

# 20120519 IDPA Match

## Pre Match Safety Meeting Notes

SOs: Read the course description WORD FOR WORD to your squad.

Safety in the Pit (Good Doggies):

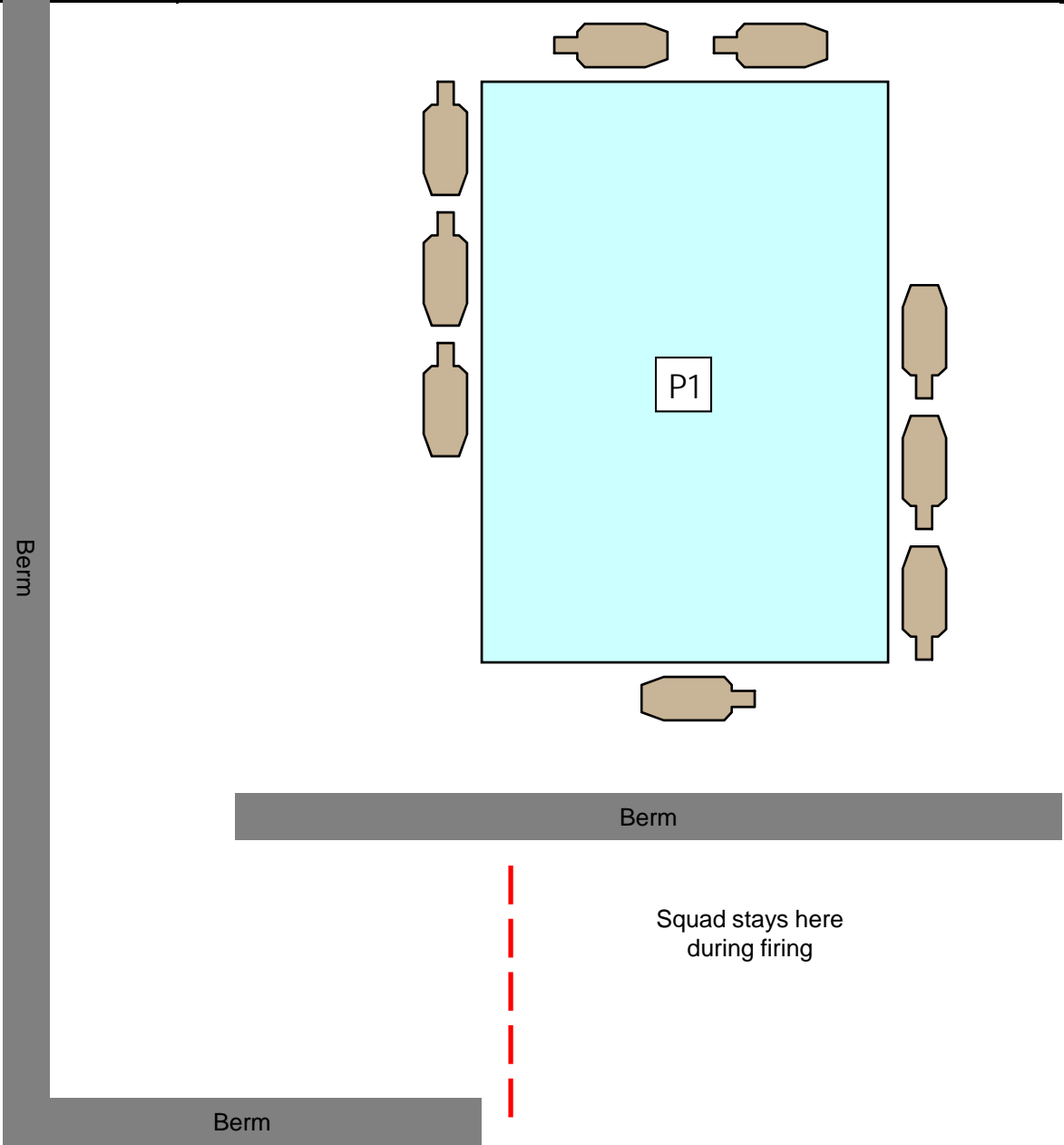
- Only the shooter and SO are allowed in the bay during firing.
- The shooter will be firing 360°. There are no muzzle safe points.
- Tell the SO your target order and which way you will be turning so he can stay out of your way.
- If the SO starts to get in your way STOP SHOOTING. You will get a re-shoot. Don't muzzle the SO for any reason.
- Once "Range Is Safe" is called, the rest of the squad needs to hustle in to help tape targets.

Rules Review.

- Tactical priority is the default shooting method, near to far (2 yards or more), slice the pie.
- Cover: All of feet and lower body and 50% of torso must be hidden from the target you are shooting. SO and/or scorekeeper should stand so they can check for proper use of cover.
- I want the SO's to call cover by the book. If someone sticks part of a foot out and takes a shot, that is a PE. This makes the match fair for everyone here, plus it prepares you to shoot at bigger matches or with other clubs.

# Stage 1: Pit: Good Doggies

Scenario:	You repeat “good doggies” as you draw.
Start Position:	Concealed, Standing at P1 facing any direction
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 the stage. Do not muzzle the SO for any reason.</p> <p>Engage all target in tactical sequence with two rounds each (shoot all dogs once before shooting any with a second round.)</p> <p>Note: Only the shooter and SO are allowed past the sticks during firing.</p>
Scoring/Rounds:	Vickers, 18+ rounds



## Stage 2: Barn: Chest Pain

Scenario:	During a robbery, you fake a heart condition and drop to your knees. But surprise surprise, you are not going quietly.
Start Position:	6 rounds max in the gun. Kneeling at P1 concealed.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"><li>•Begin with 6 rounds max in the gun.</li><li>•Engage the left three robbers with two rounds each freestyle.</li></ul> <p>String 2:</p> <ul style="list-style-type: none"><li>•Begin with 6 rounds max in the gun.</li><li>•Draw, transfer gun to weak hand, and engage the right three robbers with two rounds each weak hand only.</li></ul>
Scoring/Rounds:	Vickers, 12+ rounds



P1

## Stage 3: Backyard: TV Junkie

Scenario:	Skills test.
Start Position:	Varies, see below.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"><li>•Standing at P1, back to targets, concealed.</li><li>•Turn, draw, and engage each target with only two rounds to the torso freestyle.</li></ul> <p>String 2:</p> <ul style="list-style-type: none"><li>•Standing at P2, back to targets, concealed.</li><li>•Turn, draw, and engage each target with only two rounds to the head strong hand only.</li></ul> <p>•Safety: The TVs will be sitting on steel tables. Any rounds impacting the tables will be a DQ.</p> <p>We expect that the TV's might get hit during the match. But please don't 'center punch' them on purpose.</p>
Scoring/Rounds:	Limited Vickers, 16 rounds only

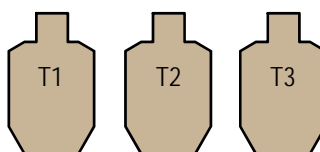


P2

P1

## Stage 4: Steel Pen: Conditional States

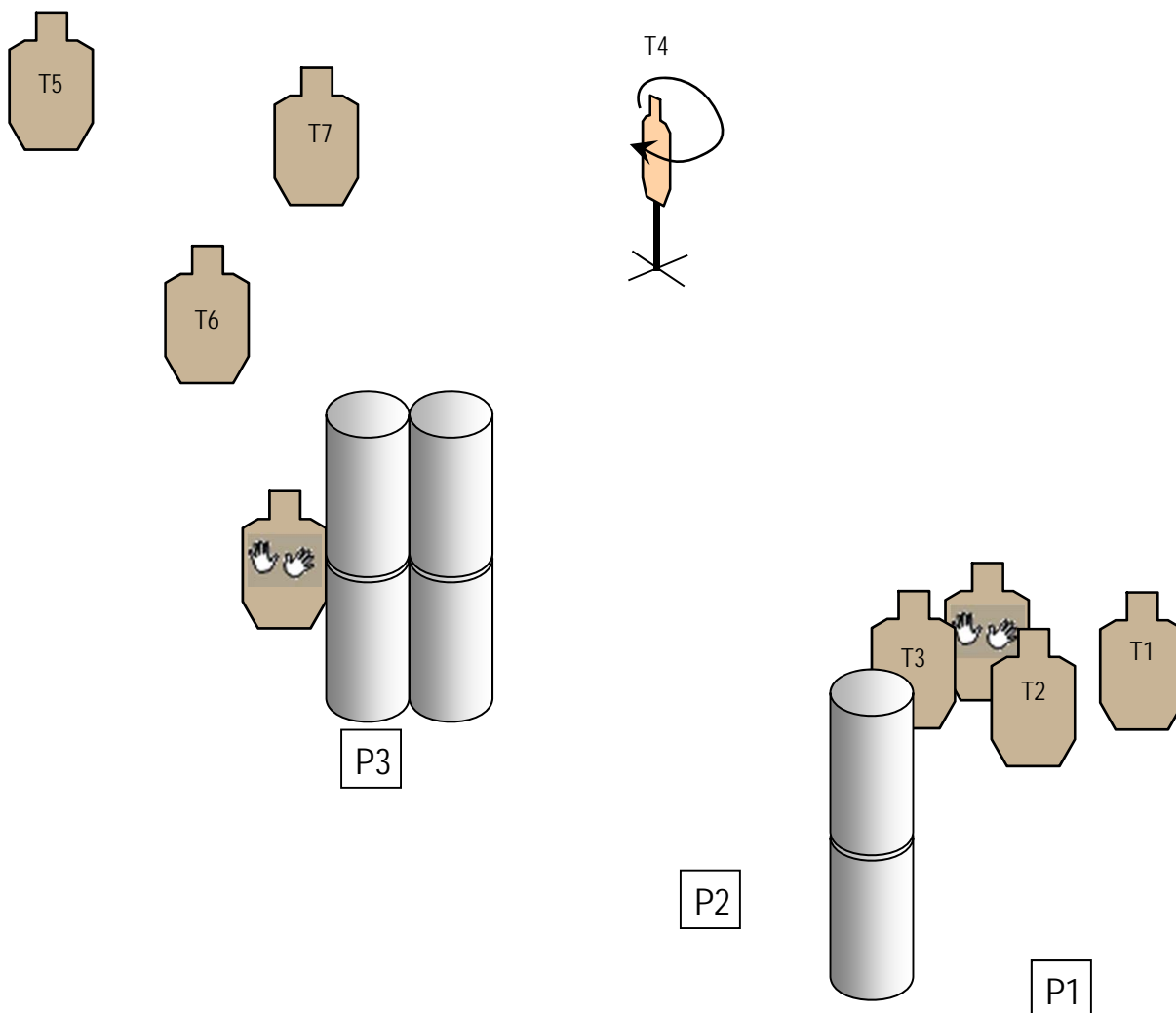
Scenario:	States have very different laws regulating open and concealed carry. Demonstrate how a few of these laws affect your ability to defend yourself when seconds count.
Start Position:	P1 with hands at sides.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>No concealment, gun unloaded, magazine in pouch.</li> <li>Engage T1 with 2 rounds to the torso and then one to the head.</li> </ul> <p>String 2:</p> <ul style="list-style-type: none"> <li>No concealment, hammer down on an empty chamber, magazine in gun. Note: revolvers need to start with 2 empty chambers and the cylinder positioned so 2 trigger pulls are required to fire the first shot.</li> <li>Engage T2 with 2 rounds to the torso and then one to the head.</li> </ul> <p>String 3:</p> <p>Concealed, gun loaded normally with a round in the chamber.</p> <ul style="list-style-type: none"> <li>Engage T3 with 2 rounds to the torso and then one to the head.</li> </ul> <p>Note: A PE will be issued if the firearm is not in the correct condition at the start of each string.</p>
Scoring/Rounds:	Vickers, 9+ rounds



P1

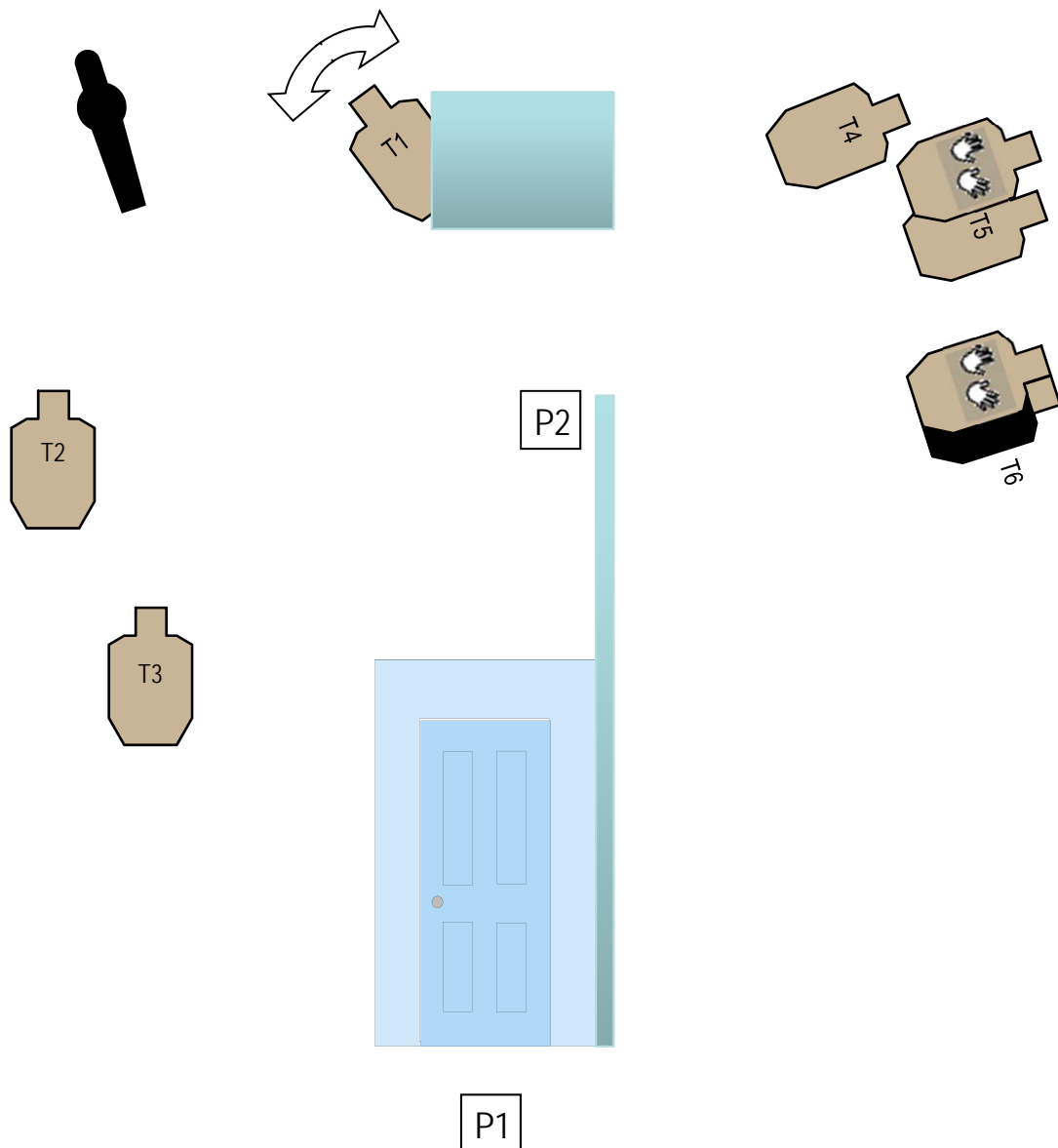
## Stage 5: City Limits: Why Does She Do this to Me?

Scenario:	While walking through the park, your wife leaves you holding her purse while she heads to the restroom. While you stand there, sheepishly holding her purse, like a dead rabbit, you are noticed by a gang of miscreants, who see your purse holding as a major sign of weakness (see honey, I told you). Thankfully, that purse holds your wife's gun and ammo.
Start Position:	Standing at P1, unloaded gun and one magazine in the purse, spare magazines on your belt, holding the purse in your weak hand arm straight at side. Concealment not required.
Procedure:	<ul style="list-style-type: none"> <li>•Engage T1 –T3 with 2 rounds in tactical sequence (1,1,2,1,1)</li> <li>•Step on the activator plate at P2 and engage T4 with 2 rounds while moving to P3. Once the drop turner has turned away the second time, it may not be engaged again.</li> <li>•At P3 engage T4 through T6 with 2 rounds each.</li> </ul> <p>Reminder: All reloads must begin and end behind cover.</p> <p>Note: Revolver shooters must reload behind the first pair of barrels before stepping on the activator plate.</p>
Scoring/Rounds:	Vickers, 14+ rounds



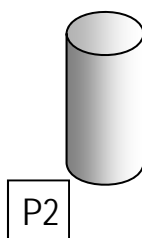
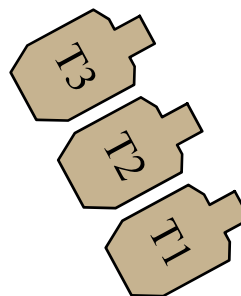
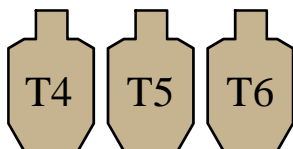
## Stage 6: Wall: Invasion Interrupted

Scenario:	You arrive home late at night to find your spouses keys and belongings spread out on the porch, and the door left ajar. Your fears are soon confirmed when you hear several men ordering your spouse to open the gun safe. These guys don't sound like the type who leave witnesses and there is no time for 911. Enter your home and save your family.
Start Position:	P1, hands at sides, concealment required
Procedure:	<ul style="list-style-type: none"> <li>• Draw, open the door (be careful not to muzzle your hand), and engage the steel popper until it falls.</li> <li>• Engage T1 - T3 with 3 rounds each.</li> <li>• Move to P2 and engage T4 and T5 with 3 rounds each.</li> <li>• Engage T6 with 2 rounds to the head.</li> </ul>
Scoring/Rounds:	Vickers, 18+ rounds



## Stage 7: Gulch: Run & Take Cover

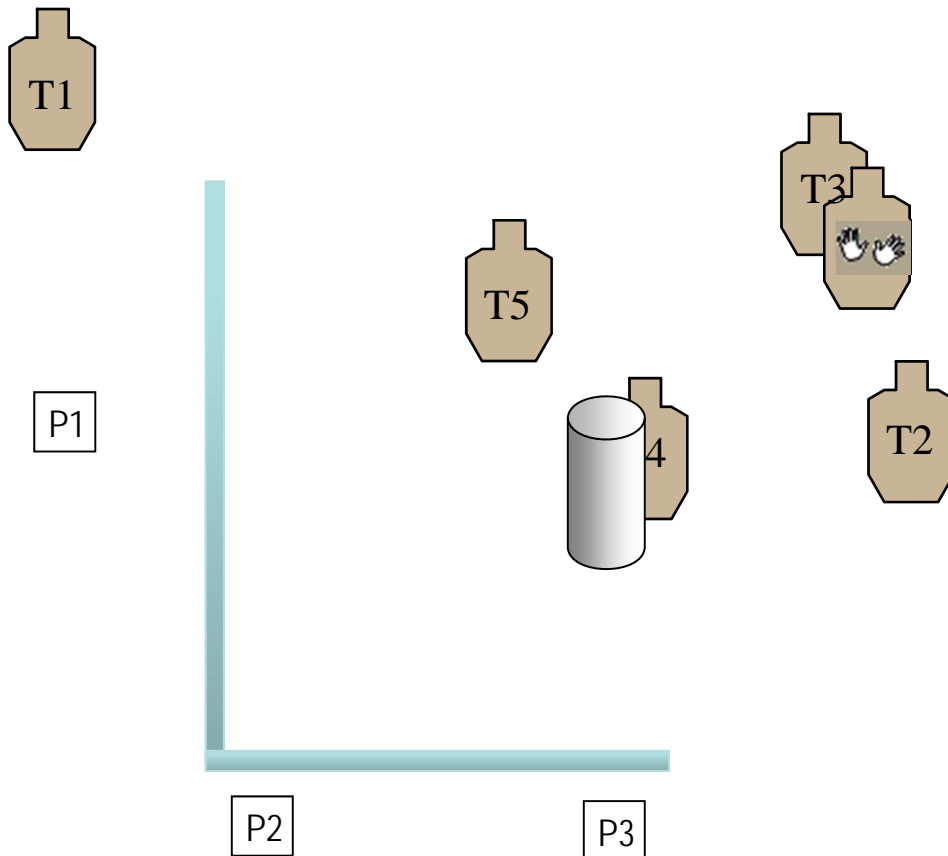
Scenario:	Skills Test
Start Position:	P1 with hands at sides, concealment required.
Procedure:	<ul style="list-style-type: none"><li>•Advance to low cover at P2.</li><li>•Kneel behind the barrel and engage T1-T3 with two rounds each. Shooting over the barrel is OK. Then</li><li>•Perform a tactical reload or reload with retention and engage T4-T6 with two rounds to each torso and one to each head.</li><li>•The shooter must keep the barrel between their lower body and the target array, and will have to adjust their kneeling position before firing at T4-T6.</li></ul>
Scoring/Rounds:	Vickers, 15+ rounds





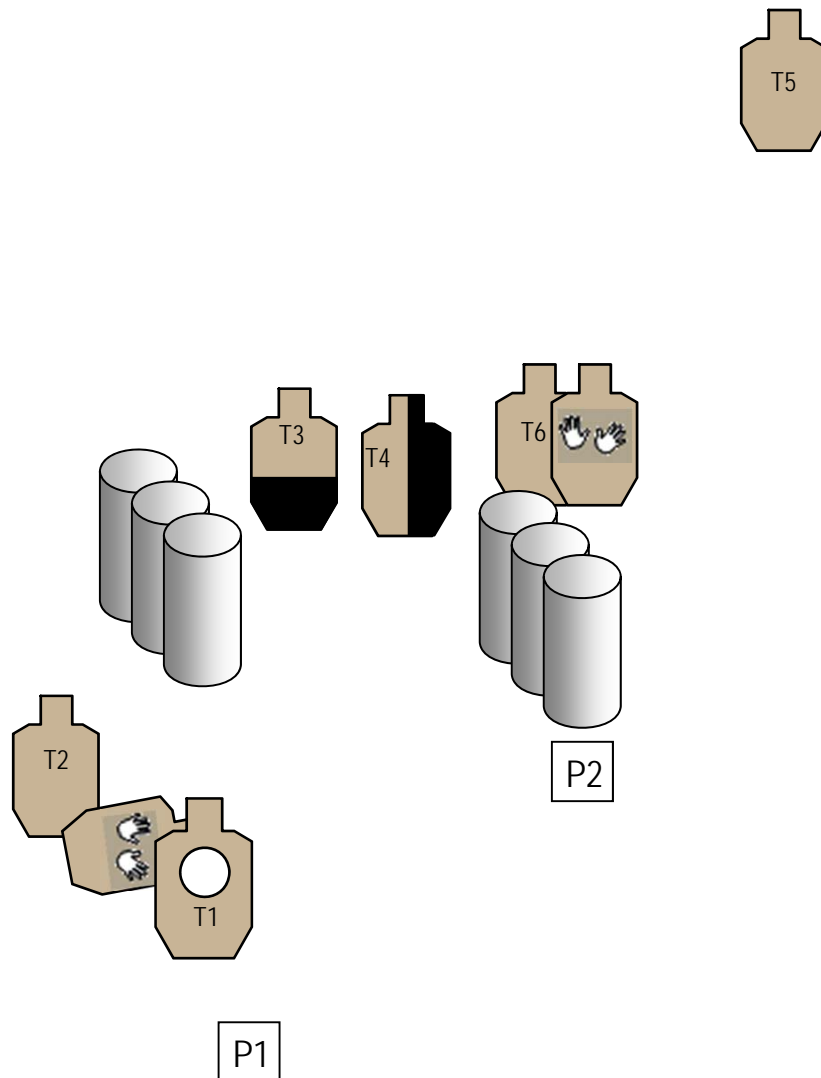
## Stage 8: Corral 1: Retaining Ammo

Scenario:	Your deep concealment gun only holds 6+1. Thankfully, you carry 1 spare magazine. Walking down the sidewalk you are attacked by a drugged up attacker who, at first, isn't impressed with your defensive efforts. Then, after hearing shots, his friends come to his aid.
Start Position:	Standing at P1, facing down range with 6+1 in the gun and 1 spare magazine in a carrier loaded with 6 rounds (no additional magazines on person, you may have loose rounds in a pocket). Concealment required.
Procedure:	<ul style="list-style-type: none"> <li>•While retreating to P2, engage T1 with 2 rounds to the torso and 1 to the head.</li> <li>•Perform a tactical reload between P2 and P3.</li> <li>•At P3 engage T2 through T5 with 2 rounds each. Use the retained magazine as needed.</li> <li>•You may load loose rounds from your pocket after emptying both magazines.</li> </ul>
Scoring/Rounds:	Vickers, 11+ rounds



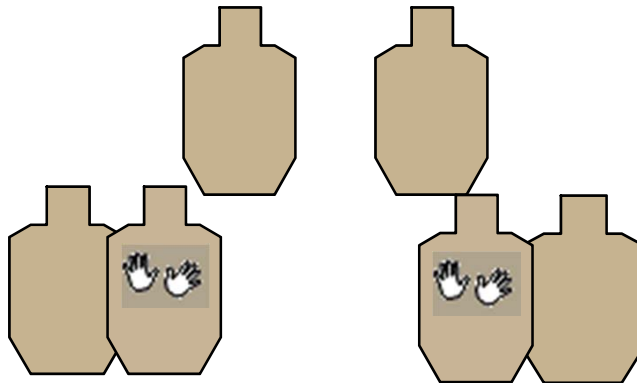
## Stage 9: Corral 2: Mob Robbery

Scenario:	You find yourself at a local convenience store late on a Friday night. While you are at the register, a local mob decides to sack the place. When the clerk confronts them, the situation turns violent. Now, the clerk is being severely beaten by two thugs. Save the clerk and yourself.
Start Position:	Standing at P1, back to T1, concealment required.
Procedure:	<ul style="list-style-type: none"> <li>•Turn and engage T1 and T2 with 2 rounds each.</li> <li>•While moving to P2 engage T3 and T4 with 2 rounds in tactical sequence (1,2,1).</li> <li>•Using low cover at P2 (at least one knee on the ground), engage T5 and T6 with 3 rounds each.</li> </ul>
Scoring/Rounds:	Vickers, 14+ rounds

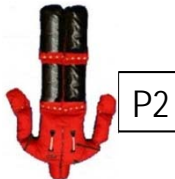


## Stage 10: Corral 3: Save your Bro!

Scenario:	Skills test. Evacuation of wounded under fire.
Start Position:	<ul style="list-style-type: none"> <li>•String 1: P1, concealed.</li> <li>•String 2: P2 standing erect with hands at sides, concealed. Drag dummy may be positioned on either side of the shooter, shooter's choice.</li> </ul>
Procedure:	<p>String 1:</p> <ul style="list-style-type: none"> <li>•Engage threats targets with two rounds only freestyle while advancing to P2.</li> </ul> <p>String 2:</p> <ul style="list-style-type: none"> <li>•Draw, grab dummy with weak hand, and begin retreating. Then,</li> <li>•While dragging the dummy towards P1, engage threat targets strong hand only with two rounds each while retreating. All shots must be fired while moving.</li> <li>•You may stop to reload.</li> </ul>
Scoring/Rounds:	Limited Vickers, 16 rounds only



Drag  
Dummy



P1