

2014 Utah State IDPA Championship –

Registration for the **September 27th 2014 Utah State IDPA Championship** is open, and filling fast. Register at <https://clubs.practiscore.com/2014-ut-idpa-championship/register> - 100 shooters only. There will be 10 defensive stages with a minimum round count of 153.

We need a couple more SOs (free)! **Match fee is \$40 and includes a match T-shirt. Bring your own lunch.** This will be a Tier 1 match with awards. All payments and squadding will be done through Practiscore.com. It's gonna be fun!

Shooters will need to be at The Range **no later than 7:45 a.m.** or you will not be able to participate. We will start shooting at 8:00 a.m. You will need to be at your shooting location prior to that time. There will be no pre-match briefing. You simply start shooting your stage. Stage locations and a range map will be emailed out a few days before the match.

Directions to the range are here:

<http://udpl.net/FARM/farm.html>

Match hotel for the Utah State IDPA Championship

Best Western Plus **TIMPANOGOS INN**

Rate is \$75.00 per night + TAX

Two Queen or King Bed, Free hot breakfast

Free high speed wireless internet, hot tub, pool

Tell them you want to book under the Utah State IDPA
Championship with UDPL

Contact: Seth Holweg Front Desk Manager

195 S 850 E Lehi, Utah, 84043

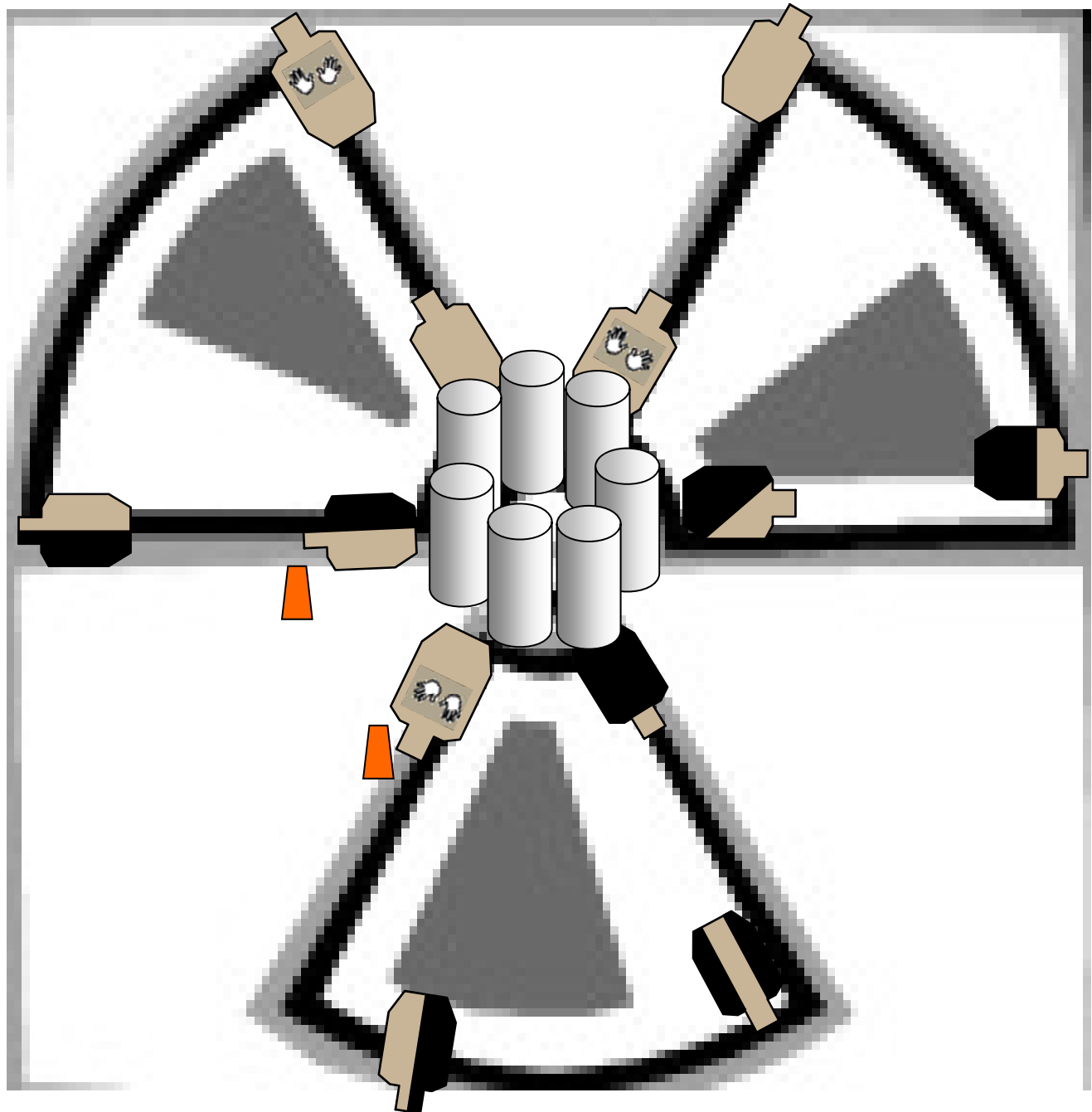
Phone: 801/768-1400

Toll Free Reservations: 866-444-1218

Email: info@timpinn.com

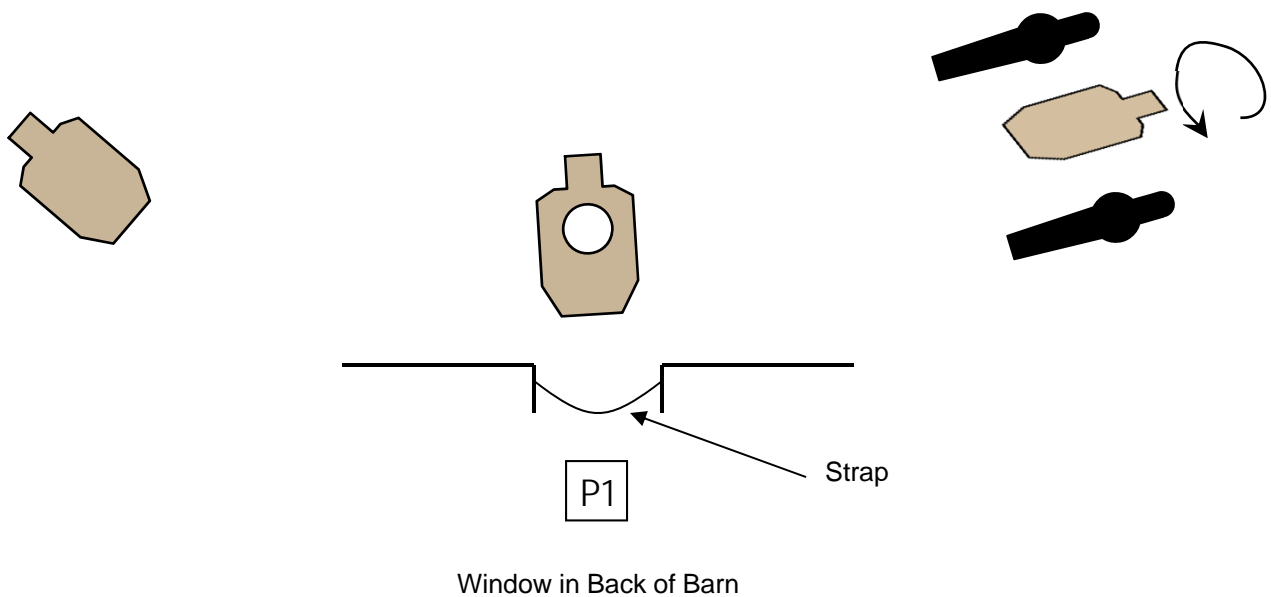
Stage 1: Pit/A: Fallout Boy

Scenario:	You and your “paranoid” friends survived a nuclear blast. While digging through some barrels for supplies, you are jumped by some fleshy headed mutants. Stop them!
Start Position:	Standing inside the circle of barrels, facing any target, concealed.
Procedure:	<ul style="list-style-type: none">•Engage all targets with 2 rounds each while standing in the circle of barrels.•This stage has a wide field of fire. Be careful to not sweep the SO.•Only shooter and SO allowed beyond sticks during firing.
Scoring/Rounds:	Vickers, 18+ rounds



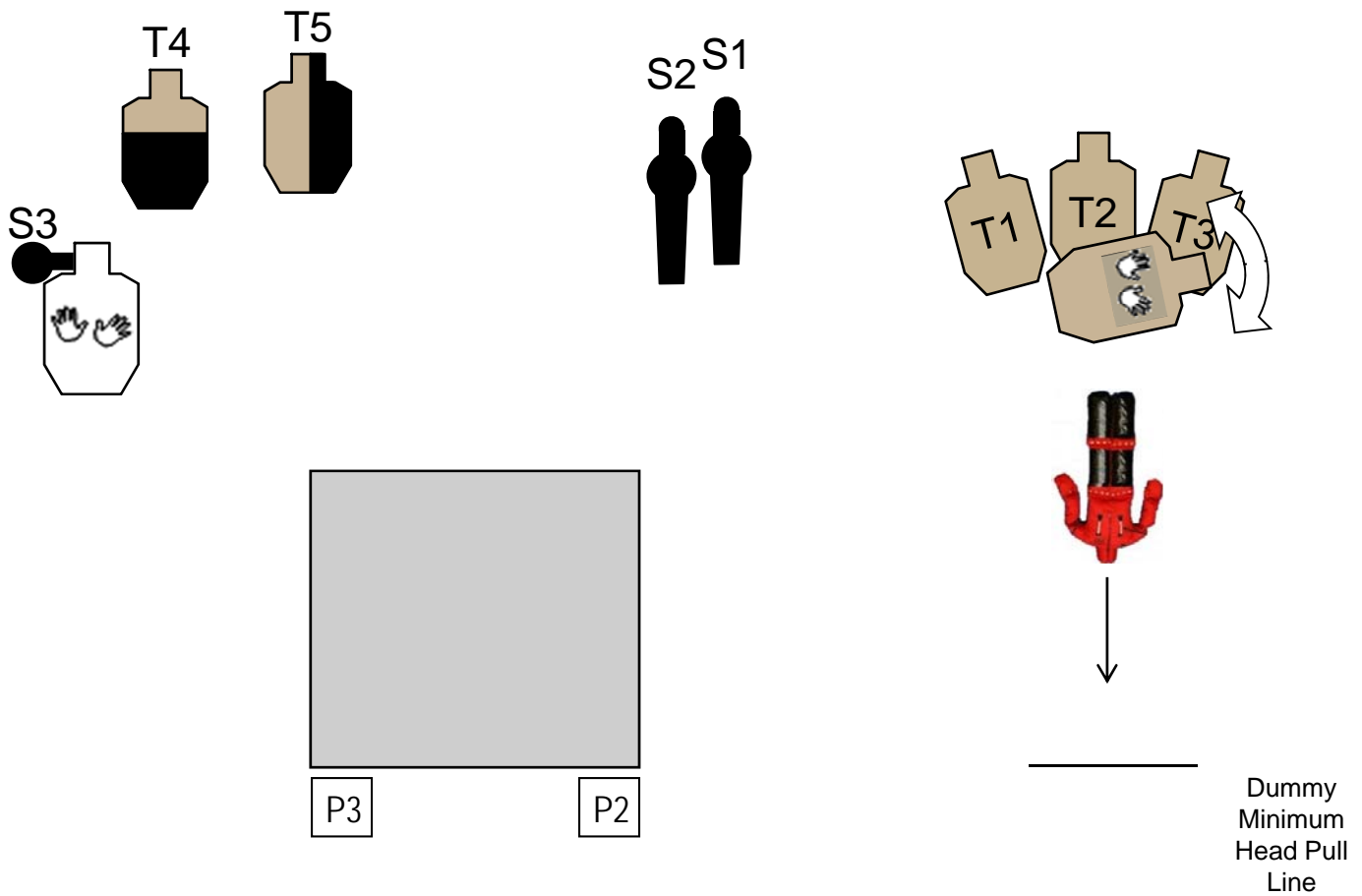
Stage 2: Barn/B: Carriers

Scenario:	While crammed onto a freight train out of the contaminated zone, you are approached by "carriers," hell bent on infecting or killing you.
Start Position:	One hand holding strap overhead, concealment required.
Procedure:	<ul style="list-style-type: none">•Engage paper targets with 2 rounds each and steel until down while holding the strap with either hand.•You may let go of the strap to reload, but must grab strap while firing.
Scoring/Rounds:	Vickers, 8 Rounds Minimum



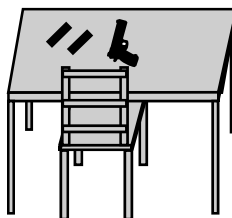
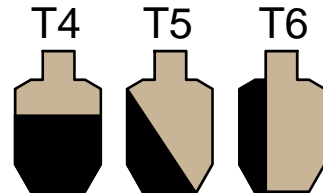
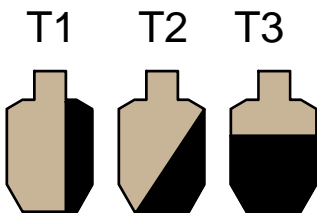
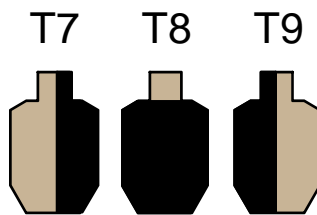
Stage 3: Backyard/C: EMP Fantastic

Scenario:	Following an EMP strike, power and most electronics are dead. Your cheap generator works fine but the noise has attracted the attention of a local gang who want it for themselves. They have already shot your neighbor while he was trying to warn you.
Start Position:	Standing at the dummy's head facing T2, loaded with exactly 6 rounds in gun. Concealment required.
Procedure:	<ul style="list-style-type: none"> •Draw and start dragging the dummy directly rearward. •Once the swinging non-threat has been activated, engage T1-T3 with 2 rounds each while dragging the dummy directly to the rear. •Once the dummy's head reaches the line, drop the dummy, move to P2 and then engage S1-S2 until down. T1-T3 may be re-engaged from P2 if desired. •From P3 engage S3 until hit once, and engage T4-T5 with 2 rounds. <p>Be very careful with your muzzle direction while grabbing and pulling the dummy. Paint any non-threat hits on steel after every shooter.</p>
Scoring/Rounds:	Vickers, 13+ rounds



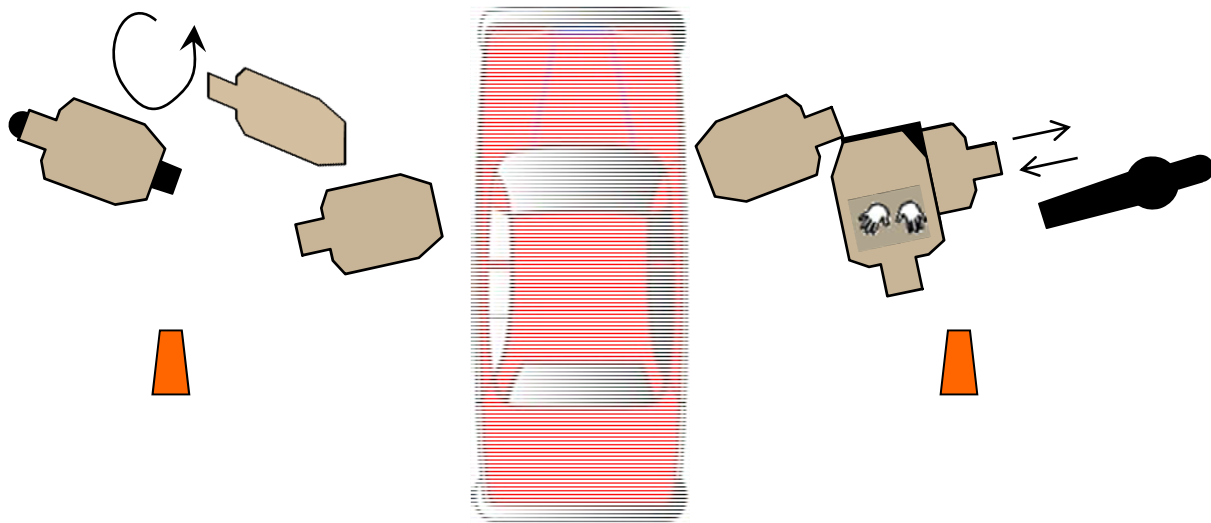
Stage 4: Steel Pen/D: Zombie Practice

Scenario:	Skills Test
Start Position:	Sitting at table with loaded gun on X, hands on knees. All ammo on table. Concealment not required.
Procedure:	String 1: Engage T1 – T3 with 2 rounds each, left hand only. String 2: Engage T4 – T6 with 2 rounds each, right hand only. String 3: Engage T7 – T9 with 2 rounds each, free style.
Scoring/Rounds:	Limited Vickers, 18 rounds



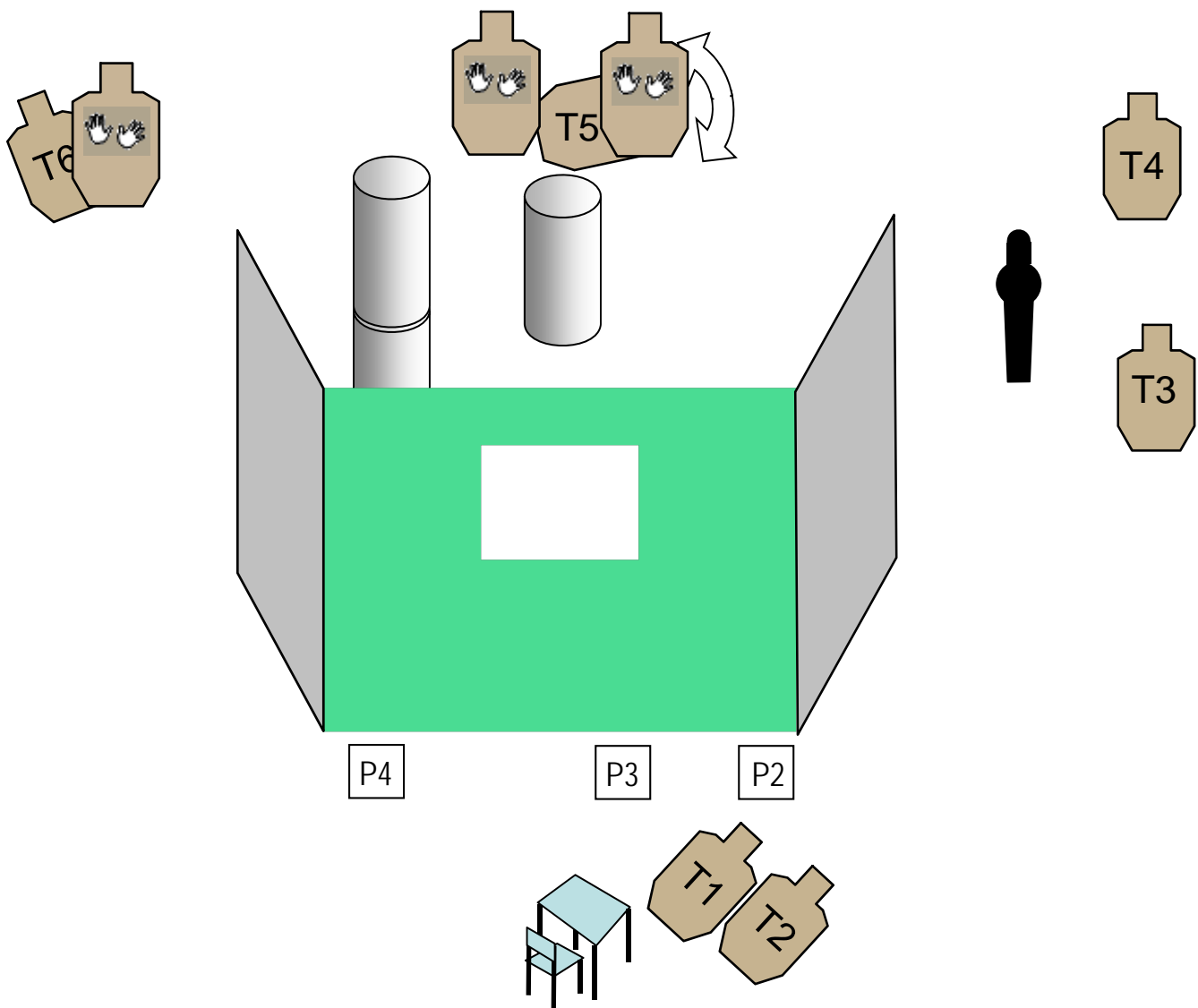
Stage 5: City Limits/E: Out of Gas

Scenario:	As you coast to a stop out of gas, the violent lawless hoard closes in to see what they can salvage from your corpse.
Start Position:	Seated in passenger's seat, gun with chamber empty and magazine inserted in glove box (revolvers fully loaded), spare ammo in glove box, glove box closed, palms on knees, Concealment not required.
Procedure:	<ul style="list-style-type: none"> •Engage paper targets with 3 rounds each and steel until down from the passenger's seat. •Magazines from loaded chamber/cylinder reloads must be stored in an ammunition carrier, belt line, or pocket. <p>This stage uses muzzle safe points that are wider than 180°. Be careful with your muzzle direction while reloading. Do not sweep yourself. Any round that impacts the car is a DQ.</p>
Scoring/Rounds:	Vickers, 16 Rounds Minimum



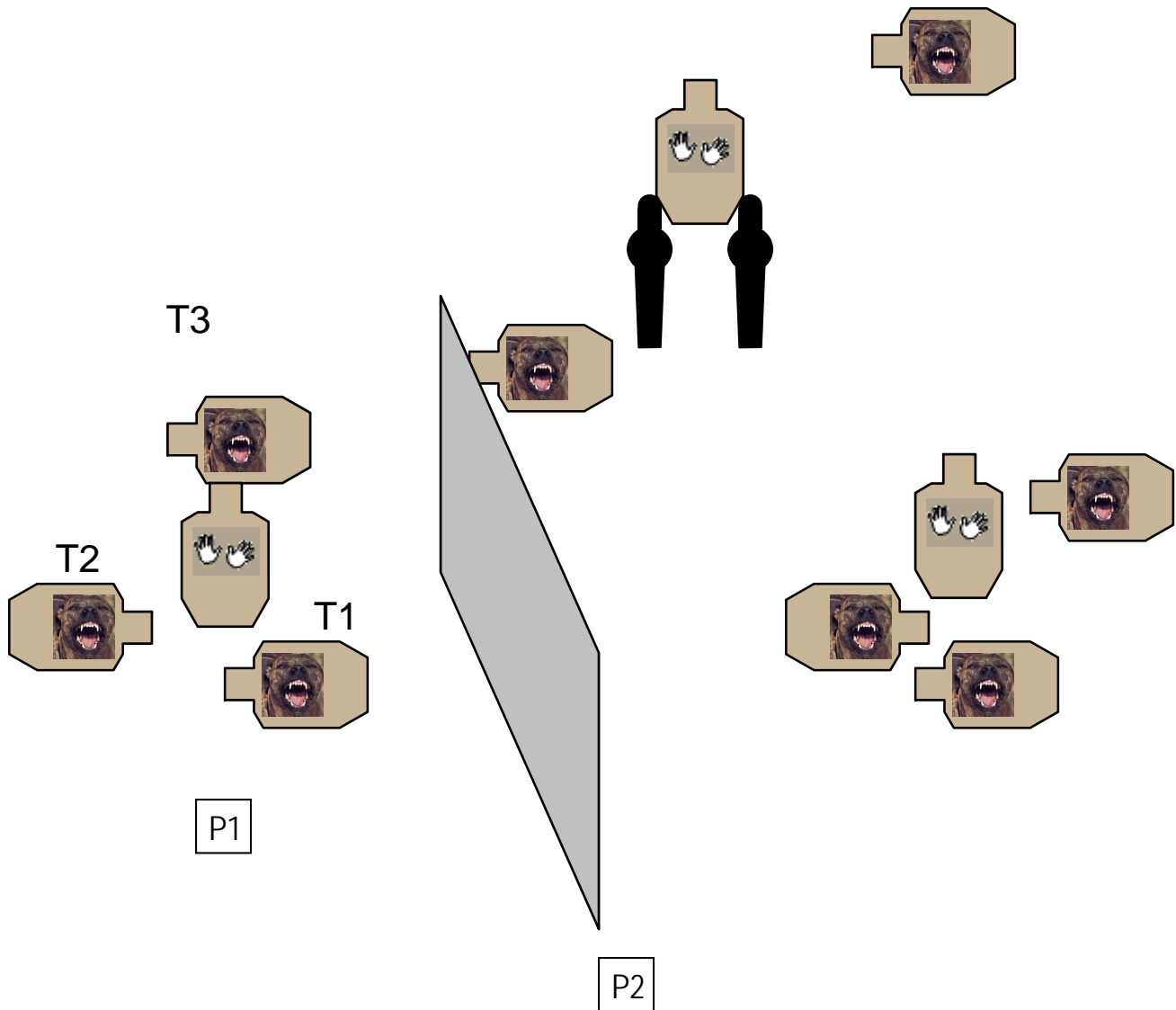
Stage 6: Wall/F: Implants

Scenario:	Instead of listening to Jed, you went into town and got caught. While the Cuban and Russian officers argue with each other on how to implant the tracking device, you decide to make your escape.
Start Position:	Sitting, fingers interlaced behind head, loaded gun in closed IDPA box. Spare magazines on belt. No concealment required.
Procedure:	<ul style="list-style-type: none"> Engage T1-T2 with 2 rounds to the body then one to the head while seated. From P2 and engage T3-T4 with 2 rounds each and the popper until down. From P3 engage T5 with two rounds. From P4 engage T6 with two rounds.
Scoring/Rounds:	Vickers, 15+ rounds



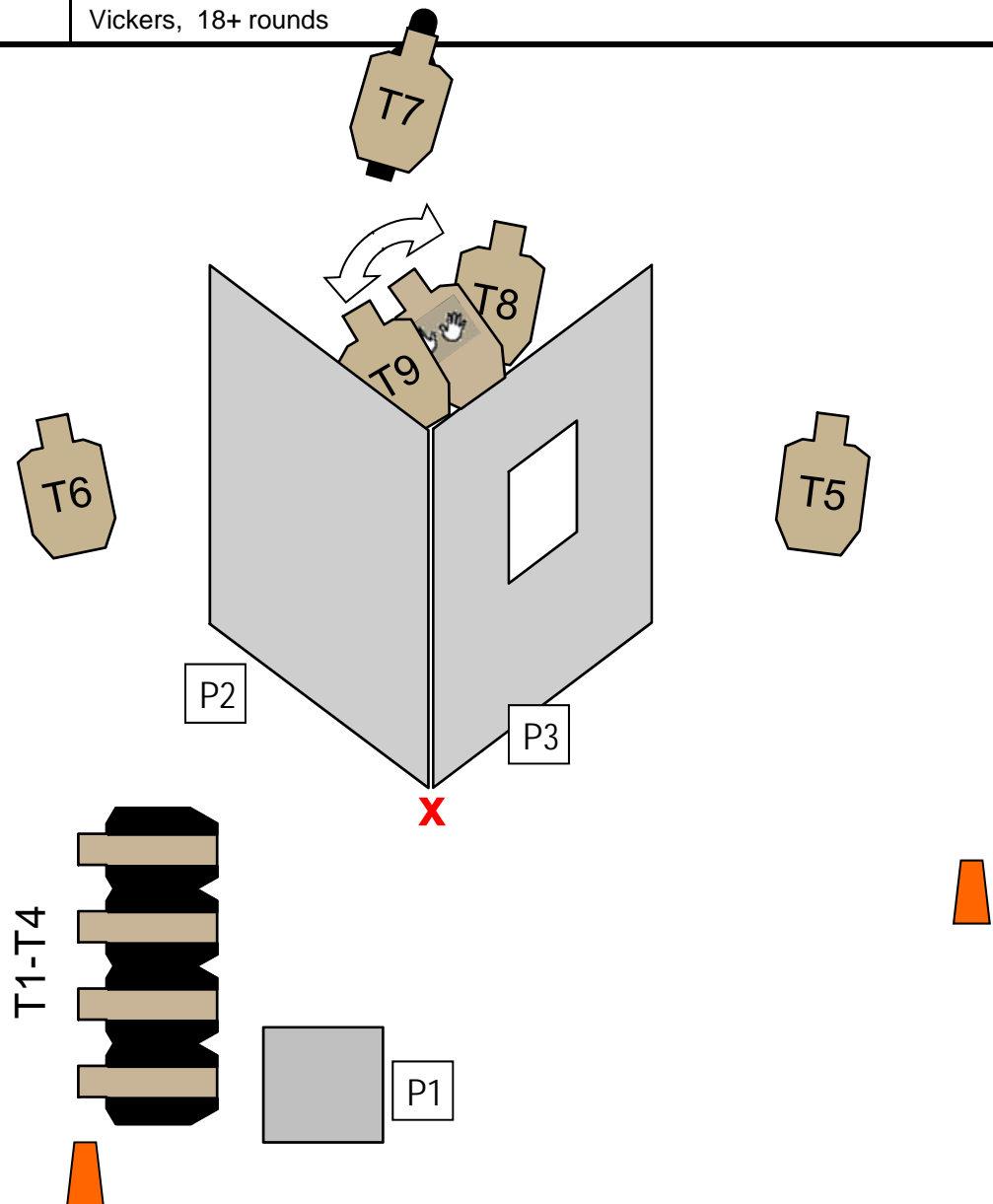
Stage 7: Gulch/G: Feral Dogs are Not Mans BFF

Scenario:	A pandemic disease has decimated your small town. Now the neighborhood pets are hungry, and you and your friends look eatable.
Start Position:	Starting at P1 back to targets, concealment required
Procedure:	<ul style="list-style-type: none">•Engage T1-T3 with 2 rounds each in tactical sequence (1,1,2,1,1) while moving to P2.•From cover at P2 engage the remaining paper targets with 2 rounds each and steel until down.
Scoring/Rounds:	Vickers, 18+ rounds



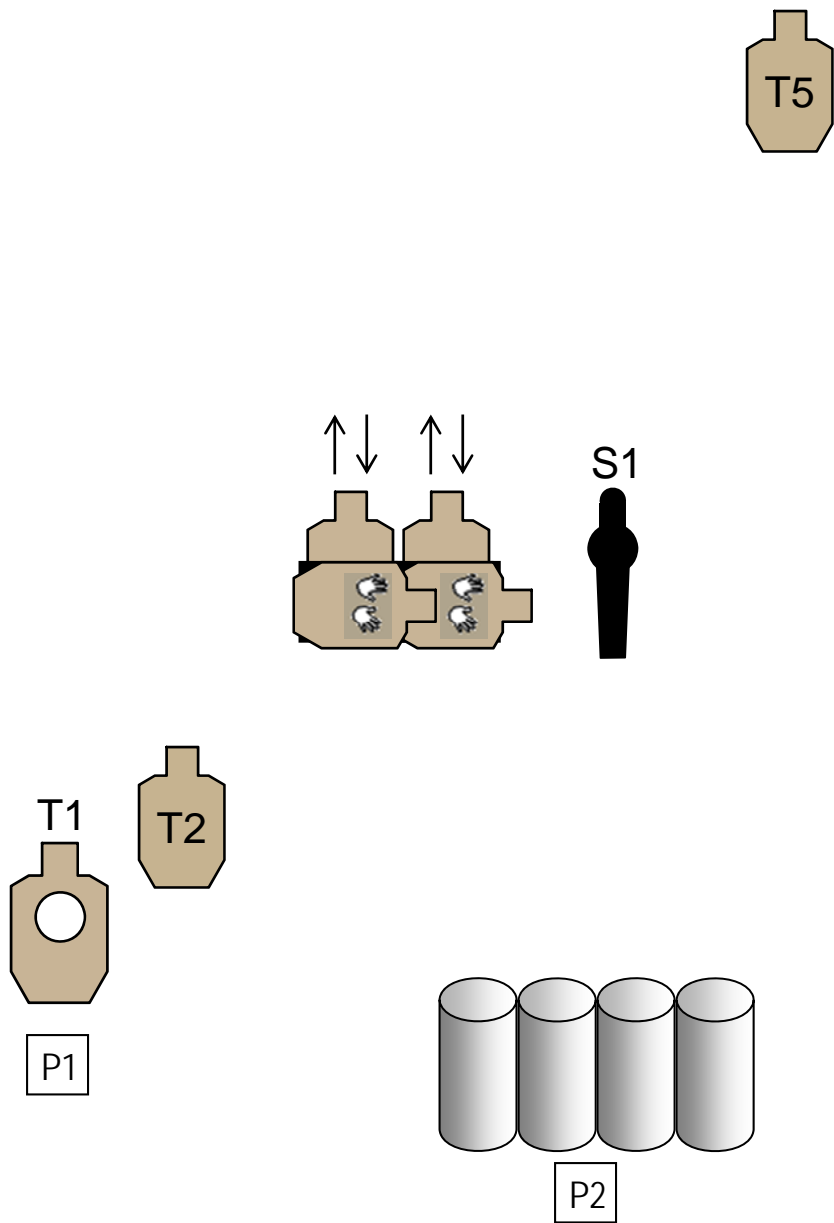
Stage 8: Corral 1/H: Antibiotics

Scenario:	Left alone to guard the last of humanity's advanced medicine, you fall asleep on duty. When a breaking bottle awakes you, it's game on.
Start Position:	P1 back to targets, concealed.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage T1-T4 with 2 rounds each.•Perform a loaded cyclinder/chamber reload off the clock at P1. When finished, point gun at red X to indicate ready. <p>String 2:</p> <ul style="list-style-type: none">•While advancing to cover, engage T5 and T6 with 2 rounds each.•From P2, engage T7 with two rounds.•From P3, engage T8 and T9 with two rounds each. <p>This stage uses muzzle safe points, not the 180.</p>
Scoring/Rounds:	Vickers, 18+ rounds



Stage 9: Corral 2/I: Nuclear Winter

Scenario:	While foraging for salvageable items after WWII you come across a group of hungry cannibals. Defend yourself and escape with your life.
Start Position:	Loaded with exactly 6 rounds, standing at P1 facing T1 with oven mittens on, hands at sides. Concealment required.
Procedure:	<ul style="list-style-type: none">•Remove mittens, draw, and engage T1-T2 with 3 rounds each while moving to P2. T1-T2 may not be re-engaged from P2.•At P2 kneel and engage S1 until down and T3-T5 with 3 rounds each.
Scoring/Rounds:	Vickers, 16+ rounds



Stage 10: Corral 3/J: Eat Me

Scenario:	Why did I let them get so close? These guys are going to eat me!
Start Position:	•Back against barrels at P1, concealment required.
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Draw and engage T1-T3 with 2 rounds each from retention. Then•Engage T4 with 2 rounds freestyle, retention not required. <p>String 2:</p> <ul style="list-style-type: none">•Repeat string 1, but all firing is strong hand only. <p>Retention: Keep your firing forearm or elbow against your rib cage. Do not extend your arm.</p> <p>Targets will be scored between strings. Steel target will be painted between shooters.</p>
Scoring/Rounds:	Vickers, 16 Rounds

