

# June 16, 2012 UDPL Night Match Information

## BUG Match

- Several BUG stages will be available to shoot from 3 pm to 8:30 pm. Approximately 50 rounds required. This is a great chance to test your skill with your smaller carry guns. All strings are 5 rounds or less. No holsters necessary.
- There are two divisions for the BUG match.
  - **BUG:** for guns that comply with the IDPA definition of a BUG: 1) .32 auto or larger 2) barrel lengths - Semi-automatic: 3.8" or less, Revolver: 3" or less.
  - **NON-BUG:** for guns that don't comply. Feel free to shoot this match with your full sized handgun if you like.
- You do not need to be an IDPA member to shoot the BUG match.

## Classifier

- You must be an IDPA member to shoot the classifier.
- The classifier will be available from 2:00 pm until 8:30 pm. Get a separate Classifier score sheet at sign up. Bring your IDPA membership card.
- The entire classifier (all 3 stages) will be set up in The Gulch.
- If you shoot it, please stick around and help run other shooters.

## Night Match Safety

- 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 [koski88@hotmail.com](mailto:koski88@hotmail.com).
- The BUG and classifier match shooting will end about 8:30 pm, and the night match shooting will begin around 9:00 pm.
- Lights and lasers may only be installed or removed from the gun in a safe area, or under the direction of the S.O.
- 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! The barn stage is our most likely DQ stage due to 180° violations if you're not paying attention.
- 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.

## Night Match Divisions

- Two divisions for the night match:
  - **Hand held:** If you use a hand held light throughout the match.
  - **Open:** If you use a gun mounted light or laser at any time during the match.
- Mag Loading: You may load your mags all the way up. The stages have mandatory reloads to level the field somewhat.

## Night Match Stage Specifics

- Approximately 100 rounds required.
- Please bring a non-tactical flashlight to use while scoring & taping. Headlamps are perfect.
- Lights/lasers must be off at the start of each stage.
- There is a lot of taping. Everyone needs to tape to keep the match moving.

## Clean Up

- **Bring back to the containers:** cardboard targets and sticks, wooden target stands, swingers, barrels, chairs, plastic folding tables, carpets, steel torso targets, Texas stars
- **Leave where they are:** steel target stands, the tall poppers, steel tables

## Camp Out

- A few of us camp out at the range at the end of the night match. Feel free to bring your tent or camper and join us.
- **No fires.** Bring your own water. If you are bringing a camper, put it in the lower parking lot, or in the upper lot across from the Backyard.