

July 23, 2011 Night Match Information

BUG Match

- Three back up gun (BUG) stages will be available to shoot from 3 pm to 8:30 pm. 43 rounds required. This is a great chance to test your skill with your smaller carry guns. All strings are 5 rounds or less.
- The BUG stages are stages number 4, 5, and 6, in the steel pen, city limits, and wall.
- Two divisions for the BUG match. BUG for guns that comply with the IDPA definition of a BUG gun, and NON-BUG for guns that don't comply. Feel free to shoot this match with your full sized gun if you like. BUG guns are: 1) .32 auto or larger 2) barrel lengths - Semi-automatic: 3.8" or less, Revolver: 3" or less.

Classifier

- The classifier will be available for IDPA MEMBERS ONLY to shoot from 2:00 pm until 8:30 pm. You need to get a separate score sheet at sign up. Bring your IDPA membership card.
- The entire classifier (all 3 stages) will be set up in The Gulch, and it will go very slowly.
- If you need to shoot the classifier as part of your annual responsibility as an IDPA member, please shoot it.
- Please don't shoot it just for fun, it will be a log jam. Expect delays.

Night Match Safety

- You must shoot at least one UDPL match prior to the night match. No new shooters at the night match. Exceptions may be made if you are an experienced competitor from out of town, email koski88@hotmail.com.
- The BUG and classifier match shooting will end about 8:30 pm, and the night match shooting will begin around 9:00 pm. XX rounds minimum. Bring your lights and lasers.
- Lights and lasers may only be installed or removed from the gun in a safe area, or under the direction of the S.O.
- If your gun with light/laser will fit in your holster, you'll run the match normally, keeping your gun unloaded and holstered when you're not the shooter. If your gun with light/laser won't fit in your holster, you will use your shooting bag as a holster. The gun must stay in the bag until you are told to Load and Make Ready.
- There are no orange cones/muzzle safe points at this match. We're using a 180° rule on all stages. Watch your muzzle direction! The barn stage is our most likely DQ stage due to 180 violations if you're not paying attention.
- SO's all have chemlight necklaces. Be mindful of your SO's location when you are the shooter.
- When driving around, use parking lights or no lights if possible. Drive slowly, pay attention!
- Light discipline – Unless you are the shooter or the SO, keep your lights off once the shooter is at the line.

Night Match Divisions

- This is not an IDPA match. We are using only two divisions. Hand Held and Open. If you use a hand held light throughout the match, you are in the Hand Held division. If you use anything beyond this, such as mounted lights or lasers, you are in Open.
- Mag Loading: You may load your mags all the way up. There are no TRM or HiCap divisions at this match. The stages have mandatory reloads to level the field somewhat.

Night Match Stage Specifics

- 96 rounds minimum for the night match.
- Please bring a non-tactical flashlight to use while scoring & taping. Headlamps are perfect.
- Lights/lasers must be off at the start of each stage
- The night match stages are stages number 1, 2, 3 (pit, barn, backyard) and 7, 8, 9 (corral 1, corral 2, corral 3). Make sure your score sheet is correct. If you're only shooting the night match, you should have no entries for stages 4, 5, and 6.
- Barn stage – Squad is to stay just outside the barn during firing, not outside the cinderblocks. Be ready to run in and score/tape once "Range is Safe" is called. The Barn stage will be our bottleneck. SO's, please keep your squad on their toes at this stage. Tapers ready, scorekeeper at your side, next shooter waiting, etc.
- There is a lot of taping. Everyone needs to tape to keep the match moving.

Clean Up

- Bring back to container – targets and sticks, wooden target stands, swingers, barrels, chairs, plastic tables, carpets, steel torso targets, Texas stars, the short colt popper. Leave: steel target stands, the tall poppers