

20131028 Utah IDPA Championship

Safety Officers

Bay	Bay Name	Stg	Title	CSO	SO
A	Outer Pit	1	Don't bring a Knife to a Curling match!	Ari Theodore	Desi Parrill
A	Inner Pit	2	Good Doggies	Ari Theodore	Desi Parrill
B	Barn Left	3	The Big Cottonwood Cabin Caper	Joe Gull	Chad Halter
B	Barn Inside	4	Suburban Sandy Break-In	Joe Gull	Chad Halter
C	Backyard	5	Save your Provo Bro!	Jim Smith	Brett Hart
D	Steel Pen	6	The JMB Shuffle	Bill Hammond	RDan Phillips
E	City Limits	7	Bad AF Dogs	Steve Rankin	Daniel Leaberry
F	Wall	8	Salt Lake Internet Café	Evan Woolley	Robert Condie
G	Gulch 1	9	Payson Baby Cakes	Brandon Limb	Alan Scott
G	Gulch 2	10	Barrels of Dugway	Brandon Limb	Aaron Jones
H	Corral 1	11	Meth Head Ho Down	Mike Rodriquez	Aaron Jones
I	Corral 2	12	Visit from the Ogden Mob	Wayne Johnson	Blake Huff
J	Corral 3	13	Lou's State Street Skill Drill	Travis McQuivey	Nik Parker

Chronograph: Robert Wyatt & Landon Olson

Scoring: Michael Scott & Red Redford

Squad A	Squad B
Travis McQuivey	Daniel Leaberry
Jim Smith	Bill Hammond
Blake Huff	Evan Woolley
Brett Hart	Red Redford
Aaron Jones	Alan Scott
Nik Parker	Michael Scott
Steve Rankin	Ari Theodore
Wayne Johnson	Brandon Limb
Desi Parrill	Mike Knehs
R. Dan Phillips	Robert Wyatt
Joe Gull	Robert Condie
Steve Koski	Chad Halter
	Mike Rodriquez

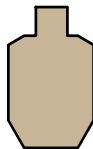
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Pre Match Safety Meeting Notes

- The default start position is loaded to division capacity, holstered, standing with hands naturally at your sides. The stage descriptions won't spell this out for you every time.
- The default shooting method in IDPA is tactical priority (near to far or slice the pie). The descriptions do not remind you to use tactical priority. Use tactical priority unless something else is specified.
- Same story with cover.
- All stages use muzzle safe points EXCEPT 4, Barn Right uses 180° rule.
- We may use hot bays at times, where everyone lines up and loads at the same time.
- The stage description and briefing given to you by the safety officer is official, not the match booklet posted online. There are a few differences.

Stage 1: Outer Pit: Don't bring a Knife to a Curling match!

Scenario:	A man approaches you in the Kearns Ice Stadium parking lot and asks you where the ice rink is...Impressed by his interest in curling you let him get too close. Suddenly he pulls a knife on you and attacks shouting "I'll show you how to sweep the ice!" Shoot him already!
Start Position:	P1 toes touching stick, holding purse with both hands, forearms parallel to ground, concealment required.
Procedure:	Drop the purse and engage T1 with 6 rounds while retreating.
Scoring/Rounds:	Vickers, 6 rounds minimum

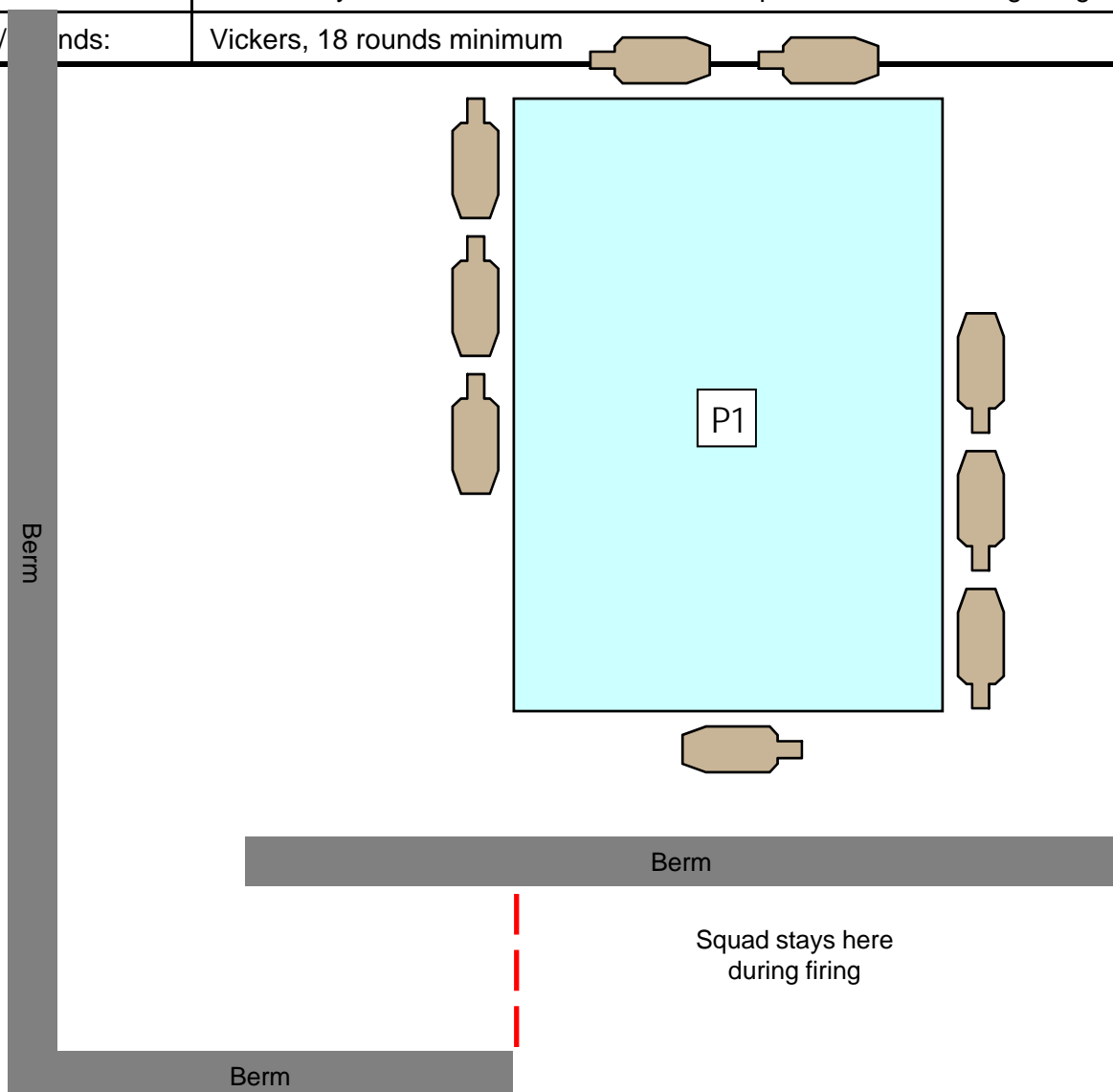


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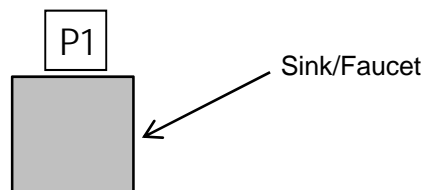
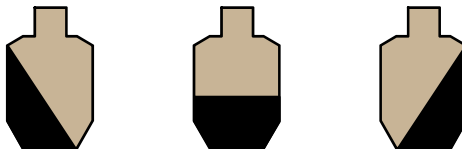
Stage 2: Inner Pit: Good Doggies

Scenario:	You decide to go for a desert hike outside of Delta. Unbeknownst to you a pack of Utah Coyotes encircle you. When they see you with your Road Runner hat on they become threatening. You repeat "GOOD DOGGIES" as you draw and engage the attacking canines.
Start Position:	P1 facing any direction, Concealment required.
Procedure:	<p>Before firing, inform the SO of your target order so he can stay out of your way as you turn. If the SO gets in your way, stop firing, the SO will let you re-shoot for this reason. Do not muzzle the SO for any reason.</p> <p>From P1 engage all target in tactical sequence with two rounds each (shoot all dogs once before shooting any with a second round). Note – You do not need to say "good doggies."</p> <p>Note: Only the shooter and SO are allowed past the sticks during firing.</p>
Scoring/ Rounds:	Vickers, 18 rounds minimum



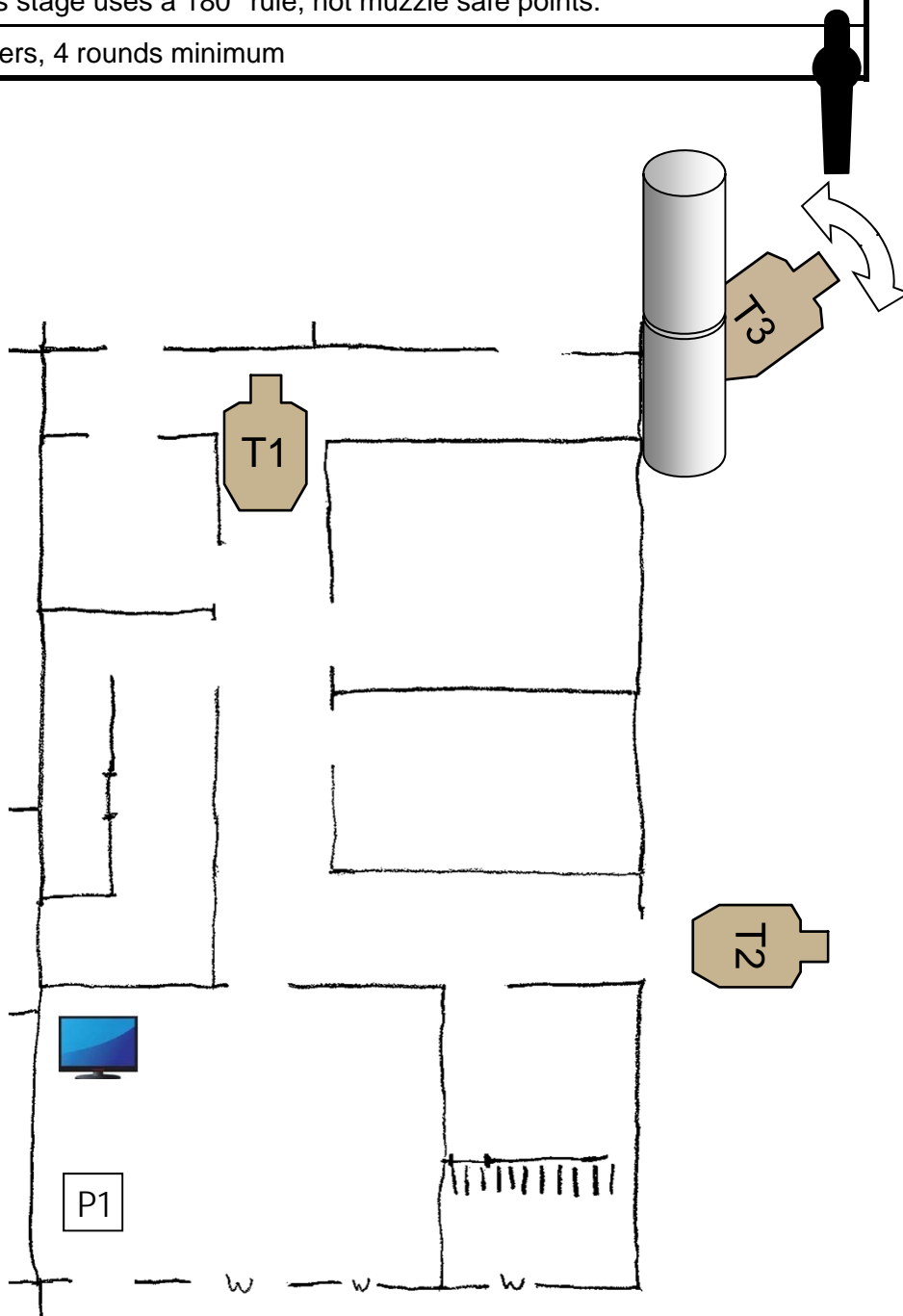
Stage 3: Barn Left: The Big Cottonwood Cabin Caper

Scenario:	You are preparing a nice Sunday meal at your cabin when three assailants burst into the kitchen. They heard you are a “Utah Prepper” and have lots of gold hidden in your freezer. Stop cooking and get yer gun!
Start Position:	Exactly 6 rounds each in two magazines. No additional magazines allowed. Unloaded gun in night stand (mags out, slide down, hammer down), drawer shut. Mags in night stand. Concealment not required. Begin facing sink at P1 with both palms flat on bottom of sink. Sink will be about half full of water.
Procedure:	<ul style="list-style-type: none">While kneeling at night stand, engage T1-3 with 3 rounds each in tactical sequence (1,1,3,2,2).
Scoring/Rounds:	Vickers, 9 rounds minimum



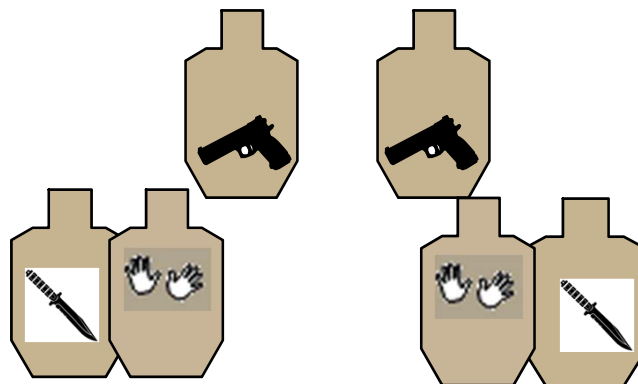
Stage 4: Barn Inside: Suburban Sandy Break-In

Scenario:	You are home one weekday morning by chance watching "Big Buddah" when a B & E crew decide to get rich by looting your rare 'Mo Tab' vinyl record collection. When you go to investigate the sound of breaking glass, all heck breaks loose.
Start Position:	Sitting at P1, back against chair, remote control in strong hand pointed at TV, concealment required.
Procedure:	<ul style="list-style-type: none"> •Engage T1 and T2 from the T.V. room. •Engage the popper and T3 from the doorway. •Engage paper targets with one round minimum, steel until down. •This stage uses a 180° rule, not muzzle safe points.
Scoring/Rounds:	Vickers, 4 rounds minimum



Stage 5: Backyard: Save your Provo Bro!

Scenario:	You and your bro are at the University mall. He's looking for a BYU sweatshirt for the upcoming game. You turn away for a second and hear him scream in agony. He is gravely wounded by a quartet of anti-BYU fans. Fight your way to your Bro's side and drag him to safety.
Start Position:	P1 heels touching stick, concealed.
Procedure:	<ul style="list-style-type: none"> •Engage the "gun" targets only with four rounds each while advancing to the drag dummy. •Grab the dummy with your weak hand. Do not muzzle yourself or swing the gun rearward. •While dragging the dummy towards P1, engage "knife" targets strong hand only with four rounds each. All shots must be fired while moving. •You may stop to reload as desired.
Scoring/Rounds:	Vickers, 16 rounds minimum



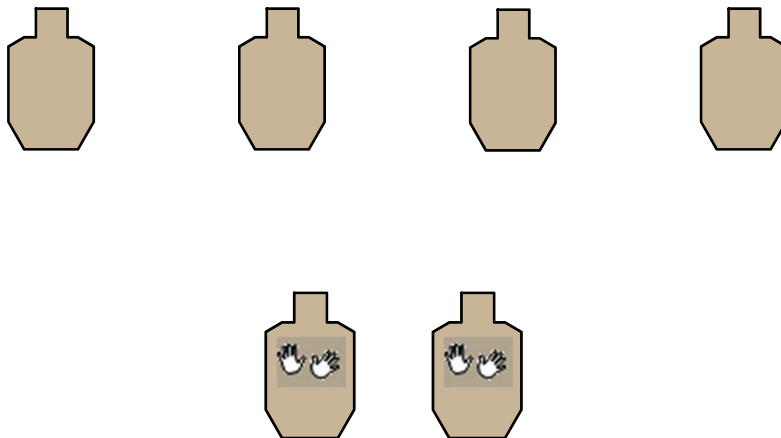
Drag
Dummy



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Stage 6: Steel Pen: The JMB Shuffle

Scenario:	Skills Test
Start Position:	Standing on short platform at P1. Concealment not required.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">• Draw, transfer gun to weak hand, and engage targets weak hand only with two rounds each in tactical sequence (1,1,1,2,1,1,1). <p>String 2:</p> <ul style="list-style-type: none">• Engage targets with two rounds to each head, strong hand only. <p>Notes:</p> <p>Firing while contacting the ground is a PE.</p> <p>You may reload with both hands as necessary.</p>
Scoring/Rounds:	Limited Vickers, 16 rounds

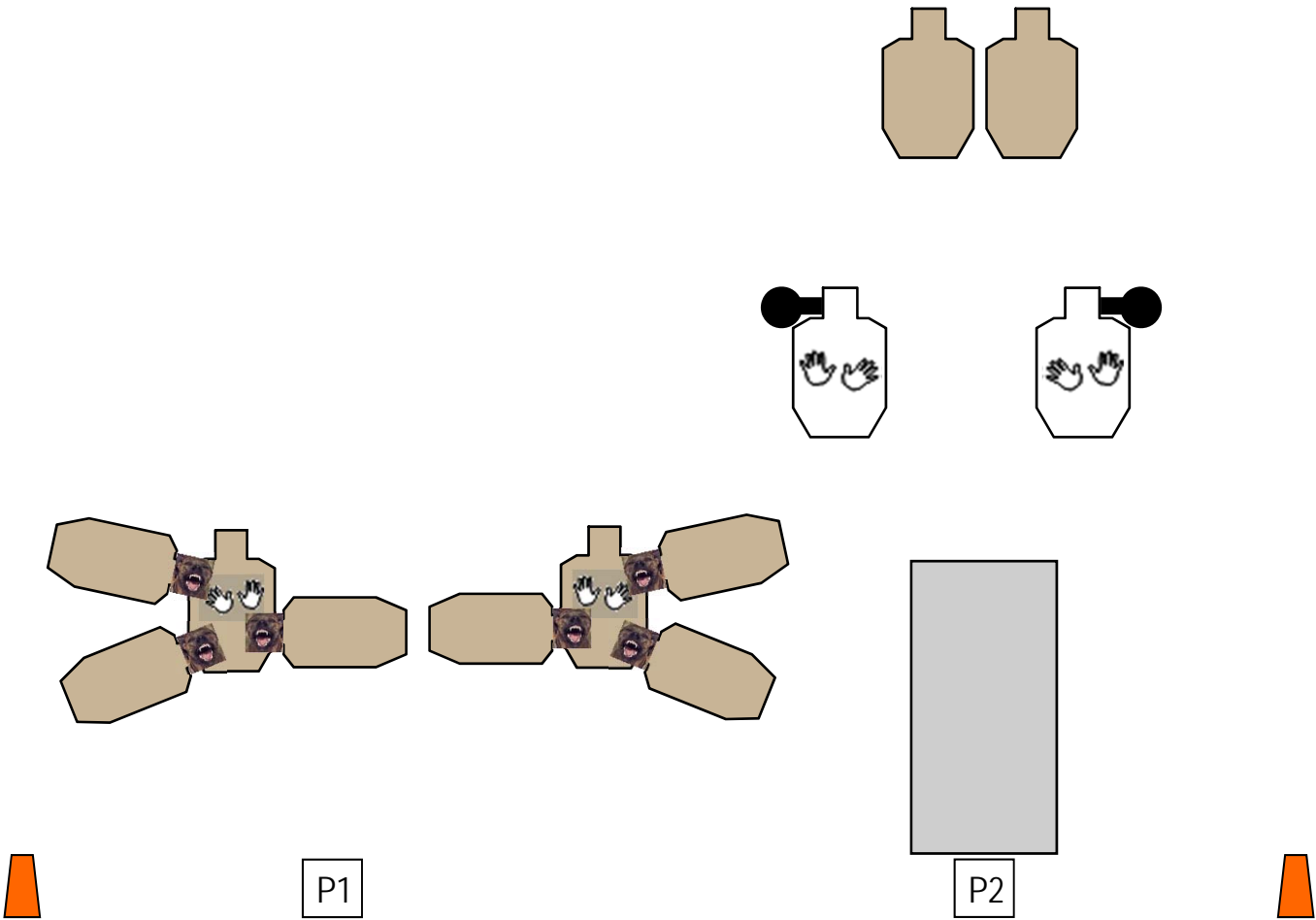


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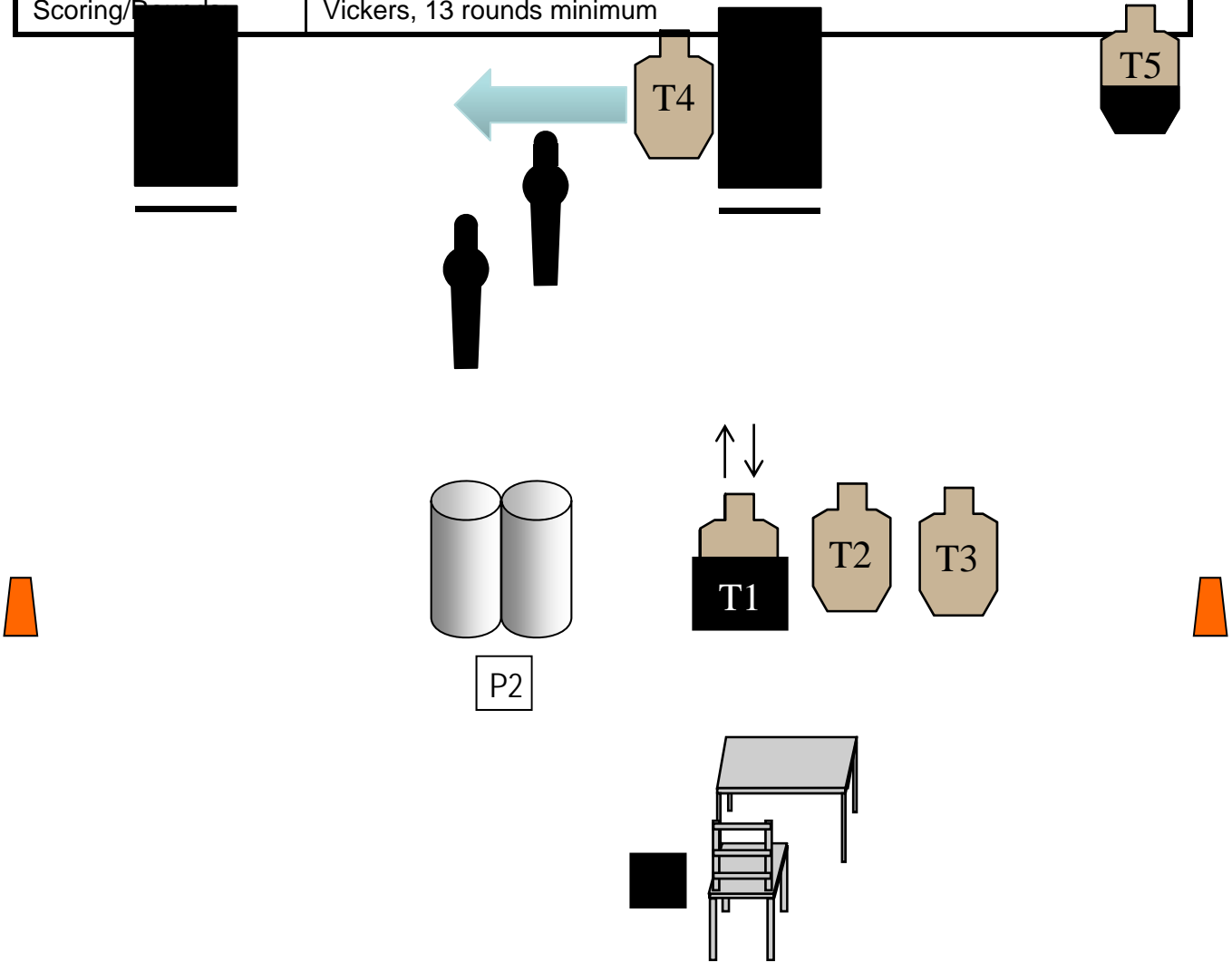
Stage 7: City Limits: Bad AF Dogs

Scenario:	Early one morning you decide to take a walk in the American Fork park. Apparently you didn't get the memo that it was "pit bull" day at the park and the local thugs have sicced their dogs on a couple of the fine citizens. Neutralize the dogs then the thugs before they hurt more people.
Start Position:	P1 toes touching stick, concealment required.
Procedure:	<ul style="list-style-type: none">Engage the dogs with one round each.Move to cover and engage the steel hostage taker heads until hit and the distant paper targets with two rounds each.Note – A hit on the hostage will wiggle the hostage taker heads. Make sure you hit the head before you stop firing.
Scoring/Rounds:	Vickers, 12 rounds minimum



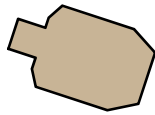
Stage 8: Wall: Salt Lake Internet Cafe

Scenario:	You and your wife are in a trendy downtown Salt Lake internet café checking email from your grandkids when armed men enter the room intent on violence. They start waving around a pistol and bat. Knowing that you have to provide the centerpiece and green Jell-O salad for the “Society” function tonight you must neutralize the threats quickly.
Start Position:	Sitting in chair facing behind table, both hands touching keyboard, concealment required.
Procedure:	<ul style="list-style-type: none">• Step on the activator then engage T1 - T3 with 2 rounds each while moving to P2.• From low cover (at least one knee down) at P2, engage the steel poppers until down. You may fire over or around the barrels.• Engage T4 with 4 rounds.• Engage T5 last with two rounds. This must be last. <p>Note:</p> <ul style="list-style-type: none">• T4 starts and ends behind hard cover. Hits on cardboard hard cover will be counted against your best hits on T4.
Scoring/Points:	Vickers, 13 rounds minimum



Stage 9: Outer Gulch: Payson Baby Cakes

Scenario:	You are shopping with your 9 th child at the Payson Wal-Mart when approached from both sides by a stick up team. They think that having a baby in your arms makes you a easy mark. Let them know they have made a big mistake.
Start Position:	P1 toes touching stick, facing either target, holding baby against your chest with your weak hand, concealment required.
Procedure:	While holding the baby against your chest with your weak hand, engage the targets with 3 rounds each strong hand only in tactical sequence (1,3,2).
Scoring/Rounds:	Vickers, 6 rounds minimum

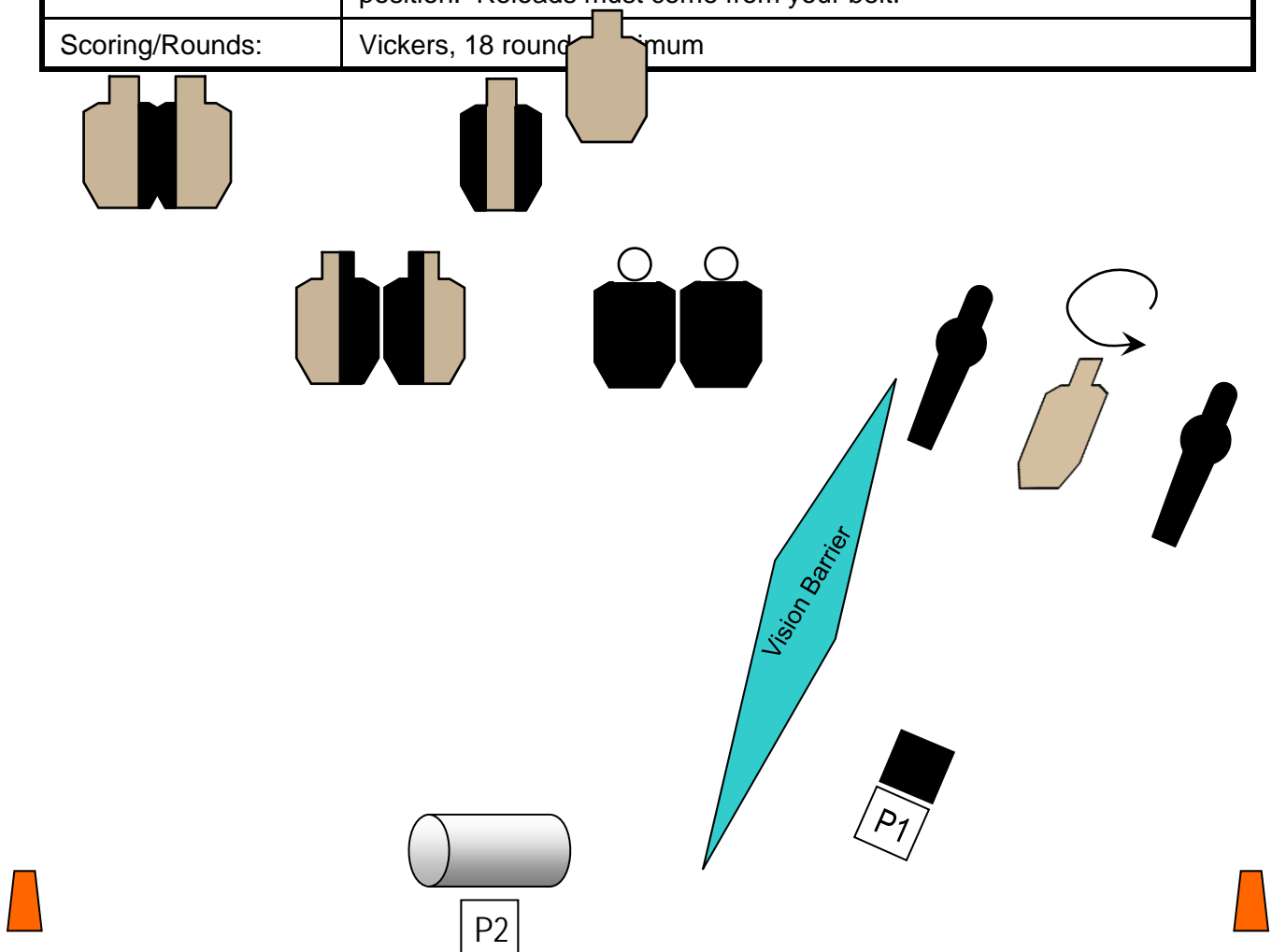


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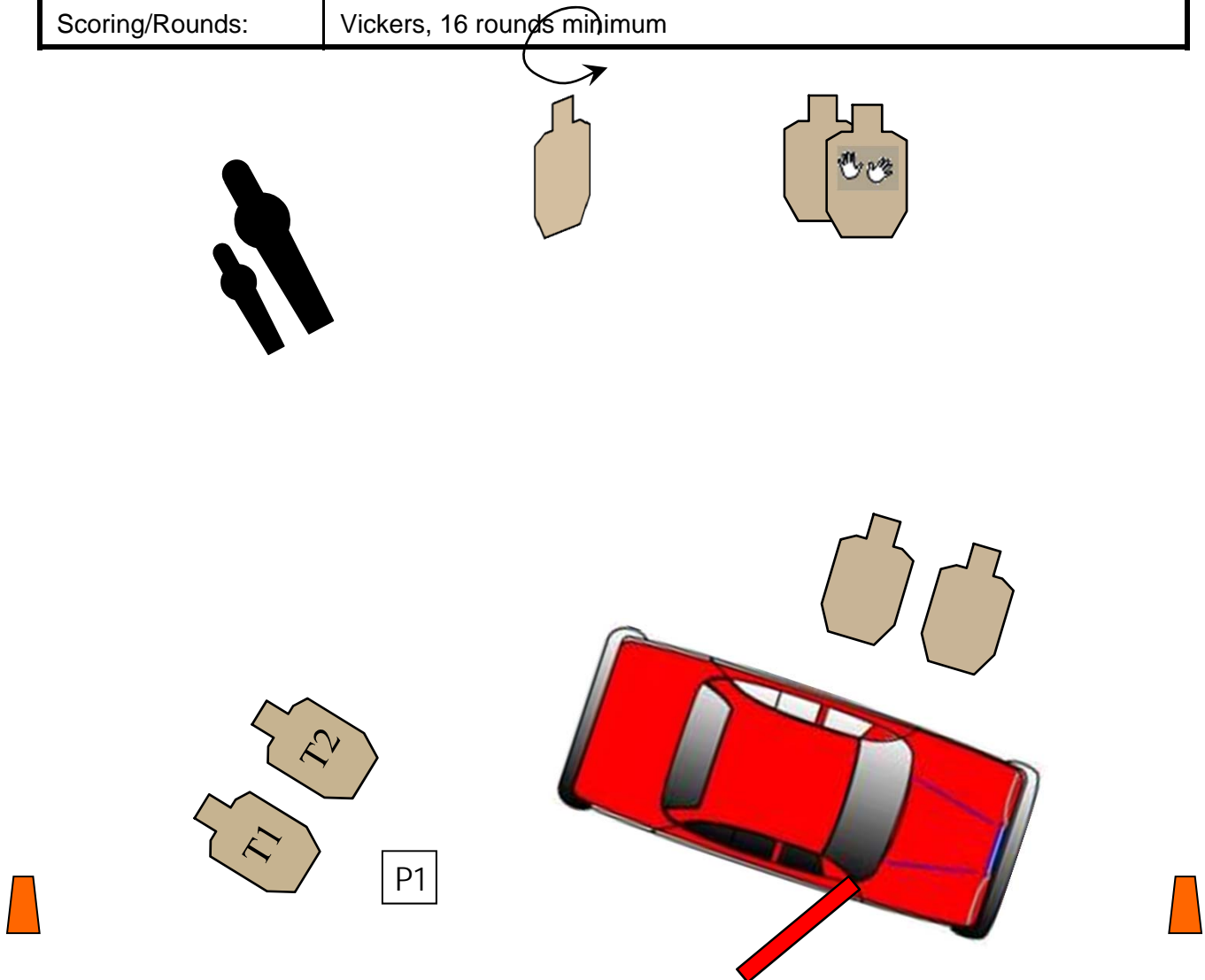
Stage 10: Inner Gulch: Barrels of Dugway

Scenario:	While patrolling the chemical weapons depot outside of Tooele you encounter armed intruders who do not respond kindly to your demand to disarm. As you call for backup, one of the intruders knocks your radio from your hand. You are on your own. Neutralize the intruders before they make off with the WMD's.
Start Position:	P1 holding radio with strong hand over activator box, concealment not required.
Procedure:	<ul style="list-style-type: none"> •Drop the radio on the activator box. •Engage the drop turner with two rounds and knock down the two poppers. •From P2, fire under the barrel to engage the remaining paper targets with two rounds each and steel until down. Notes: <ul style="list-style-type: none"> •No engaging first three targets from P2. •Once you finish firing at the first three targets, you may not reload until you are behind cover at P2*. •You may not pre-stage magazines on the ground at P2 as you get in position. Reloads must come from your belt.
Scoring/Rounds:	Vickers, 18 rounds minimum



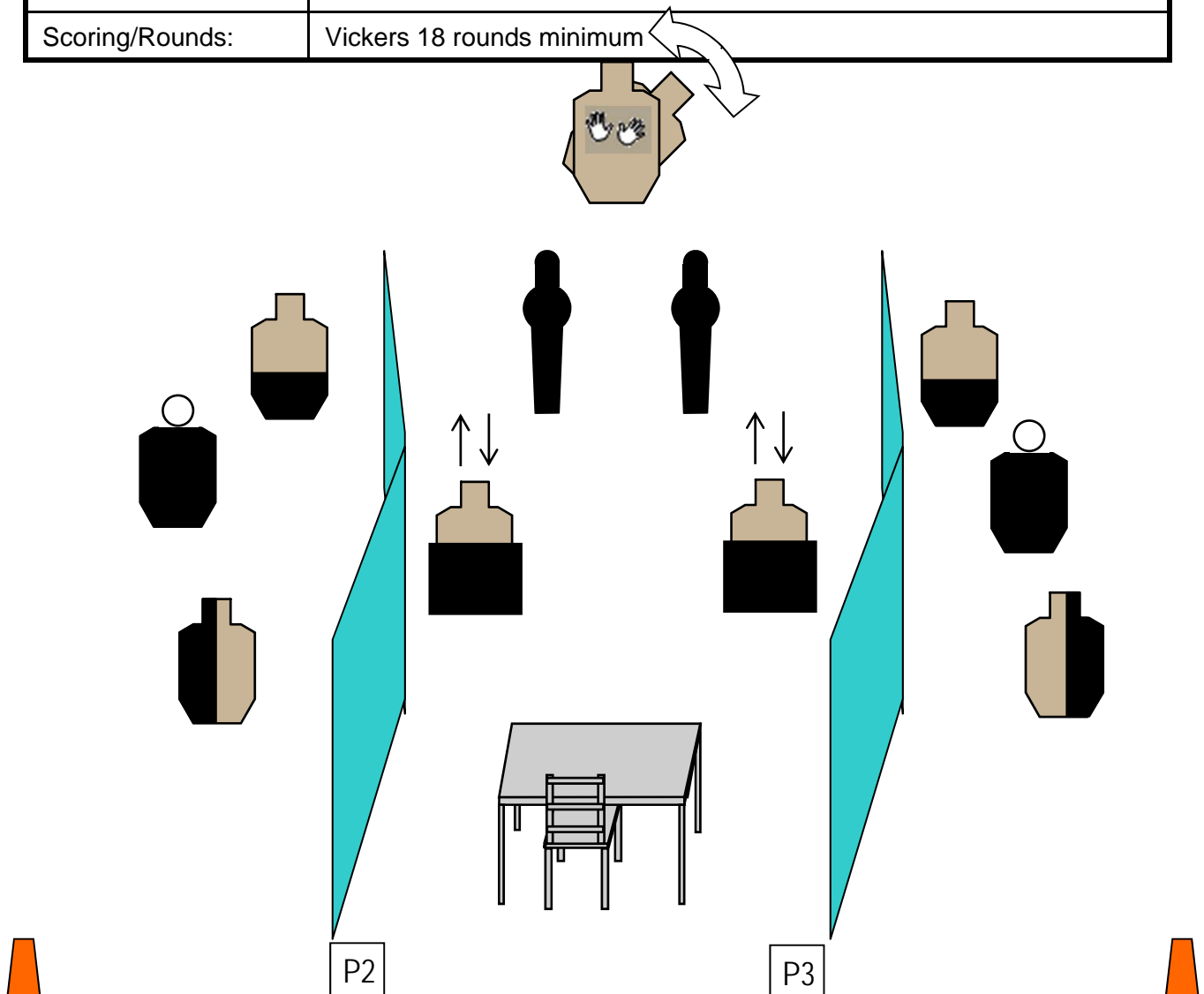
Stage 11: Corral 1: Meth Head Ho Down

Scenario:	You are shooting in Utah's west desert when a biker gang from Magna attacks you for being too close to their meth lab and storage facility. They are armed and really tweaked. When they decide that you should disappear in the vast desert you decide to act.
Start Position:	P1 toes touching stick, concealed. Gun loaded with exactly 6 rounds, concealment required. All spare ammunition on front seat of car, where your butt goes.
Procedure:	<ul style="list-style-type: none"> •Engage T1 and T2 with three rounds each in tactical sequence (1,3,2) while retreating towards your spare ammo •Engage the remaining targets using the car as low cover (at least one knee down). Engage paper targets with two rounds each, steel until down. •The drop turner must be shot while "active." •You may shoot through the missing car windows.
Scoring/Rounds:	Vickers, 16 rounds minimum



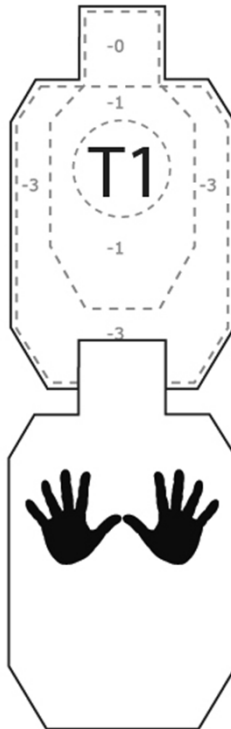
Stage 12: Corral 2: Visit from the Ogden Mob

Scenario:	You are checking your equipment for a match in your den when some “family” business associates come calling. Instead of being rude, you drop a blanket over your desk and invite them in. Soon they offer you an ultimatum you can’t accept.
Start Position:	Seated at P1, gun in either box with full magazine (division capacity) inserted but no round in chamber. Spare magazines between boxes on table, blanket centered over table, both hands grabbing blanket.
Procedure:	Engage the first five targets while seated. Engage the remaining targets from P2 and P3. Engage paper targets with two rounds each, steel targets until down. Spare magazines may be stowed in pockets, mag pouches, belt line, or retrieved from table later.
Scoring/Rounds:	Vickers 18 rounds minimum



Stage 13: Corral 3: Lou's "State Street" Skill Drill

Scenario:	You don't need no stinkin' scenario. This is Lou's skill drill...which is performed with grace on Utah's most famous street...State Street.
Start Position:	•P1 heels against stick, loaded with exactly 6 rounds, all magazines loaded to 6 rounds, concealment required.
Procedure:	<ul style="list-style-type: none"> •Draw and while moving to P2 engage target with 6 rounds free style. •Reload and engage the target strong hand only with 6 rounds from P2. •Reload and engage the target weak hand only with 6 rounds from P2. •Six shots must be fired at the head, your choice which six. Twelve shots must be fired at the torso, your choice which 12. <p>•Score keeper: Score best 6 in head, best 12 in torso.</p>
Scoring/Rounds:	Vickers, 18 rounds minimum



P2

P1

