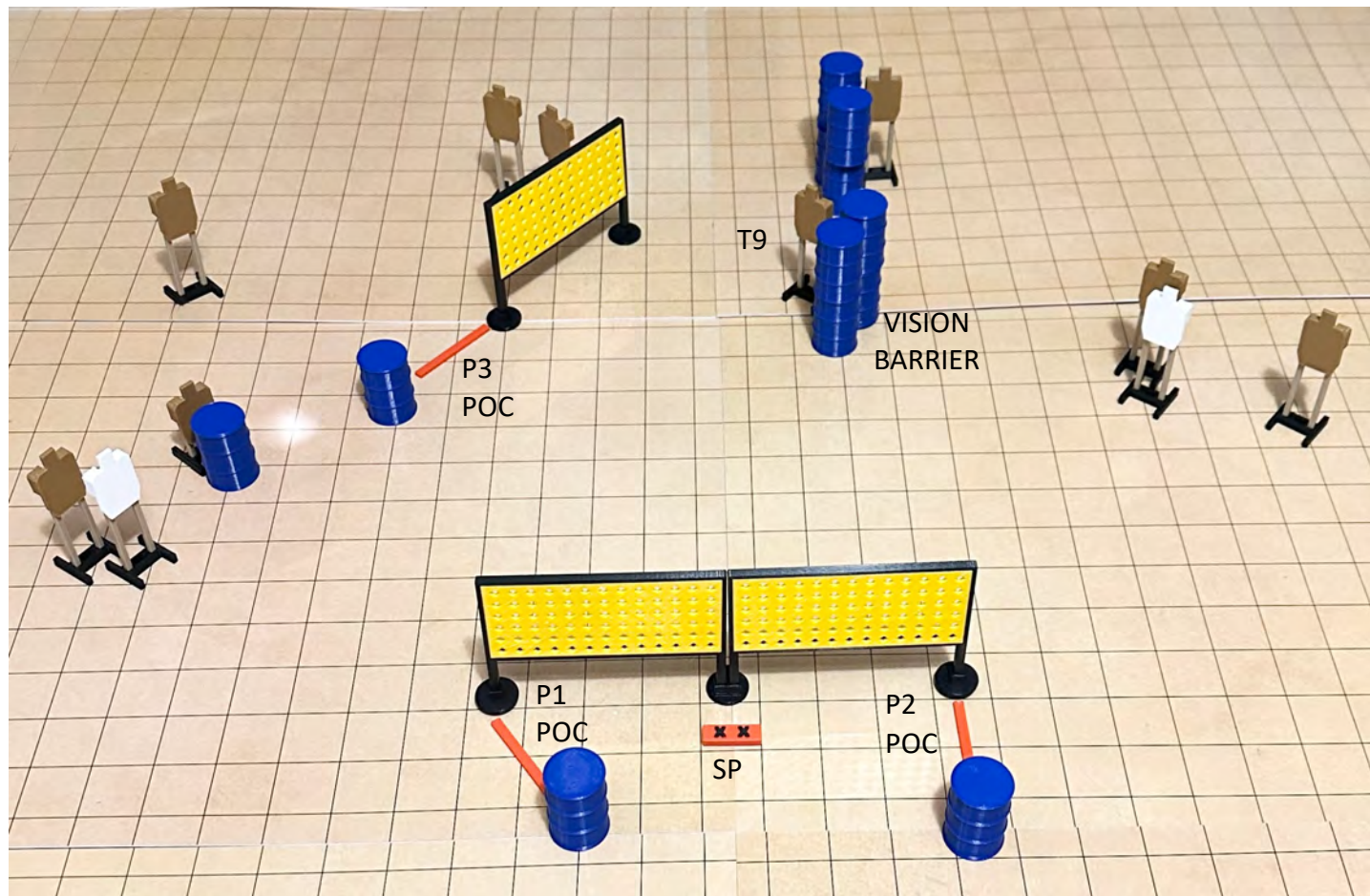


START POSITION: Standing at SP (center of wall within arms length). Firearm loaded to division capacity and holstered.

SCENARIO: Walking down the street you are confronted by a group of armed gang members demanding money. Defend yourself.

PROCEDURE: At signal engage T1-T9 with 2 rounds each. T1-T8 are engaged in tactical priority from cover at P1-P3. T9 is engaged in tactical priority in the open. Barrels next to T9, are a VISION BARRIER. ALL fault lines are terminated with barrels.

SCORING: UNLIMITED
ROUND COUNT: 18 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 3

Garage sale

Course Designer: Aaron Brulc



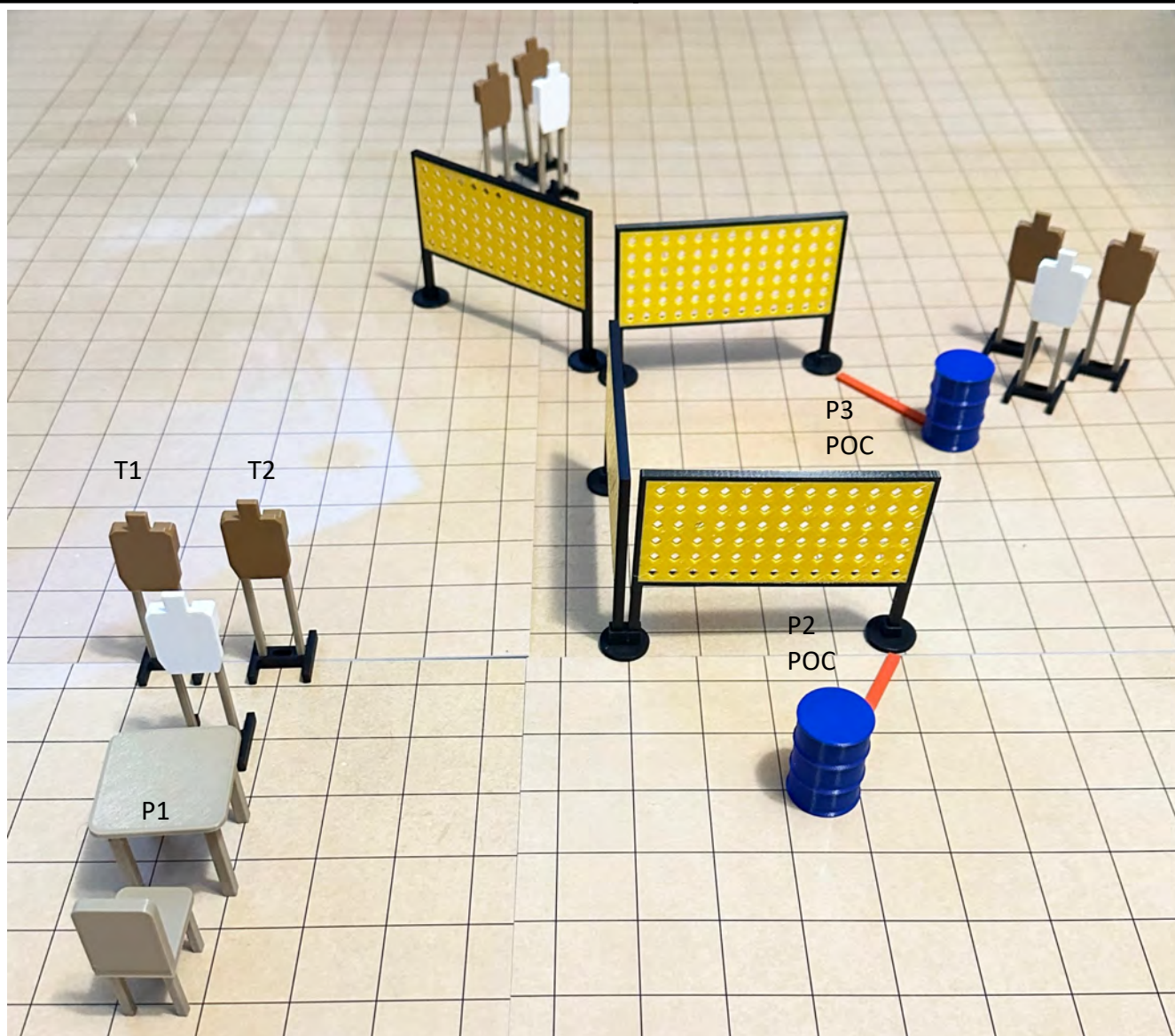
START POSITION: Seated in chair at P1 (back against chair back) hands on knees. Firearm loaded to 6 rounds and holstered. All remaining ammunition feeding devices on table.

SCENARIO: Working your yearly garage sale, you are confronted by armed thieves who have taken your family members hostage. Defend yourself.

PROCEDURE: At signal engage T1-T6 with 3 rounds each. T1-T2 are engaged in tactical priority in the open while seated. T3-T6 are engaged in tactical priority from cover at P2-P3.

ALL fault lines are terminated with barrels.

SCORING: **UNLIMITED**
ROUND COUNT: 18 rounds
SCORED HITS: Best 3 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 4

Left or Right

Course Designer: Aaron Brulc



START POSITION: Standing at either SP (center of wall within arms length). Firearm loaded to division capacity and holstered.

SCENARIO: Turning left or right you are confronted by armed attackers taking hostages. Defend yourself.

PROCEDURE: At signal engage T1-T5 with 3 rounds each (one must be in the head) in tactical priority from cover at P1-P3.

SCORING: UNLIMITED

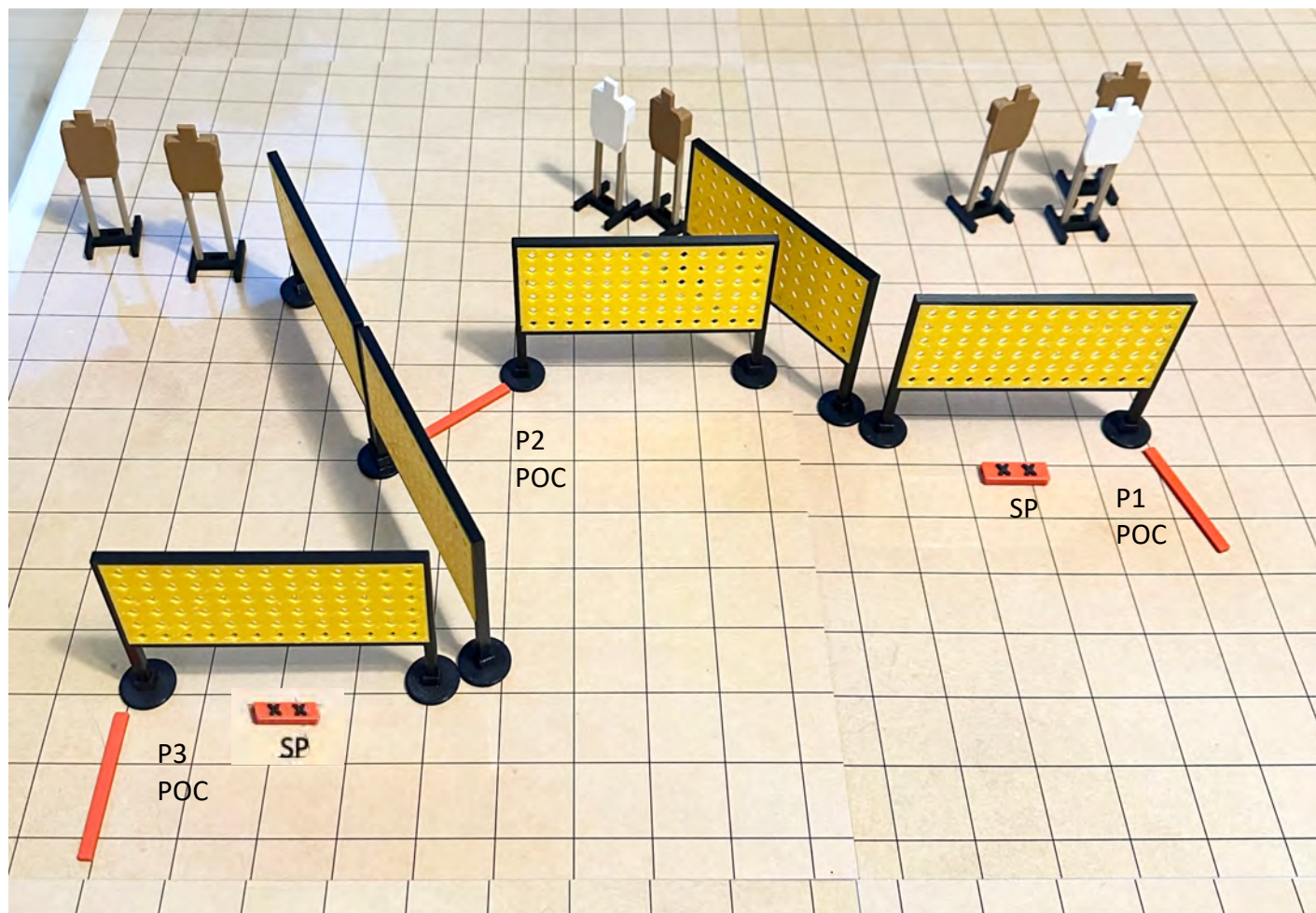
ROUND COUNT: 15 rounds

SCORED HITS: Best 3 per paper, one must be in the head

MUZZLE SAFE POINTS: 180-degree rule

START-STOP: Audible - Last shot

CONCEALMENT: Required





STAGE 5

Every corner

Course Designer: Aaron Brulc

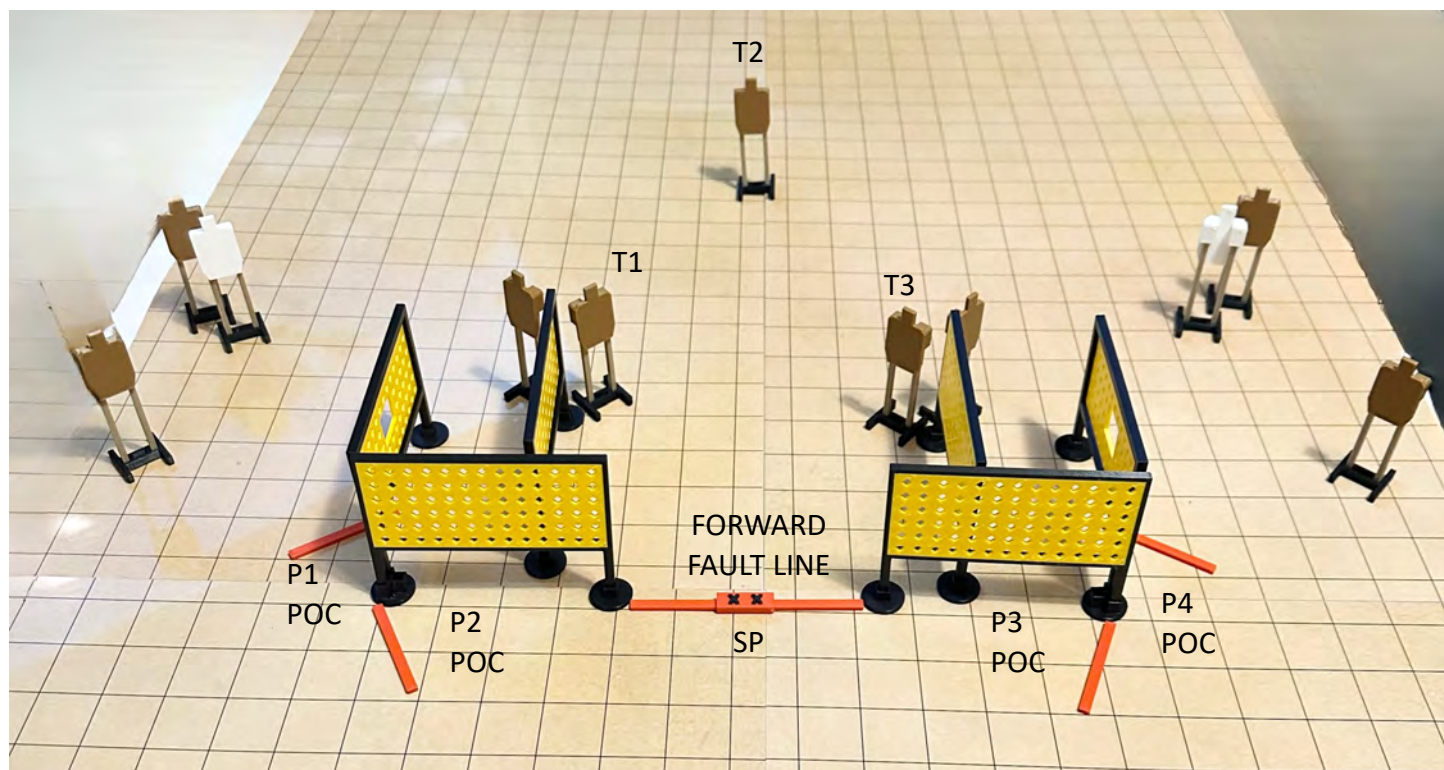


START POSITION: Standing at SP, toes touching center of forward fault line. Firearm loaded to division capacity and holstered.

SCENARIO: Turning around every corner you find armed attackers, some holding hostages. Defend yourself.

PROCEDURE: At signal engage T1-T9 with 2 rounds each. T1-T3 are engaged in tactical priority in the open from behind the forward fault line. T4-T9 are engaged in tactical priority from cover at P1-P4.

SCORING: UNLIMITED
ROUND COUNT: 18 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 6

Close quarters

Course Designer: Aaron Brulc

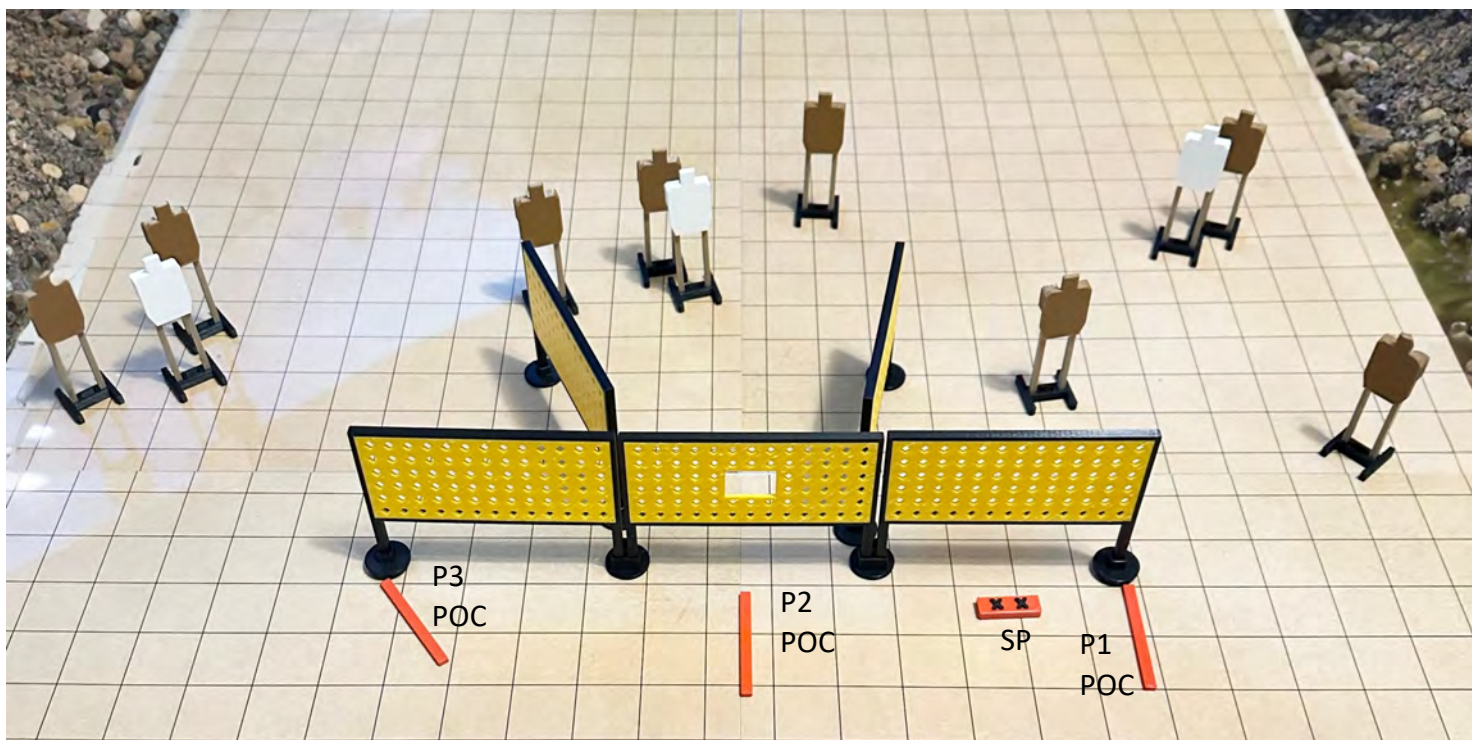


START POSITION: Standing at SP (center of wall within arms length). Firearm loaded to division capacity and holstered.

SCENARIO: Working in your shop you hear screams and shots. You find yourself confronted by armed attackers. Defend yourself.

PROCEDURE: At signal engage T1-T8 with 2 rounds each in tactical priority from cover at P1-P3.

SCORING: UNLIMITED
ROUND COUNT: 16 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 7

Bad day at work

Course Designer: Aaron Brulc

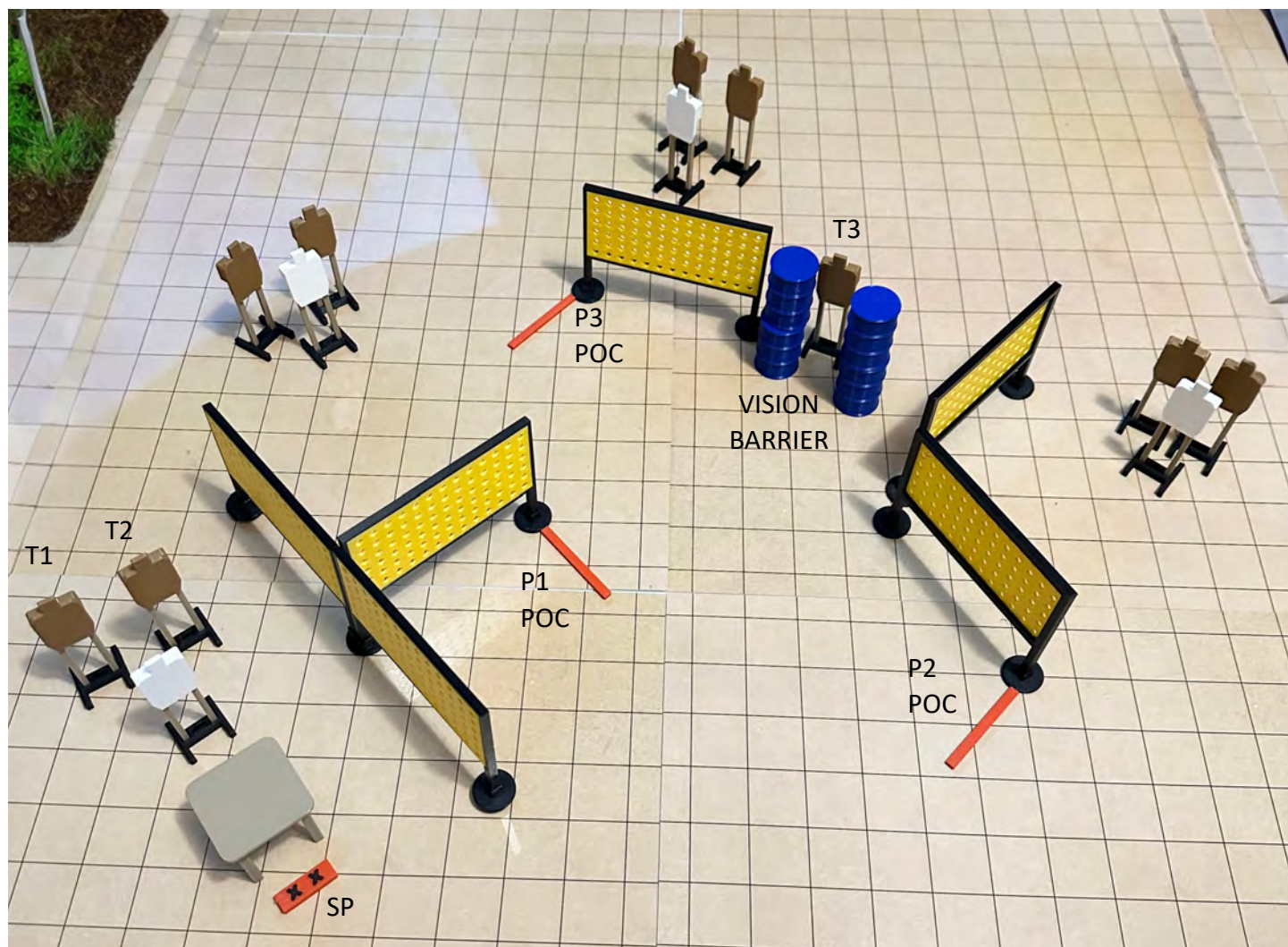


START POSITION: Standing at SP hands relaxed at sides, firearm unloaded and placed on table muzzle facing generally down range, slide forward, hammer down, cylinder closed. All ammunition feeding devices placed on table.

SCENARIO: Armed attackers burst into the building assaulting your co-workers. Defend yourself.

PROCEDURE: At signal engage T1-T9 with 2 rounds each. T1-T3 are engaged in tactical priority in the open. T4-T9 are engaged in tactical priority from cover at P1-P3.

SCORING: **UNLIMITED**
ROUND COUNT: 18 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 8
Flea market
Course Designer: Aaron Brulc

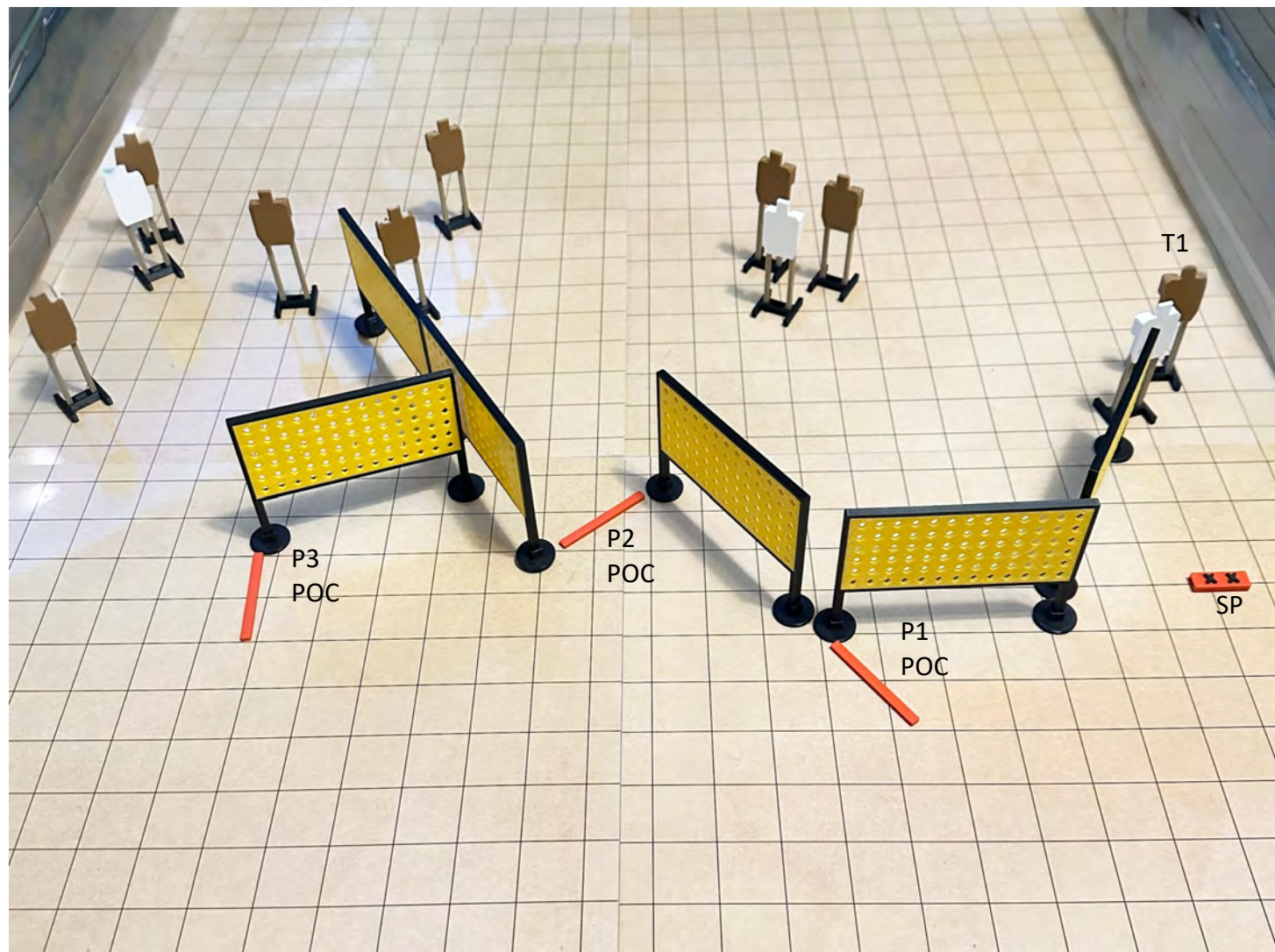


START POSITION: Standing at SP, toes touching stick. Firearm loaded to division capacity and holstered.

SCENARIO: While walking around the flea market a group of armed attackers decide they want money from everyone. Defend yourself.

PROCEDURE: At signal engage T1-T8 with 2 rounds each. T1 is engaged in tactical priority in the open. T4-T8 are engaged in tactical priority from cover at P1-P3.

SCORING: **UNLIMITED**
ROUND COUNT: 16 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 9

Caught off guard

Course Designer: Aaron Brulc

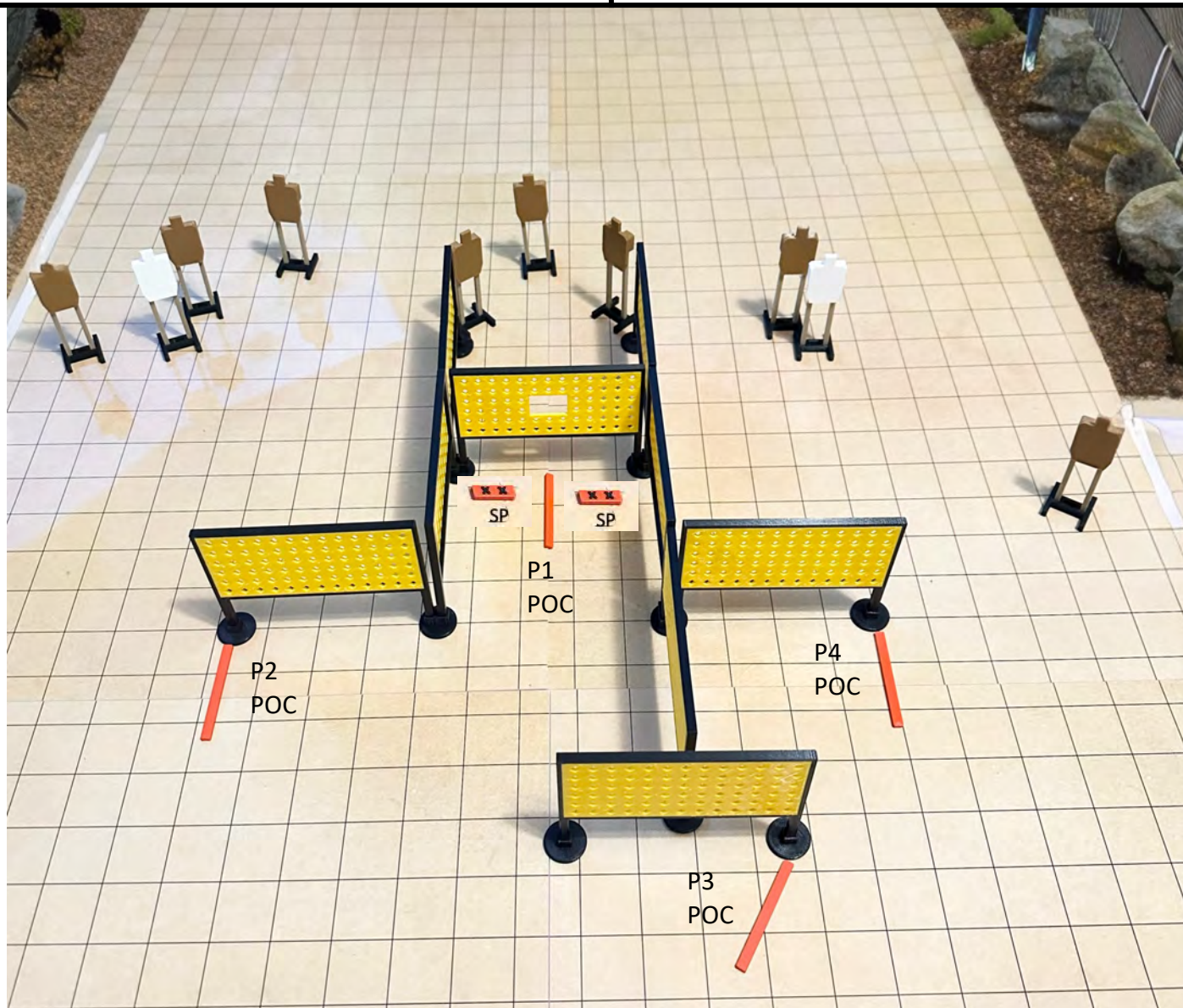


START POSITION: Standing at either SP, within arms length of the wall in front of you, left/right shoulder touching the wall. Firearm loaded to division capacity and holstered.

SCENARIO: Before you realize what's happening, armed attackers have taken your family hostage. Defend yourself.

PROCEDURE: At signal engage T1-T8 with 2 rounds each in tactical priority from cover at P1-P4.

SCORING: UNLIMITED
ROUND COUNT: 16 rounds
SCORED HITS: Best 2 per paper
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required





STAGE 10
Classic Standards
Course Designer: Aaron Brulc



START POSITION: Standing at SP, toes touching forward fault line. Firearm loaded to division capacity and holstered.

SCENARIO: STANDARDS EXERCISE

SCORING: UNLIMITED
ROUND COUNT: 4 rounds
SCORED HITS: Best 3 to body Best 1 to head
MUZZLE SAFE POINTS: 180-degree rule
START-STOP: Audible - Last shot
CONCEALMENT: Required

PROCEDURE: At signal engage T1 with 3 rounds to the body and 1 round to the head IN ANY ORDER from behind the forward fault line.

