

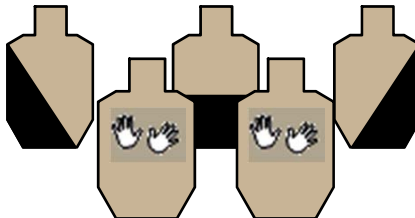
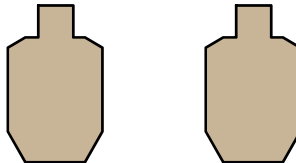
20120619 IDPA Night Match

Pre Match Safety Meeting Notes

- No orange cones/muzzle safe points. 180° rule on all stages. Watch your muzzle direction!
- 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.
- Barn stage – Squad is to stay just outside the barn during firing, not outside the cinderblocks. Be ready to head in and score/tape once "Range is Safe" is called.
- Anyone may use gun mounted lights/lasers for the Barn, Backyard, and Corral 1 stages. These stages will start with the gun out of the holster.
- Who is NOT going to use a mounted light/laser at all? Your score sheets should be marked Hand Held division.
- Everyone who plans on using a mounted light/laser even once should mark their score sheet as Open division.
- Only install or remove lights/lasers on unloaded guns at the firing line under the direction of the safety officer.

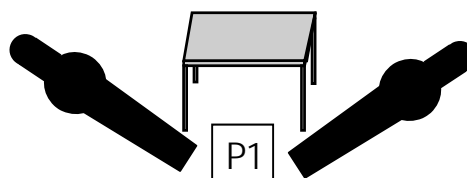
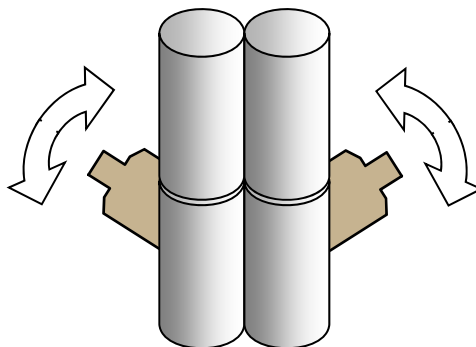
Stage 1: Steel Pen: BUG Stage: Fivegun Truckin'

Scenario:	Somebody really wants your truck full of packages. Normally you'd just give it to them, but they've already started firing at you and you can't get your seat belt unstuck.
Start Position:	<ul style="list-style-type: none">• Seated in truck with seat belt on, snug.• Loaded gun in glove box, palms on knees.• 5 rounds max in gun for each string.
Procedure:	<p>String 1: Without removing your seat belt, engage all five targets with only one round each freestyle.</p> <p>String 2: Repeat string 1 except fire Strong hand Only.</p> <p>String 3: Repeat string 1 except fire Weak Hand Only.</p>
Scoring/Rounds:	Limited Vickers, 15 rounds ONLY. No reloading on the clock.



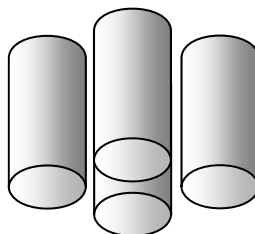
Stage 2: City Limits: BUG Stage: Bob & Weave

Scenario:	Skills test
Start Position:	Standing at P1, hands at sides, gun loaded with 5 rounds max on table.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> • Push the right popper down with your strong hand.. • Engage the swinging target with two rounds then the steel torso with three rounds. <p>String 2:</p> <ul style="list-style-type: none"> • Push the left popper down with your strong hand. • Engage the swinging target with two rounds then the steel torso with 3 rounds. <p>String 3:</p> <ul style="list-style-type: none"> • Engage the now stationary swingers with one round each then the steel torso with 3 rounds. <p>Score 3 hits on the paper targets. Each miss on the torso is 5 points down. Do not score any FTNs.</p>
Scoring/Rounds:	Limited Vickers, 15 rounds ONLY. No reloading on the clock.



Stage 3: Wall: BUG Stage: Tubing 2

Scenario:	Engage your friendly homicidal attacker from a variety of positions.
Start Position:	Handgun loaded to 5 rounds max at low ready.
Procedure:	<ul style="list-style-type: none">•String 1:<ul style="list-style-type: none">•Begin at A. Engage the target once while moving to P1. From P1, engage the target once through each barrel.•String 2:<ul style="list-style-type: none">•Begin at B. Engage the target once while moving to P1. From P1, engage the target once through each barrel.•String 3:<ul style="list-style-type: none">•Begin at C. Engage the target once while moving to P1. From P1, engage the target once through each barrel. <p>Each miss on the steel torso is 5 points down. Do not score any FTNs.</p>
Scoring/Rounds:	Limited Vickers, 15 rounds ONLY. No reloading on the clock.



A

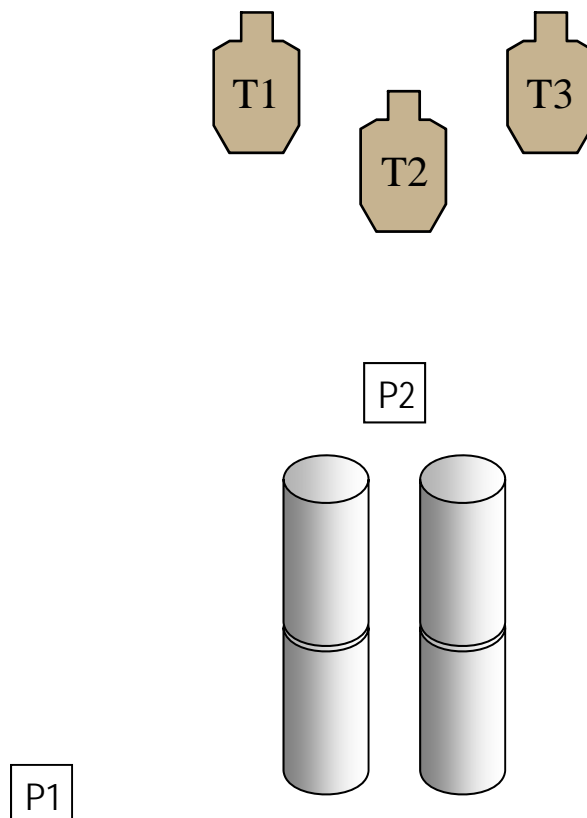
P1

B

C

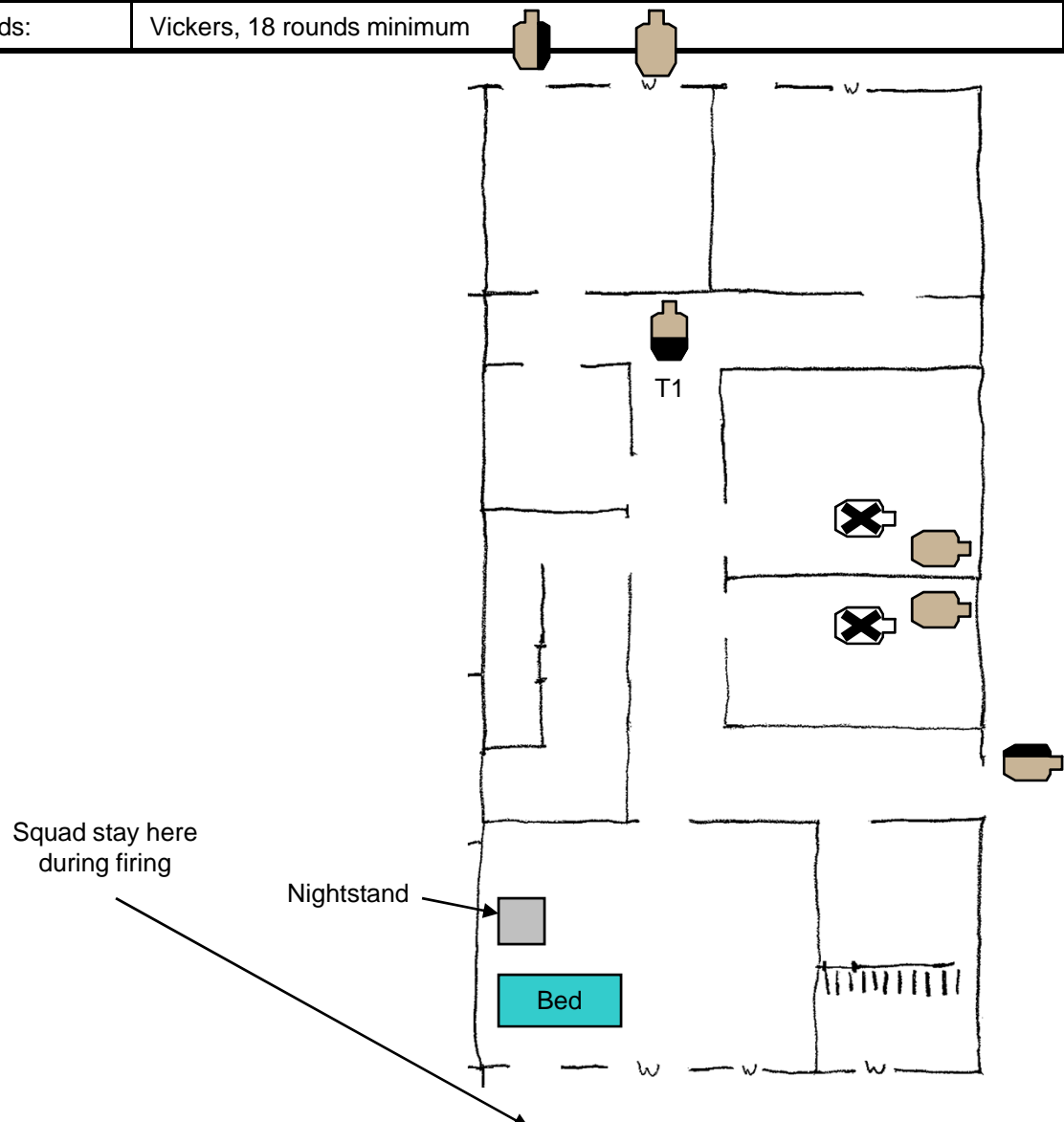
Stage 4: Pit: Darkness Standards

Scenario:	Standards
Start Position:	<ul style="list-style-type: none"> •P1, gun holstered, hands at sides. •Your own hand held flashlight in your hand. •You may have a light or laser mounted on your gun, but you may not activate it for this stage or you will get a procedural error.
Procedure:	<p>String 1:</p> <ol style="list-style-type: none"> 1. Using only your own hand held flashlight... 2. Engage T1 from the left side of the barrels with two rounds, 3. Engage T2 between the barrels with two rounds. 4. Engage T3 from the right side of the barrels with two rounds. Steps 2-4 may be performed in any order. 5. Perform a mandatory reload. 6. Repeat steps 2-4 in any order. 7. Perform a mandatory reload and move to P2. 8. From P2, engage each target with two head shots. <p>Score 4 hits in torso and 2 hits in head. SO's: Staple a new set of targets up for each squad.</p>
Scoring/Rounds:	Vickers, 18 rounds minimum



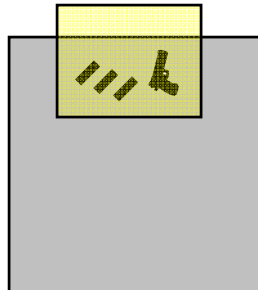
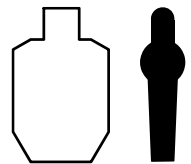
Stage 5: Barn: Bump in the Night

Scenario:	Your awake to a loud bump. It is odd enough that you arm yourself with your nightstand gear and investigate.
Start Position:	<ul style="list-style-type: none"> •Lying flat on your back “in bed.” Head down, heels down, palms down •Unloaded gun (slide forward hammer down) and all ammunition and lights in the top nightstand drawer. Drawer fully closed. •Gun mounted lights/lasers are OK.
Procedure:	<ul style="list-style-type: none"> •Turn on the light on the nightstand. •Load gun and retrieve any desired equipment from the nightstand. •Engage T1 from the bedroom doorway with three rounds You may not re-engage T1 after leaving the bedroom. •Engage The remaining targets with three rounds each. •You must perform one reload after your first shot and before your last shot. <p>Note: Only shooter and SO can enter the building during firing. The rest of the squad should remain just outside the building, so they can tape quickly.</p>
Scoring/Rounds:	Vickers, 18 rounds minimum



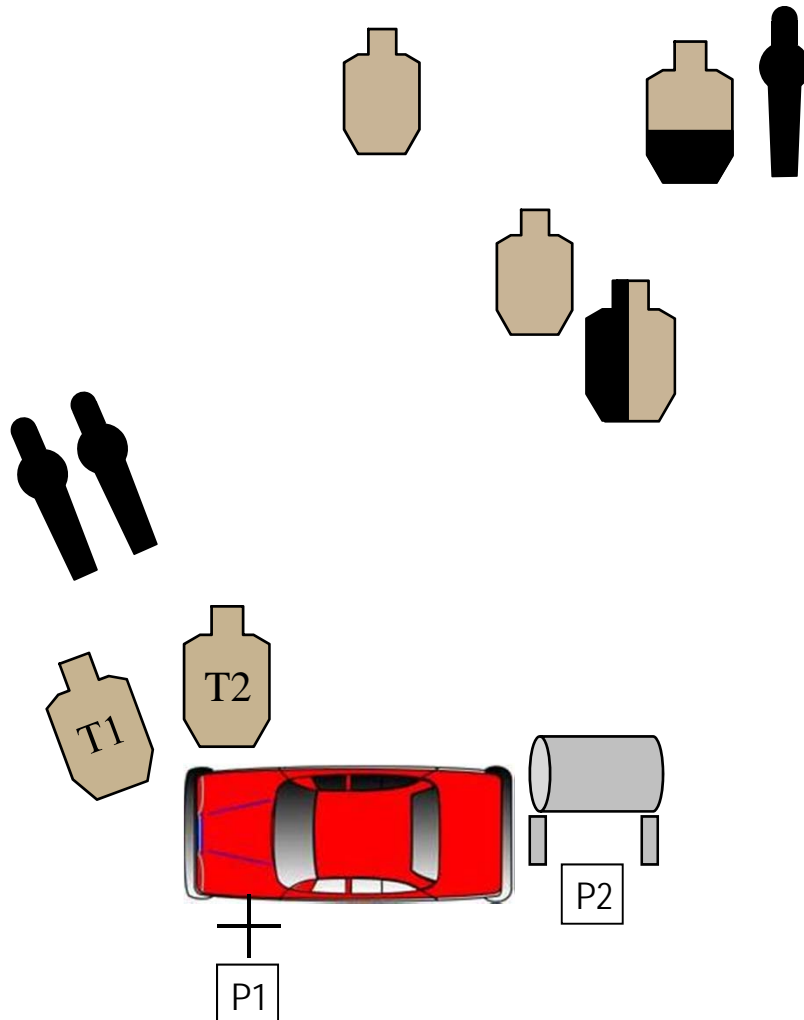
Stage 6: Backyard: Bad Country

Scenario:	Knowing you are in bad territory, you go to bed with your gear nearby.
Start Position:	<ul style="list-style-type: none"> •Unloaded gun and all equipment on carpet, pillow over all. •Gun mounted lights/lasers are OK. •Shooter begins kneeling down with both palms on the ground anywhere on the carpet.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Engage all paper targets with two rounds to the body, then •Engage the steel torsos with two rounds each and knock down the poppers. •Paper first, then steel. Shots to the paper target heads during string 1 are misses and will be noted or taped by SO. <p>String 2:</p> <ul style="list-style-type: none"> •Start kneeling with loaded gun at low ready. Engage the four paper targets with one head shot each.
Scoring/Rounds:	Vickers, 19 rounds minimum



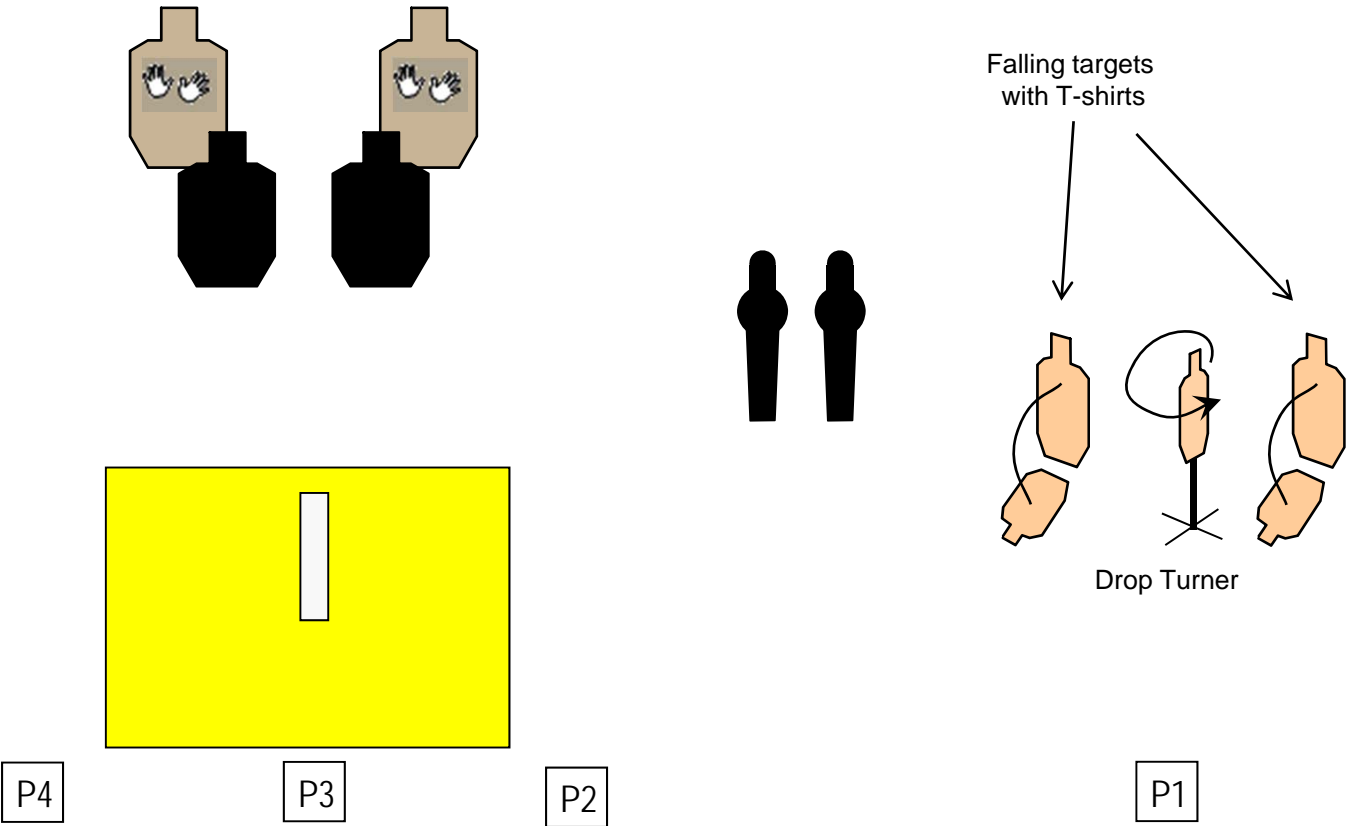
Stage 7: Corral 1: Flat Tire Fiasco

Scenario:	You are changing a tire when approached by some unfriendly dudes.
Start Position:	<ul style="list-style-type: none"> •Gripping the tire iron at P1 with both hands. •Loaded gun on driver's seat. •Gun mounted lights/lasers are OK. •Hand held light at waist level in pouch or pocket.
Procedure:	<ul style="list-style-type: none"> •Engage T1 and T2 with two rounds each and knock down the first two poppers. •Move to P2 and engage the remaining targets under the barrel. Two rounds each, popper must fall. •You must perform at least one reload after your first shot and before your last shot.
Scoring/Rounds:	Vickers, 15 rounds minimum



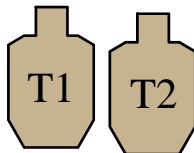
Stage 8: Corral 2: Activation Code

Scenario:	
Start Position:	<ul style="list-style-type: none">•P1, gun holstered, hands at sides.•Your own hand held flashlight in your hand.•You may have a light or laser mounted on your gun, but you may not activate it for this stage or you will get a procedural error.
Procedure:	<ul style="list-style-type: none">•From P1 engage the falling targets until down and trip the drop turner and engage it with two rounds. This may be done in any order.•While moving to P2 knock down the poppers.•From the right side of the wall at P2, engage the steel torso targets with two rounds each.•Through the window at P3, engage the steel torso targets with two rounds each.•From the left side of the wall at P4, engage the steel torso targets with two rounds each.•You must perform at least one reload after your first shot and before your last shot. <p>Scoring: Check the non-threats for hits carefully after each shooter.</p>
Scoring/Rounds:	Vickers, 16 Rounds Minimum



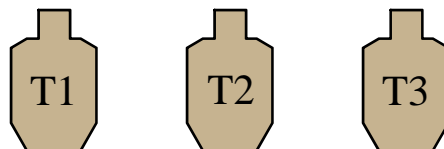
Stage 9: Corral 3: Night Sights?

Scenario:	Skills test without your light.
Start Position:	<ul style="list-style-type: none"> •Standing at P1, hands at sides. •You may have a light or laser mounted on your gun, but you may not activate it for this stage or you will get a procedural error. •A small light will be on to provide some light during firing.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> •Without using a light, draw and engage T1 with two rounds. <p>String 2:</p> <ul style="list-style-type: none"> •Without using a light, draw and engage T2 with two rounds while advancing. <p>•String 3:</p> <ul style="list-style-type: none"> •Without using a light, draw and engage T3 with two rounds while retreating. <p>Scorekeeper – Turn on the small light once the shooter is loaded. Shut it off when they are done with string 3 to preserve the batteries. Do not re-position the light. Keep it pointed the way you found it.</p>
Scoring/Rounds:	Vickers, 6 rounds minimum



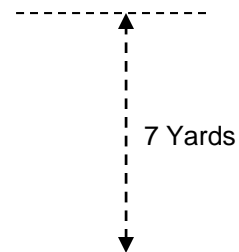
Classifier Stage 1

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p>STRING 1 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p>STRING 5 (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p>STRING 6 (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p>STRING 7 (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall
T2 – 4' Tall
T3 – 5' Tall

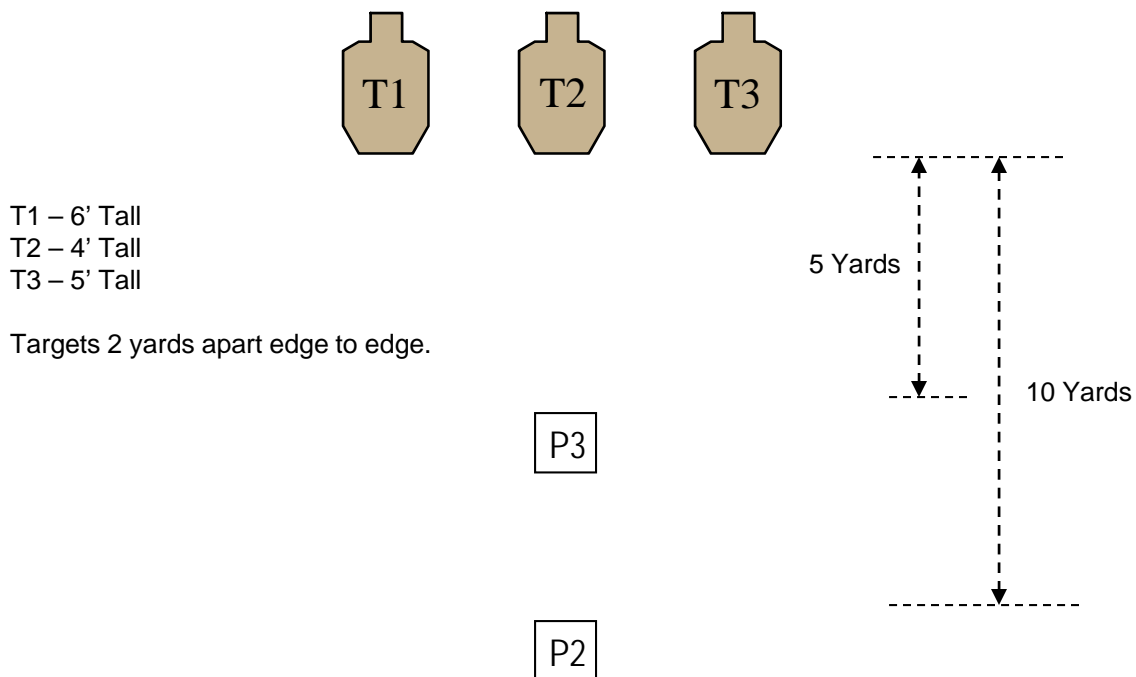
Targets 2 yards apart edge to edge.



P1

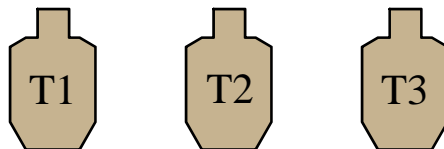
Classifier Stage 2

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</p> <p>STRING 2 (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).</p> <p>STRING 3 (12 shots) Begin at P2. (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.</p> <p>STRING 4 (6 shots) Begin at P2. Draw and fire 2 shots at each T1 - T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows: •Mag 1: 12 rounds •Mag 2: 6 rounds •Mag 3: 12 rounds</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



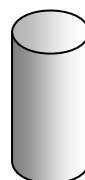
Classifier Stage 3

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and fire 2 shots at each T1 - T3 from the opposite side of barricade.</p> <p>STRING 2 (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and advance to P5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.</p> <p>STRING 3 (6 shots) Begin at P5. Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 - gallon barrel.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall
T2 – 4' Tall
T3 – 5' Tall

Targets 2 yards apart edge to edge.



P5

Barricade

P4

