

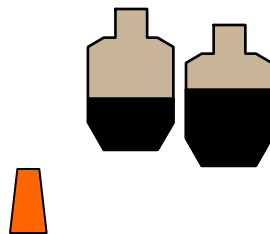
20100424 IDPA Match

Pre Match Safety Meeting Notes

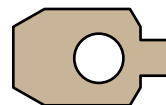
- Pit: The squad waits outside of the bay during firing.
- Barn: There are no muzzle safe points on this stage, we are using a 180 degree rule. The 180 degree line follows the shooter. Be careful when moving down the hall parallel to the 180 degree line.
- City Limits
 - This is a real life bank robbery stage where you have been ordered face down on the ground, and then decide to fight back instead of risking execution.
 - Nobody stand behind the shooter. Get to one side or the other.
 - On the buzzer, you are going to kneel or stand AND THEN draw. Do not draw until you are kneeling up or standing.
 - Be careful with your muzzle. No mercy will be given if you cross the cones with your muzzle – instant DQ.
 - This stage is physically challenging, as it requires the shooter to get up while on the clock. Don't hurt yourself. Take your time getting up if you need to. If you're over 40, give yourself 10 seconds to get up. No heart attacks or strokes.
- Corral 1 & 2: Someone on squad has to pull the rope to activate the swinger immediately at the buzzer. If you are the rope puller, PAY ATTENTION.
- Classifier:** If you are a current IDPA member with a membership card and want to shoot the classifier, it will be held in the Gulch after the main match. No additional match fee if you shot the main match. Regular match fees apply if you're just showing up to shoot the classifier, regular match fees apply. The classifier will probably start about 2:00 PM.

Stage 1: Pit: Parking Lot

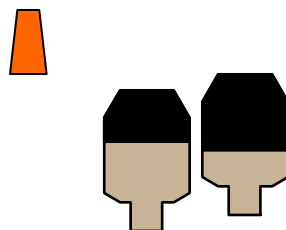
Scenario:	Several miscreants close in on you in parking lot brandishing weapons. As you engage the leader, the others move behind cover but refuse to break off the attack.
Start Position:	•P1 all equipment concealed
Procedure:	•Engage T1 with 3 rounds from retention. Then •Engage the remaining targets with 3 rounds each. Squad wait outside of bay during firing.
Scoring/Rounds:	Vickers, 15 rounds minimum



P1

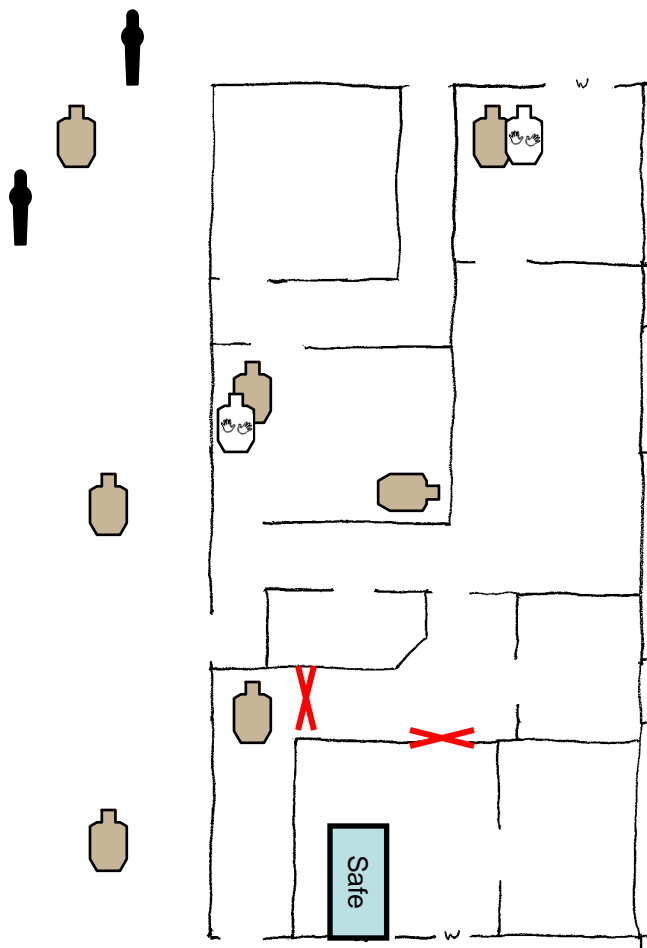


T1



Stage 2: Barn: Garage Gun

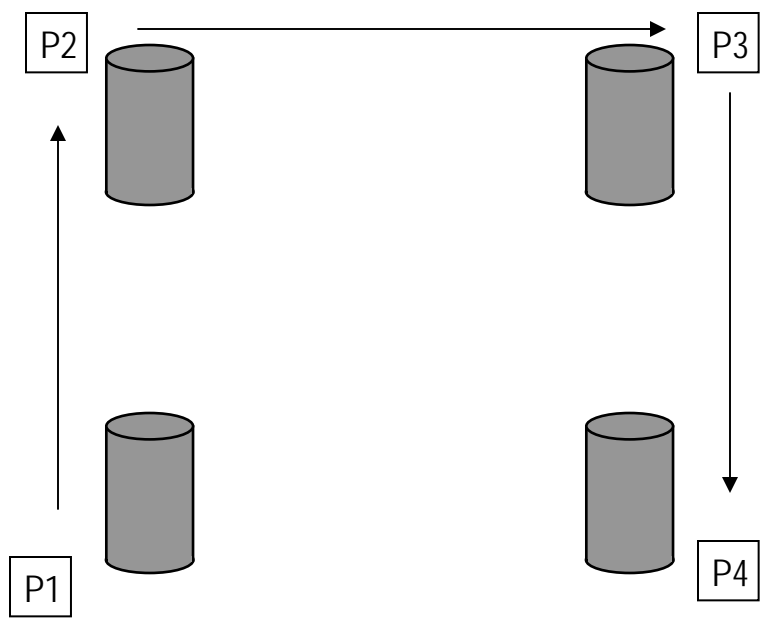
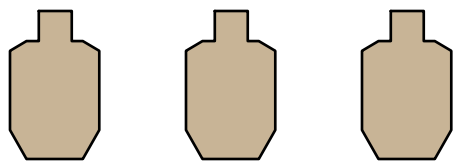
Scenario:	Upon returning home you hear odd sounds. So you arm yourself in the garage and investigate.
Start Position:	<ul style="list-style-type: none">•Loaded gun and all ammo in safe, door closed.•Shooter begins standing outside of building, hands on top of safe.
Procedure:	<ul style="list-style-type: none">•Open safe, store spare magazines, THEN pick up gun.•Engage all targets with two rounds each without crossing the red X's. <p>•There are no muzzle safe cones on this stage. Do not break the 180° line.</p>
Scoring/Rounds:	Vickers, 16 rounds minimum



Squad Wait
Here During
Firing

Stage 3: Backyard: Strong Hand Standards

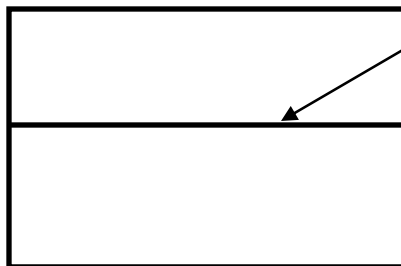
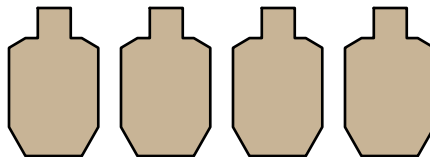
Scenario:	Strong Hand Standards
Start Position:	P1 (or P4, see note below)
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage T1-T3 with two rounds each strong hand only while advancing forward from P1 to P2•Engage T1-T3 with two rounds each strong hand only while moving from P2 to P3•Engage T1-T3 with two rounds each strong hand only while moving from P3 to P4 <p>Notes:</p> <ul style="list-style-type: none">•Shooters can start at P1 and move clockwise as noted above, or can start at P4 and move counter clockwise (P4 to P3 to P2 to P1) if desired.•Reload as necessary using both hands, all shots fired strong hand only.
Scoring/Rounds:	Limited Vickers, 18 Rounds Maximum



Stage 4: Steel Pen: Ennagaddadavida

Scenario:	Skills Test
Start Position:	P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Fire one round to each head over the bar, then one to each head under the bar. <p>Tape any body hits after string 1.</p> <p>String 2:</p> <ul style="list-style-type: none">•Begin holstered, draw, transfer gun to weak hand, and fire one round to each body over the bar weak hand only, then one to each body under the bar weak hand only.
Scoring/Rounds:	Limited Vickers, 16 Rounds Maximum

Targets 5 yards from P1

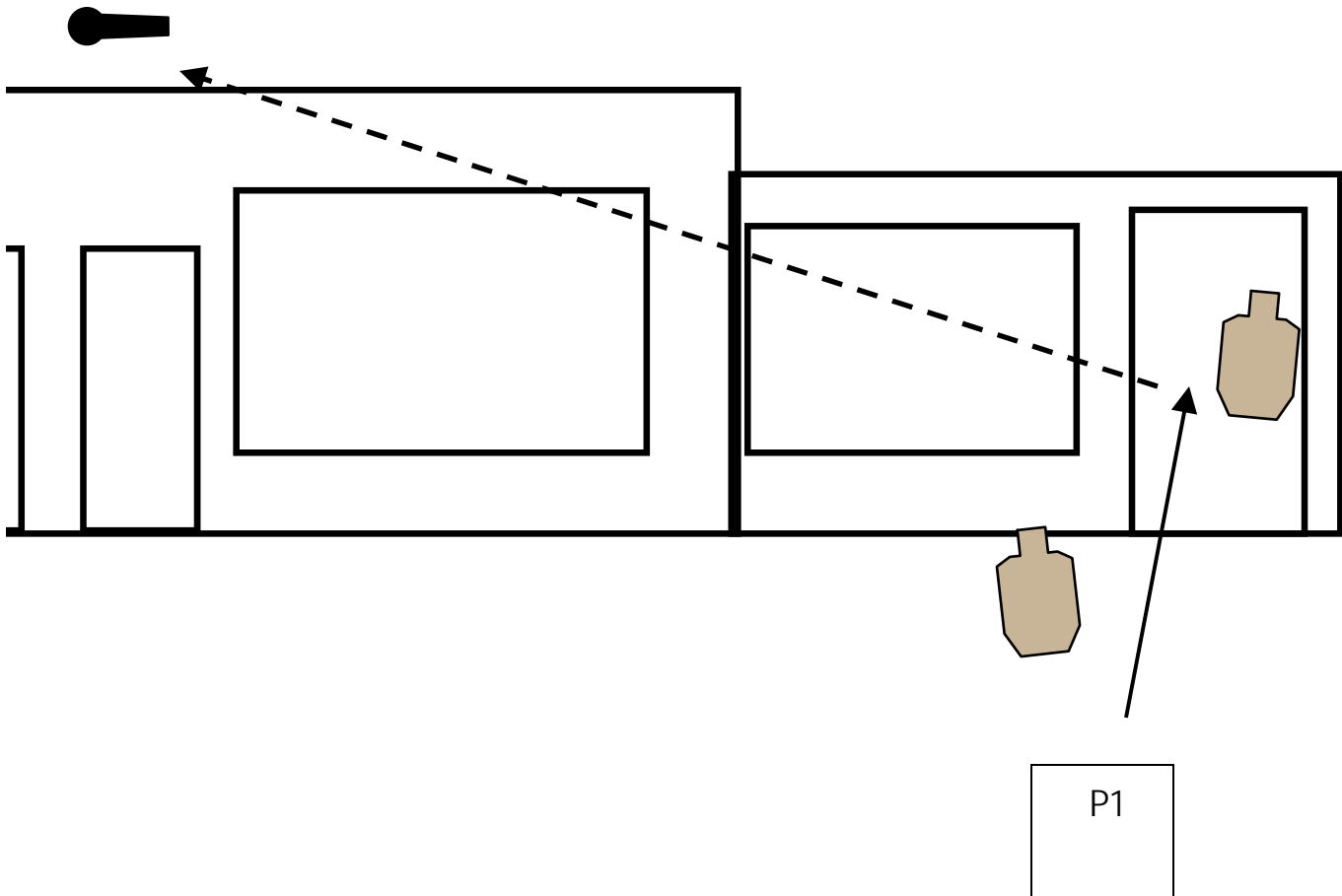


The bar – about 4' high

P1

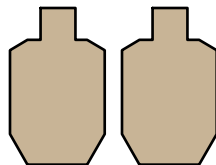
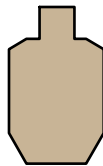
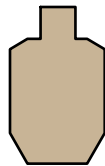
Stage 4: City Limits: Bank Robbery – No Really

Scenario:	Based on an actual robbery. A citizen with a concealed firearm was in a bank when it was robbed. A teller was killed, and everyone was ordered face down on the floor. Fearing execution, the citizen made his move when the robbers turned their backs.
Start Position:	P1, lying on belly on the carpet. Arms out straight over your head.
Procedure:	<ul style="list-style-type: none"> •At the buzzer, kneel or stand BEFORE you draw. •Engage T1 and T2 with 4 rounds each. •Step through the right doorway and engage the “driver” until down. <p>•Safety Notes:</p> <ul style="list-style-type: none"> –Nobody stand behind the shooter. Get to one side or the other. –Shooter be careful with your muzzle while getting up. No mercy will be given if you cross the cones with your muzzle – DQ. –This stage is physically challenging, as it requires the shooter to get up while on the clock. Don't hurt yourself. Take your time getting up if you need to. This means you Blake Huff!
Scoring/Rounds:	Vickers, 9 rounds minimum

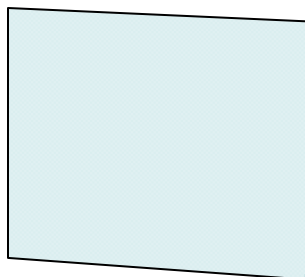
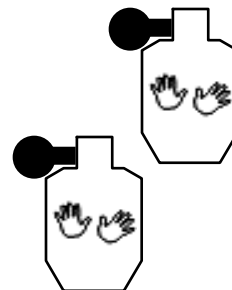


Stage 5: Wall: Mustard Gas

Scenario:	While putting mustard on your hot dog at the Quick-E-Mart, four men enter the store and announce a robbery.
Start Position:	P1 concealed, 6 rounds max in gun to start, holding hot dog and mustard in both hands as if squirting mustard on dog.
Procedure:	<ul style="list-style-type: none">•Engage the paper targets with 3 rounds each while backing up. If you shoot empty, you may reload behind cover and finish shooting the paper targets from behind cover. Then•From P2 engage the hostage taker heads with one round each. <ul style="list-style-type: none">•Inspect non-threats and paint any hits between shooters.
Scoring/Rounds:	Vickers, 14 rounds minimum



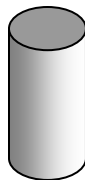
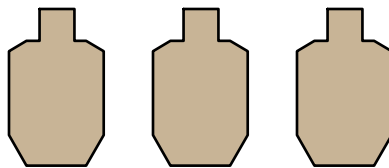
P1



P2

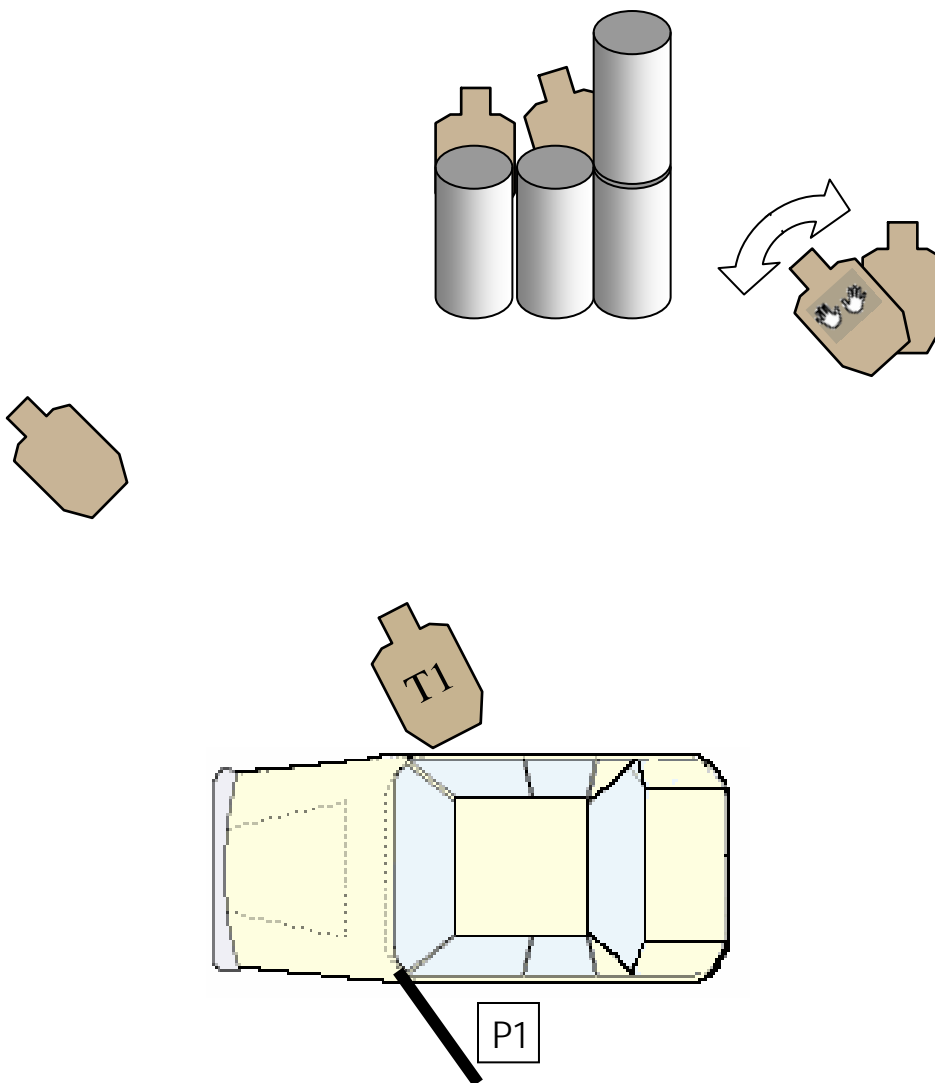
Stage X: Gulch: IDPA Classifier – After main match

Scenario:	
Start Position:	
Procedure:	
Scoring/Rounds:	



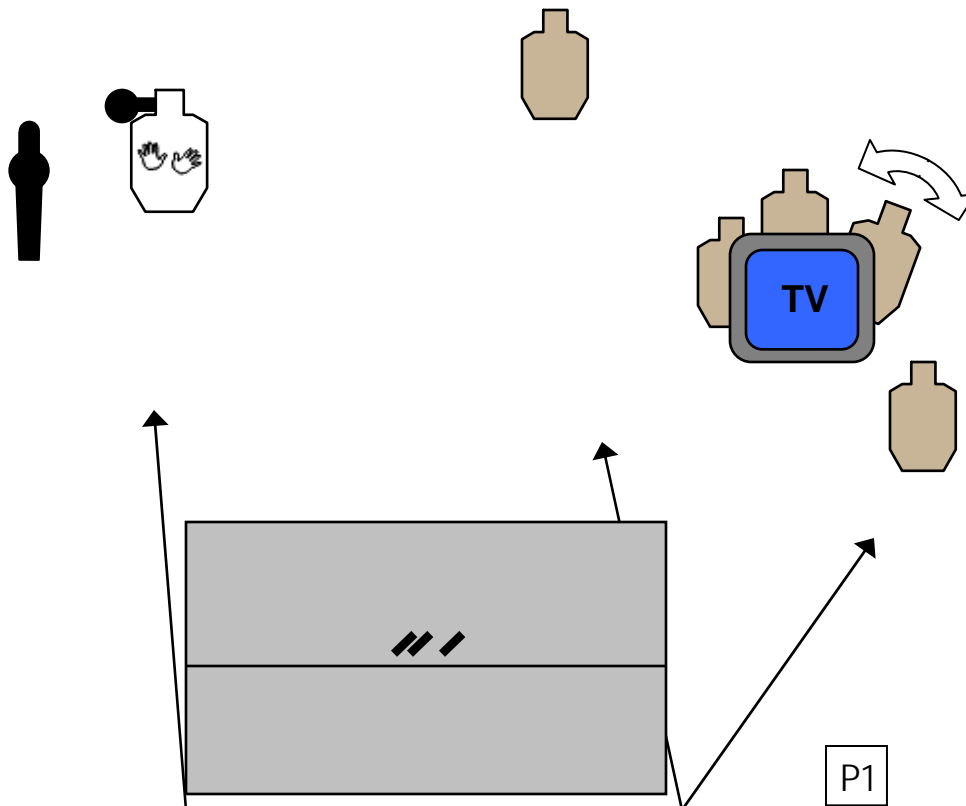
Stage 7: Corral 1: Terror Wrists

Scenario:	You have bailed out of your car to seek cover as terrorists surround you.
Start Position:	On both knees at P1 with strong hand on your holstered gun.
Procedure:	<ul style="list-style-type: none">•Engage all targets from cover behind the car, three rounds each. Engage T1 first, then the remaining targets in any order. Range Crew: Pull the rope to activate the swinging non-threat at the buzzer.
Scoring/Rounds:	Vickers, 15 rounds minimum



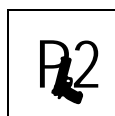
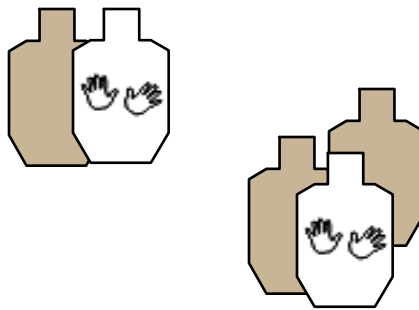
Stage 8: Corral 2: Dry Fire

Scenario:	You are dry firing into your TV when thugs enter your home. Retrieve your live ammo from the next room and defend your home.
Start Position:	Standing at P1 aiming unloaded gun at TV, empty mag inserted, slide forward hammer down. Full magazines at center of wall on the cross bar.
Procedure:	<ul style="list-style-type: none"> •Load your gun, engage the targets using tactical priority (slice the pie). •Steel must be engaged from the left side of cover, paper targets from right side of cover. •Poppers must be knocked down for center fire shooters, paper targets get two rounds each. <p>Range Crew:</p> <ul style="list-style-type: none"> •Pull the rope to activate the swinging target at the buzzer. •Inspect non-threat and paint any hits between shooters.
Scoring/Rounds:	Vickers, 12 Rounds Minimum



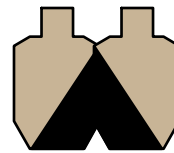
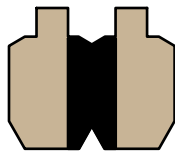
Stage 9: Corral 3: Air Marshal Down

Scenario:	You see an air marshal yelling and fighting with three hijackers. You go to his aid and his gun is lands on the floor as he is knocked unconscious. Finish off the hijackers.
Start Position:	Under the direction of the SO, after the targets are scored and taped and the squad is behind the chair, the shooter that just finished will load his gun with 6 rounds only (round chambered, safety engaged on single action guns) and leave it on the carpet, muzzle towards targets. The shooter starts seated at P1.
Procedure:	<ul style="list-style-type: none"> •Recover the marshal's unfamiliar handgun at P2. •From P2 engage the hijackers with 2 shots each. <p>Everybody shoots the gun belonging to the shooter before them. The SO should shuffle the score sheets. The bottom score sheet gun goes on the carpet to start the squad.</p> <p>Malfunctions: If the gun malfunctions, the shooter gets a re-shoot, same gun.</p>
Scoring/Rounds:	Limited Vickers, 6 Rounds Maximum



Stage 10: Back 40: Two Ways to Fly

Scenario:	Skills Test
Start Position:	String 1: Unloaded gun on table, mags on belt, shooter seated with palms on knees. String 2: Hot and holstered standing at P2.
Procedure:	String 1: <ul style="list-style-type: none">•While seated, engage each target with only two rounds to the body and only one to the head. String 2: <ul style="list-style-type: none">•From P2, engage each target with only two rounds to the body and only one to the head.
Scoring/Rounds:	Limited Vickers, 24 Rounds Maximum



P2

