



2021 Kentucky Classic Sponsored by Ruger

Hosted by
Bluegrass Sportsmen's League
2500 Handy's Bend Rd.
Wilmore Kentucky
August 21, 2021



Introduction

Welcome to the 2021 Kentucky Classic sponsored by Ruger Firearms and hosted by Bluegrass Sportsman's League.

Thank you for choosing to attend our event in these trying times. We are making every attempt to respect personal choice with regards to personal safety and social distancing. We have reduced opportunities for close personal contact.

We will have plenty of water available during the day. **There will be NO break for lunch. Please plan accordingly.** A nice dinner will be provided following the match at our Main Clubhouse.

Following the conclusion of the match prizes, food, and awards will be presented at the Main Clubhouse.

Competitors must be present to be eligible to receive a randomly drawn prize.

Due to an effort to reduce personal contact, 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.

Masks are not required. If you feel the need for your safety or others to wear a mask, please do so.

Please make every attempt to social distance yourself for the courtesy of others. Regular use of hand sanitizer is recommended.

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, Stages 7, Stage 8, and Stages 9-10. Please utilize these SAFE AREAS. DO NOT unbox, unbag, or holster a weapon outside of these areas.

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.

All stages in this match require concealment, are UNLIMITED and 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

- Thursday 19 August
 - Senior staff shoots the match
- Friday 20 August
 - 0730 Staff reports
 - 0800 Staff shoots the match
 - 1500 Range opens for competitor viewing.
- Saturday 21 August
 - 0630 Staff reports
 - 0700 Courtesy equipment check opens.
 - 0730 Competitors report to their starting stage
 - 0800 First shots
 - 1500 Awards, Drawing, & Food upon conclusion of the match

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

Competitors are welcome at the range **after 1500 on Friday August 20th**

NOTICE: No video or photography allowed before Saturday without permission from the Match Director.



Match Staff

Ed	Moser		Johnny	York
Bill	Humphries		Jeff	Defosse
Jerry	Kinkade		Bill	Wittman
James	Mckhuen		Michael	Hunt
Jerry	Yurek		Mark	Nuzum
Brandon	Jackson		Shannon	Bennett
Stan	Hein		Dan	Humphreys
Brent	French		Chris	Kellley
Shawn	Upchurch		Todd	Meiners
Leland	Yates		Rick	Wofford
Gary	Cordell		Daryl	Easley
Seth	Hayden		John	Villling
Aaron	Mastro		Tom	Woolery
Daniel	Defosse		Robin	McKinney
Scott	Garthee		Aaron	Ragusa
Joe	Cerzosie		Bob	Fronk
Lin	Edwards		Treva	Fronk
Tom	Mansfield		Joanne	Brulc
Frank	Cook		Donavan	Decot
Mark	Porter			



Stages

Stage Number	Name	Round Count	Stage Sponsor
1	Hombres vs Cowboy	17	46Solutions
2	Famers Market Attack	16	Ruger
3	Backup	14	AMF Defense
4	Deja Brew	18	Midwest Competition Works
5	Your Neighbors Keeper	14	CODA Evolution
6	Grabbin the Gold	14	Tuff Products
7	Narrow Passage	15	GX Products LLC
8	12 Rounds is boring so let's shoot 18	18	Georgia Brass LLC
9	Surprise at the Woodmill	15	Hunters HD Gold
10	Defiende Tu Casa	17	TSGE
		156	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.



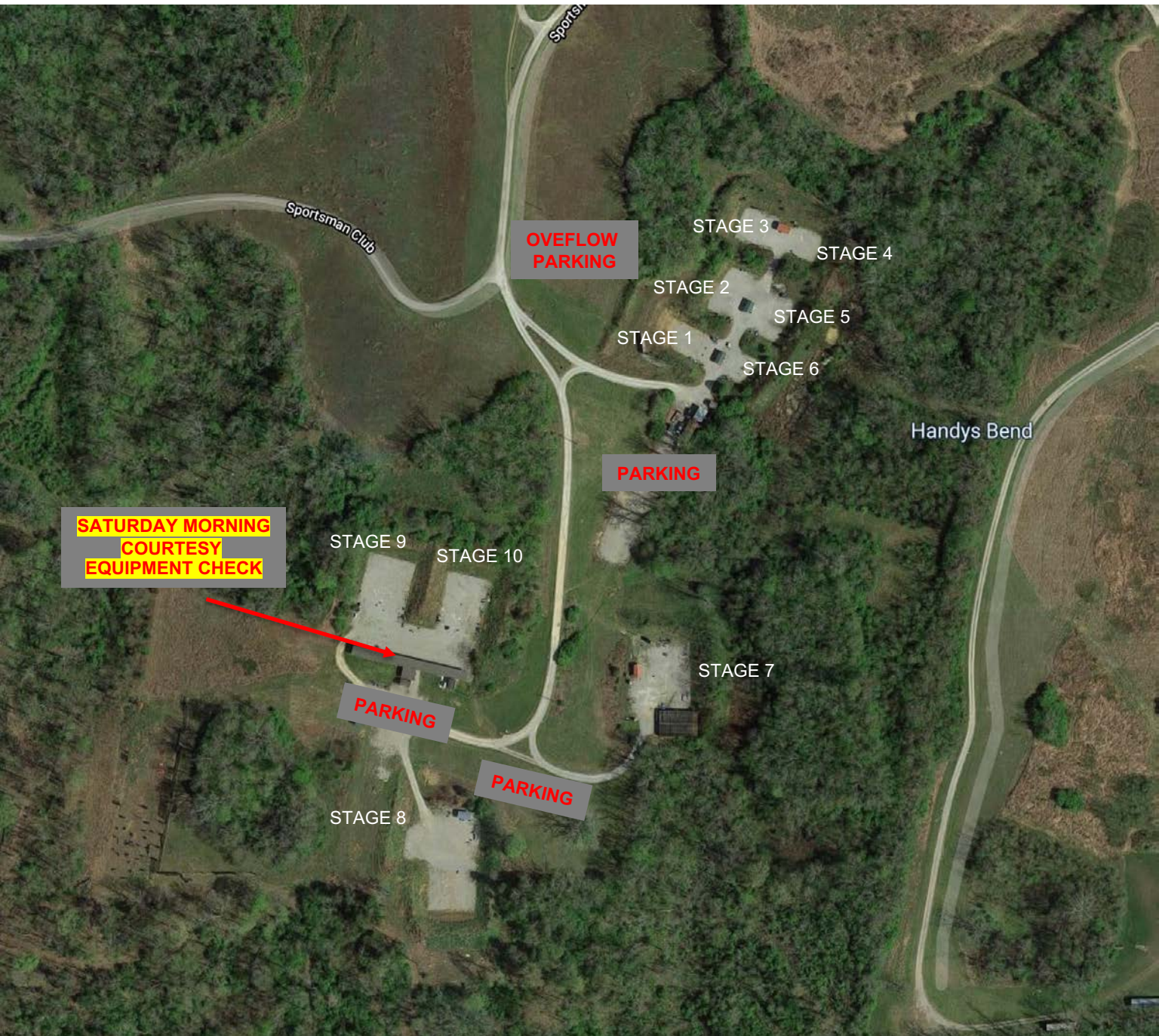
Squad Assignments

- Below are starting assignments listed for each squad.
Please plan to be at your assigned first stage promptly at 0730 for roll call and your squad match briefing.
- 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.** If you have a medical condition or need assistance between areas of the range, contact a staff member and we will provide assistance.

Squad #1	Starts at	Stage 1
Squad #2	Starts at	Stage 2
Squad #3	Starts at	Stage 3
Squad #4	Starts at	Stage 4
Squad #5	Starts at	Stage 5
Squad #8	Starts at	Stage 8
Squad #9	Starts at	Stage 9
Squad #10	Starts at	Stage 10



RANGE LAYOUT





Match Sponsors



46 Solutions



GEORGIA
BRASS





Additional Match Supporters



Match Photography
Provided by
Dale Mathews



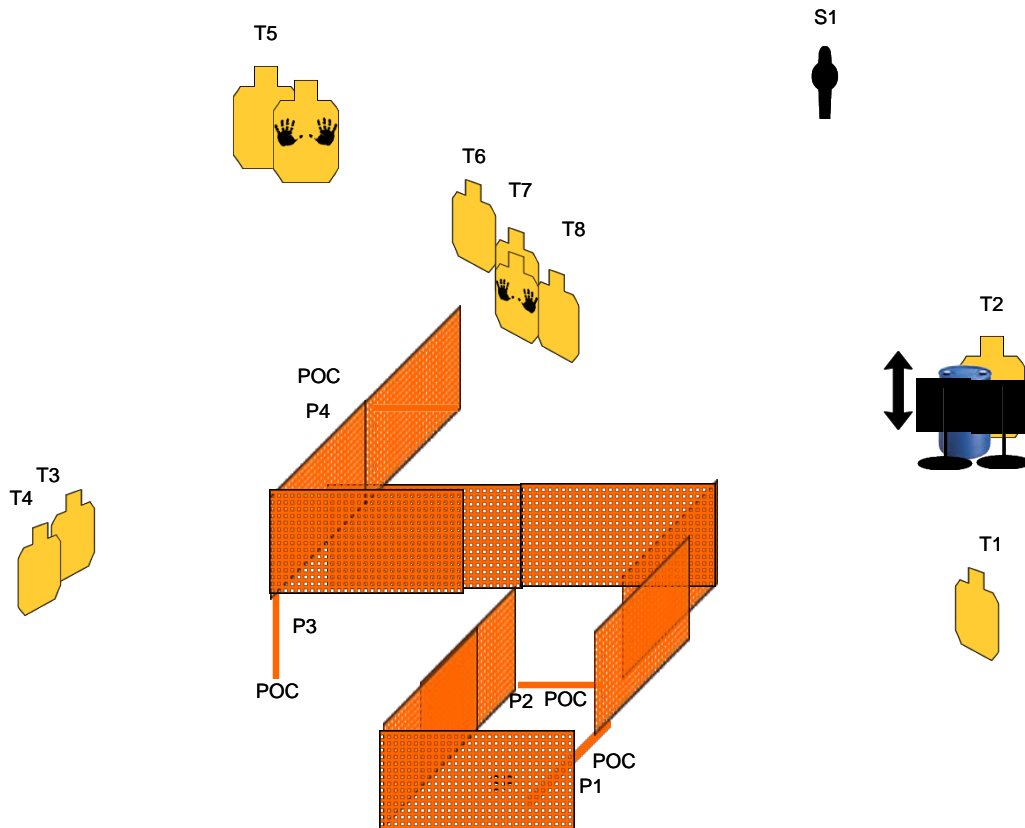


Stage 1 sponsored by 46Solutions

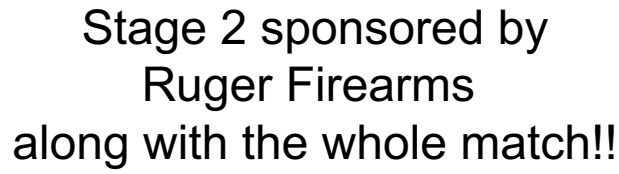


Hombres vs Cowboy KENTUCKY CLASSIC

RULES: IDPA Rules	Created By: Aaron Brulc
START POSITION: At SP facing uprange both hands touching marks firearm loaded to division capacity and holstered.	
SCENARIO: You're out on the back 40 herding the cattle when a group of BAD hombres attack. Defend your family	
PROCEDURE: At signal turn then draw and engage T1-T8 with 2 rounds each from P1-P4 and steel S1 with one round in Tactical Priority from cover. T2 is a disappearing target and is activated by the S1.	
SCORING: Unlimited	
ROUND COUNT: 17	
TARGETS: 9	
DISTANCE: 3-20yds	
SCORED HITS: Best 2 per paper, Steel must fall to score	
PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot	
CONCEALMENT: Yes	
NOTES:	



STAGE 1



The diagram illustrates a site layout with a central 'Forward Fault Line' (orange hatched area) and a 'POC' (Point of Concern) indicated by a red line. On the left, there are two blue barrels labeled 'VB' and 'P1', and a yellow tank labeled 'T3'. A red line labeled 'SP' (Seismic Path) runs from the 'VB' area towards the fault line. On the right, there are two blue barrels labeled 'P2' and a yellow tank labeled 'T8'. A red line labeled 'LOW-COVER' runs from the 'P2' area towards the fault line. The fault line is labeled 'Forward Fault Line' and 'POC'. Various yellow tanks are labeled 'T1', 'T2', 'T4', 'T5', 'T6', 'T7', and 'T8'. Some tanks have black handprints on them. A 'Clam-Shell' structure is shown near the fault line. A red line labeled 'P1' runs from the 'P1' barrel towards the bottom right. A red line labeled 'P2' runs from the 'P2' barrels towards the bottom right. A red line labeled 'LOW-COVER' runs from the 'P2' barrels towards the bottom right. A red line labeled 'SP' runs from the 'VB' area towards the fault line. A red line labeled 'POC' runs from the 'P1' barrel towards the bottom right. A red line labeled 'Forward Fault Line' runs from the 'VB' area towards the fault line. A red line labeled 'Clam-Shell' runs from the 'Clam-Shell' structure towards the fault line. A red line labeled 'T1' runs from the 'T1' tank towards the top left. A red line labeled 'T2' runs from the 'T2' tank towards the top left. A red line labeled 'T4' runs from the 'T4' tank towards the top right. A red line labeled 'T5' runs from the 'T5' tank towards the top right. A red line labeled 'T6' runs from the 'T6' tank towards the top right. A red line labeled 'T7' runs from the 'T7' tank towards the top right. A red line labeled 'T8' runs from the 'T8' tank towards the top right. A red line labeled 'P1' runs from the 'P1' barrel towards the bottom right. A red line labeled 'P2' runs from the 'P2' barrels towards the bottom right. A red line labeled 'LOW-COVER' runs from the 'P2' barrels towards the bottom right. A red line labeled 'SP' runs from the 'VB' area towards the fault line. A red line labeled 'POC' runs from the 'P1' barrel towards the bottom right. A red line labeled 'Forward Fault Line' runs from the 'VB' area towards the fault line. A red line labeled 'Clam-Shell' runs from the 'Clam-Shell' structure towards the fault line.

Created with Trident Stage Designer
TridentStageDesigner.com

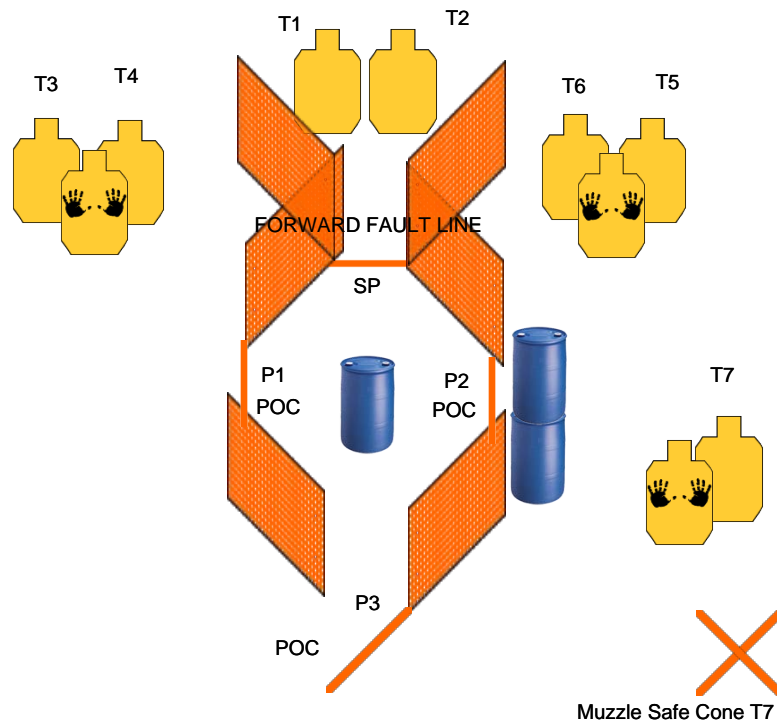


Stage 3 sponsored by AMF Defense



Backup KENTUCKY CLASSIC

RULES: IDPA Rules	Created By: Aaron Brulc
START POSITION: Starting at SP toes touching forward fault line with firearm loaded with only 6 rounds, holstered.	
SCENARIO: Caught in the open you realize you forgot to fully load your magazines. Defend yourself against the bad guys while backing away from the threats.	
PROCEDURE: At signal engage T1-T2 with 2 rounds each in the open behind forward fault line. Engage remaining targets T3-7 with 2 rounds in tactical priority from cover at P1-P3.	
	SCORING: Unlimited
	ROUND COUNT: 14
	TARGETS: 07
	DISTANCE: 3-4yds
	SCORED HITS: Best 2 per paper
	PENALTIES: Muzzle safe points: Floating 180 degree rule. Muzzle Safe cone for T7 only. Start-Stop: Audible - Last Shot
	CONCEALMENT: Yes
	NOTES:



STAGE 3



Stage 4 sponsored by Midwest Competition Works



Deja BREW KENTUCKY CLASSIC

RULES: IDPA Rules

Created By: Aaron Brulc

START POSITION:

At SP toes touching marks on forward fault line, firearm loaded to division capacity and holstered.

SCENARIO:

You were minding your own business while hanging out at the Saloon when an armed man pushes his way through the crowd towards you. You quickly figure out that not only is he swimming in brew but he's also high on peyote. Then his posse jumps in. You shoot but they won't stop attacking. It's going to take some accuracy to put these dang fools six feet under.

PROCEDURE:

At signal engage T1-T6 with 3 rounds each one MUST be in the head. T1 is engaged in the open, remaining targets are engaged in Tactical priority from cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6

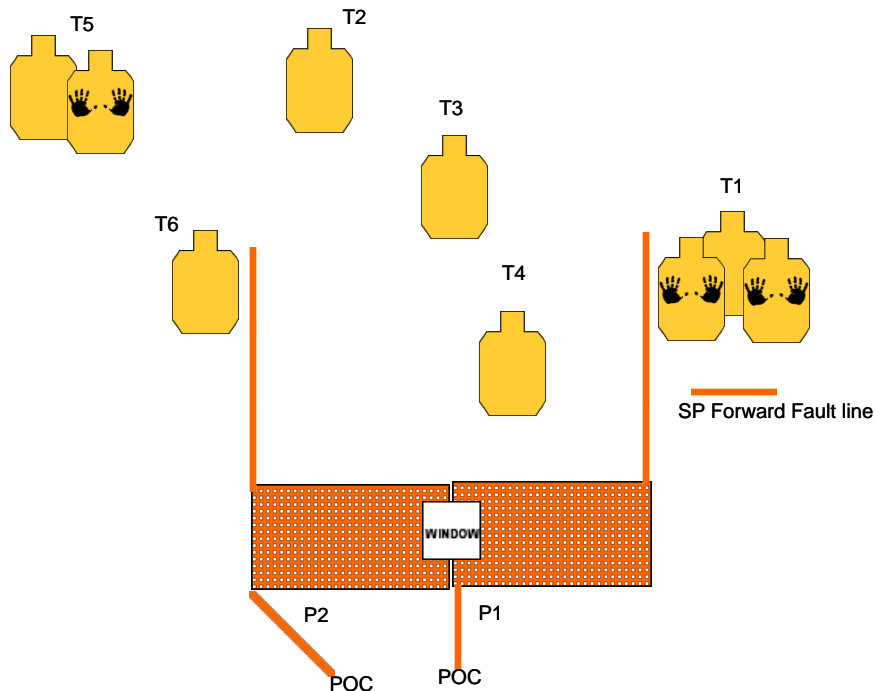
DISTANCE: 2-8

SCORED HITS: Best 3 on each, one MUST be in the head

PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot

CONCEALMENT: Yes

NOTES:



STAGE 4



Stage 5 sponsored by CODA Evolution



Your Neighbors Keeper KENTUCKY CLASSIC

RULES: IDPA Rules

Created By: Lin Edwards

START POSITION:

At SP facing down range, firearm loaded to division capacity and holstered.

SCENARIO:

As you are taking a walk in your neighborhood, you hear screams and see two neighbor children being abducted. After you deal with the first threats, you start to pursue the remaining bad guys when they produce guns and start firing at you.

PROCEDURE:

At the signal, engage T1-T6 with 2 rounds each and steel S1-S2 with one round each in Tactical priority from cover at P1/P2. Engaging steel S1 activates Max Trap T1 and runner T2. Engaging steel S2 activates drop turner T5. T1,T2, and T5 are disappearing targets.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 8

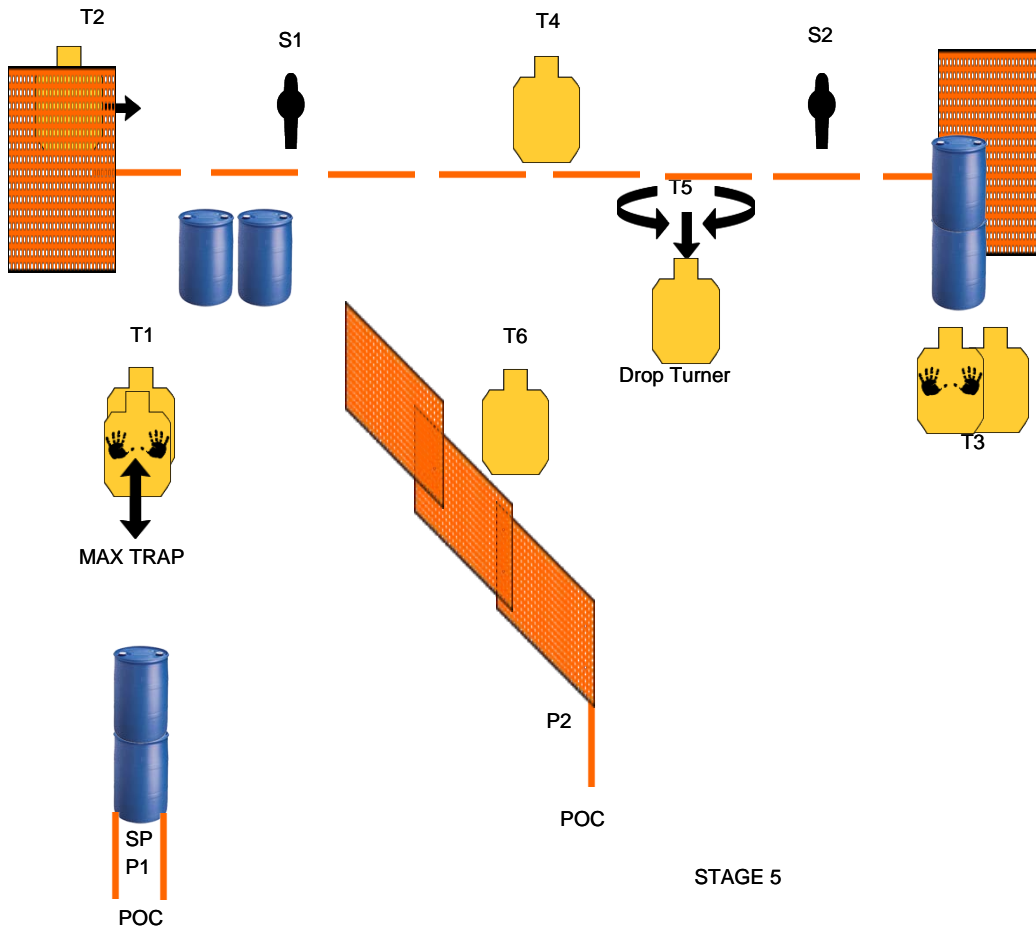
DISTANCE: 3-10 yards

SCORED HITS: Best 2 per paper, Steel must fall to score

PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot

CONCEALMENT: Yes

NOTES:





Stage 6 sponsored by TUFF Products



Grabbin the Gold KENTUCKY CLASSIC

RULES: IDPA Rules

Created By: AaronBrulc

START POSITION:

At SP toes touching marks on forward fault line, firearm loaded to division capacity and holstered.

SCENARIO:

You wake up from your nap and here rustling in the den. Standing in the door way you are confronted by three armed thieves. One of them is standing behind your safe. Then you hear screams from your family and the leader of the gang tells you to open the safe or else. Defend yourself and save your family.

PROCEDURE:

At signal engage T1-T7 with 2 rounds each one MUST be in the BODY and one MUST be in the HEAD. T1-T3 are engaged in Tactical priority in the open and T4-T7 are engaged in Tactical priority from cover at P1/P2.

SCORING: Unlimited

ROUND COUNT: 14

TARGETS: 07

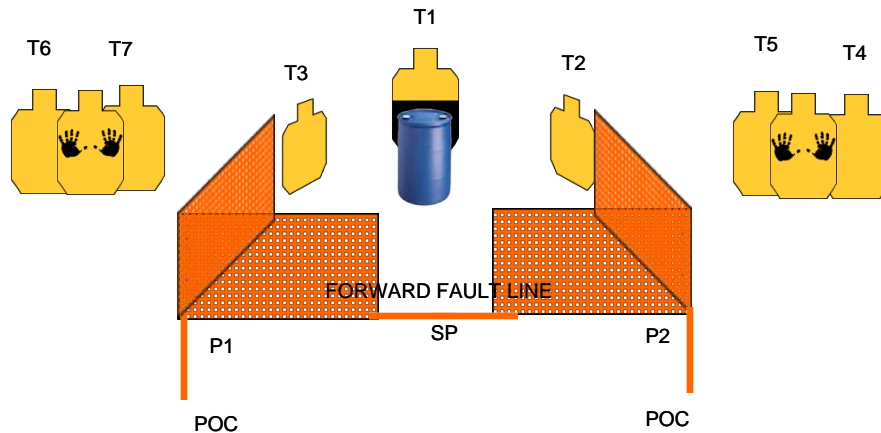
DISTANCE: 5-6

SCORED HITS: Best 2 per paper one MUST be in the BODY and one MUST be in the HEAD

PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot

CONCEALMENT: Yes

NOTES:



STAGE 6



Stage 7 sponsored by GX Products LLC



Narrow passage KENTUCKY CLASSIC

RULES: IDPA Rules

Created By: Aaron Brulc

START POSITION:

At SP toes touching marks on forward fault line firearm loaded to division capacity and holstered.

SCENARIO:

While waiting for your family to come out of the store a flash mob begins to riot. With guns blazing you are attacked. Defend yourself.

PROCEDURE:

At signal, engage S1-S3 in tactical priority in the open from behind forward fault line. Then engage T1-T6 with 2 rounds each from points of cover P1 and P2 in tactical priority from cover.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 9

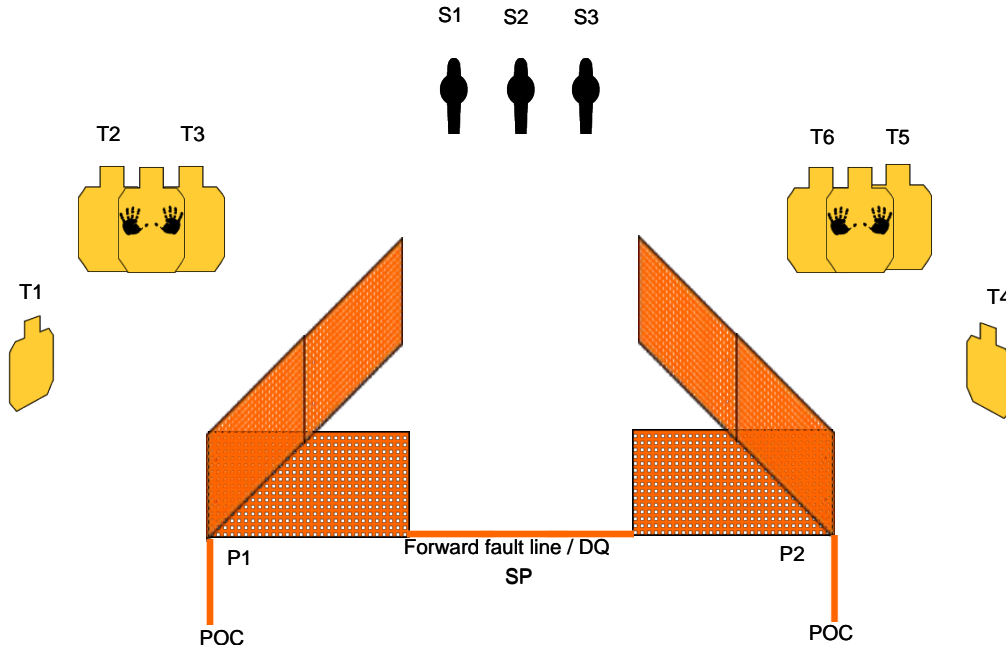
DISTANCE: 5-10yds

SCORED HITS: Best 2 per paper, Steel must fall to score

PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot

CONCEALMENT: Yes

NOTES: Engaging steel past forward fault line will result in a match DQ



STAGE 7

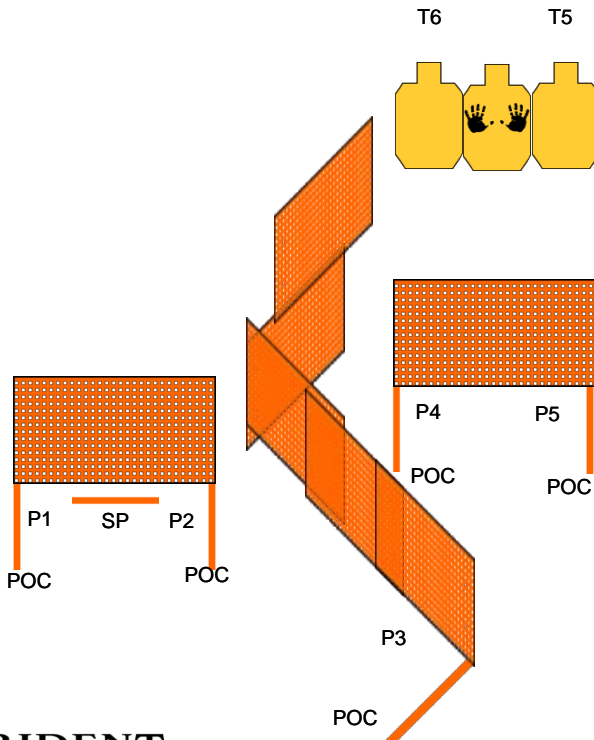
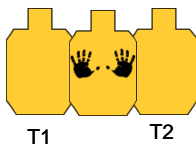


Stage 8 sponsored by Georgia Brass LLC



12 rounds is boring so lets shoot 18 KENTUCKY CLASSIC

RULES: IDPA Rules	Created By: Aaron Brulc
START POSITION: At SP toes touching start stick facing down range, firearm loaded to division capacity and holstered.	
SCENARIO: Armed bad guys are coming from every direction and jumping at the chance to hurt you, defend yourself.	
PROCEDURE: At signal engage T1-T2 with 3 rounds each in tactical priority from cover at P1/P2. At P3 engage T3 with 3 rounds from cover. T4 is a surprise target to be engaged in the open with 3 rounds. Engage T5-T6 with 3 rounds each from P4-P5 in tactical priority from cover.	
	SCORING: Unlimited
	ROUND COUNT: 18
	TARGETS: 6
	DISTANCE: 5-10yds
	SCORED HITS: Best 3 per paper
	PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot
	CONCEALMENT: Yes
	NOTES: P4/P5 are Points of cover ONLY for T5/T6. T4 is engaged in the open Rule 3.5.6.B applies.



STAGE 8

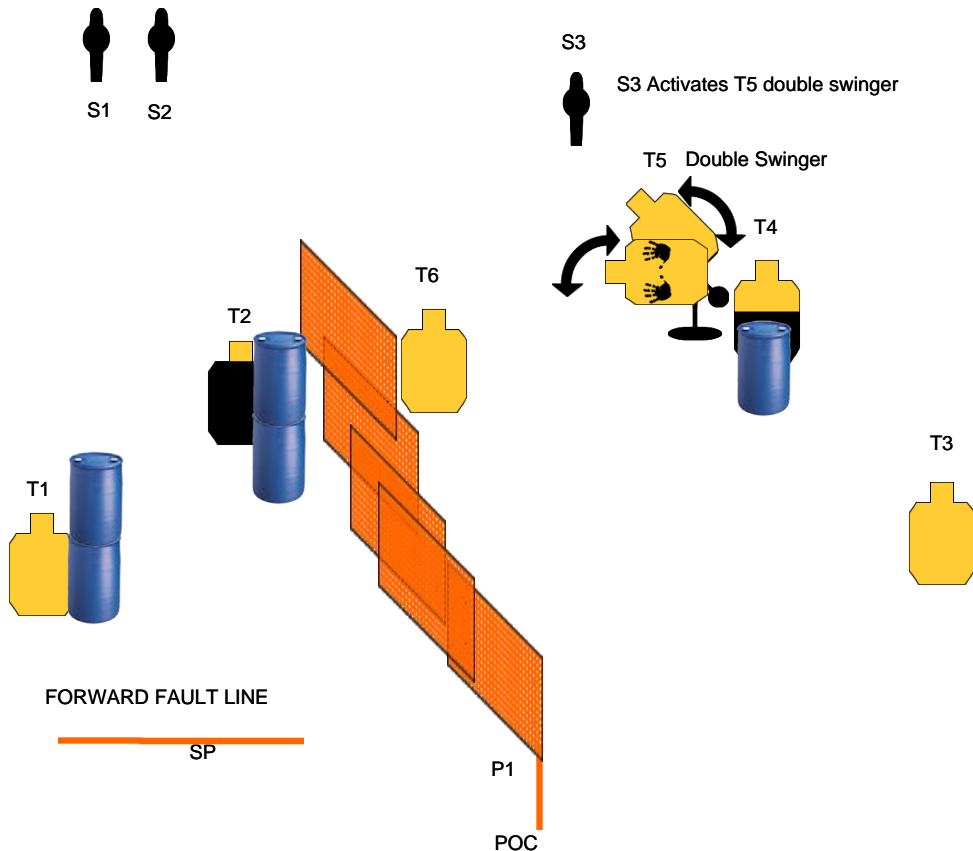


Stage 9 sponsored by Hunters HD GOLD



Surprise at the Woodmill KENTUCKY CLASSIC

RULES: IDPA Rules	Created By: Aaron Brulc
START POSITION: At SP toes touching marks on forward fault line, firearm loaded to division capacity and holstered.	
SCENARIO: You just got off work at the woodmill and you are waiting on Mr. Edwards to give you a ride back to your farm in his wagon when a group of horse rustlers begin to harass you. They attack you with knives and one has got some new fangled shield. You hear gun shots ring out and Mrs. Oelson screaming for Doc Baker. Save your little Grove from this vicious attack.	
PROCEDURE: At the signal, engage T1-T2 with 2 rounds each and steel S1-S2 with one round each in tactical priority in the open from behind forward fault line. Then engage remaining threats T3-T6 with 2 rounds each and steel S3 with one round in tactical priority from cover at P1. Engaging S3 reveals T5.	
SCORING: Unlimited	
ROUND COUNT: 15	
TARGETS: 9	
DISTANCE: 3 to 12 yards	
SCORED HITS: Best 2 per paper, Steel must fall to score	
PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot	
CONCEALMENT: Yes	
NOTES: Engaging S3 activates double swinger revealing T5. Rule 3.2.6 applies	



STAGE 9



Stage 10 sponsored by TSGE



Defiende Tu Casa KENTUCKY CLASSIC

RULES: IDPA Rules

Created By: Aaron Brulc

START POSITION:

At SP toes touching marks on forward fault line firearm loaded to division capacity and holstered.

SCENARIO:

Standing outside your house you are confronted by a crazy gunslinger. There's no good, it's only bad and ugly!! Then you hear your family scream from inside the house. Defend yourself from this armed attack on your home.

PROCEDURE:

At signal engage T1 with 4 rounds in the open from behind forward fault line. Engage remaining targets T2-T7 with 2 rounds and steel S1 with one round in tactical priority from cover at P1-P3.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8

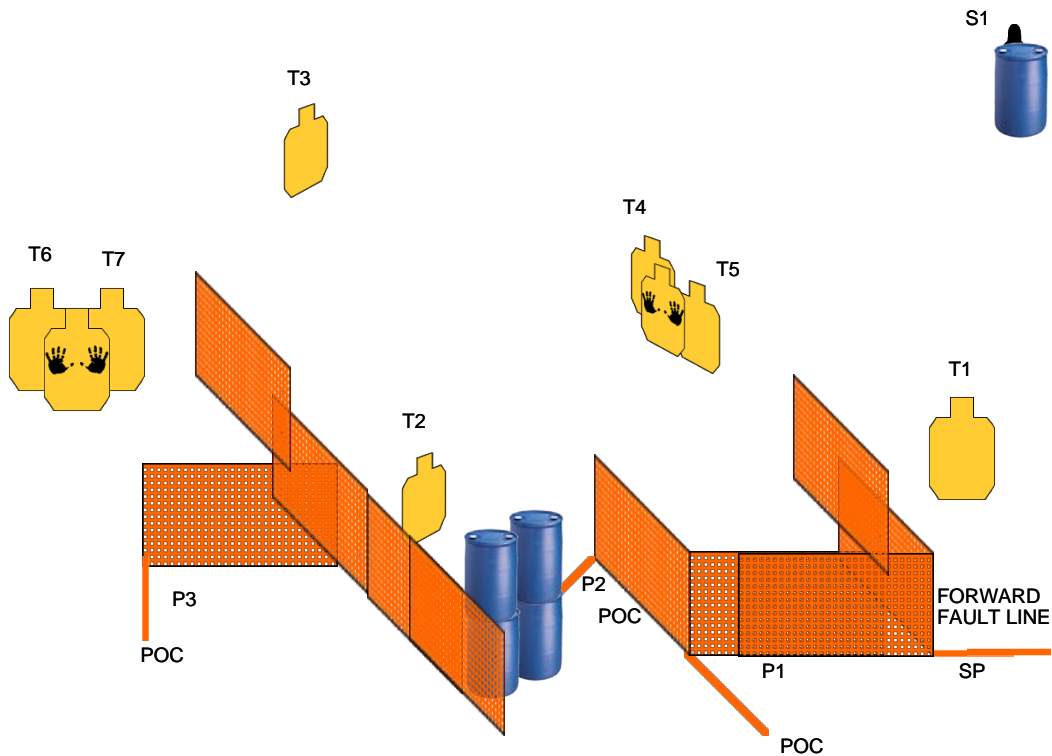
DISTANCE: 5-12yds

SCORED HITS: Best 4 on T1, Best 2 on T2-T7, steel must fall to score

PENALTIES: Muzzle safe points: Floating 180 degree rule. Start-Stop: Audible - Last Shot

CONCEALMENT: Yes

NOTES:



STAGE 10