

20120922 Handgun Match

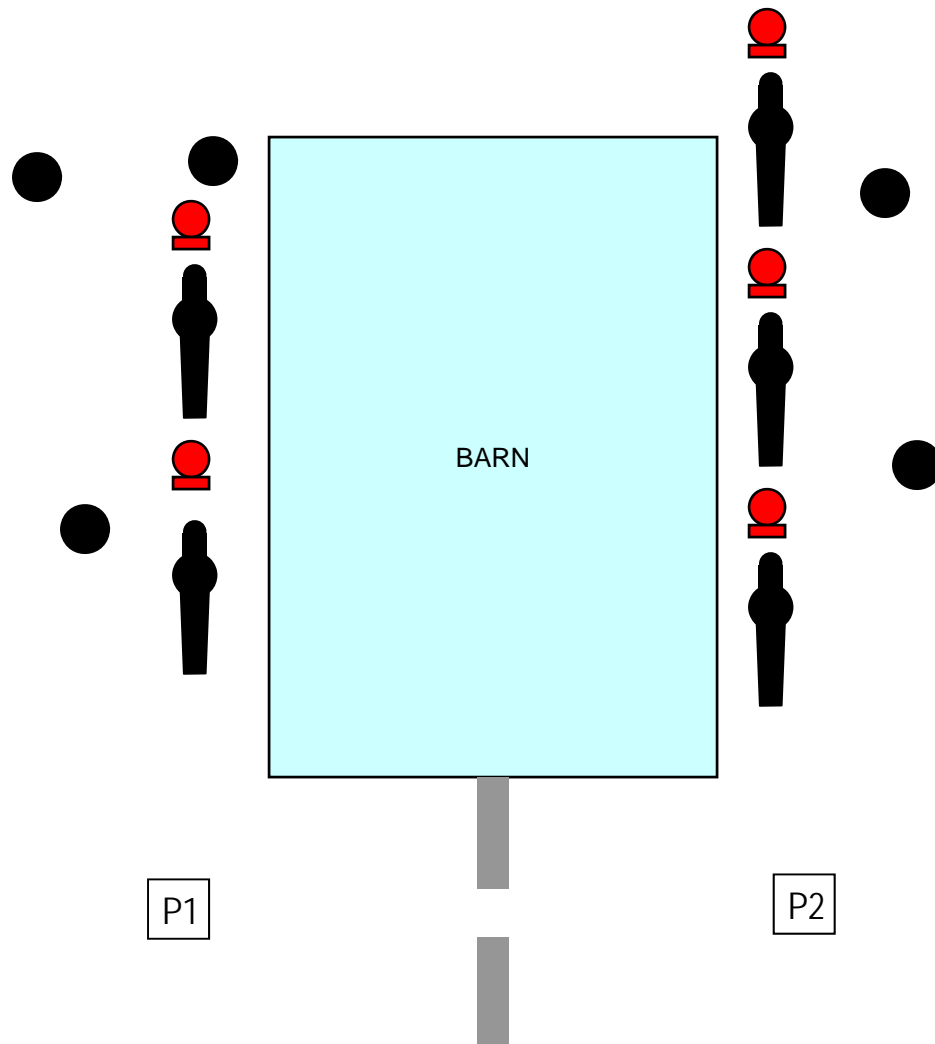
Match Type:	Handgun
Round Count::	143
Stages:	8
MD:	Paul Stoddard

Pre Match Safety Meeting Notes

- Barn: ??????????????
- Backyard: ??????????????

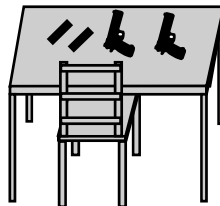
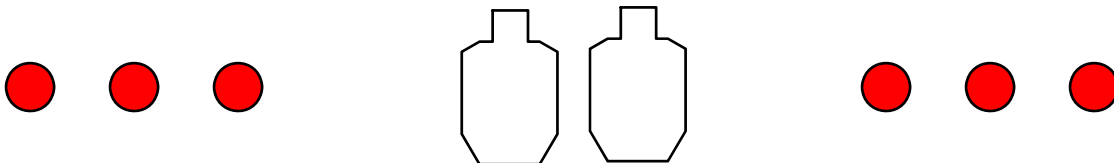
Stage 1: Barn: Cross Dressing

Scenario:	
Start Position:	Standing at P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •From P1, hit the three lollipops twice each. Then, •From P2, hit the two lollipops twice each and knock down the 6 falling steel targets in any order. Then, •From P1, knock down the four falling steel targets. <p>•WATCH YOUR MUZZLE DIRECTION WHILE MOVING!!! Especially if reloading! This is a DQ trap stage, almost. 180° Rule Applies.</p> <ul style="list-style-type: none"> •Righties will tend to get DQ'd while moving to P1 and reloading. •Lefties will tend to get DQ'd while moving to P2 and reloading.
Scoring/Rounds:	Vickers, 20 rounds minimum



Stage 2: Backyard: Battle Field Pickup

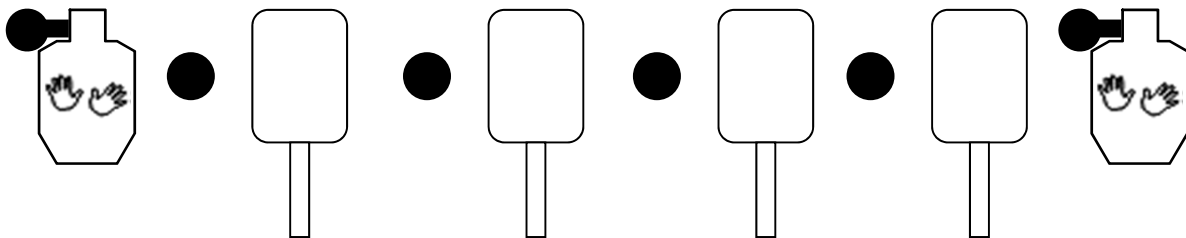
Scenario:	
Start Position:	<ul style="list-style-type: none">• Seated with palms on knees.• Completely unloaded gun on table, slide down, hammer down.• Two magazines with 7 rounds only for your gun on table.• Revolver loaded with 7 rounds on table.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">• Hit the red lollipops once each with your gun.• Repeat (Hit the red lollipops once each with your gun.)• Completely unload your gun and set it down on the table. No magazine in gun, no round in chamber. DQ if gun is set down with any ammunition.• Pick up the revolver and hit the torso targets three times each.
Scoring/Rounds:	Vickers, 18 rounds minimum



P1

Stage 3: Steel Pen: Mowing the Grass

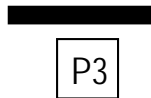
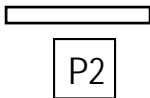
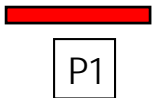
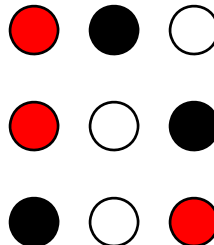
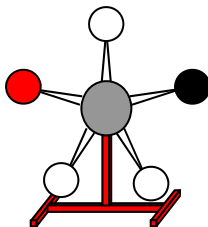
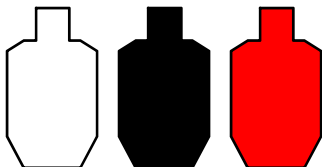
Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <p>In any order, complete the following requirements:</p> <ul style="list-style-type: none"> • Hit each lollipop with two rounds freestyle. • Hit each rectangle with two rounds weak hand only. • Hit each rectangle with two rounds each strong hand only. • Hit each hostage taker head once. • Time Bonuses for hostage taker heads: <ul style="list-style-type: none"> • 1 second bonus for each head shot hit made strong hand only. • 2 second bonus for each head shot hit made hand only. • No time bonus for shooting hostage taker heads with two hands.
Scoring/Rounds:	Vickers, 26 rounds minimum



P1

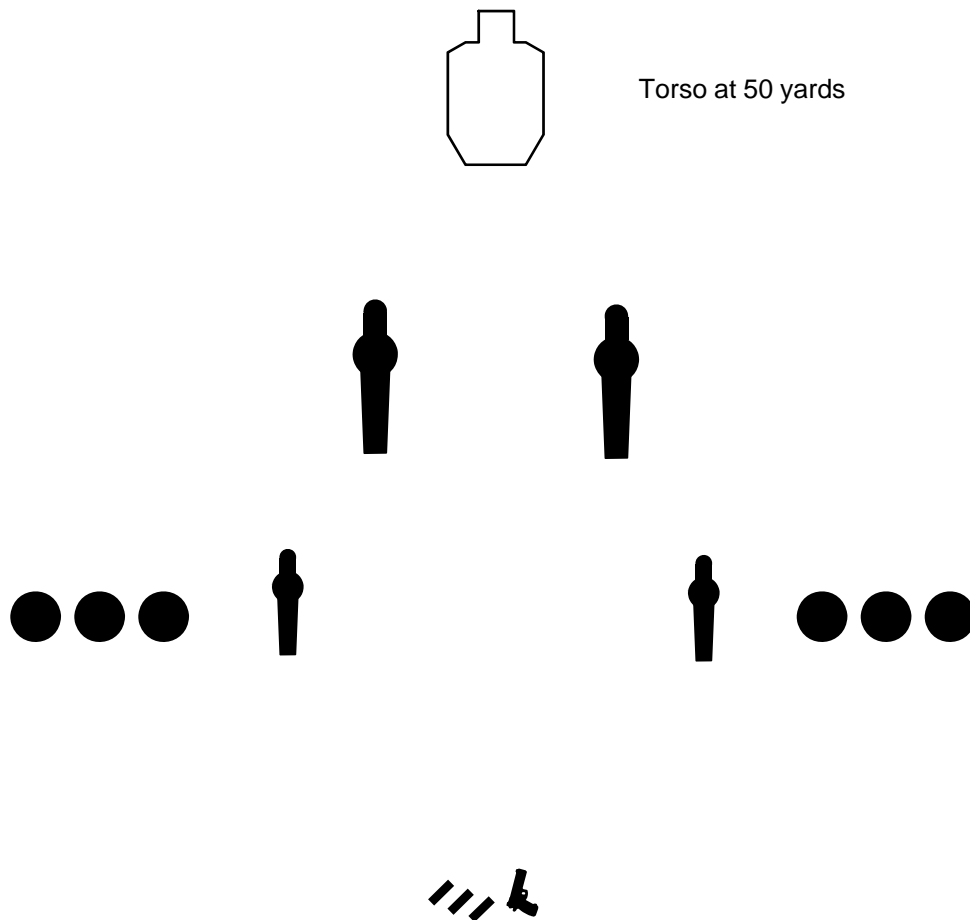
Stage 4: Wall: Red, White, Black

Scenario:	No scenario, just blasting steel for fun.
Start Position:	P1 or P3
Procedure:	Torso targets get two hits, other targets one hit. •String 1: Engage the red targets from P1, the white targets from P2, the black targets from P3.
Scoring/Rounds:	Vickers, 20 rounds minimum



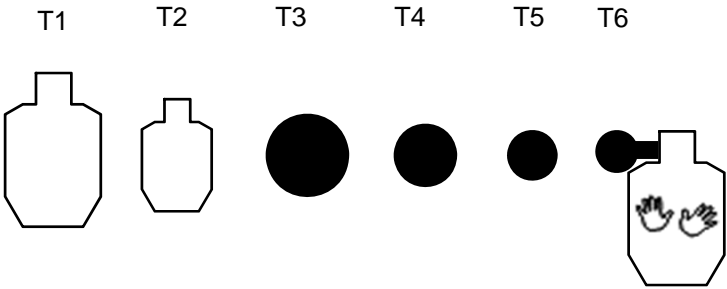
Stage 5: Gulch: Quizley Down Under

Scenario:	Skills Test
Start Position:	Kneeling at P1 with completely unloaded gun and mags on carpet. Slide down hammer down. Palms on thighs.
Procedure:	String 1: Hit all lollipops once each. Knock down all poppers. Hit torso with 5 rounds. Any order.
Scoring/Rounds:	Vickers, 15 rounds minimum



Stage 6: Corral 1: 654321

Scenario:	Skills test
Start Position:	•Loaded gun on barrel at P1, fingers interlaced behind head.
Procedure:	<p>String 1:</p> <p>Hit T1 6 times</p> <p>Hit T2 5 times</p> <p>Hit T3 4 times</p> <p>Hit T4 3 times</p> <p>Hit T5 2 times</p> <p>Hit T6 1 time</p> <p>Time Bonuses:</p> <ul style="list-style-type: none">• 1 second bonus for each hit made strong hand only.• 2 second bonus for each hit made weak hand only.• No time bonus for hits made with two hands.
Scoring/Rounds:	Vickers, 21 Rounds Minimum



Stage 7: Corral 2: Nice Racktreestar

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•Knock over a plate on the plate rack, then hit a plate on the dueling tree, then knock a plate off the star.•Repeat in this order (rack, tree, star) until complete.
Scoring/Rounds:	Vickers, 17 rounds minimum.

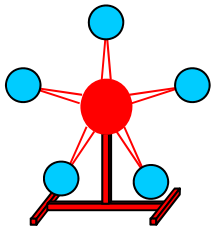
Plate Rack



Dueling Tree



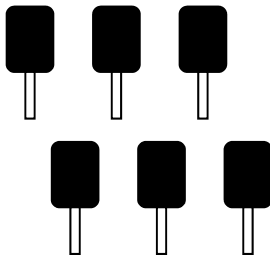
Star



P1

Stage 8: Corral 3: Nellie

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none">•Hit the six marked rectangles once each while advancing from P1 to P2. At least one round must be fired from P2 (you may zig zag as necessary to see the targets).•Perform a mandatory reload at P2.•Hit the same six targets once each while retreating to P1. At least one round must be fired from P1.
Scoring/Rounds:	Vickers, 12 rounds minimum.



P2

P1