




















May 28, 2011 IDPA Match






Match Type:	IDPA
Round Count:	140
Match Directors:	Steve Koski, Blake huff








Pit 4'   All 5'   


Barn 3 at 6'  Loose:    Sling Tennis ball





Backyard 3 at 4' (2 with stapled t-shirts)  2 at 6'  Loose:    2  Falling targets with T-shirt







Steel Pen 2 at 4'  6'   

City Limits 5'      Buy a blanket @ DI

Wall 5'   4'      Build pulpit/lectern topper For the black cabinet. Remove door from black cabinet.

Gulch 3 at 4'  Koski's barrel feet


Corral 1 4'  3 at 6'  5'  Loose  Jumper cables

Corral 2 3'   5'    

1) Need to anchor seat to 2x6's with some 3" grabber screws..
2) Koski's straps as a seat belt.

Build a dashboard box. Set on top of white night stand

Center targets and barrels positioned to force shooter to lean out around barrels and hopefully shoot SHO and WHO.

Corral 3 2 at 6" 

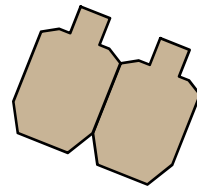
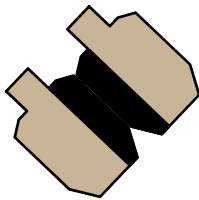
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Pre Match Meeting Notes

- **Barn stage**
 - Squad waits outside the bay during firing, only shooter, SO, and scorekeeper in the bay.
 - No muzzle safe point cones. We are using a 180° rule which is dictated by the target array.
 - Entire stage is performed strong hand only, even reloading. You must shoot empty before you reload; no tactical reloads or reloads with retention. We don't want people holstering loaded guns on the clock.
 - Discuss strong hand only reloads, demonstrate with airsoft.
- **Corral 1: Please don't shoot the car.**

Stage 1: Pit: Close Up Standards

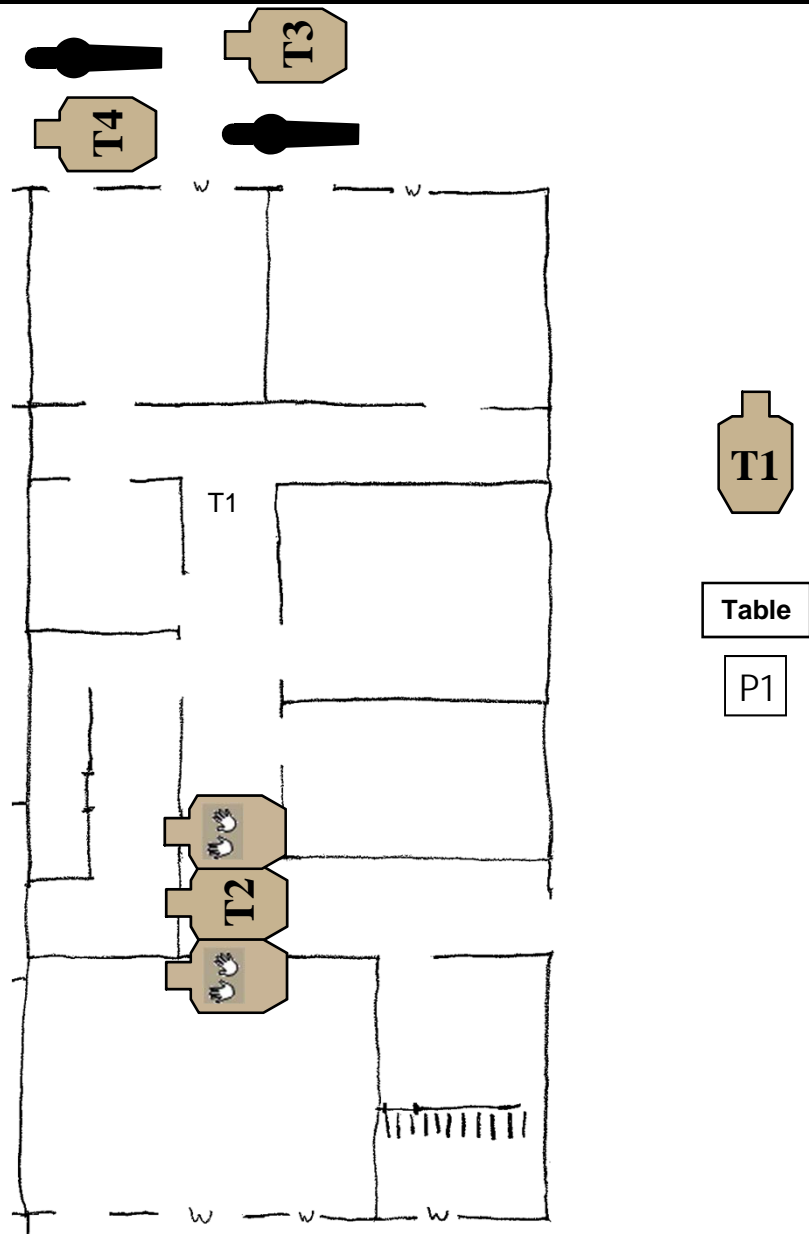
Scenario:	Skills Test
Start Position:	P1, Concealed
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">Draw and engage each target with one round only freestyle, perform a tac load or reload with retention, and engage each target with one round only strong hand only. (<i>Free then Strong</i>) <p>String 2:</p> <ul style="list-style-type: none">Draw and engage each target with one round only freestyle, perform a tac load or reload with retention, and engage each target with one round only weak hand only. (<i>Free then Weak</i>)
Scoring/Rounds:	Limited Vickers, ONLY 20 rounds



P1

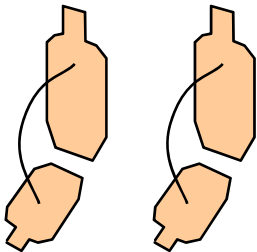
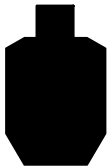
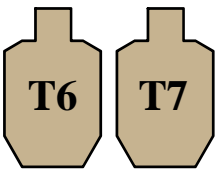
Stage 2: Barn: Rotator Cuff Surgery

Scenario:	While healing up from surgery, your house comes under attack.
Start Position:	P1, sling on weak arm, weak hand holding tennis ball during entire COF
Procedure:	<ul style="list-style-type: none">•Engage T1 with 6 rounds strong hand only while retreating. Then•Engage T2 (inside house) with two rounds. Then•Engage T3 and T4 with two rounds each and knock down both poppers•All reloads on this stage must be empty/slidelock reloads. No tac-loads or reloads with retention.•Do not enter the barn. <ul style="list-style-type: none">•This stage uses a 180° rule based on the current target array. Do not muzzle the SO or scorekeeper.•Only shooter, score keeper, and SO inside bay during firing.
Scoring/Rounds:	Vickers, 14+ rounds

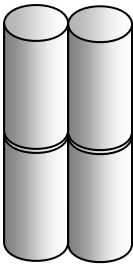


Stage 3: Back Yard: Couch Potato Hostage

Scenario:	While attempting to serve a warrant for dealing drugs, the seated drug thugs grab a hostage.
Start Position:	P1, standing with back to first targets, concealed
Procedure:	<ul style="list-style-type: none">Engage the close three paper targets with one round each from P1. ThenEngage the falling targets with T-shirts until down from P1.While moving to cover at P2, engage the steel torso target with 2 rounds. If you run empty, move to cover at P2, reload, and engage the remaining steel or falling targets from cover.From cover at P2 engage T6 and T7 with 2 rounds each from the right or left side of the barrels. ThenEngage T6 and T7 with 2 rounds each from the other side of the barrels.
Scoring/Rounds:	Vickers, 15+ rounds



Falling targets
with T-shirts



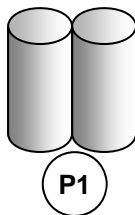
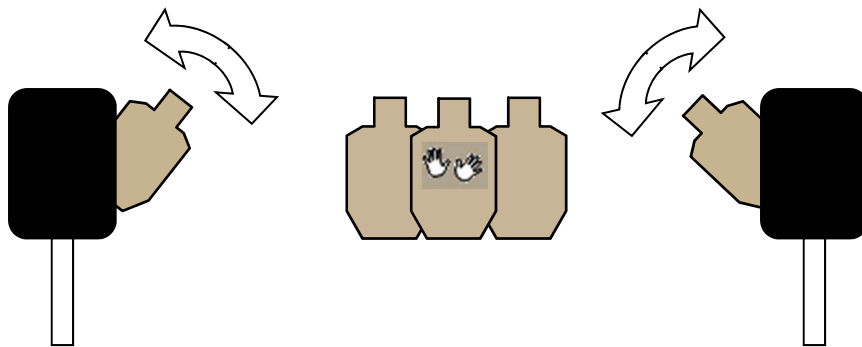
P2



P1

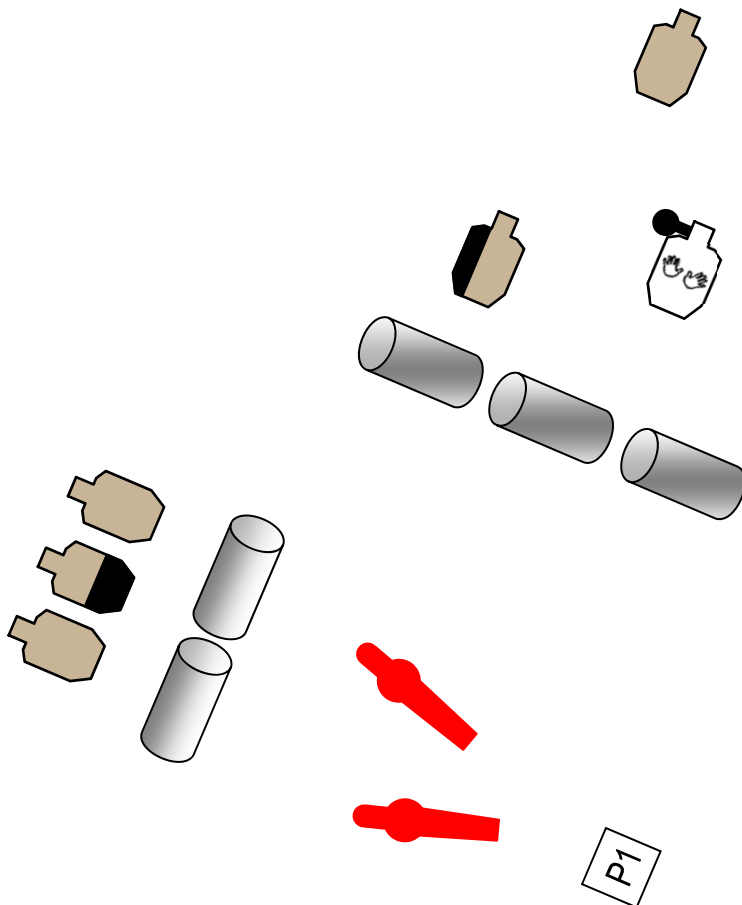
Stage 4: Steel Pen: Cornered Rat

Scenario:	You have attempted to avoid some ganstas' who are robbing the store you happened to be patronizing. Now you are cornered and must defend yourself.
Start Position:	Standing at P1 with both hands holding the swinger cords. Concealed.
Procedure:	<ul style="list-style-type: none">•At the buzzer, pull the cords to start the swingers, kneel and engage all targets with 2 rounds each, any order. Then•Engage all targets with one round to the head, any order.•Scoring: Each target should have 3 hits, at least one in the head.
Scoring/Rounds:	Vickers, 12 Rounds Minimum Only full round bullet holes count as hits on the targets. Holes caused by partial bullets, ricochets, and bullet splatter are misses.



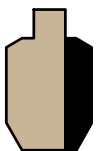
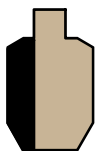
Stage 5: City Limits: The Kidnapping is You

Scenario:	After unwisely venturing into the third world, you are jumped from behind with a blanket. You manage to wrestle away and engage your would-be captors.
Start Position:	<ul style="list-style-type: none"> P1, concealed, hands at sides Blanket over shooter's head with front edge of blanket covering shooter's belt.
Procedure:	<ul style="list-style-type: none"> Remove blanket, knock down both poppers with your hands. Then Draw and engage the paper targets with three rounds each and hit the hostage taker head once. Targets must be engaged in tactical priority (closest first). Once you begin engaging the last three targets, you may not re-engage the first three targets. <p>The barrels are to limit the shooter's approach to the targets, they are not cover.</p>
Scoring/Rounds:	Vickers, 16+ rounds



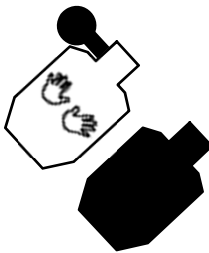
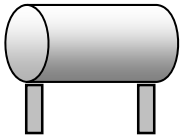
Stage 6: Wall: Preacher Man

Scenario:	A very bad sermon is interrupted by some very bad men. Take cover behind the pulpit and defend your flock.
Start Position:	<ul style="list-style-type: none">• Unloaded gun and all mags on the shelf in the pulpit, slide forward hammer down• Shooter standing with weak palm on top of pulpit, strong arm straight with trigger finger pointing at popper.
Procedure:	<ul style="list-style-type: none">• Engage targets using pulpit as low cover (at least one knee down).• Paper targets get two rounds each, steel must fall.• Mag pouches may not be used.
Scoring/Rounds:	Vickers, 13+ rounds



Stage 7: Gulch: Pronation

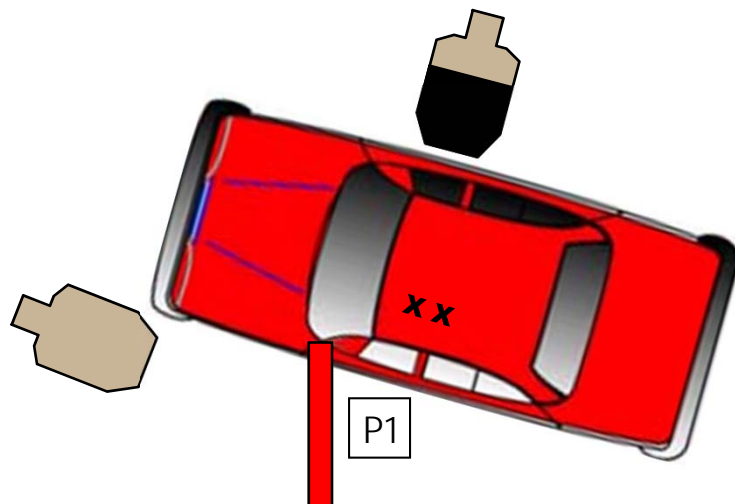
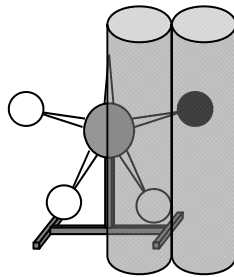
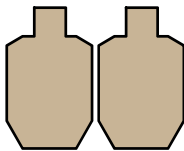
Scenario:	Some camp-jackers get more than they bargained for.
Start Position:	P1 concealed
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•From P1 engage the two close steel threat targets with one round each (torso and hostage taker head). Then•Go prone, shoot T1 -T3 under the barrel with 4 rounds each. Then•Engage the far steel target with one round. <p>•Paint any hits on the non-threat after each shooter.</p> <p>•Hostage taker head may be on either side of the non-threat. Do not move it unless it is stuck part way.</p>
Scoring/Rounds:	Vickers, 15+ rounds



P1

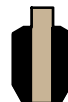
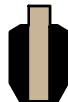
Stage 8: Corral 1: Don't Shoot The Karma

Scenario:	While loading groceries into your sweet ride, you find a well armed street gang that wants your Mitsubishi Eclipse a little too much.
Start Position:	P1, concealed, hands touching X's.
Procedure:	<ul style="list-style-type: none">• From low cover at P1 (at least one knee down), engage paper targets with two rounds each, and clear white targets from the star.• The white plates on the star are targets, the black plate is not a target. There is no penalty or credit for hitting the black plate.• Do not shoot the car for any reason.
Scoring/Rounds:	Vickers, 13+ rounds



Stage 9: Corral 2: Sixgun Truckin'

Scenario:	Somebody really wants your truck full of packages. Normally you'd just give it to them, but they've already started firing at you and you can't get your seat belt unstuck.
Start Position:	<ul style="list-style-type: none">• Seated in truck with seat belt on, snug.• Loaded gun in dashboard slot.• 6 rounds max in gun for each string.• Palms on knees.
Procedure:	<p>String 1: Without removing your seat belt, engage all six targets with only one round each freestyle.</p> <p>String 2: Repeat string 1.</p> <p>String 3: Repeat string 1.</p>
Scoring/Rounds:	Limited Vickers, ONLY 18 rounds



Stage 10: Corral 3: Draw!

Scenario:	Skills Test
Start Position:	P1, Concealed
Procedure:	String 1: Draw and engage T1 with one round only. String 2: Repeat String 1 String 3: Draw and engage T2 with one round only. String 4: Repeat string 3
Scoring/Rounds:	Limited Vickers, ONLY 4 rounds

