

20120728 IDPA Match

Match Type:	IDPA
Round Count:	About 120
Match Director:	Gary Barnes

Other Props

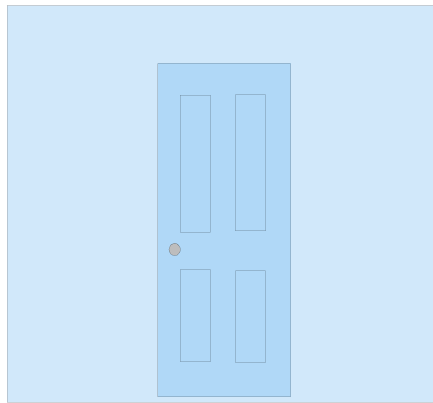
- Pit:
- Barn:
- Backyard:
- Steel Pen:
- City Limits:
- Wall:
- Gulch:
- Corral 1:
- Corral 2:
- Corral 3:

Pre Match Safety Meeting Notes

Blind stages
Cover at blind stages.

Stage 1: Pit: Blind Won

Scenario:	You just arrived home from work and are approaching your front door when you hear your wife screaming inside the house. Get inside and get to work!
Start Position:	When directed, the shooter will load and make ready outside of the bay. The SO will blindfold the shooter and walk them to P1. The SO will remove the blindfold, give the standby command, and start the timer. Shooter's hands will be naturally at sides. Concealment required.
Procedure:	BLIND STAGE: Nobody is to enter the bay until they have shot the stage. No peeking! Once you have shot the stage, stay inside the bay and help score and tape. <ul style="list-style-type: none">•Open the door and engage paper targets with 3 rounds each, steel targets until down.•Use the doorway as cover for all shots.•SO's are to call cover BY THE BOOK (as always).
Scoring/Rounds:	Vickers, ?? Rounds

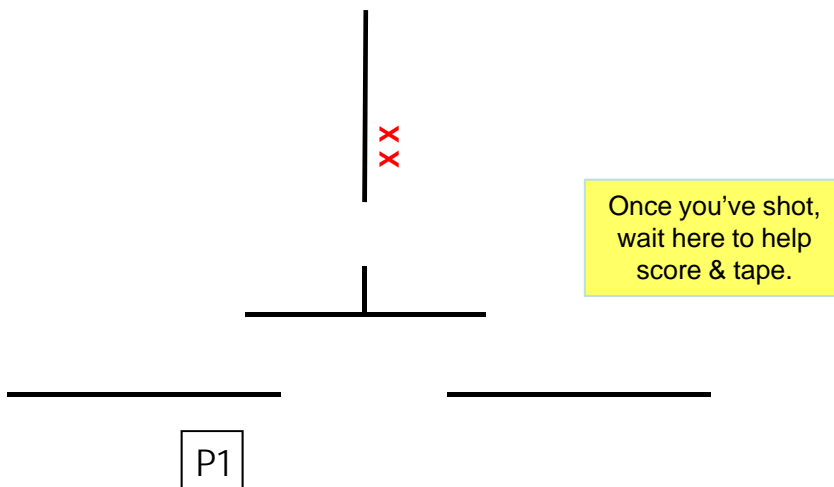


P1

Once you've shot,
wait here to help
score & tape.

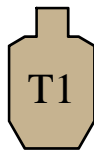
Stage 2: Barn: Blind Too

Scenario:	You just arrived home from work and are approaching your front door when you hear your husband screaming inside the house. Get inside and get to work!
Start Position:	When directed, the shooter will load and make ready outside of the bay facing the cinderblock wall. The SO will blindfold the shooter and walk them to P1. The SO will remove the blindfold, give the standby command, and start the timer. Shooter's hands will be touching the X's. Concealment required.
Procedure:	<p>BLIND STAGE: Nobody is to enter the cinderblocks until they have shot the stage. No peeking! Once you have shot the stage, stay inside the cinderblocks and help score and tape.</p> <ul style="list-style-type: none">•Engage any visible targets through the doorway, using cover (duh!). Proceed through the doorway and into the house.•Engage paper targets with two rounds each and steel targets until down.•SO's are to call cover BY THE BOOK (as always).
Scoring/Rounds:	Vickers, ?? Rounds

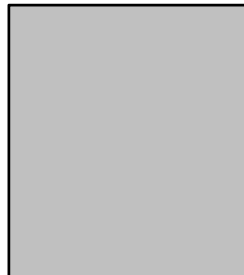


Stage 3: Back Yard: New Standards

Scenario:	Standards Drill
Start Position:	P1, 6 rounds only in gun, 6 rounds in all spare magazines, no concealment
Procedure:	<ul style="list-style-type: none">•Engage T1 with 6 rounds while retreating to the barricade. Then•Engage T2 with 6 rounds left hand only from the left side of cover. Then•Engage T3 with 6 rounds right hand only from the right side of cover.•All reloads may use both hands.
Scoring/Rounds:	Limited Vickers, 18 rounds only

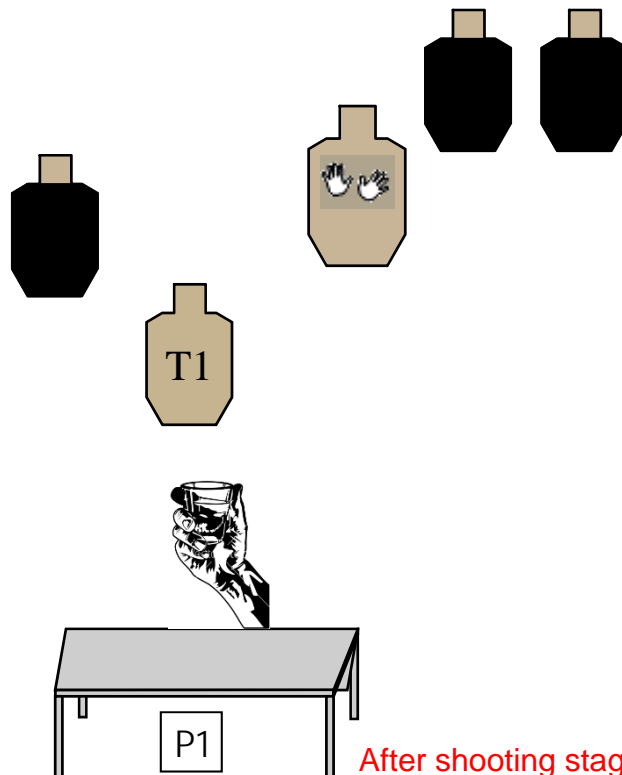


7 Yards



Stage 4: Steel Pen: Wild West

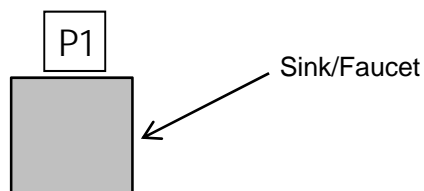
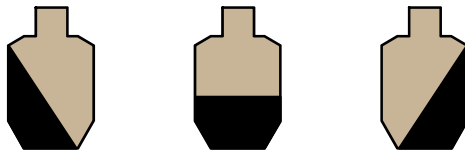
Scenario:	On December 22, 1867 US Marshall J.B.(Wild Bill) Hickok engaged in this gunfight in a bar in Jefferson County, Nebraska. He took a round from adversary #2 and had to finish the engagements with his weak hand only. US Marshall: 4: unwise cowboys: 0.
Start Position:	Back to T1, exactly 5 rounds in gun, drink in strong hand with thumb on lip, weak hand on bar. Concealment not required.
Procedure:	<ul style="list-style-type: none">•Engage T1 with two rounds freestyle. Then•Engage T2-T4 with one round each weak hand only.•Slide lock reload only, if necessary. Both hands may be used for reloading.
Scoring/Rounds:	Vickers, 5+ rounds



After shooting stage 4, immediately shoot stage 5. (Unload gun and place in safe.)

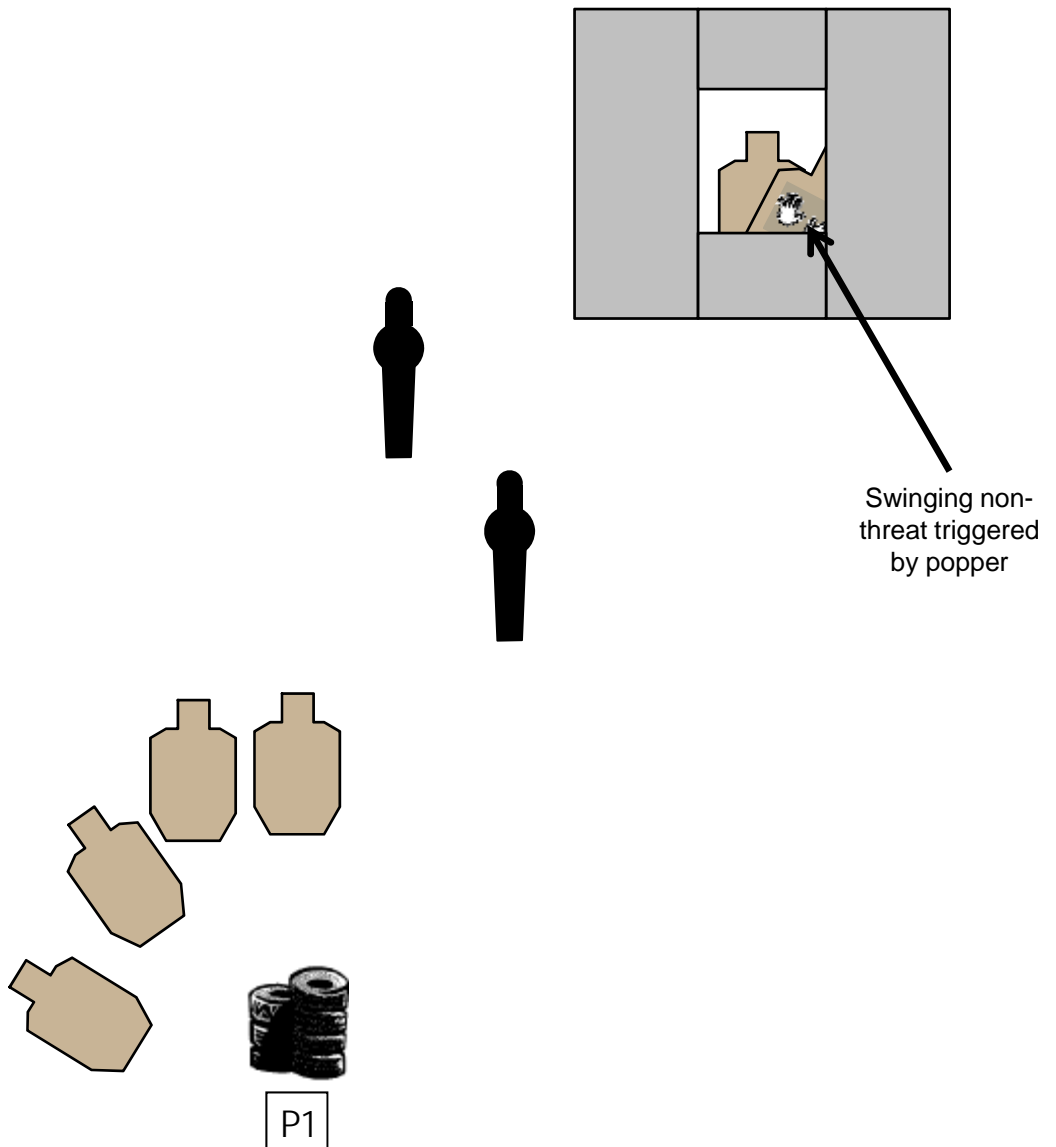
Stage 5: Steel Pen: Wet & Safe

Scenario:	While washing your hands, you hear clanging from the other side of your safe.
Start Position:	Back to targets at P1 with both palms flat on bottom of sink.. Sink will be about half full of water. Unloaded gun in safe (mag out, slide down, hammer down), door shut. Concealment not required.
Procedure:	<ul style="list-style-type: none">• Load gun, kneel, and engage T1-3 with 3 rounds each in tactical sequence (1,1,3,2,2).• Use the safe and safe door as cover. Shoot over the top or around the side. <p>Safety officer & score keeper: Add water to sink as necessary to keep the water level to half way mark.</p>
Scoring/Rounds:	Vickers, 9+ rounds



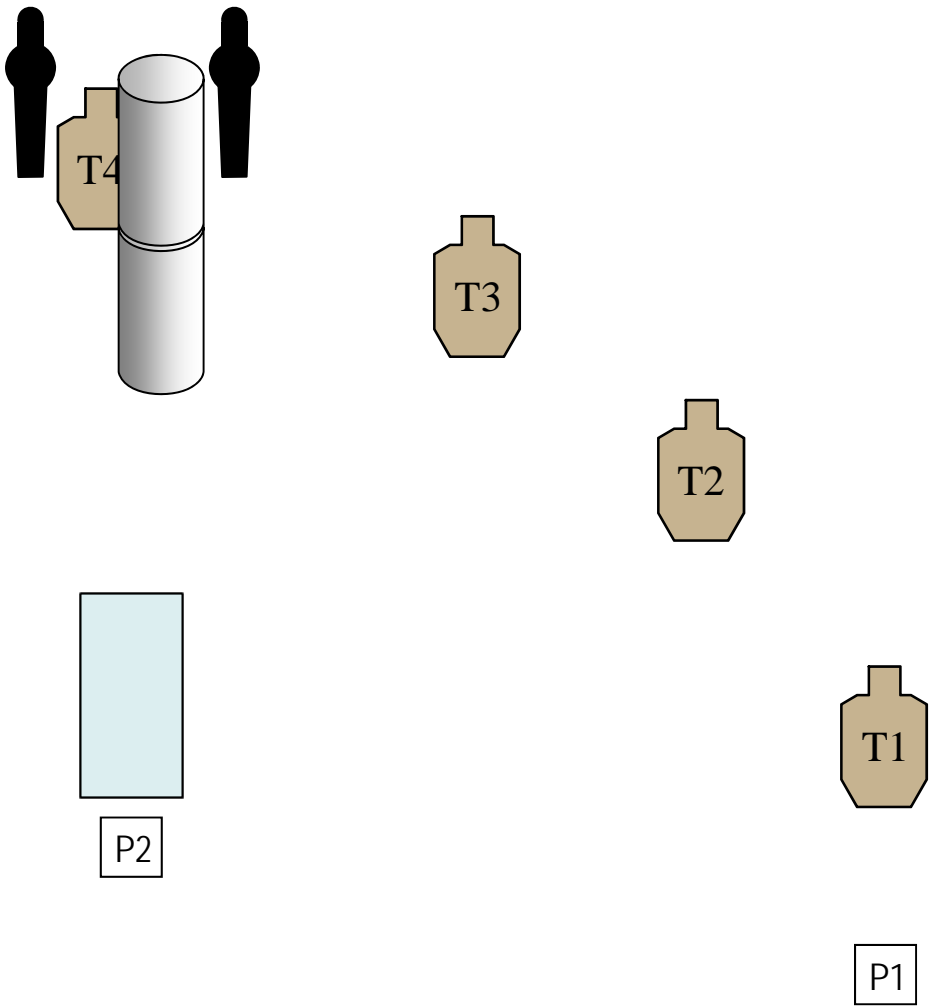
Stage 6: City Limits: Wheels of Misfortune

Scenario:	You have responded to an ad for some expensive DUB wheels and Michelin tires at a very reasonable price. As you look over the wheels, the alleged owner and his punk friends decide they are going to keep the tires and take your money. You are kneeling to take a closer look when they attack. Don't shoot the child that appears in the window.
Start Position:	Kneeling at P1, concealed, hands on X's.
Procedure:	•Engage all threat targets with two rounds each and poppers until down.
Scoring/Rounds:	Vickers, 12+ rounds



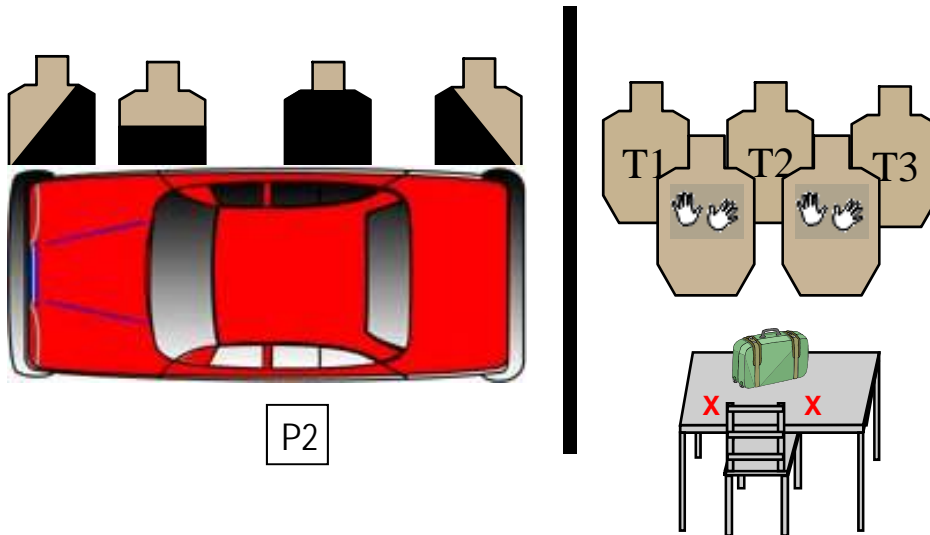
Stage 7: Wall: Scootin' & Shootin'

Scenario:	It is late and you are walking through a parking lot to your car. In a store window, you catch the reflection of a group of common orcs approaching from behind. Take appropriate action!
Start Position:	P1 concealed, back to T1.
Procedure:	<ul style="list-style-type: none">•Engage T1-T3 with 3 rounds each while moving to cover. If you shoot empty, reload at P2 and finish T1-T3.•Engage T4 (3 rounds) and the two poppers from cover.
Scoring/Rounds:	Vickers, 14+ rounds



Stage 8: Corral 1: Eat my Briefs

Scenario:	Late one night you are hard at work in the law offices of Dewey, Cheatem, and Howe when three disgruntled clients storm in demanding a refund. Having already spent their money, you decide that it is preferable to shoot them instead, avoiding thereby the State Bar grievances. The clients in question are three gang bangers and their hot, but hard-ridden girlfriends. Three other dirtbags lurk outside between you and your BMW.
Start Position:	Seated at the desk , hands on X's, loaded gun and all magazines in the brief case. Concealment not required.
Procedure:	<ul style="list-style-type: none">•Retrieve gun and grab brief case with weak hand.•Engage T1-T3 with two rounds each strong hand only while seated and grabbing brief case with weak hand.•Using the car as cover, engage the remaining threat targets with two rounds each freestyle.
Scoring/Rounds:	Vickers, 14+ rounds



Stage 9: Corral 2: Pour Me a Drink

Scenario:	You hear a voice say "Pour me a drink, son." The same four that stole your horse in Texas are standing in front of you, wanting to take your money and your life.
Start Position:	Standing at P1, strong hand grasping the bottle, concealment required.
Procedure:	<ul style="list-style-type: none">Engage T1 and T2 with three rounds each in tactical sequence (1,3,2).Move to either P2 and from low cover (at least one knee down) engage T3 and T4 with 3 rounds each.
Scoring/Rounds:	Vickers, 12 rounds minimum

