

The June 26, 2010 Handgun/IDPA match will have two parts.

BUG Match:

- Three stages are available to shoot between 6:00 PM and 8:45 PM in the steel pen, city limits, and wall. The BUG stages are designed to be shot with 5 shot revolvers and similar small handguns. The rules governing BUGs are at the bottom of this announcement.
- You may shoot the BUG with a non-complying (full size) gun, but your BUG match scores will appear in a separate division.
- New shooters MAY shoot the BUG stages, and then watch the night stages if they wish (or go home and sleep).
- 44 rounds minimum for BUG stages.

Free Low Light Basics Training:

Dennis Kennedy, from the Counterterrorism Institute of America will be teaching a 30 minute low light basics course from 8:45 PM to 9:15 PM in the Back Yard at no charge.

Night Match:

- No new shooters at the night portion of the match.
- Please attend one daytime UDPL match before the night match. There are UDPL matches on 5/22 (rifle/carbine) and 6/19 (3-gun). If you have a lot of handgun match experience and think you deserve an exemption from this rule, contact Steve Koski at least two days before the match at koski88@hotmail.com.
- A hand held flashlight is required for the match. You can share one with a buddy. Nearly any hand held light will work. It doesn't have to be expensive or tactical.
- If you have a LED head lamp or a less intense non-tactical flashlight please bring it too. It will help with scoring and taping.
- The entire night match will be freestyle! No strong hand/weak hand requirement.
- Six stages total. On one stage you will shoot by flare light only. On one you will be required to use the club's flashlight. On two you will use your hand held flashlight, and on two you may either use your hand held flash light or a weapon mounted light/laser.
- 100 rounds minimum for night stages.

Schedule:

2:00 PM – Set up

6:00 PM – Sign in and BUG stage shooting on top of range

8:45 PM – End BUG stage shooting, begin Low Light Basics Training

9:15 PM – End Low Light Basics, begin night match shooters meeting

9:30 PM – Hammer down

Announcements at Night match safety brief:

- No orange cones/muzzle safe points tonight. 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 Pit and Corral 1 stages. These stages will start with the gun out of the holster.
- Only install or remove lights/lasers on unloaded guns at the firing line under the direction of the safety officer.
- In corral 2, you will pick up a flashlight off the ground while holding a loaded gun. You will be disqualified if you point the gun at your arm/hand/leg/foot while picking the light up. Once you get to corral 2 and see the stage, “air gun” picking up the light safely a few times for practice.
- The BUG stages are stages number 4, 5, and 6, in the steel pen, city limits, and wall.
- The night match stages are stages number 1, 2, 3 (pit, barn, backyard) and 7, 8, 9 (gulch, corral 1, corral 2). 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.

Back Up Gun (BUG)

This division is intended for club level matches ONLY and will not be recognized at the annual Championship or any Sanctioned Match. All CoF for the Back-Up Gun Division must be limited to five (5) rounds maximum per string (no reloads on the clock) to allow autos and revolver shooters to compete equally.

Handguns permitted for use in this division must:

- A. Be single or double action.
- B. Be either pistol or revolver.
- C. Be .32 auto or larger.
- D. Have a barrel length:
 - 1. Semi-automatic, 3.8” or less (factory installed cone style barrels with or without a barrel bushing are permitted).
 - 2. Revolver 3” or less.
- E. Maximum (total) number of rounds that may be loaded into the handgun is five (5).

PERMITTED Modifications (*Inclusive list*):**1. Revolvers:**

- A. Sights to another conventional notch and post type (see “sights” in glossary for further information).
- B. Grips to another style or material that is similar to factory configuration (no weighted grips).
- C. Action work to enhance trigger pull as long as safety is maintained.
- D. Bob hammer spur.
- E. Chamfer cylinder.
- F. Custom finishes.

2. Pistols:

- A. Sights to another conventional notch and post type (see “sights” in glossary for further information).
- B. Grips to another style or material that is similar to factory configuration (no weighted grips).
- C. Slip-on grip sock and/or skateboard tape.
- D. Action work to enhance trigger pull as long as safety is maintained.
- E. Reliability work to enhance feeding and ejection.
- F. Internal accuracy work to include replacement of barrel with one of factory configuration (factory installed cone style barrels are permitted).
- G. Custom finishes.