

Note: This match will take place after the 2015 rule book takes effect. We've been notified that our stage COF's may need to change in accordance with the new stage design rules.

2015 Utah State IDPA Championship –

Registration for the May 23, 2015 Utah State IDPA Championship opens on February 1st. Register at <https://clubs.practiscore.com/2015-ut-idpa-championship/register> - 100 shooters plus staff. There will be 12 defensive stages with a minimum round count of 129.

We need more SOs (free)! Match fee is \$75 and includes a match T-shirt. Bring your own lunch. This will be a Tier III match. All payments and squadding will be done through Practiscore.com. It's gonna be fun!

Shooters will need to be at The Range no later than 8:45 a.m. or you will not be able to participate. We will start shooting at 9:00 a.m. You will need to be at your shooting location prior to that time. There will be no pre-match briefing. You simply start shooting your stage. Stage locations and a range map will be emailed out a few days before the match.

Directions to the range are here: <http://udpl.net/FARM/farm.html>

Match hotel for the Utah State IDPA Championship
Best Western Plus TIMPANOGOS INN

Rate is \$75.00 per night + TAX

Two Queen or King Bed, Free hot breakfast

Free high speed wireless internet, hot tub, pool

Tell them you want to book under the Utah State IDPA Championship with
UDPL

Contact: Seth Holweg Front Desk Manager

195 S 850 E Lehi, Utah, 84043

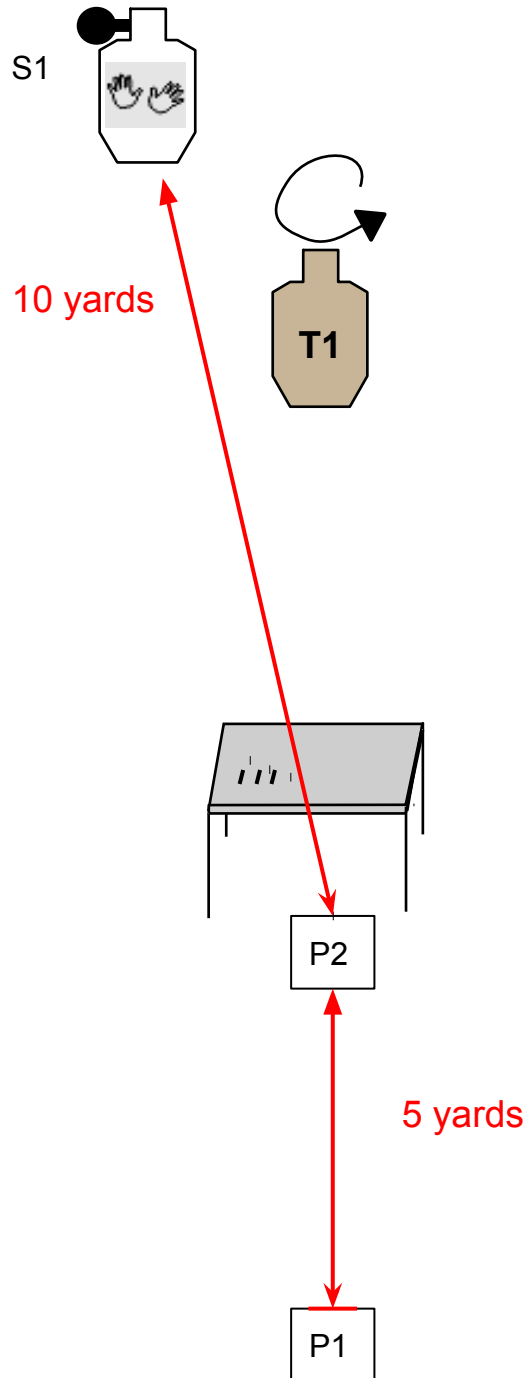
Phone: 801/768-1400

Toll Free Reservations: 866-444-1218

Email: info@timpinn.com

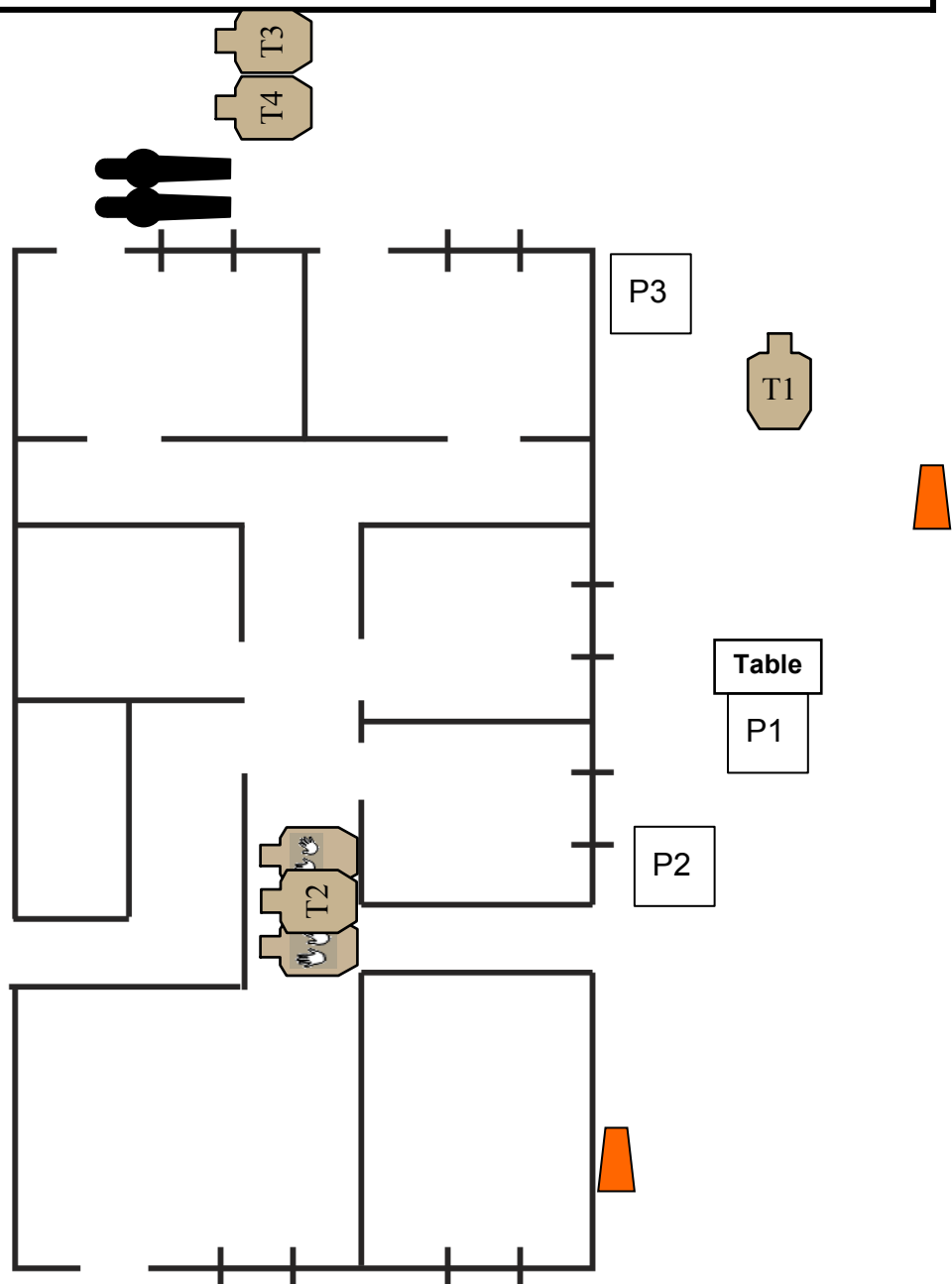
Stage 1: Pit: Reload Reminder

Scenario:	The antique dealer you met online turns out to be more interested in killing you and your spouse, As you deal with the first bad guy, you are reminded that you forgot to reload after today's practice session.
Start Position:	Standing at P1 with activator rope in strong hand. Exactly 3 rounds in gun. All spare ammunition staged on the table. Concealment required
Procedure:	<ul style="list-style-type: none">• Pull rope with strong hand until the drop turner (T1) has activated, then draw and engage T1 with 3 rounds while advancing to P2.• At P2 reload and engage S1.
Scoring/Rounds:	Vickers, 4+ rounds.



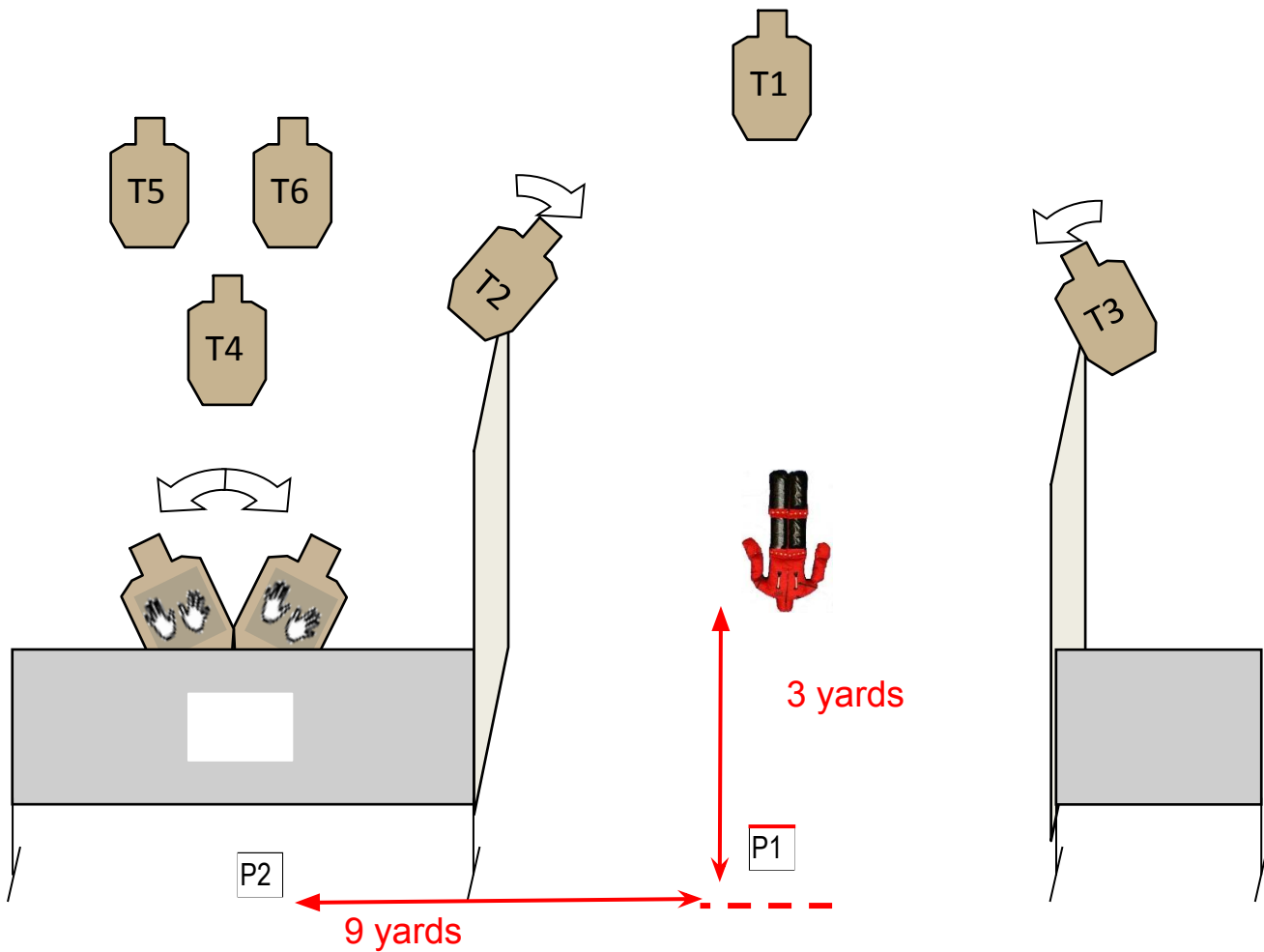
Stage 2: Barn: Rotator Cuff Surgery

Scenario:	Recent surgery? Already married? Who cares? There's no time like the present to meet a new internet lover. But this is a trap, and you end up fighting your way out, unsatisfied and upset enough to give a 1 star review.
Start Position:	Gun loaded with exactly 6 rounds. Standing at P1, sling on weak arm during entire COF. Concealment not required.
Procedure:	<ul style="list-style-type: none">•Engage T1 with 6 rounds while retreating. Then•While using cover, engage T2 with two rounds from P2. Then•While using cover, engage T3 and T4 with two rounds each and knock down both poppers from P3.•All firing must be strong hand only. Both hands may be used to reload.•Do not enter the barn.•Only shooter, score keeper, and SO inside bay during firing.
Scoring/Rounds:	Vickers, 14+ rounds



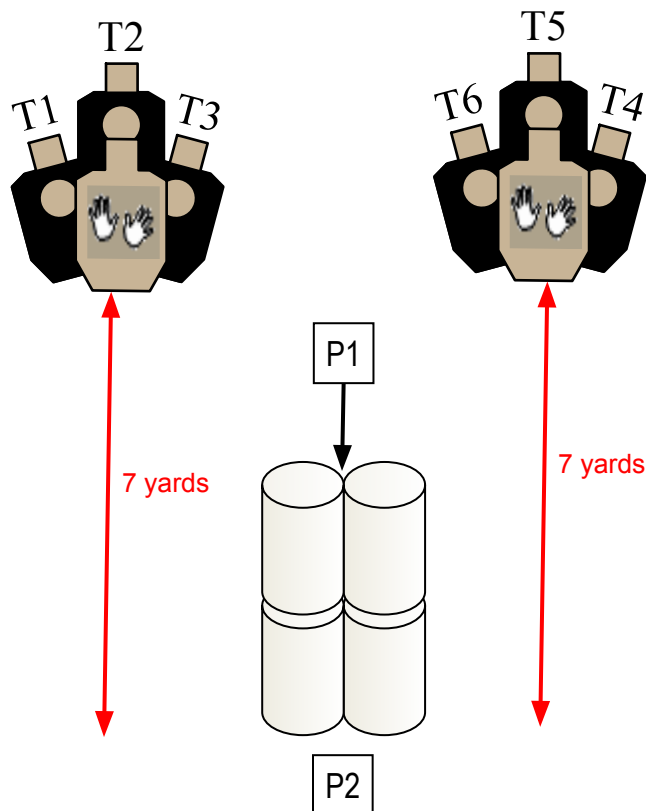
Stage 3: Back Yard : Provo Couch Crooks

Scenario:	You and your roommate find a great deal on a slightly used couch on Craigslist.com. While you are getting the ropes out of the truck, the previous owners decide they want the couch and the money. Rescue your injured friend and fight your way to safety.
Start Position:	Hands at side starting at P1 Concealment required.
Procedure:	<ul style="list-style-type: none"> Engage T1 with 2 rounds while advancing to the dummy. Grab drag dummy and pull it to the rear. While pulling dummy backwards activate and engage T2-T3 with 2 rounds each. Dummy must be pulled to the red fault line to activate swinger at P2. At P2 engage T4-6 with 2 rounds each.
Scoring/Rounds:	Vickers, 12+ rounds.



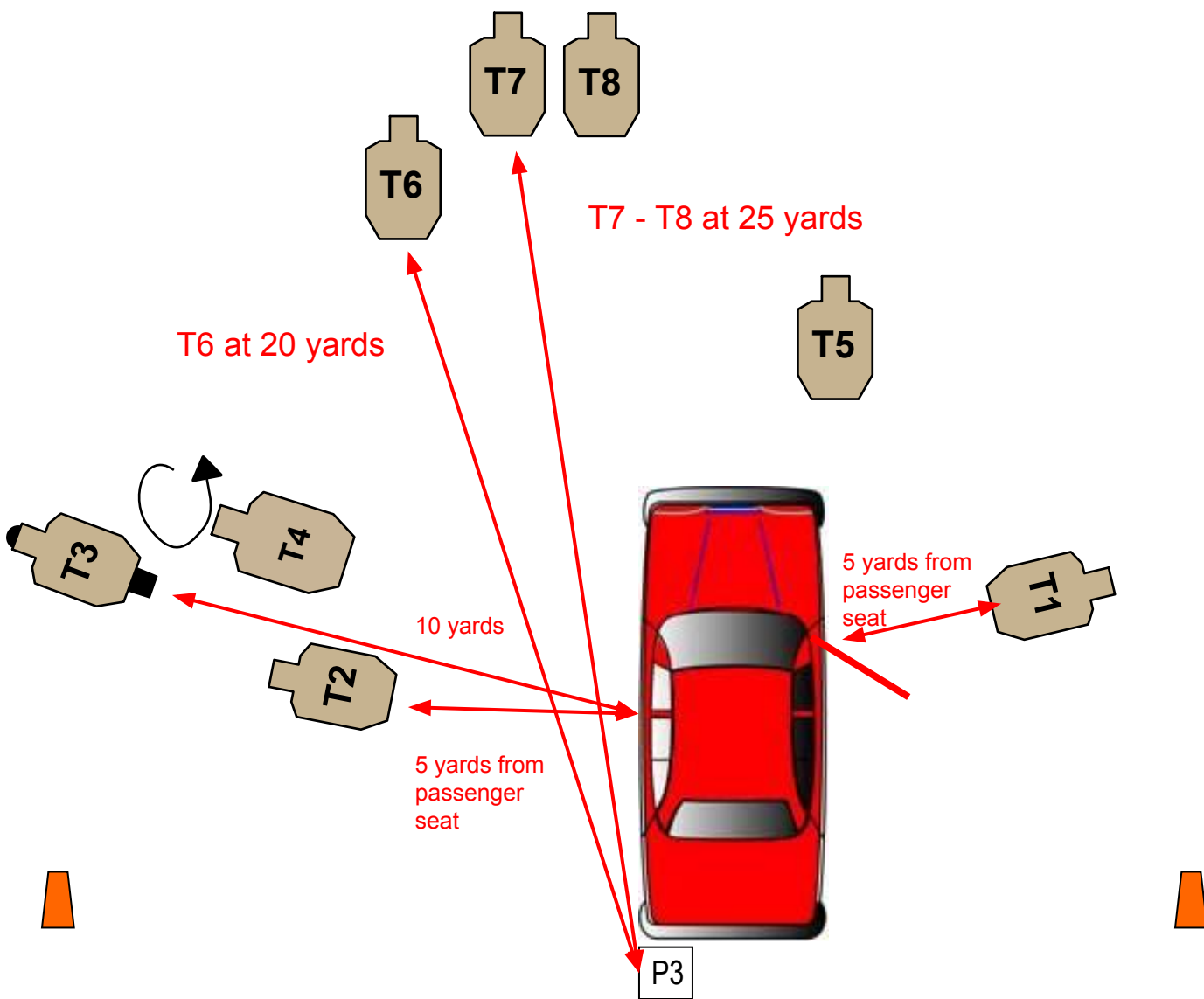
Stage 4: Steel Pen:Trekkie Fan Dance

Scenario:	Figuring that nerds had more money than guns, a group of tech savvy thugs plan a local Star Trek Convention using Facebook. Upon arriving, you realize the convention is nothing more than their attempt to rob you of your prized Captain Kirk signed photo. When they discover you have an antique projectile weapon, they foolishly attempt to hide behind your fellow trekkies. For the first time in history, you have a chance to save the red shirts.
Start Position:	Standing at P1 with back to barrels. Concealment required.
Procedure:	<ul style="list-style-type: none">• At the sound of the buzzer, move to cover at P2, draw and fire at T1-T6 with 2 shots to the body and 1 shot to each head, in tactical priority (slicing the pie).• Shots fired to T1-3 MUST be fired from the LEFT side of the barrels with RIGHT hand.• Shots fired at T4-6 MUST be fired from the RIGHT side of the barrels with the LEFT hand.
Scoring/Rounds:	Vickers, 18+ rounds



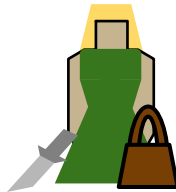
Stage 5: City Limits/E: Fender Bender...Bang

Scenario:	On the way to a neutral location to sell your silver coins to craigslist buyer HEYSUCKA254, you are bumped from behind . Oh no. it's not an accident, it's a robbery.
Start Position:	Sitting in passenger seat, muzzle pointed at dot on dash and feet inside the car, concealed.
Procedure:	<ul style="list-style-type: none"> •Engage T1-T4 with two rounds each in tactical priority from the passenger seat. The drop turner may only be engaged from the passenger seat while active. •Exit the car and engage T5 with two rounds using the car door as cover. •Go prone at P3 and engage T6-T8 with two rounds each. Using the rear tire as cover. <p>Reloads may be performed while behind cover in the passenger seat, behind the car door, or at P3.</p> <p>This stage uses muzzle safe points that are wider than 180°.</p> <p>Any round that impacts the car is a DQ.</p>
Scoring/Rounds:	Vickers, 16+ Rounds



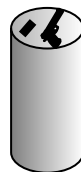
Stage 6: Wall (left) : La-La-La-Lola

Scenario:	It's been a glorious 2 weeks chatting with Lola online. "Yes, I'll meet and teach you how to shoot", you message her cheerfully. As HE(\$%#!) says "Hi, I'm Lola, I like warm hugs and blood baths." and pulls a large knife from HIS purse, you decide this isn't going to work out.
Start Position:	Facing up range at P1 with unloaded gun and all ammo on the barrel at P2. No concealment required.
Procedure:	<ul style="list-style-type: none">Recover gun at P2, load, and engage T1 with 4 rounds from low cover (at least one knee on the ground).
Scoring/Rounds:	Vickers, 4+ rounds.



T1 is to be set so a hit on the NT is likely if shot over the top of the barrel. However, either side of the barrel should allow the shooter to avoid the NT

10 Yards



P2

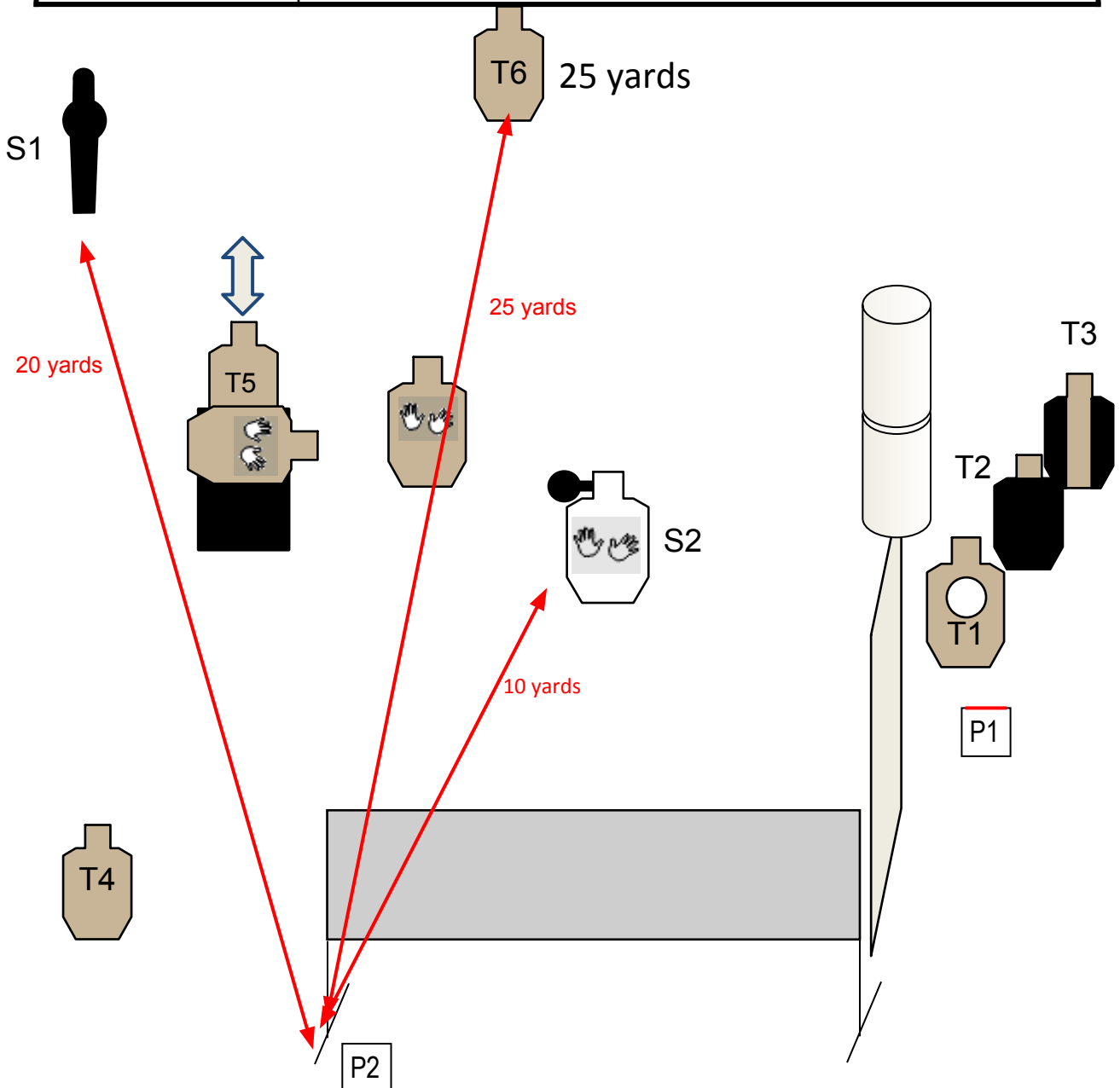
3 Yards



P1

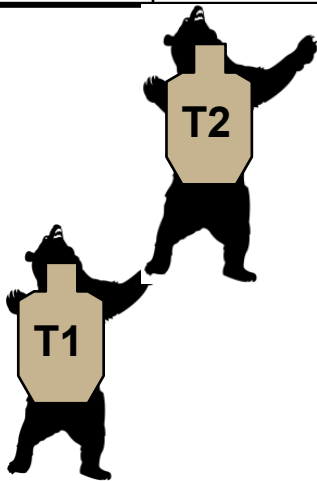
Stage 7: The Wall (right): Family Feud

Scenario:	After your spouse leaves their browser open, you find out they are meeting someone at the local bar. Deciding to confront them, you arrive at the bar early only to be assaulted by your spouse's crazy redneck family. Escape with your life.
Start Position:	Hands at side starting at P1 Concealment required.
Procedure:	<ul style="list-style-type: none"> Starting at P1 Engage T1-T3 with two rounds each while retreating to P2. Targets may be reengaged from cover. Engage T4 from cover. From P2 engage S1 and S2 until down, and T5 -T6 with 2 rounds each.
Scoring/Rounds:	Vickers, 14+ rounds.

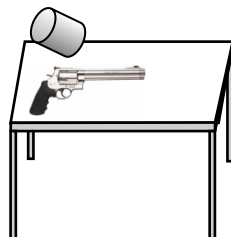


Stage 8: Gulch (rear): Bear Meeting

Scenario:	The internet buyer for your 500 S&W Magnum is late to the meeting, so you wander around until BEARS force you to use both guns.
Start Position:	Standing at P1, concealed, loaded with 6 rounds only and no spare ammunition. Pickup gun (revolver) loaded with 2 rounds on table.
Procedure:	<ul style="list-style-type: none">•Engage T1 and T2 with 3 rounds each while backing up.•Set your gun down in the bucket.•Pick up the revolver and engage T3 with one round. You may fire the second round from the revolver at any of the bears if you wish. <p>Short stroking the revolver trigger is not considered a malfunction. If this happens the shooter should repeatedly pull the trigger until the round fires.</p>
Scoring/Rounds:	Vickers, 7+ rounds.

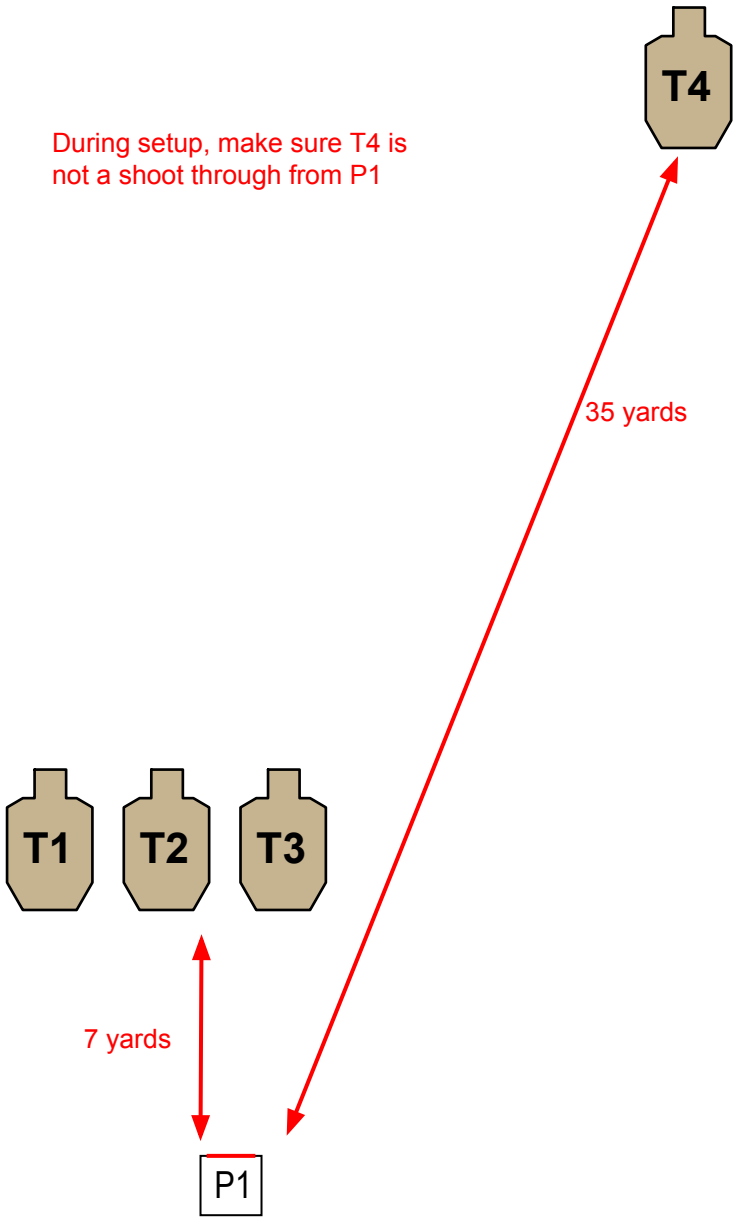


P1 and P2 are less than 10 yards apart
All targets are within 25 yards of the firing positions
Bear images are just regular IDPA targets.



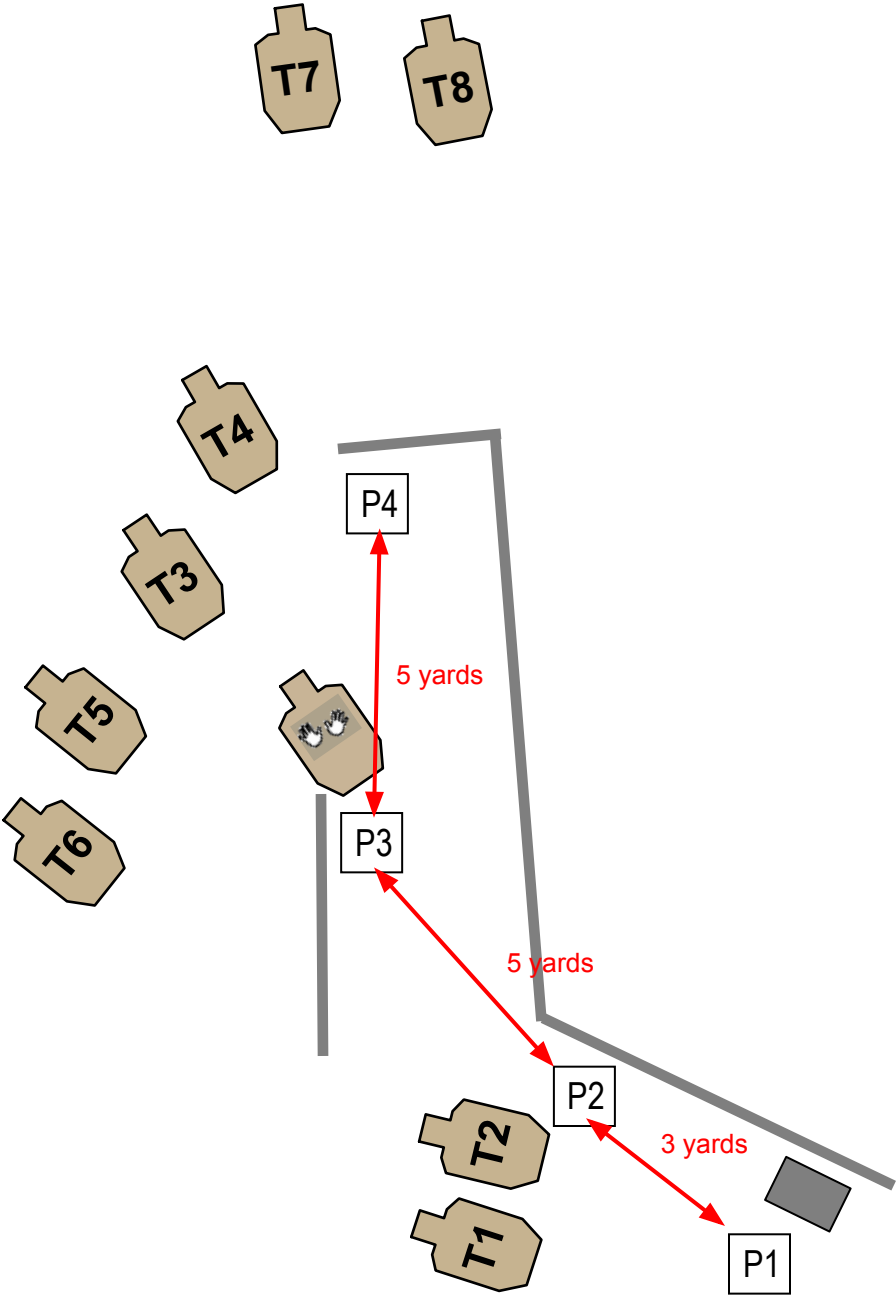
Stage 9: Gulch (front): President Bill II

Scenario:	Standards stage.
Start Position:	Back to T2, concealed.
Procedure:	<ul style="list-style-type: none">•Engage T1-T3 with 1 rounds each strong hand only•Engage T1-T3 with 1 rounds each weak hand only•Perform a loaded chamber reload and engage T4 with 3 rounds freestyle.
Scoring/Rounds:	Limited Vickers, 9 rounds



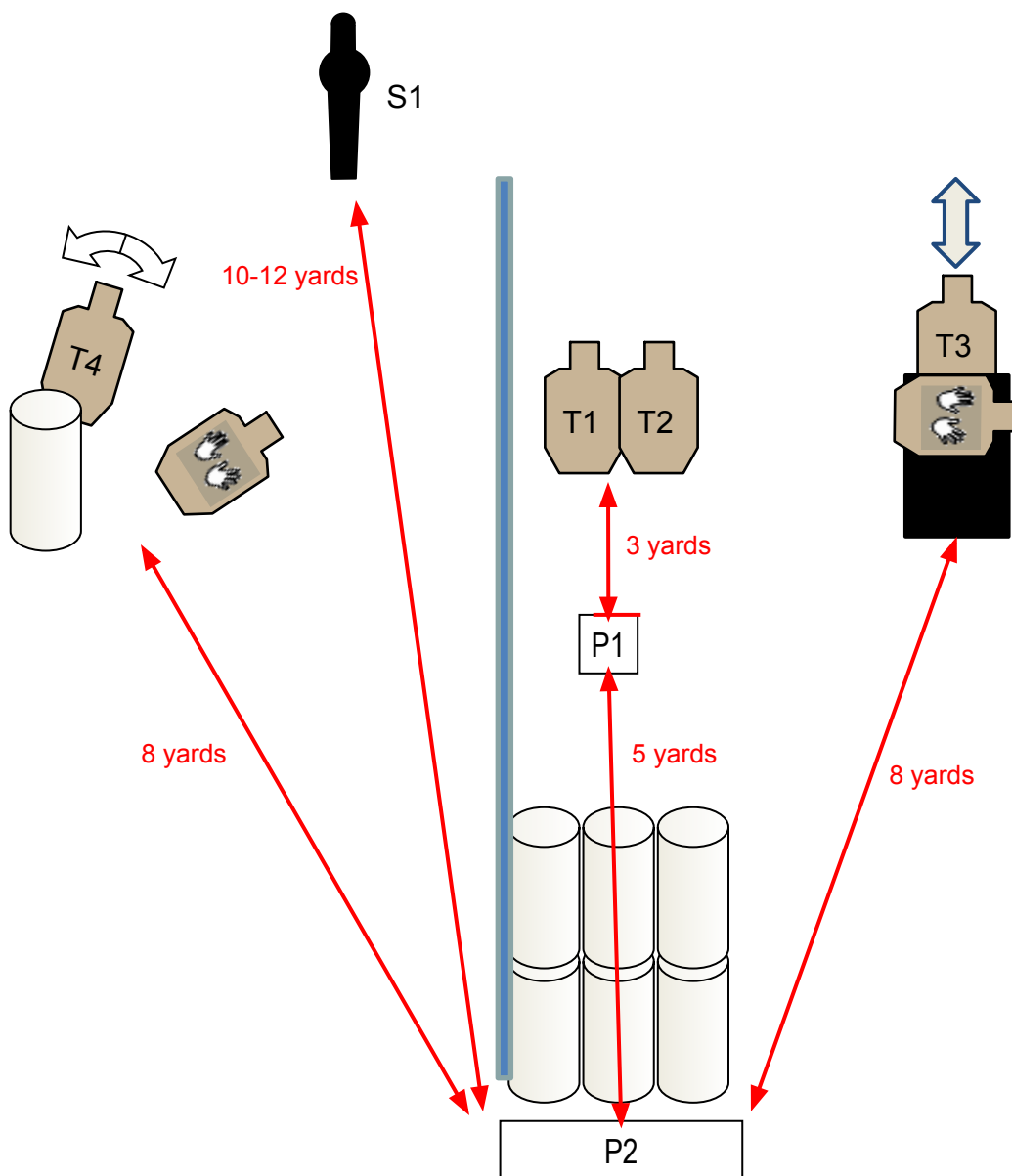
Stage 10: Corral 1 : Washing Your Hands

Scenario:	While rushing to a great deal on used primers, which you found online, you make a pit stop. On your way out of the restroom you are mugged by several knife wielding smartphone users.
Start Position:	Palms flat on the bottom of the sink, sink half full of water. Concealed.
Procedure:	<ul style="list-style-type: none">•Engage T1 and T2 with 2 rounds each from retention (firing elbow must be against shooter's body).•Move to P2 and engage T3 and T4 with 2 rounds each.•Move to P3 and engage T5 and T6 with 2 rounds each.•Move to P4 and engage T7 and T8 with 2 rounds each.
Scoring/Rounds:	Vickers, 16+ rounds



Stage 11: Corral 2 : Gun Exchange Hazards

Scenario:	Selling guns online sounds great, but when a buyer shows up with more armed friends than money, things get a little dicey.
Start Position:	Facing up range at P1. Concealment required.
Procedure:	<ul style="list-style-type: none"> Engage T1-T2 with 2 rounds each in tactical sequence (1,2,1) while moving to P2. From cover at P2, engage S1 until down and then engage T3-T4 with 2 rounds each.
Scoring/Rounds:	Vickers, 9+ rounds.



Stage 12: Corral 3: Asleep with the King

Scenario:	After listing a bed on KSL.com, you get a caller who insists on coming see it right now. You manage to put them off until tomorrow, but just as you are falling asleep, you hear someone kick the door in. Grab your gun and stop the crooks from stealing your bed and heirloom collection of Velvet Elvis paintings.
Start Position:	Lying down with feet, head and back entirely on bed at P1. Loaded gun and ammo staged on either table. Concealment required.
Procedure:	<ul style="list-style-type: none">• At P2 knock over popper with your strong hand.• Recover gun from the table.• Engage T1-T2 with 2 rounds each and T3-T4 with 1 round each.
Scoring/Rounds:	Vickers, 6+ rounds.

