

For information for the daytime BUG and Carbine events, click [this link](#).

Night Match Info

May 24, 2014

General Notes

- No new shooters at the night match. New shooters are welcome to shoot the BUG and Carbine stages.
- Setup begins at 2 PM. Please come early and help.
- We will be using paper scoring for these matches. Any questions contact Match Director: Ari Theodore, atwolf@hotmail.com

Handgun Night Match – 9 PM to 1 AM (approx.)

- Stages: **Six (6)**
- Round count: **90 rds**
- Divisions:
 - a. **Open**: any gun with a mounted light or laser
 - b. **Not Open**: must use a hand held flashlight for the entire match
- The night match is not an IDPA match. No IDPA membership required.
- You must shoot at least one UDPL match prior to the night match. **No new shooters at the night match**. Exceptions may be made if you are an experienced competitor from out of town, email Ari Theodore, atwolf@hotmail.com.
- Lights and lasers may only be installed or removed from the gun in a safe area, or under the direction of the Safety Officer.
- If your gun with light/laser will fit in your holster, you'll run the match normally, keeping your gun unloaded and holstered when you're not the shooter. If your gun with light/laser won't fit in your holster, you will use your shooting bag as a holster. The gun must stay in the bag until you are told to Load and Make Ready.
- There are no orange cones/muzzle safe points at this match. We're using a 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.
- Several of us will be camping at the range after the match, and finishing the match clean up in the morning. You are invited to join us!