

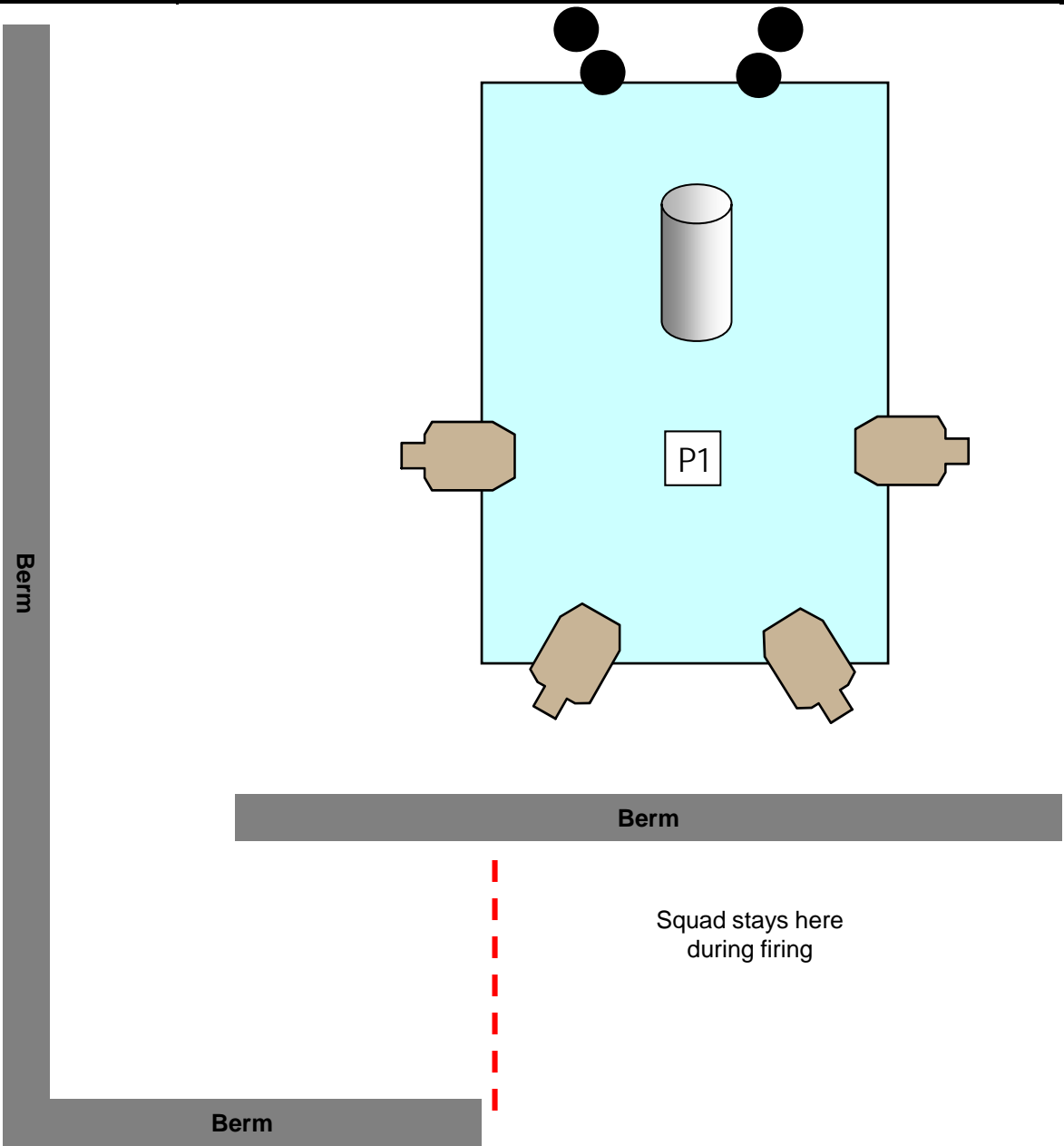
# 20110122 IDPA Match

## Pre Match Safety Meeting Notes

- Pit:
  - The squad waits outside of the bay during firing. Only the SO and shooter are in the bay.
  - The shooter needs to tell the SO which way he will turn so the SO can stay clear.
- Barn:
  - There are no muzzle safe points on this stage, we are using a 180 degree rule.
  - Entire squad waits in room behind P1 during firing. Nobody outside of the barn.
  - MD's should put barricades up to keep people from walking up either side of the barn, or entering the right (west) half of the barn.
- Footing & movement: Be careful, watch your step, ground conditions may be slick.
- Postal Match Stages:
  - The target & prop spacing for these stages is very specific, see pdf file at <http://idpapostalmatch.com/home.html>
  - Your postal match score will be uploaded to IDPA so long as you are classified Novice or above. Unclassified shooter scores won't be uploaded (sorry).

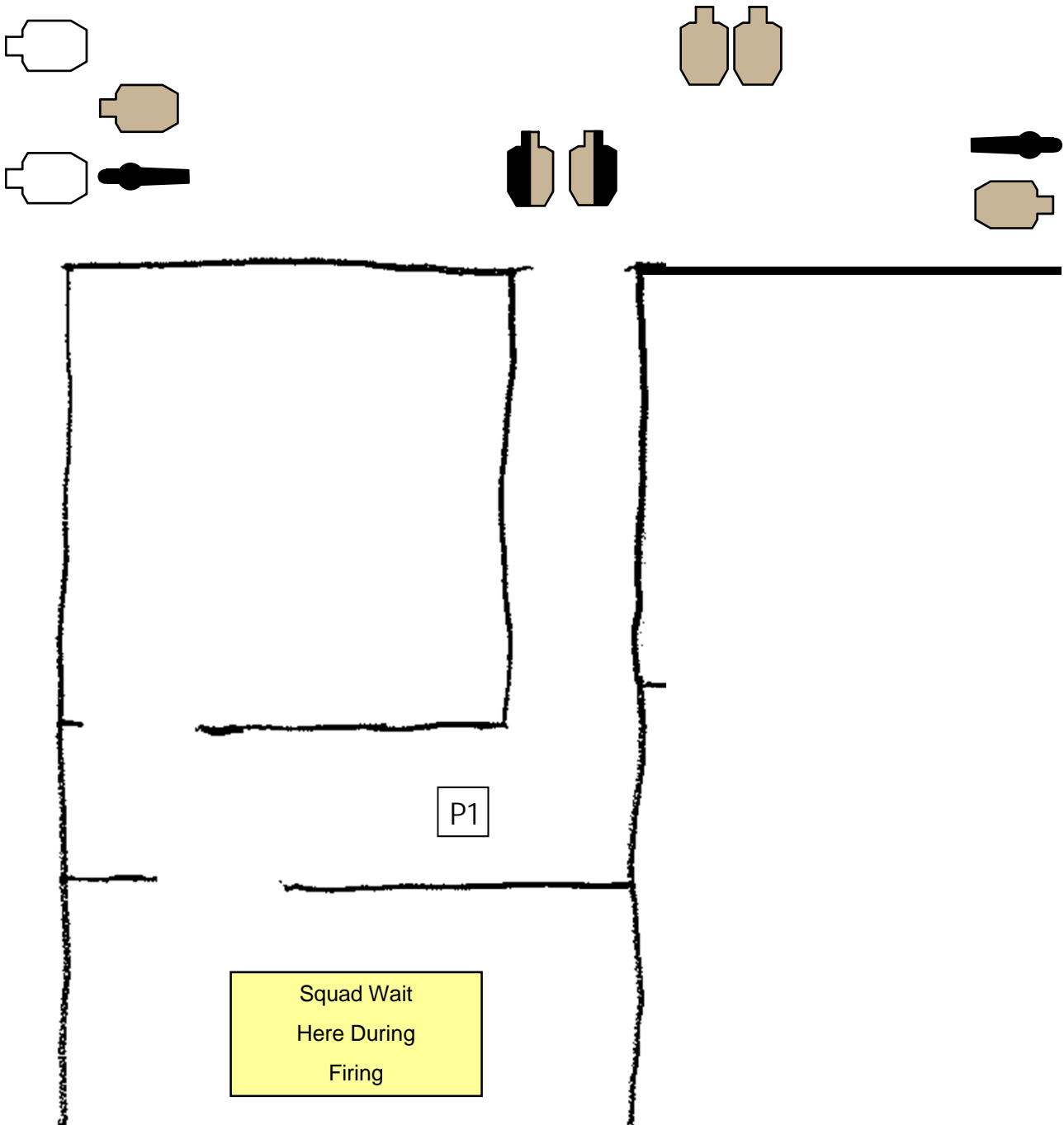
# Stage 1: Pit: Closing In Again

Scenario:	You are approached by unfriendlies from various directions. They have backup across the street.
Start Position:	Standing at P1, facing any direction.
Procedure:	<ul style="list-style-type: none"><li>•Shooter must inform the SO which order the first four targets will be shot and which direction he will turn so that the SO can move around the shooter and remain safe.</li><li>•Engage the four paper targets with 2 rounds to the body and 1 to the head.</li><li>•Move to the low cover and engage the four steel targets with one round each. You may shoot over the top of the barrel.</li></ul> <p>Note: Only the shooter and SO are allowed past the red line during firing.</p>
Scoring/Rounds:	Vickers, 16+ rounds



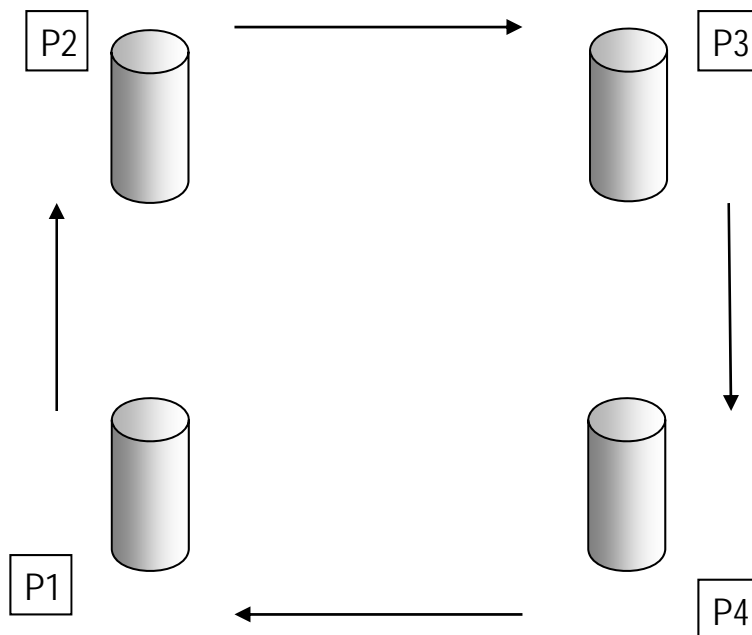
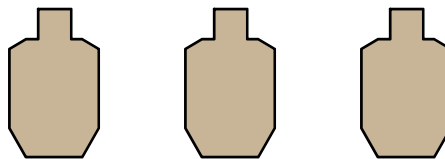
## Stage 2: Barn: Out My Back Door

Scenario:	Upon returning home you hear odd sounds. So you arm yourself and peek down the back hall.
Start Position:	Standing at P1 completely out of view of first targets, gun at low ready, finger off trigger. Safety must be engaged for single action guns.
Procedure:	<ul style="list-style-type: none"><li>•Engage paper targets and torso steel targets with two rounds, falling steel until down. Use cover for all shots.</li><li>•Note: This stage uses a 180° muzzle rule, not muzzle safe points.</li></ul>
Scoring/Rounds:	Vickers, 18+ rounds



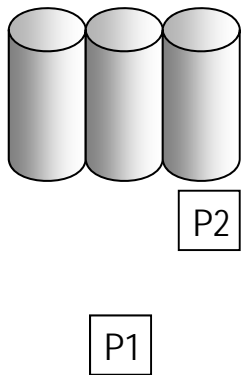
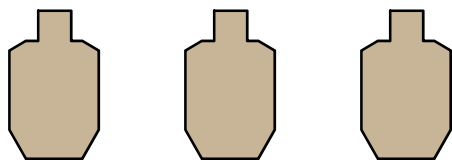
## Stage 3: Backyard: Square Drill (Postal Stage 1)

Scenario:	Skill Test
Start Position:	P1 concealed
Procedure:	<ul style="list-style-type: none"> <li>•Engage targets with one round each while moving to P2.</li> <li>•After passing P2, move towards P3 and engage targets with one round each while moving.</li> <li>•After passing P3, move towards P4 and engage targets with one round each while moving.</li> <li>•After passing P4, move towards P1 and engage targets with one round each while moving.</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>•Shooter may stand still to perform any IDPA legal reload, but must start moving before shooting again.</li> <li>•Shooters who take more than 3 shots before changing directions will earn 1 procedural penalty.</li> </ul>
Scoring/Rounds:	Limited Vickers, 12 Rounds Maximum



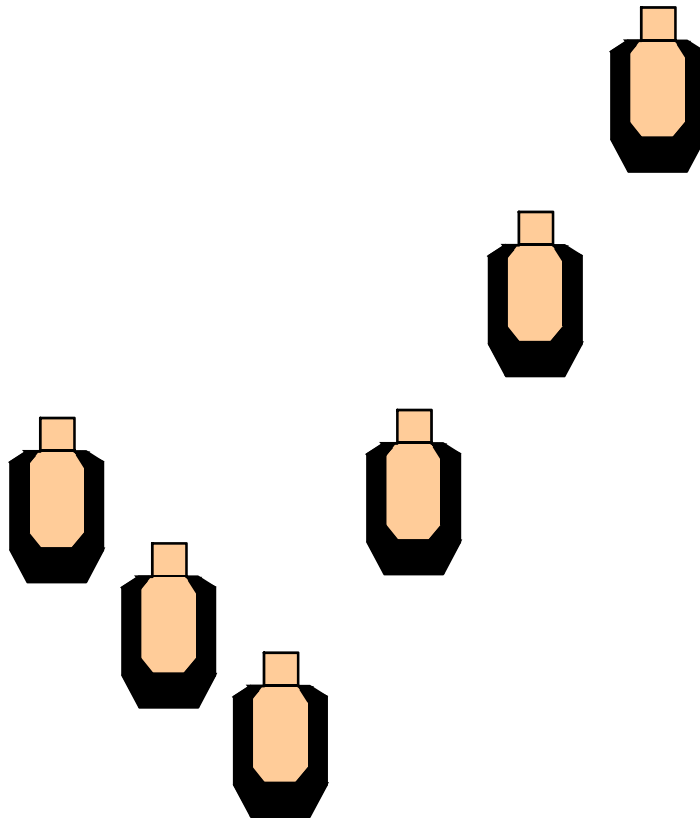
# Stage 4: City Limits: Practical EI Presidente (Postal Stage 2)

Scenario:	You are on “Boss Dawg’s” protection detail when thugs attack.
Start Position:	P1 concealed with back to targets, heels on base line, 6 rounds in gun
Procedure:	<ul style="list-style-type: none"><li>•Turn, draw, and engage each target with 2 rounds each.</li><li>•Go to low cover, perform a slide lock reload, and engage each target with two rounds around the side of the barrels (not over the top) in tactical priority (slice the pie). Lefties may shoot around the left side of the barrels if desired.</li></ul> <p>Notes:</p> <ul style="list-style-type: none"><li>•A procedural penalty will be assessed if the shooter initiates the reload before taking low cover at P2.</li></ul>
Scoring/Rounds:	Vickers, 12+ rounds



## Stage 5: Wall: Postal Quick Draw (Postal Stage 3)

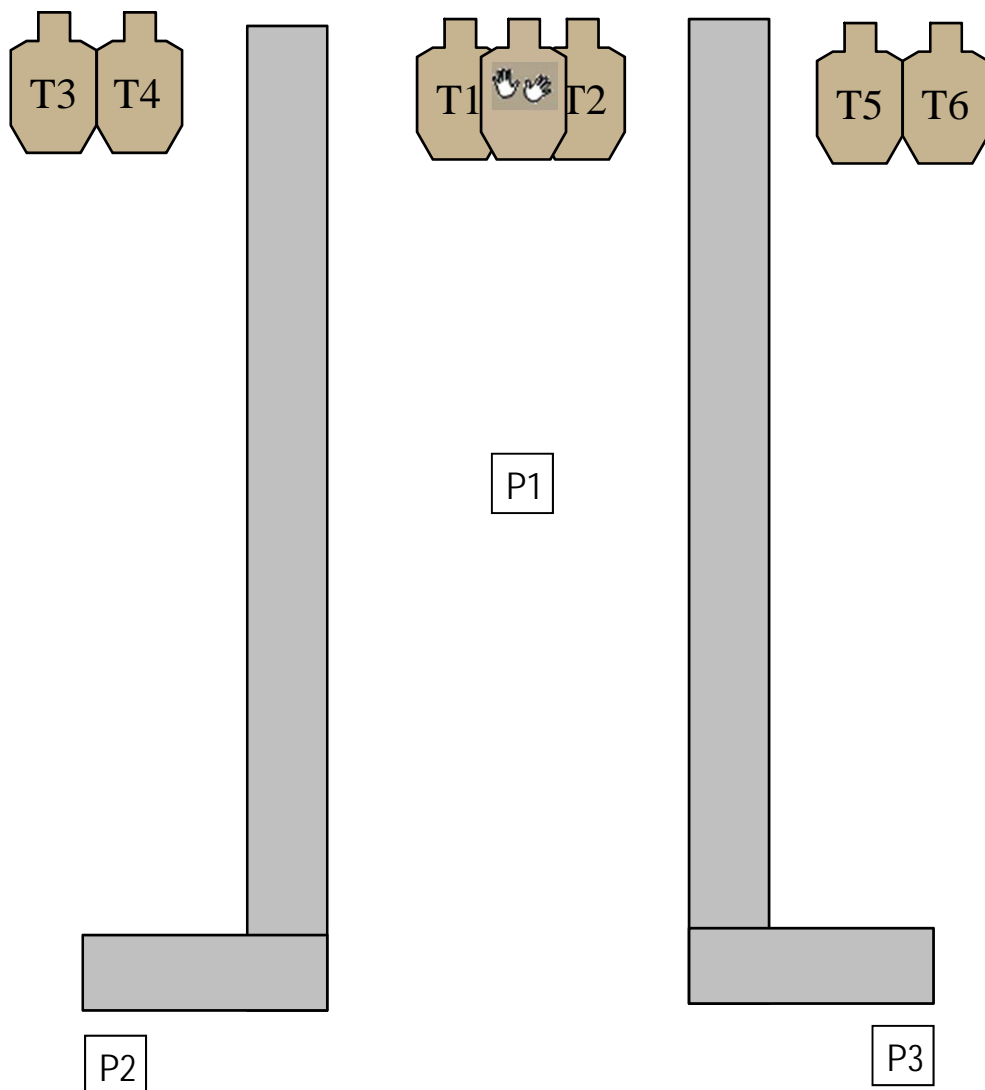
Scenario:	You are caught out in the open and alone when attacked by a group of gang members.
Start Position:	P1 concealed
Procedure:	<ul style="list-style-type: none"><li>•Engage each target with one round each. Hits in the hard cover section will be counted as a miss.</li></ul> <p>Note:</p> <ul style="list-style-type: none"><li>•Targets will have the -3 area painted black. The line between -1 and -3 will be used for scoring.</li></ul>
Scoring/Rounds:	Vickers, 6+ rounds



P1

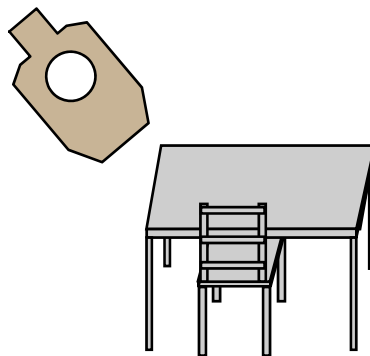
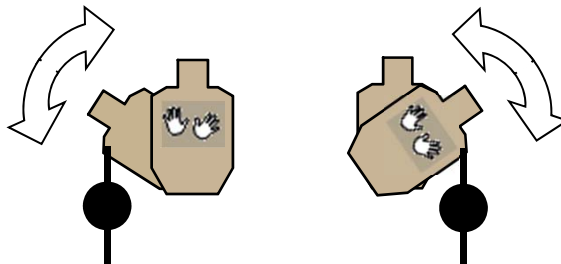
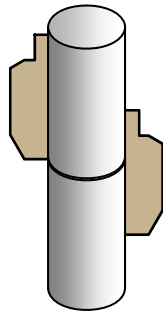
## Stage 6: Gulch: Clean Up on Aisle 4 (Postal Stage 4)

Scenario:	You are shopping at the grocery mart when a gang of toughs attack.
Start Position:	P1 concealed
Procedure:	<ul style="list-style-type: none"><li>•Engage T1 and T2 with 3 rounds each while retreating to P2 or P3.</li><li>•Engage targets from cover in tactical priority (slice the pie) with 3 rounds each.</li><li>•Move to the remaining position and engage the targets in tactical priority (slice the pie) with 3 rounds each.</li></ul>
Scoring/Rounds:	Vickers, 18+ rounds



## Stage 7: Corral 1: Dine & Dash

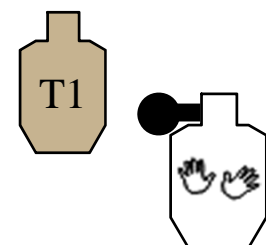
Scenario:	After the waiter delivers your check, armed mobsters decide to rob the restaurant.
Start Position:	Seated at P1, concealed.
Procedure:	<ul style="list-style-type: none"><li>•Engage the targets near to far while remaining seated.</li><li>•Paper targets get 3 rounds each.</li><li>•The steel activator legs must be hit before the corresponding threat target.</li></ul>
Scoring/Rounds:	Vickers, 17+ rounds





## Stage 8: Corral 2: School Board Stay of Execution

Scenario:	A man waving a gun has ordered everyone out of the room except 6 school board members. He is distraught, pointing the gun at board members, threatening them, and talking about dying. You reasonably believe he is going to begin executing the board members.
Start Position:	P1 concealed, P3 concealed.
Procedure:	<p>•<b>String 1:</b></p> <ul style="list-style-type: none"> <li>•Take only one shot at the steel hostage taker head from P1.</li> <li>•Kneel behind the chairs at P2 and fire at only 6 rounds at T1 as follows, 2 from the right side of the chairs, 2 between the chairs, and 2 from the left side of the chairs (any order is OK). Kneeling anywhere behind the chairs will be considered proper use of cover.</li> </ul> <p>•Note: Hostage taker head may be on either side, do not go down range to re-set it unless it is stuck part way.</p> <p>•<b>String 2:</b> Begin at P3 concealed. Draw and engage T2 with only 6 rounds while advancing towards T2. Do not cross the forward fault line.</p>
Scoring/Rounds:	Limited Vickers, 13 rounds maximum



## Stage 9: Corral 3: Switching Sides

Scenario:	Skills Test
Start Position:	P1 with gun at 45° low ready, weak hand, strong hand, freestyle.
Procedure:	<ul style="list-style-type: none"><li>•String 1: Weak hand only. Engage each target with only two rounds weak hand only, but switch sides after each target. (2, switch sides, 2, switch sides, 2)</li><li>•String 2: Same as string 1 except strong hand only.</li><li>•String 3: Freestyle. Engage each target with only two rounds freestyle to the head, switch sides after each target.</li></ul> <p>Note: The shooter may decide which side to start on (LRL or RLR is fine). Use cover for all shots.</p>
Scoring/Rounds:	Limited Vickers, 18 Rounds Maximum

