

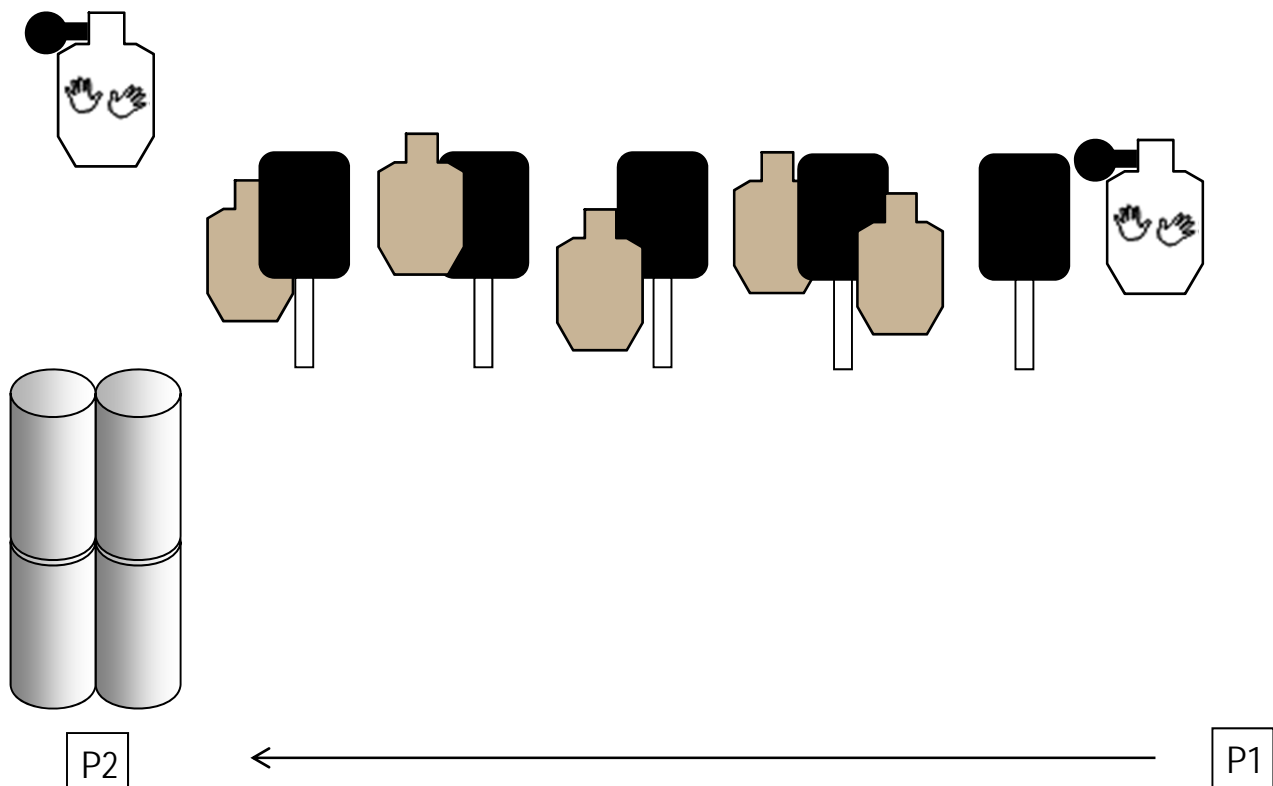
# 20110326 IDPA Classifier Match + Scenario Match

## Pre Match Meeting Notes

- We are going to shoot two mini-matches. They will be scored separately. Everyone should have two score sheets; a classifier and a normal score sheet.
- The classifier is one match. It is set up twice, once on the upper range (steel pen, city limits, wall), and once on the lower range (Gulch, Corral 1, Corral 2). Classifier scores go on your classifier score sheet.
- We are calling the second match the "Scenario Match" has four stages, with strange numbering. Stage 1 is in Corral 3, stage 2 is in the Pit, stage 3 is in the Barn, and stage 4 is in the Backyard. These scores go on the normal score sheet under stages 1, 2, 3, 4.
- The squad rotation is going to be different than normal. We're going to use the "find an open bay" rotation. When you're done with a stage, move to the next stage. If there is a squad already there, then find an open bay elsewhere. **Keep your squad together.** Make sure you shoot all 3 classifier stages, and all 4 stages in the "Scenario Match."
- If you want to shoot the classifier match multiple times, or in a different division, complete the entire classifier match plus the 4 stage "Scenario Match" first, then go back and shoot the classifier again.
- Discuss scoring of classifier targets:
  - Count the hits on the target, hopefully there are 10 hits.
  - If you have less than 10 holes, then you have some misses. Multiply the misses x 5, then add up points down for remaining shots.
  - Example: Only 8 holes so 2 misses x 5 is 10 points down, then add up remaining points down on target. Bring a sample target, score it as a crowd.
  - Classifier stage 1 has 3 required head shots on each target. Any low head shots are misses, and should be noted or taped by the SO.
- Discuss taping: "Preserve the Perf"

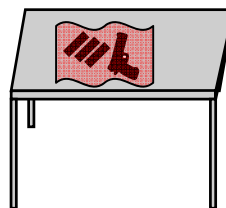
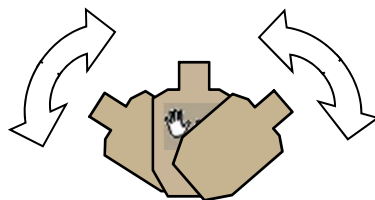
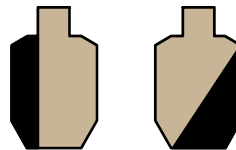
## Scenario Match Stage 1: Corral 3: Shoot, Move, Shoot

Scenario:	Some real dirtbags (actual sacks of dirt) attack you in a parking lot. A couple take hostages, and several others scatter among the cars and fire at you.
Start Position:	P1, concealed
Procedure:	<ul style="list-style-type: none"> <li>From P1 hit the first hostage taker head once.</li> <li>While moving from P1 to P2, engage the paper targets with two rounds each. If you run out of ammo, move to cover at P2, reload, and engage the remaining targets from P2.</li> <li>From P2 hit the second hostage taker head once.</li> </ul> <p>Notes:</p> <ul style="list-style-type: none"> <li>Hostage taker heads may be on either side of the hostage. Do not go down range to move heads unless they are stopped part way.</li> <li>Paint any hits on the hostages after each shooter.</li> <li>Only full diameter bullet holes count on the paper targets. Nicks, frags, and tears do not score.</li> <li>Please walk around the low berm to tape the targets, walking over it wears it down.</li> </ul>
Scoring/Rounds:	Vickers, 12+ rounds



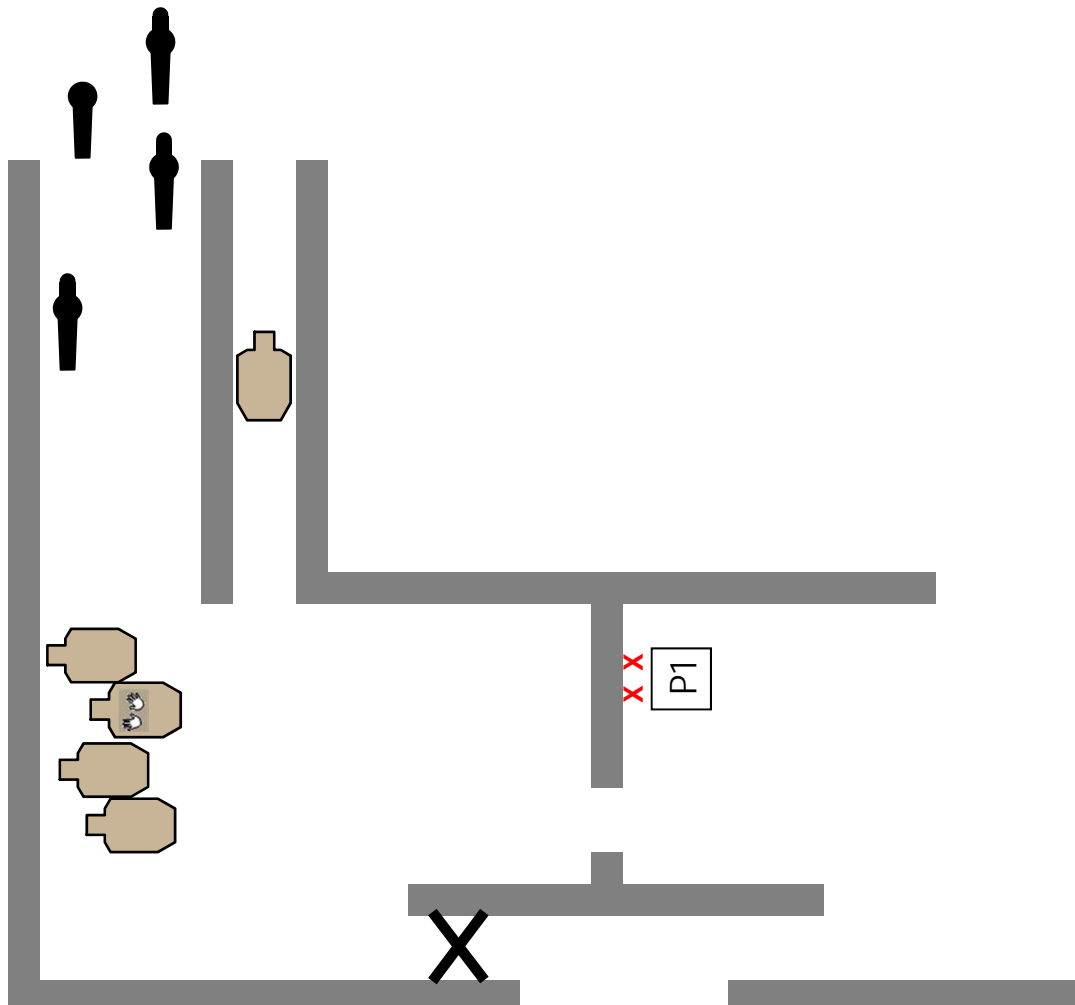
## Scenario Match Stage 2: Pit: Snoozing

Scenario:	While napping at your prison job, the inmates begin to run the place. Retrieve your loaded pistol from the break room table and stop the armed prisoners.
Start Position:	Unloaded gun on table, slide forward hammer down. Paper covering gun and mags. Shooter seated, reclining in chair, arms folded on chest, legs straight and crossed, eyes closed.
Procedure:	<ul style="list-style-type: none"><li>• Load your weapon and engage targets with two rounds each.</li><li>• Range crew: Pull both swinger ropes the instant the shooter touches the paper (NOT at the buzzer).</li></ul>
Scoring/Rounds:	Vickers, 10+ rounds



## Scenario Match Stage 3: Barn: What The?

Scenario:	You don't know what the hell is going on, so you look before you shoot.
Start Position:	P1, concealed, hands touching X's
Procedure:	<ul style="list-style-type: none"><li>Engage paper targets with 3 rounds each, knock down steel targets.</li></ul> <p>Setup Note: As the squad finishes taping, the next shooter should stand at P1 out of view of the targets. The scorekeeper or SO should move the "hands necklace" to a different target, so that the shooter doesn't know which of the first four targets is the non-threat.</p>
Scoring/Rounds:	Vickers, 16+ rounds

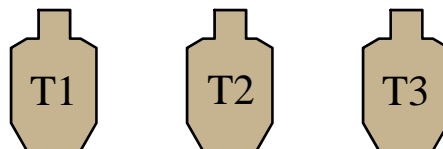


## Scenario Match Stage 4: Backyard: IDPA Equipment Check

Scenario:	
Start Position:	
Procedure:	<p>This will be a quick equipment check consisting of:</p> <p>Lined up as a squad:</p> <ul style="list-style-type: none"><li>• Holsters &amp; holster placement</li><li>• Magazine pouches &amp; placement</li><li>• Concealment garment coverage</li></ul> <p>Individually:</p> <ul style="list-style-type: none"><li>• Gun: check for legal modifications, safeties operational, box check</li><li>• Ammunition power<ul style="list-style-type: none"><li>• Three rounds will be chronographed through your gun.</li><li>• Someone else will be doing the firing.</li><li>• A fourth round will be labeled and saved, later it will be pulled and the bullet weighed.</li><li>• This is a good chance to confirm that your regular match ammo makes the power floor for your division.</li></ul></li></ul>
Scoring/Rounds:	4+ rounds

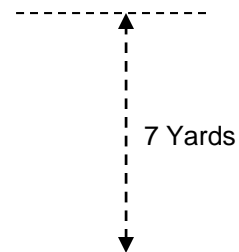
## Classifier Stage 1: Steel Pen

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p><b>STRING 1</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p><b>STRING 2</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p><b>STRING 3</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p><b>STRING 4</b> (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p><b>STRING 5</b> (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p><b>STRING 6</b> (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p><b>STRING 7</b> (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 9 rounds</li> <li>•Mag 2: 12 rounds</li> <li>•Mag 3: 9 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

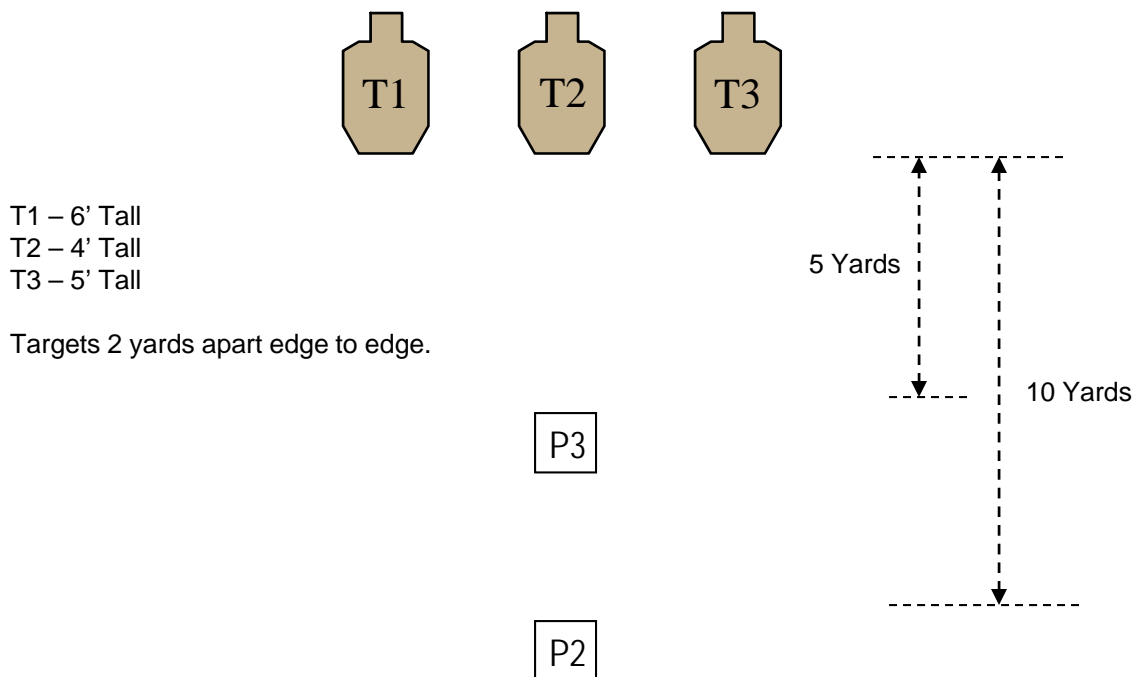
Targets 2 yards apart edge to edge.



P1

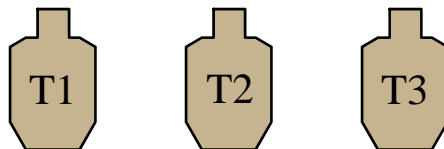
## Classifier Stage 2: City Limits

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</p> <p><b>STRING 2</b> (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).</p> <p><b>STRING 3</b> (12 shots) Begin at P2. (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.</p> <p><b>STRING 4</b> (6 shots) Begin at P2. Draw and fire 2 shots at each T1 - T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:          •Mag 1: 12 rounds          •Mag 2: 6 rounds          •Mag 3: 12 rounds</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



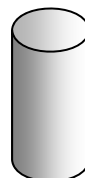
## Classifier Stage 3: The Wall

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and fire 2 shots at each T1 - T3 from the opposite side of barricade.</p> <p><b>STRING 2</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and advance to P5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.</p> <p><b>STRING 3</b> (6 shots) Begin at P5. Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 - gallon barrel.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

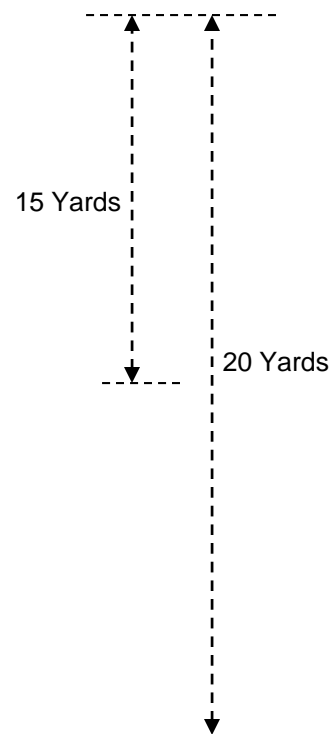
Targets 2 yards apart edge to edge.



P5

Barricade

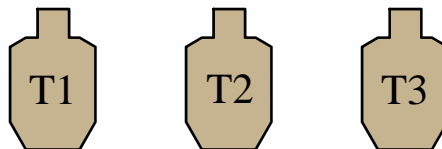
P4





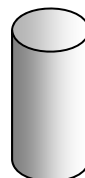
## Classifier Stage 3: Gulch

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and fire 2 shots at each T1 - T3 from the opposite side of barricade.</p> <p><b>STRING 2</b> (12 shots) Begin at P4. Draw and fire 2 shots at each T1 - T3 from either side of the barricade, tactical reload or reload with retention and advance to P5, fire 2 shots at each T1 - T3 from around either side of 55-gallon barrel.</p> <p><b>STRING 3</b> (6 shots) Begin at P5. Draw, kneel, and fire 2 shots at each T1 - T3 from around either side of 55 - gallon barrel.</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

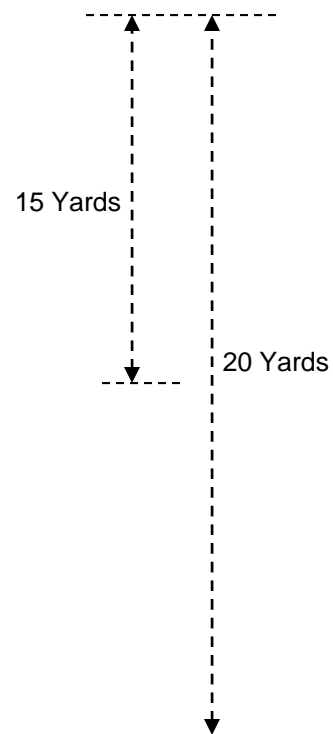
Targets 2 yards apart edge to edge.



P5

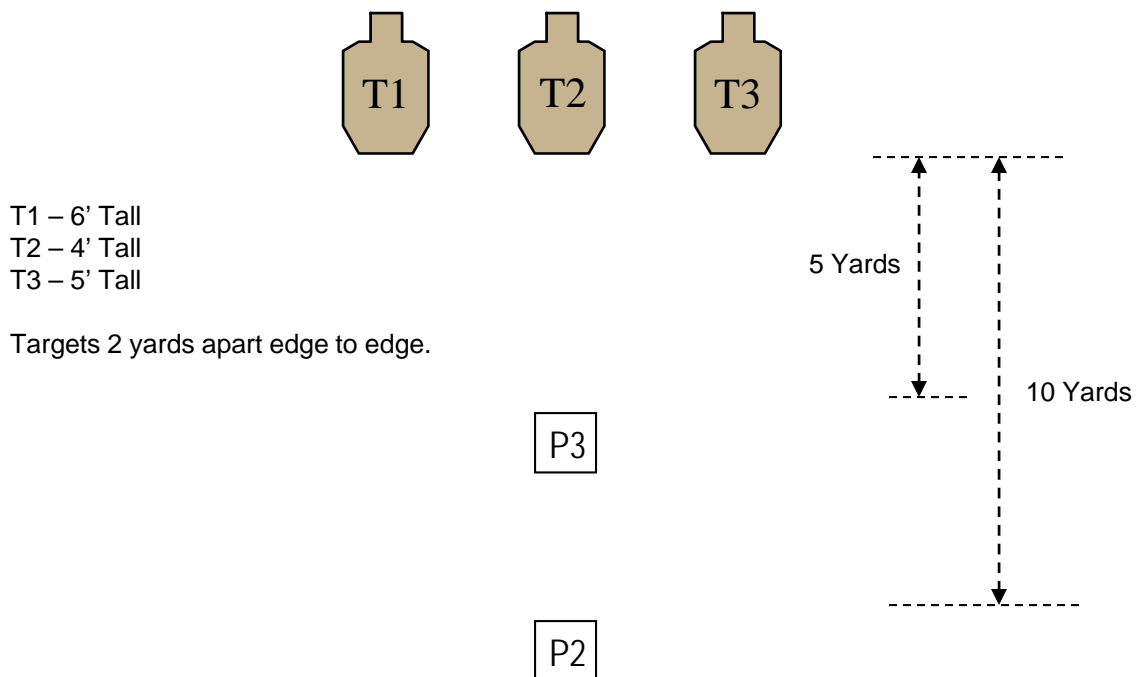
Barricade

P4



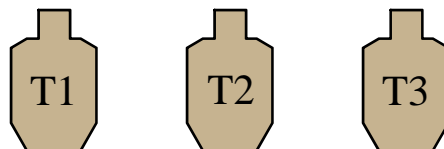
## Classifier Stage 2: Corral 1

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</p> <p><b>STRING 2</b> (6 shots) Begin at P3. Draw and retreat from targets, fire 2 shots at each T1 - T3 while retreating (all shots must be fired while moving).</p> <p><b>STRING 3</b> (12 shots) Begin at P2. (Load 6 rounds MAX. in pistol) Start back to targets, turn and fire 2 shots at each T1 - T3, reload from slide lock and fire 2 shots at each T1 - T3.</p> <p><b>STRING 4</b> (6 shots) Begin at P2. Draw and fire 2 shots at each T1 - T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:            •Mag 1: 12 rounds            •Mag 2: 6 rounds            •Mag 3: 12 rounds</p>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



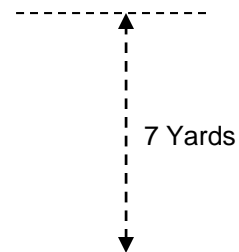
## Classifier Stage 1: Corral 2

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p><b>STRING 1</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p><b>STRING 2</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p><b>STRING 3</b> (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p><b>STRING 4</b> (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p><b>STRING 5</b> (3 shots) Start with gun in WEAK hand pointed down range at a 45° angle, safety may be off, but finger must be out of trigger guard, fire one (1) shot at each T1-T3. WEAK HAND ONLY</p> <p><b>STRING 6</b> (6 shots) (Load 3 rounds MAX. in pistol) Start back to targets, turn and fire one (1) shot at each, T1-T3, reload from slide lock and fire one (1) shot at each T1-T3.</p> <p><b>STRING 7</b> (6 shots) Draw and fire two (2) shots at each T1-T3 STRONG HAND ONLY.</p> <p>Note: If possible, shooters should load magazines as follows:</p> <ul style="list-style-type: none"> <li>•Mag 1: 9 rounds</li> <li>•Mag 2: 12 rounds</li> <li>•Mag 3: 9 rounds</li> </ul>
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



T1 – 6' Tall  
T2 – 4' Tall  
T3 – 5' Tall

Targets 2 yards apart edge to edge.



P1