

MATCH BOOK



PRESENTED BY



JUNE 14-16, 2024

**REPORT TO YOUR FIRST STAGE OF THE
MATCH AT LEAST 15 MINUTES BEFORE
YOUR START 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/JaV9L7BuExZmTtP67>

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, 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 60 minutes to identify any discrepancies and arbitrate any other issues.

FACILITY LAYOUT



PIT LAYOUT



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STAGE SUMMARY

Stage	Location	Scoring	Rount Count	Points
Stage 1	Pit 1 Bay 1	Comstock	22	110
Stage 2	Pit 1 Bay 2	Comstock	21	105
Stage 3	Pit 1 Bay 3	Comstock	12	60
Stage 4	Pit 1 Bay 4	Comstock	16	80
Stage 5	Pit 1 Bay 5	Comstock	18	90
Demo Bay	Pit 1 Bay 6	-	-	-
Stage 6	Pit 2 Bay 1	Chrono	-	-
Stage 7	Pit 2 Bay 2	Fixed Time	15	75
Stage 8	Pit 2 Bay 3	Comstock	24	120
Stage 9	Pit 3	Comstock	29	145
Stage 10	Pit 4 Bay 1	Comstock	30	150
Stage 11	Pit 4 Bay 2	Comstock	27	135
Totals			214	1070

SQUAD MATRIX

REPORT TO YOUR FIRST STAGE OF THE MATCH AT LEAST 15 MINUTES BEFORE YOUR START TIME FOR CHECK-IN AND SHOOTERS MEETING! SEE SQUAD MATRIX!

Friday, June 14	Stage									
Time	1	2	3	4	5	6 (Chrono) 7	8	9	10	11
8:00 AM	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110
8:45 AM	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109
9:30 AM	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108
10:15 AM	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107
11:00 AM	Lunch	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Lunch	Lunch	Squad 106
11:45 AM	Squad 107	Lunch	Squad 108	Lunch	Squad 110	Squad 101	Squad 102	Squad 104	Squad 105	Lunch
12:30 PM	Squad 106	Squad 107	Lunch	Squad 109	Lunch	Lunch	Lunch	Squad 103	Squad 104	Squad 105
1:15 PM	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103	Squad 104
2:00 PM	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102	Squad 103
2:45 PM	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101	Squad 102
3:30 PM	Squad 102	Squad 103	Squad 104	Squad 105	Squad 106	Squad 107	Squad 108	Squad 109	Squad 110	Squad 101
Saturday, June 15	Stage									
Time	1	2	3	4	5	6 (Chrono) 7	8	9	10	11
8:00 AM	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210
8:45 AM	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209
9:30 AM	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208
10:15 AM	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207
11:00 AM	Lunch	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Lunch	Lunch	Squad 206
11:45 AM	Squad 207	Lunch	Squad 208	Lunch	Squad 210	Squad 201	Squad 202	Squad 204	Squad 205	Lunch
12:30 PM	Squad 206	Squad 207	Lunch	Squad 209	Lunch	Lunch	Lunch	Squad 203	Squad 204	Squad 205
1:15 PM	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203	Squad 204
2:00 PM	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202	Squad 203
2:45 PM	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201	Squad 202
3:30 PM	Squad 202	Squad 203	Squad 204	Squad 205	Squad 206	Squad 207	Squad 208	Squad 209	Squad 210	Squad 201
Sunday, June 16	Stage									
Time	1	2	3	4	5	6 (Chrono) 7	8	9	10	11
8:00 AM	Squad 301	Squad 302	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309	Squad 310
8:45 AM	Squad 310	Squad 301	Squad 302	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309
9:30 AM	Squad 309	Squad 310	Squad 301	Squad 302	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308
10:15 AM	Squad 308	Squad 309	Squad 310	Squad 301	Squad 302	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307
11:00 AM	Lunch	Squad 308	Squad 309	Squad 310	Squad 301	Squad 302	Squad 303	Lunch	Lunch	Squad 306
11:45 AM	Squad 307	Lunch	Squad 308	Lunch	Squad 310	Squad 301	Squad 302	Squad 304	Squad 305	Lunch
12:30 PM	Squad 306	Squad 307	Lunch	Squad 309	Lunch	Lunch	Lunch	Squad 303	Squad 304	Squad 305
1:15 PM	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309	Squad 310	Squad 301	Squad 302	Squad 303	Squad 304
2:00 PM	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309	Squad 310	Squad 301	Squad 302	Squad 303
2:45 PM	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309	Squad 310	Squad 301	Squad 302
3:30 PM	Squad 302	Squad 303	Squad 304	Squad 305	Squad 306	Squad 307	Squad 308	Squad 309	Squad 310	Squad 301

LUNCH / WATER

**LUNCH WILL BE AVAILABLE FOR
PURCHASE ON-SITE FROM A
FANTASTIC BBQ TEAM AND WILL
BE SERVED BEHIND PIT 4. PLEASE
SEE SQUAD MATRIX FOR LUNCH
TIMES!!**

**COLD BOTTLED WATER WILL BE
AVAILABLE AT EVERY STAGE
LOCATED IN WHITE COOLERS!!**

STAGE 1

DOODIE!

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STAGE 1 – DOODIE!

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange with feet touching marks and wrists below belt. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Comstock, 22 rounds, 110 points

Upon audible start signal, engage targets from within the shooting area.

Targets:

9 IPSC Cardboard, 4 Steel

Scored Hits:

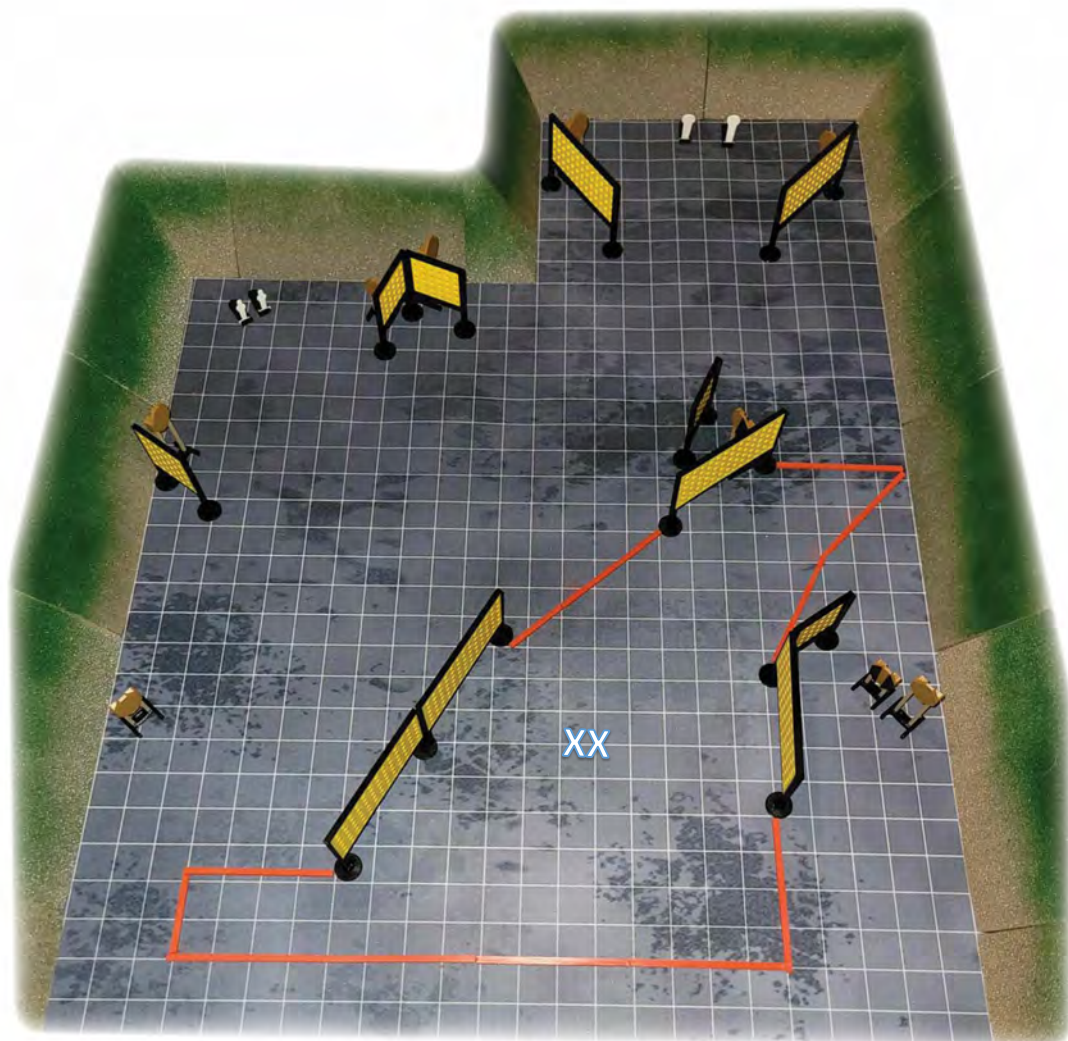
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 2

**A FLUTE WITH NO
HOLES, IS NOT A
FLUTE. A DONUT
WITH NO HOLE IS
A DANISH.**

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STAGE 2 – A FLUTE WITH NO HOLES, IS NOT A FLUTE. A DONUT WITH NO HOLE IS A DANISH.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange inside of the shooting area with toes touching marks and wrists below belt. Handgun is UNLOADED AND HOLSTERED. PCC is UNLOADED.

Stage Procedure

Scoring:

Comstock, 21 rounds, 105 points

Upon audible start signal, engage targets from within the shooting area. Popper PP2 activates swinger, which is visible at rest.

Targets:

9 IPSC Cardboard, 3 Steel

Scored Hits:

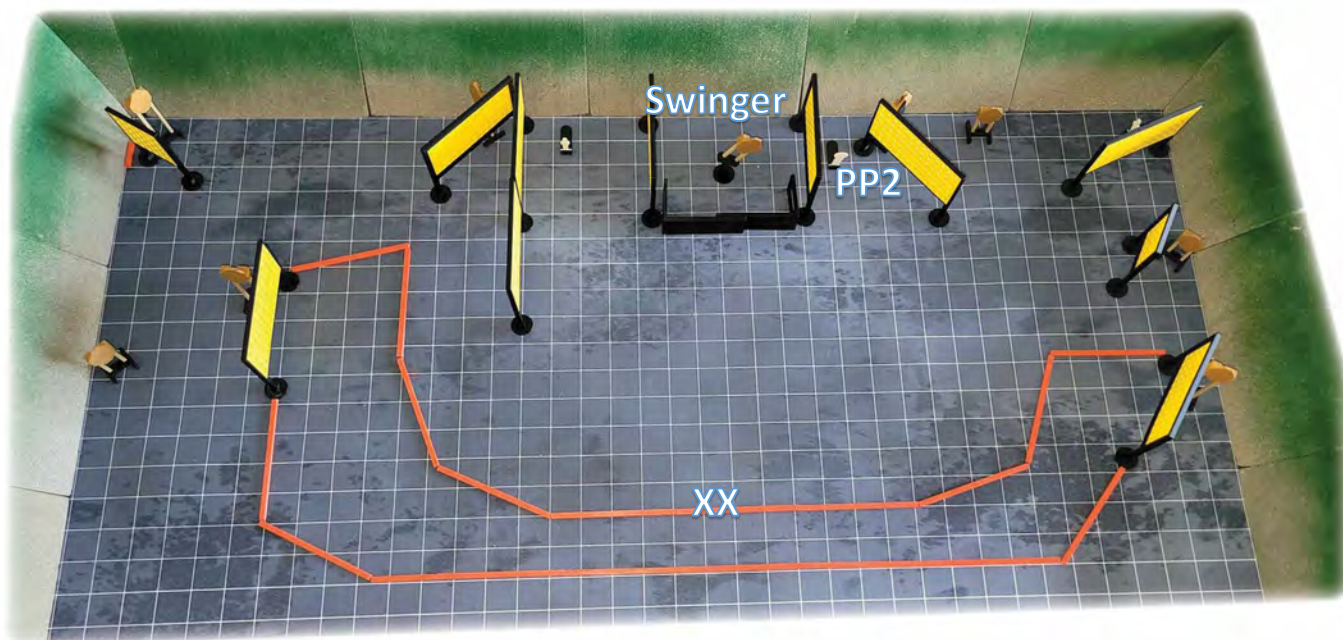
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 3

**CINDERELLA STORY. OUTTA
NOWHERE. A FORMER
GREENSKEEPER, NOW,
ABOUT TO BECOME THE
MASTERS CHAMPION.**

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STAGE 3 – CINDERELLA STORY. OUTTA NOWHERE. A FORMER GREENSKEEPER, NOW, ABOUT TO BECOME THE MASTERS CHAMPION.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange with feet touching marks and wrists above shoulders. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Comstock, 12 rounds, 60 points

Upon audible start signal, engage targets from within the shooting area. Popper PP2 activates bobber, which is visible at rest. Popper PP4 activates swinger, which is visible at rest.

Targets:

4 IPSC Cardboard, 4 Steel

Scored Hits:

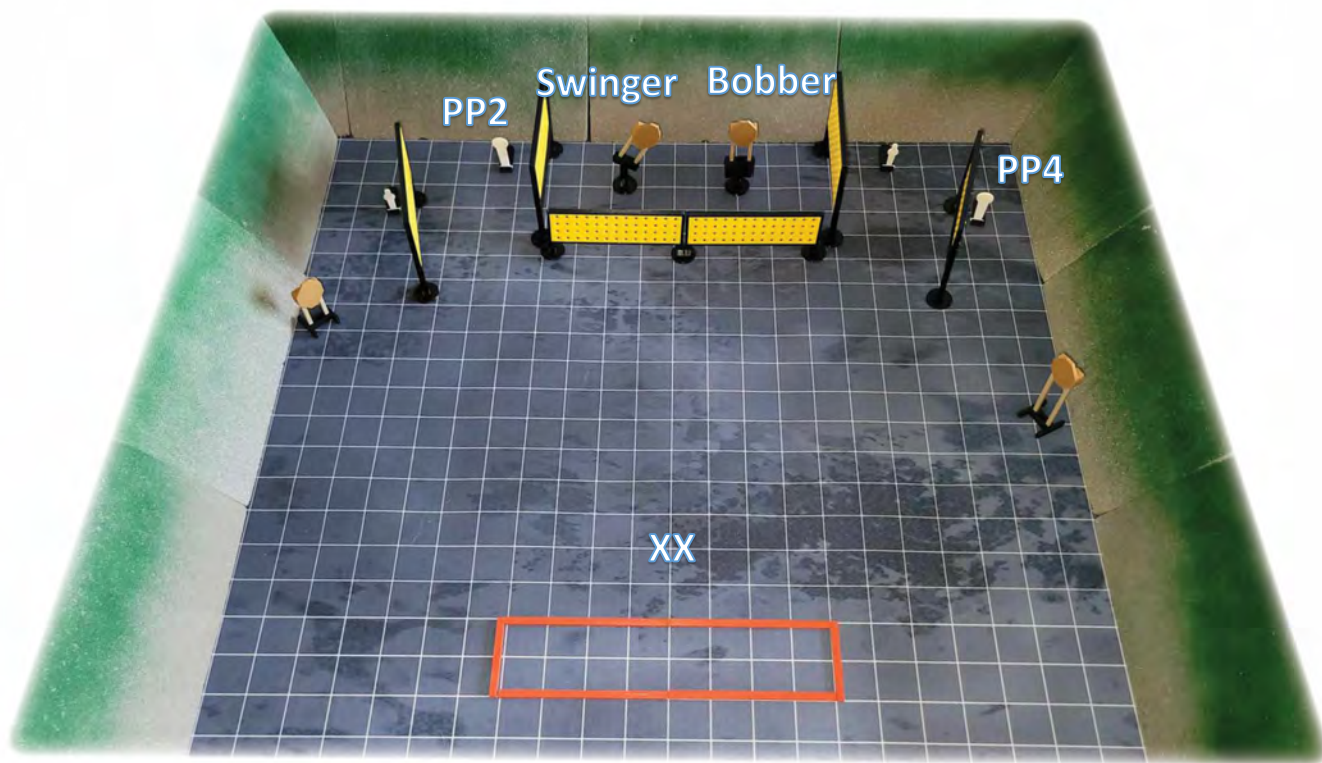
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 4

OH, IT LOOKS
GOOD ON YOU
THOUGH.

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STAGE 4 – OH, IT LOOKS GOOD ON YOU THOUGH.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange. Handgun is LOADED AND HOLSTERED WITH HANDS TOUCHING MARKS. PCC is LOADED AND HELD IN BOTH HANDS WITH MUZZLE TOUCHING LOWER MARK.

Stage Procedure

Scoring:

Comstock, 16 rounds, 80 points

Upon audible start signal, engage targets from within the shooting area.

Targets:

8 IPSC Cardboard

Scored Hits:

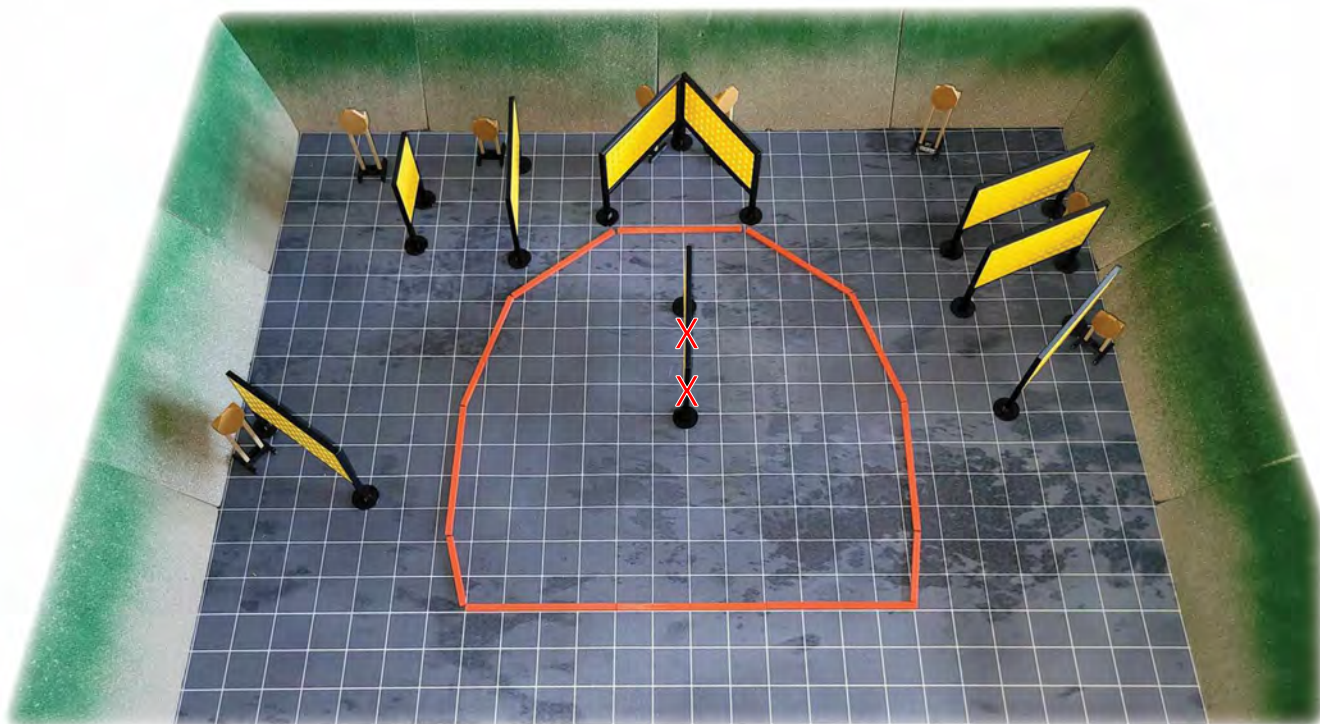
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 5

**IN ORDER TO CONQUER AN
ANIMAL, I HAVE TO THINK
LIKE AN ANIMAL, AND
WHENEVER POSSIBLE,
LOOK LIKE ONE.**

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STAGE 5 – IN ORDER TO CONQUER AN ANIMAL, I HAVE TO THINK LIKE AN ANIMAL, AND WHENEVER POSSIBLE, LOOK LIKE ONE.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing completely outside of the shooting area with toes touching marks and wrists below belt. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Comstock, 18 rounds, 90 points

Upon audible start signal, engage targets from within the shooting area. Popper PP1 activates drop turner, which is not visible at rest.

Targets:

8 IPSC Cardboard, 2 Steel

Scored Hits:

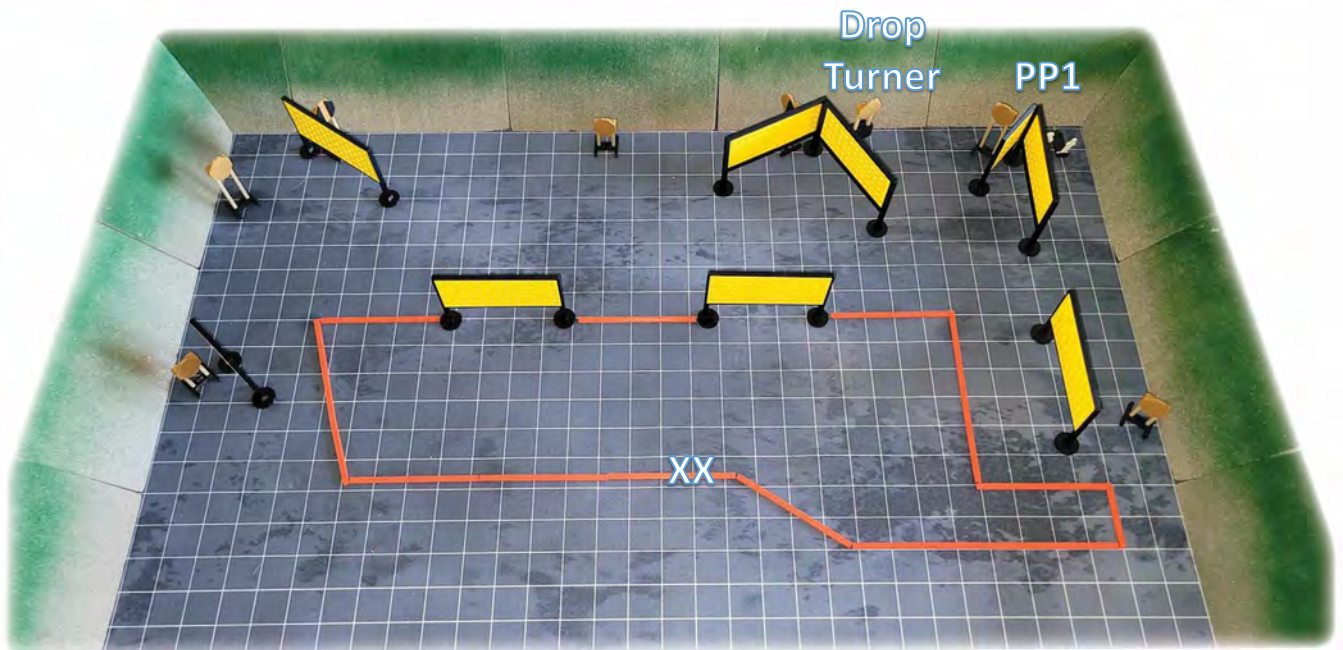
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 6

CHRONO



STAGE 7

**WELL, THE WORLD
NEEDS DITCH DIGGERS,
Too.**

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STAGE 7 – WELL, THE WORLD NEEDS DITCH DIGGERS, TOO.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing inside of the shooting area with toes touching either set of marks and wrists below belt. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Fixed time, 15 rounds, 75 points

Upon audible start signal, engage targets from within the shooting area with 1 round each. Par time: XX.XX seconds

Targets:

15 USPSA Cardboard

Scored Hits:

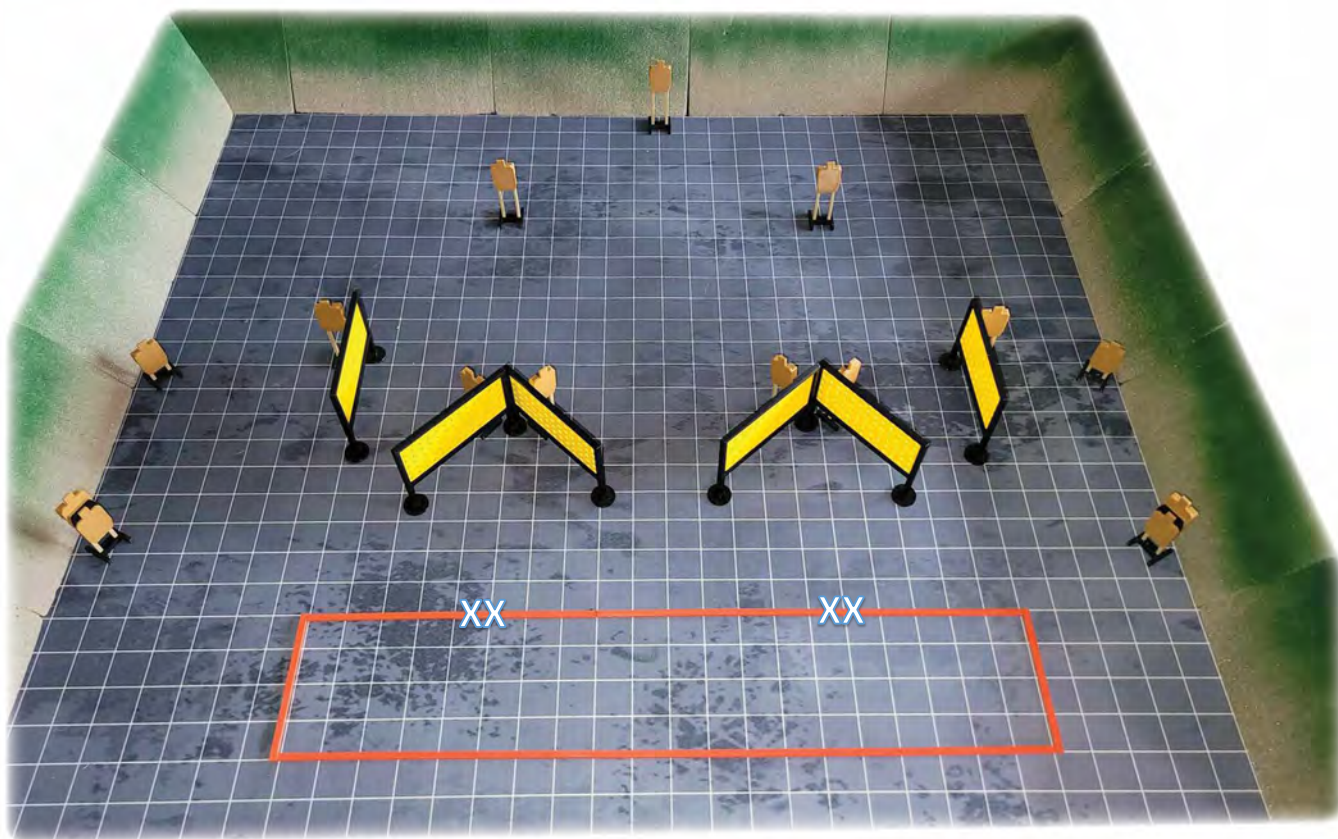
Best 1 per cardboard

Start-Stop:

Audible – Audible

Penalties:

Per current edition of USPSA Rule Book



STAGE 8

**WE HAVE A POOL AND A
POND... POND'D BE
GOOD FOR YOU.**

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STAGE 8 – WE HAVE A POOL AND A POND... POND'D BE GOOD FOR YOU.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange anywhere within either shooting area with wrists above shoulders. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Comstock, 24 rounds, 120 points

Upon audible start signal, engage targets from within the shooting area.

Targets:

12 USPSA Cardboard

Scored Hits:

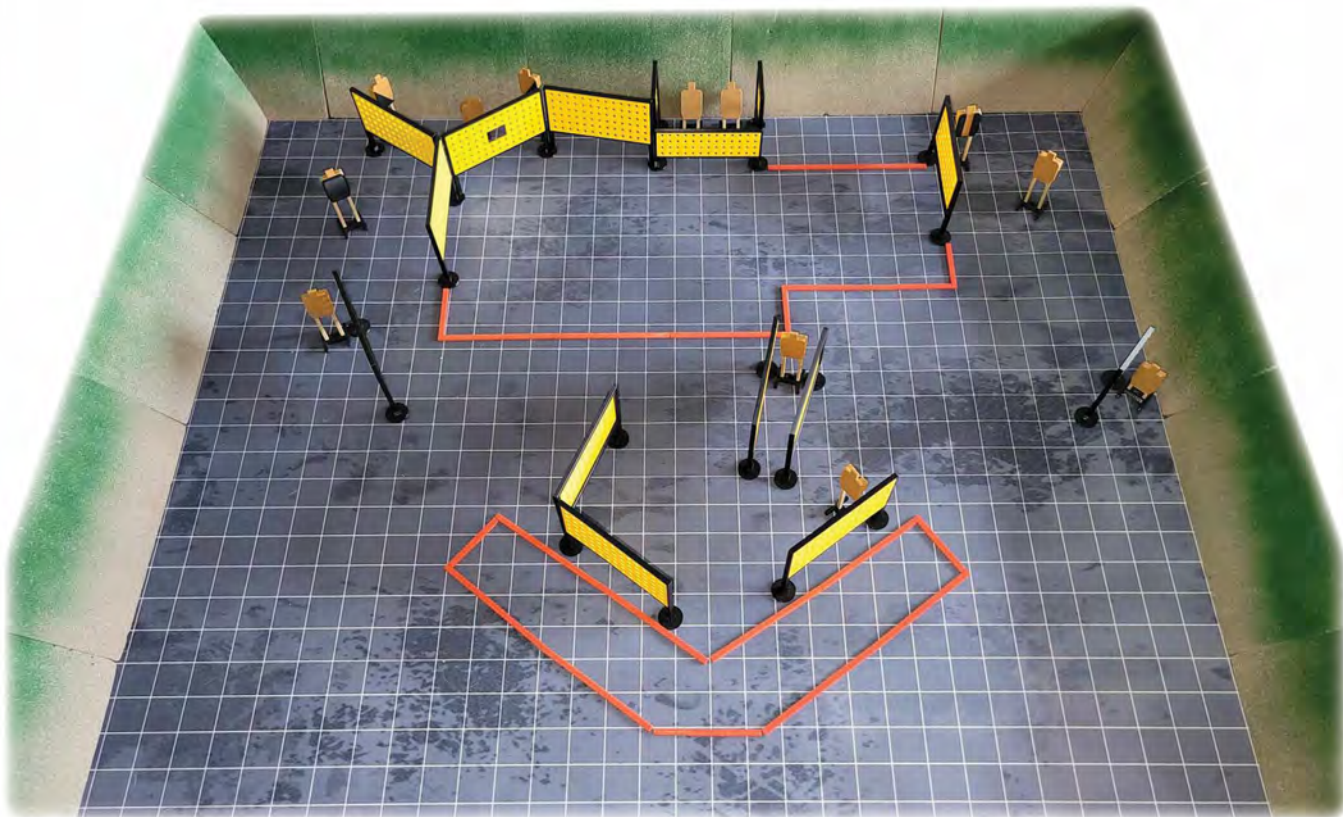
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 9

**HEY, SMAILS! MY
DINGHY'S BIGGER THAN
YOUR WHOLE BOAT!**

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STAGE 9 – HEY, SMAILS! MY DINGHY’S BIGGER THAN YOUR WHOLE BOAT!

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing inside the shooting area with heels touching marks and wrists below belt. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Upon audible start signal, engage targets from within the shooting area. Popper PP5 activates swinger, which is visible at rest.

Scoring:

Comstock, 29 rounds, 145 points

Targets:

12 USPSA Cardboard, 5 Steel

Scored Hits:

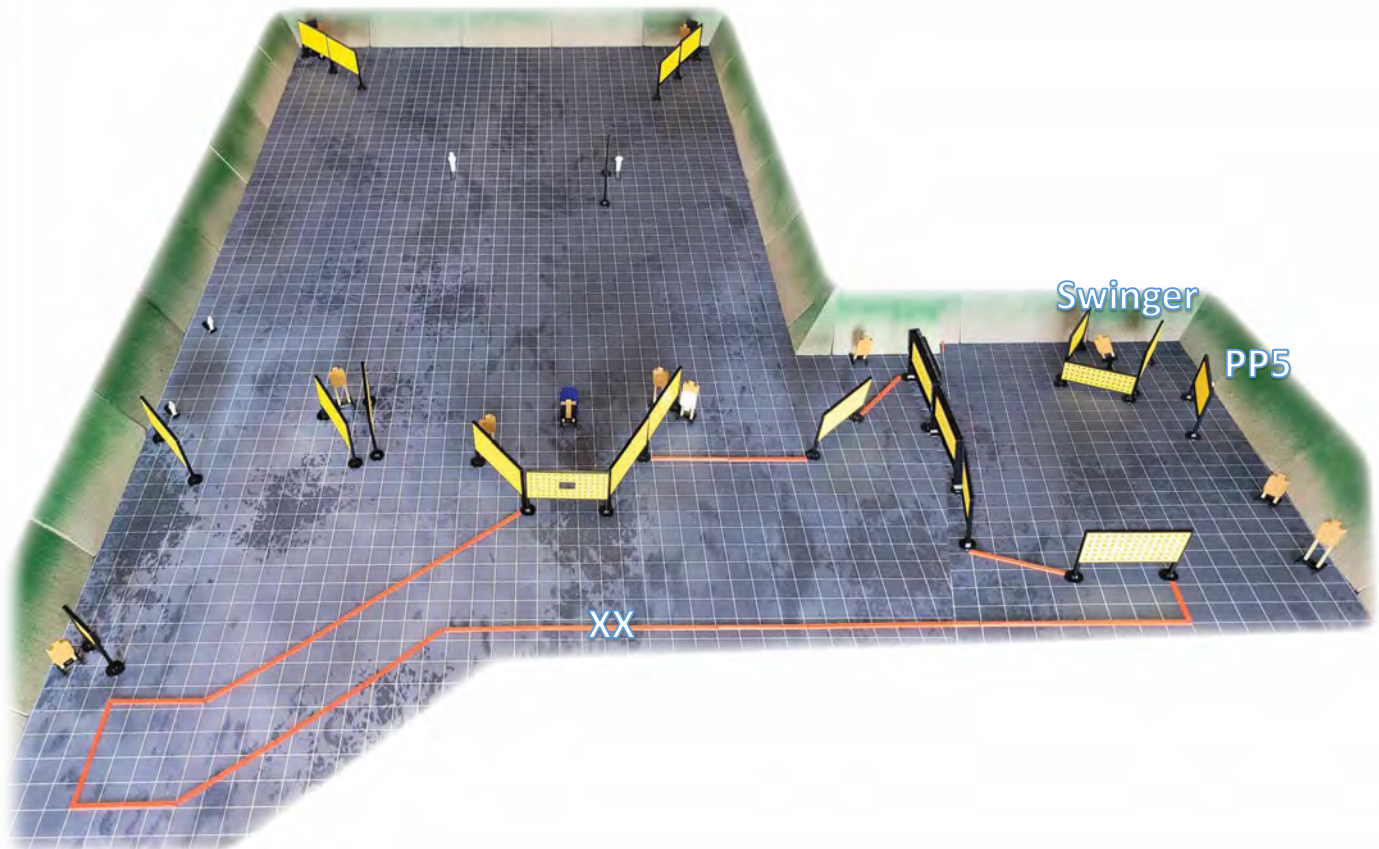
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 10

**HEY BABY, YOU MUST'VE
BEEN SOMETHING
BEFORE ELECTRICITY.**

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They CHANGE So You Don't Have To™

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STAGE 10 – HEY BABY, YOU MUST’VE BEEN SOMETHING BEFORE ELECTRICITY.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange with feet touching marks and wrists below belt. Handgun is LOADED AND HOLSTERED. PCC is LOADED.

Stage Procedure

Scoring:

Comstock, 30 rounds, 150 points

Upon audible start signal, engage targets from within the shooting area. Popper PP4 activates swinger, which is visible at rest.

Targets:

12 USPSA Cardboard, 6 Steel

Scored Hits:

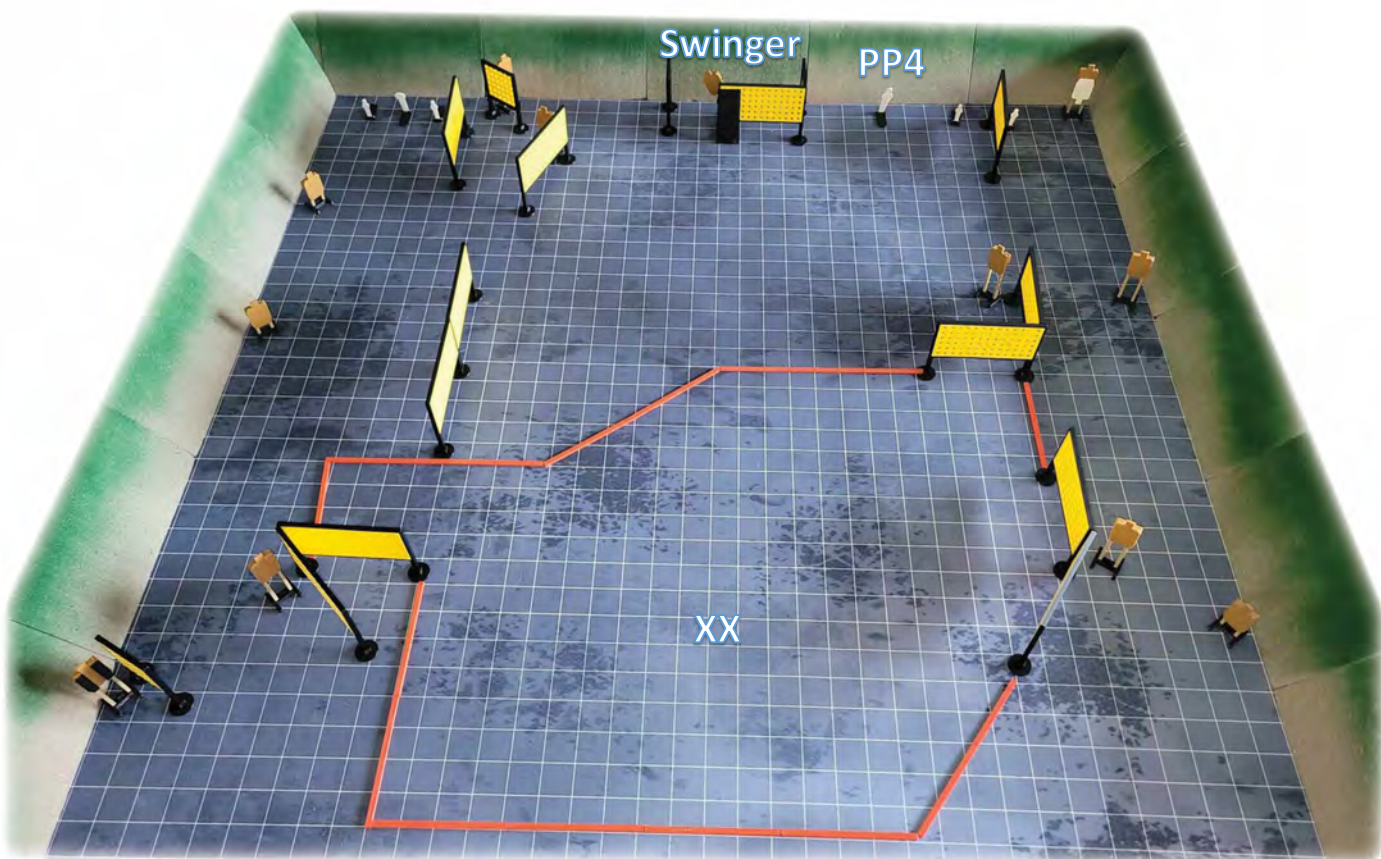
Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book



STAGE 11

**SO I GOT THAT GOIN'
FOR ME, WHICH IS NICE.**

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HOLOSUN

STAGE 11 – SO I GOT THAT GOIN’ FOR ME, WHICH IS NICE.

Rules: USPSA Rule Book, Current Edition

Course Designer:

Lafe Kunkel

Start Position

The start position is standing facing downrange anywhere completely outside of the shooting area with wrists above shoulders. Handgun is UNLOADED AND HOLSTERED. PCC is UNLOADED and held with both hands.

Stage Procedure

Scoring:

Comstock, 27 rounds, 135 points

Upon audible start signal, engage targets from within the shooting area. Popper PP2 activates bobber, which is visible at rest.

Targets:

10 USPSA Cardboard, 7 Steel

Scored Hits:

Best 2 per cardboard

Start-Stop:

Audible – Last Shot

Penalties:

Per current edition of USPSA Rule Book

