

## 20111217 UDPL Handgun Match

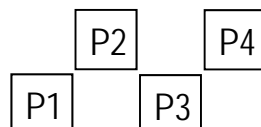
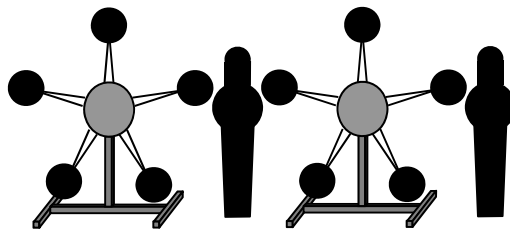
Match Type:	Handgun
Round Count:	173 Minimum
Match Directors:	Blake Huff, Steve Koski

### **Count Needed**

Black spray paint  
White spray paint  
Red spray paint

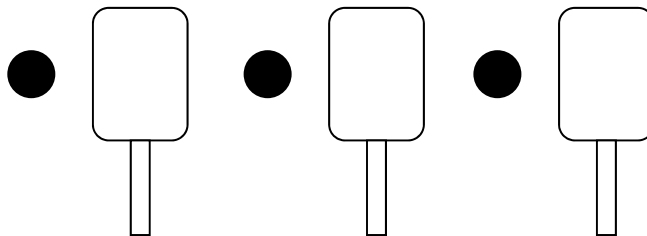
## Stage 1: Backyard: Gutsy or Stupid?

Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>•Clear the left star from P1. Then,</li> <li>•Knock down the left popper from P2. Then,</li> <li>•Clear the right star from P3. Then,</li> <li>•Knock down the right popper from P4.</li> </ul>
Scoring/Rounds:	<p>12 rounds minimum. 5 second miss on steel penalty</p> <p><b>Time Bonuses:</b></p> <ul style="list-style-type: none"> <li>• Every plate knocked off or popper knocked down strong hand only earns the shooter a 1 second time bonus.</li> <li>• Every plate knocked off or popper knocked down weak hand only earns the shooter a 3 second time bonus.</li> </ul> <p><b>Scorekeeper:</b> Keep track of strong hand and weak hand only hits. Write down the raw time, then underneath it write down the total time bonus. Then subtract the time bonus from the raw time for the final score. The score sheet should look like this:</p> <p>String 1:      27.13          Bonus:        -10.00          Score:         17.13</p>



## Stage 2: Steel Pen: Steel Prezidente

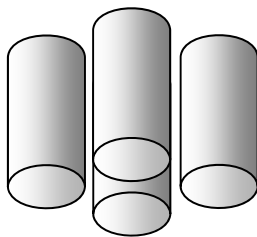
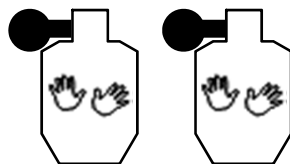
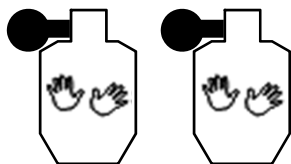
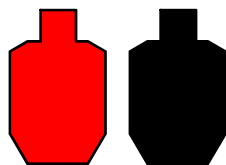
Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"><li>•Engage lollipop targets with 2 rounds each. Then re-engage lollipop targets with 2 rounds each. Then,</li><li>•Engage rectangle targets with 2 rounds each. Then re-engage rectangle targets with 2 rounds each.</li><li>•Shooter must perform a minimum of two reloads after the first shot and before the last shot.</li></ul>
Scoring/Rounds:	24 rounds minimum, 5 second penalty per miss on steel



P1

# Stage 3: City Limits: Diamond Barrel Two

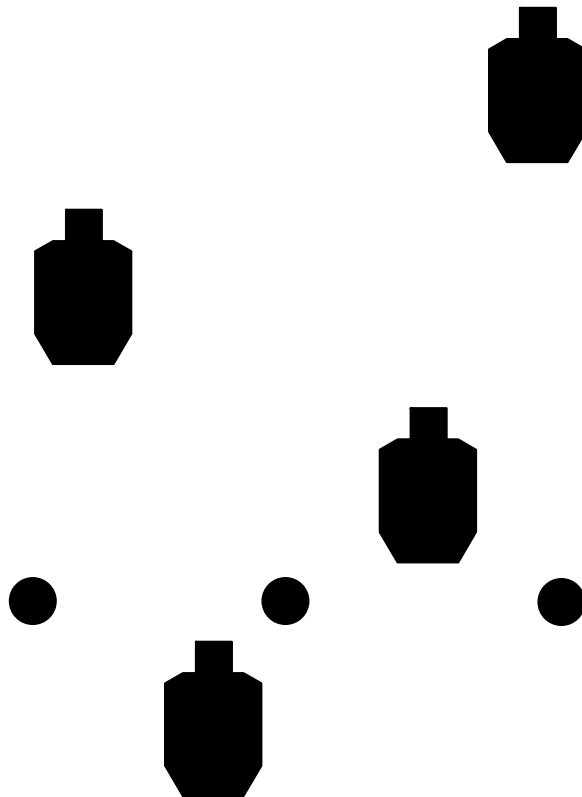
Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>• Hit the red torso target twice through each barrel. Then,</li><li>• Hit the black torso target twice through each barrel. Then,</li><li>• Hit the hostage taker heads once, not through any barrel.</li></ul>
Scoring/Rounds:	<p>20 rounds minimum. 5 second miss on steel penalty. 3 second procedural penalty for EACH HIT on the non-threat targets. (Different from IDPA scoring)</p> <p>Note that when the non-threats are hit, the hostage take heads will move. This does not count as a hit on the hostage taker.</p> <p>Paint any hits on non-threats after each shooter.</p>



P1

## Stage 4: Wall: Kazoo II

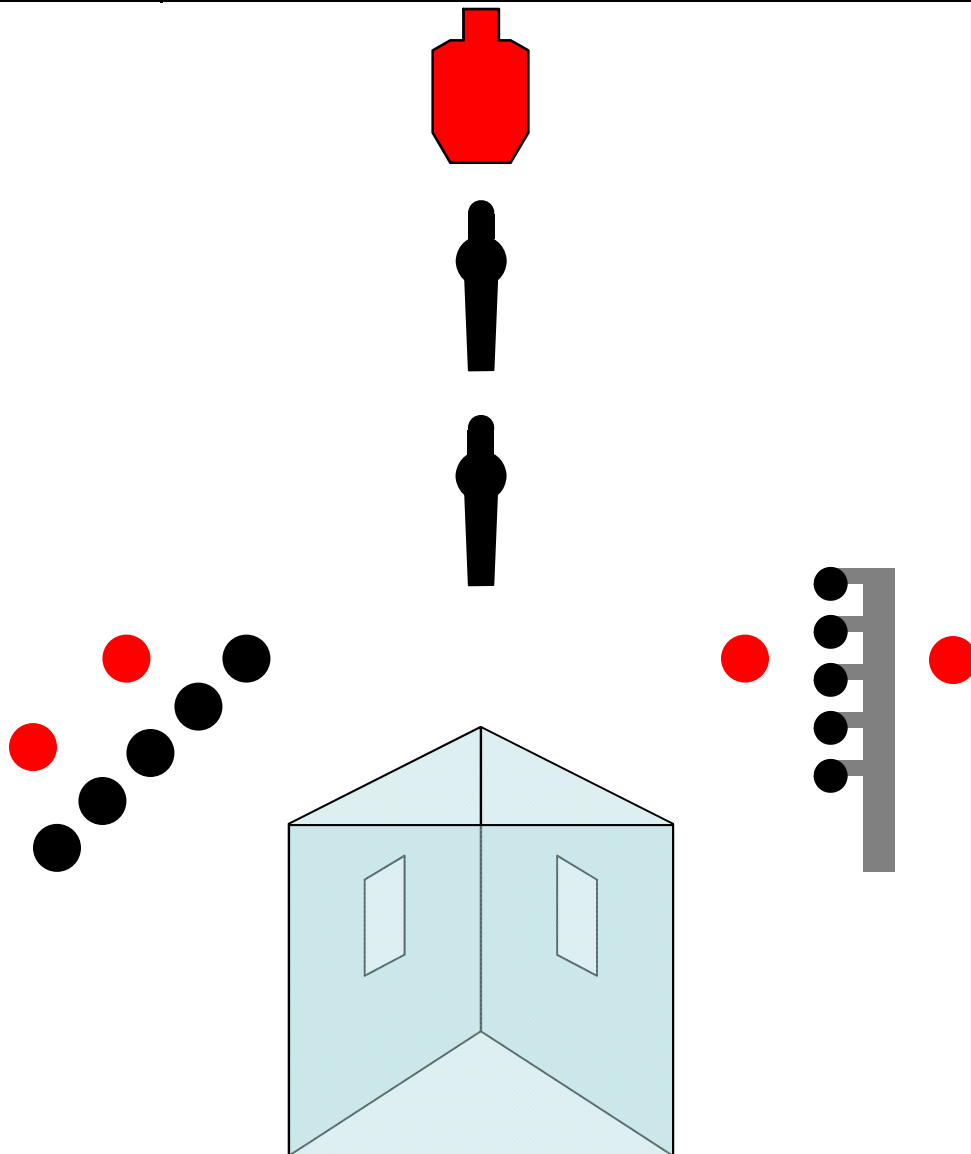
Scenario:	
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"><li>•Shoot torso targets once each, near to far, then shoot the round targets once each.</li><li>•Repeat strong hand only</li><li>•Repeat weak hand only</li></ul>
Scoring/Rounds:	21 rounds minimum, 5 second penalty for miss on steel



P1

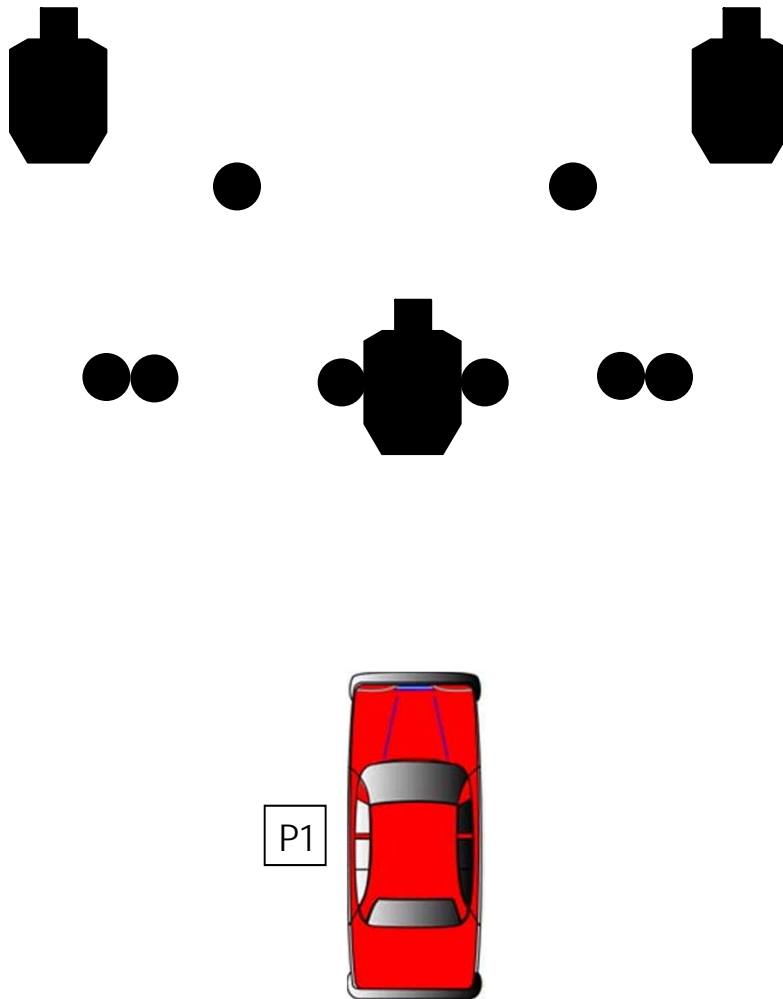
## Stage 5: Gulch: Don't Be a Square

Scenario:	Skills Test
Start Position:	Standing inside the triangle of walls
Procedure:	<p>String1:</p> <ul style="list-style-type: none"><li>•All shooting must be through the right or left ports.</li><li>•Engage all black targets with one round each. Poppers must fall for center fire shooters. Then,</li><li>•Engage all red targets with two rounds each.</li></ul>
Scoring/Rounds:	22 rounds minimum. 5 second penalty for miss on steel



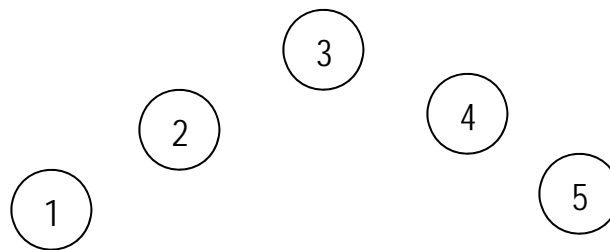
## Stage 6: Corral 1: I hate this tiny car

Scenario:	Skills Test
Start Position:	Seated in driver seat, door closed, seatbelt fastened, hands on wheel
Procedure:	<p>String1:</p> <ul style="list-style-type: none"><li>•Shooting must be done either seated in the car or standing in P1 box. If you draw in the car, you must stay in the car. If you want to shoot from P1, exit the vehicle and then draw.</li><li>•Engage all targets with two rounds each.</li><li>•One target must be shot strong hand only (both rounds).</li><li>•One target must be shot weak hand only (both rounds).</li></ul>
Scoring/Rounds:	22 rounds minimum. 5 second penalty for miss on steel



## Stage 7: Corral 2: Mirror Image

Scenario:	
Start Position:	Box A or D
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"><li>•Start in box A or D</li><li>•From box A hit targets 1, 2, and 3 with two rounds each</li><li>•From box B hit all targets once</li><li>•From box C hit all targets once</li><li>•From box D hit targets 3, 4, and 5 with two rounds each</li></ul>
Scoring/Rounds:	22 rounds minimum, 5 second penalty for miss on steel



A

B

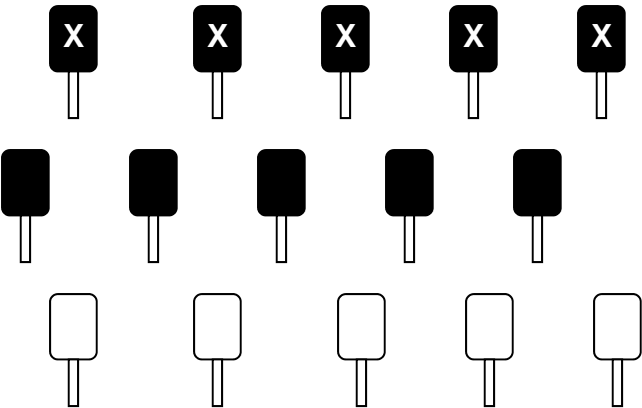
C

D



Stage 8: Corral 3: Fancy Footwork

Scenario:	
Start Position:	Feet in different boxes
Procedure:	<ul style="list-style-type: none"><li>•Any target order is OK.</li><li>•The shooter may move, but feet must be in different boxes while firing.</li><li>•Engage white targets with two rounds each weak hand only.</li><li>•Engage the black targets with two rounds each strong hand only.</li><li>•Engage the X targets with two rounds each freestyle.</li></ul>
Scoring/Rounds:	30 rounds minimum, 5 second miss on steel penalty



--	--	--	--	--	--