

## 20130323 IDPA Classifier Match + Scenario Match

Match Type:	IDPA Classifier Match and Scenario Match
Round Count:	
Match Directors:	

### **Count Needed**

Barn:

- IDPA Box
- Rule Book
- Scale
- Laptop

# 20110326 IDPA Classifier Match + Scenario Match

## Pre Match Meeting Notes

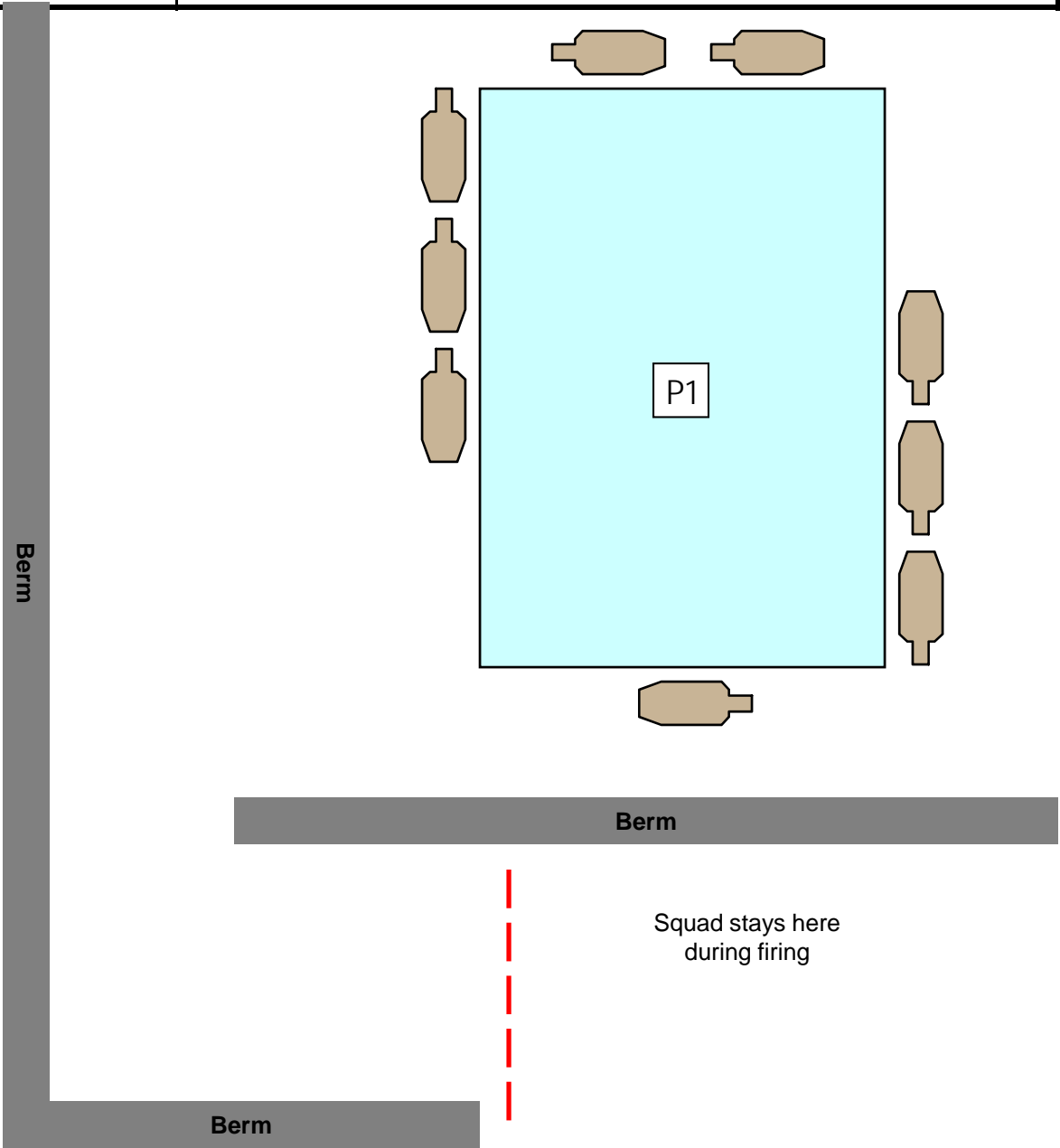
- We are going to shoot two mini-matches. They will be scored separately. Everyone should have two score sheets; a classifier and a normal score sheet.
- The classifier is one match. It is set up twice, once on the upper range (steel pen, city limits, wall), and once on the lower range (Corral 1, Corral 2, Corral 3). 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 the Pit, stage 2 is an equipment check at the Barn, stage 3 is in the Backyard, and stage 4 is in the Gulch. 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 scenario match first, then go back and shoot the classifier again.

**Bottlenecks: Pit, Gulch, Backyard – Make sure to start squads here**

- 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”

# Stage 4: Pit: Good Doggies II

Scenario:	You repeat “good doggies” as you draw.
Start Position:	Concealed, Standing at P1 facing any direction
Procedure:	<p>Before firing, inform the SO of your target order so he can stay out of your way as you turn. If the SO gets in your way, stop firing, the SO will let you re-shoot the stage. Do not muzzle the SO for any reason.</p> <p>Engage all targets with one round to each torso, then engage all targets with one round to each head.</p> <p>Note: Only the shooter and SO are allowed past the sticks during firing.</p>
Scoring/Rounds:	Vickers, 18+ rounds

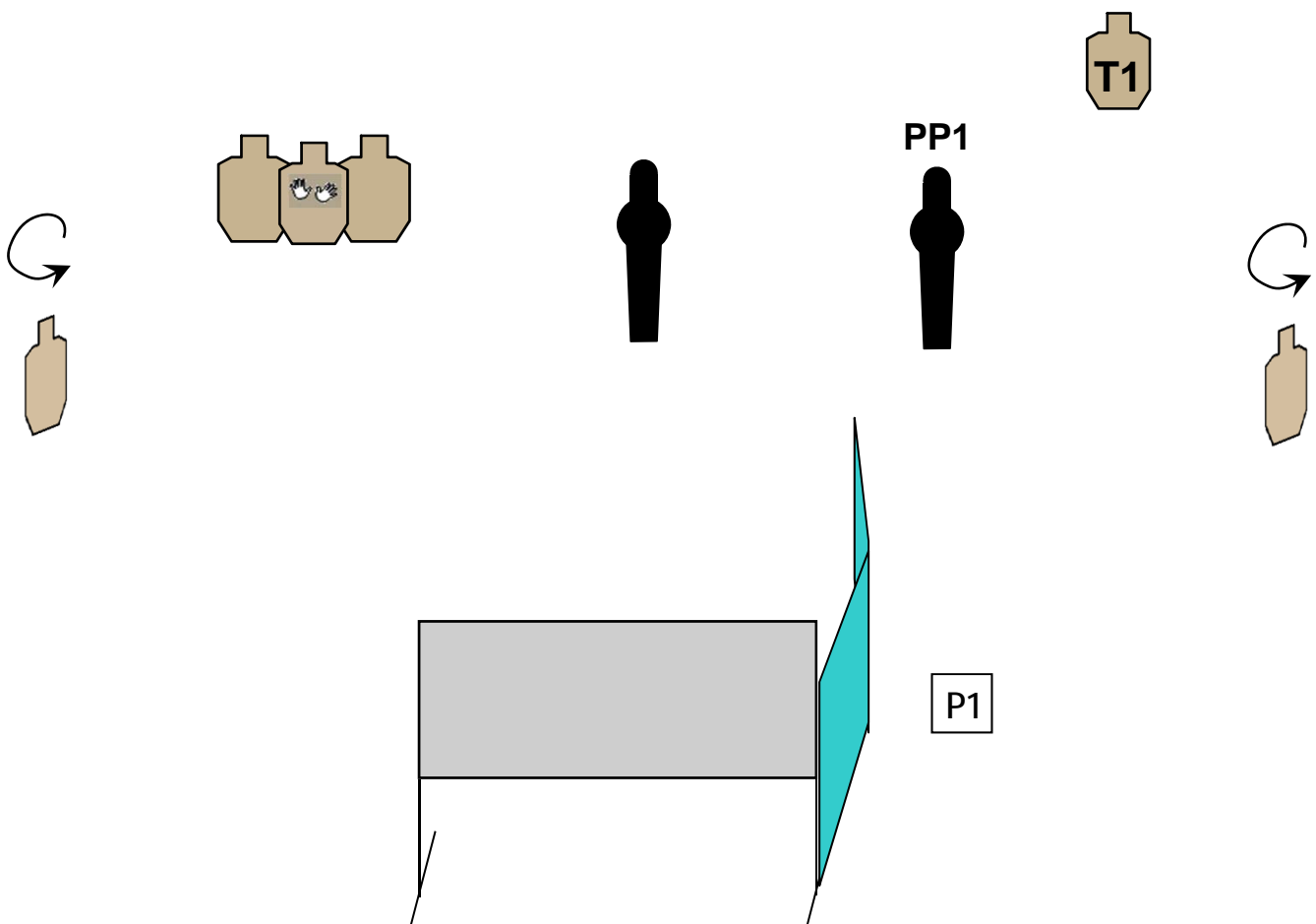


## Stage X: Barn: IDPA Equipment Check

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></ul>
Scoring/Rounds:	

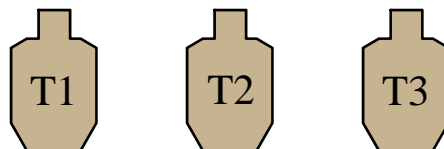
## Stage 5: Backyard: Quickstop

Scenario:	You just walked into a robbery. You begin to back out of the store when the robbers see you and decide not to let you leave alive.
Start Position:	P1, concealment required.
Procedure:	<ul style="list-style-type: none"><li>• While retreating engage PP1, T1, and drop turner in any order.</li><li>• Engage the remaining targets from cover.</li><li>• Steel targets must fall, paper targets get two rounds each.</li></ul>
Scoring/Rounds:	Vickers 12+ rounds.



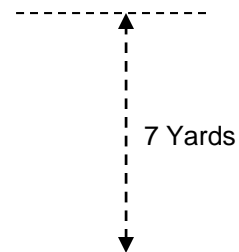
## Classifier Stage 1: Steel Pen

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

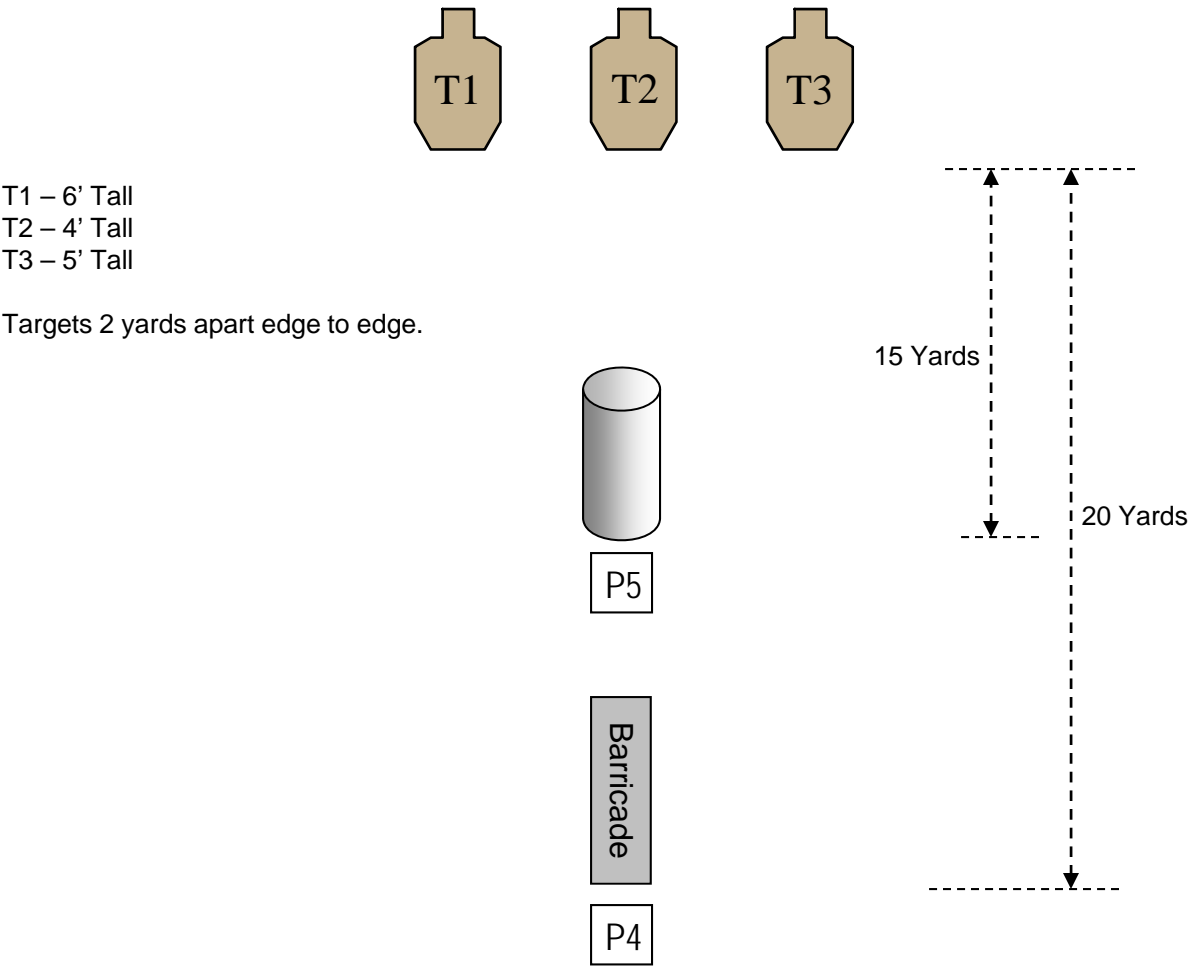
Targets 2 yards apart edge to edge.



P1

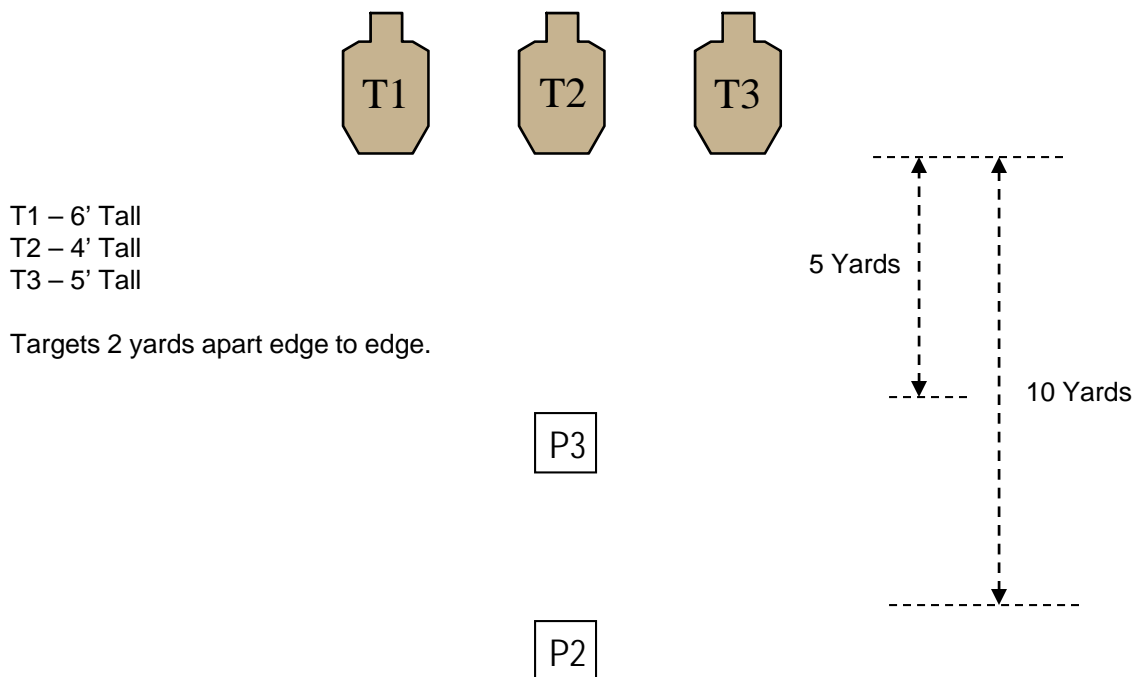
# Classifier Stage 3: City Limits

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (12 shots)</p> <p>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)</p> <p>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)</p> <p>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



## Classifier Stage 2: Wall

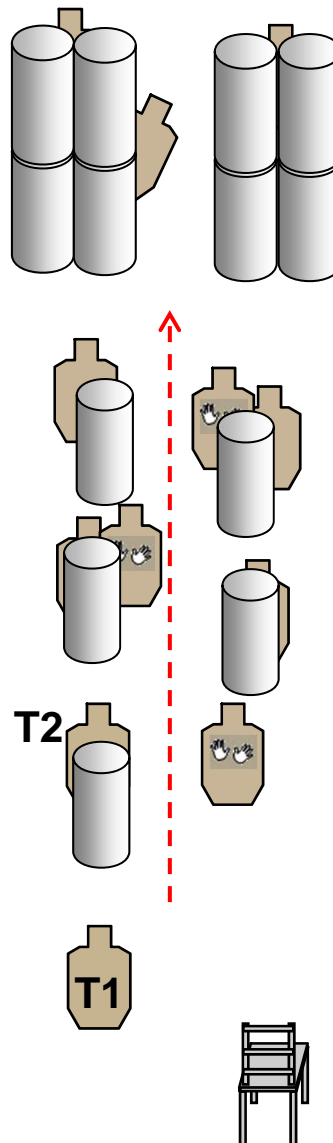
Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p><b>STRING 1</b> (6 shots) Begin at P2. Draw and advance toward targets, fire 2 shots at each T1 - T3 while moving forward (all shots must be fired while moving) there is a forward fault line at the 5yd line for this string.</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





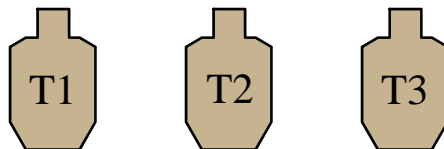
## Stage 6: Gulch: Flight from Baghdad

Scenario:	You have been assigned on a flight from Baghdad when you notice terrorist begin their attempt to take over the flight. You have decided no jacking today.
Start Position:	Seated with hands on knees, concealment required.
Procedure:	<ul style="list-style-type: none"> <li>While seated, engage T1-T2 in tactical sequence with two rounds each (1,2,1).</li> <li>While moving engage the remaining "first class" threats with two rounds each. The short barrels represent airline seats which are vision barriers, not cover. You may reload in the open, as no cover is available yet.</li> <li>Engage the last three targets behind the bulkhead using cover. The double stack barrels represent cover.</li> </ul>
Scoring/Rounds:	Vickers, 18+ rounds



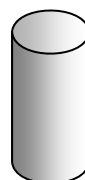
## Classifier Stage 3: Corral 1

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

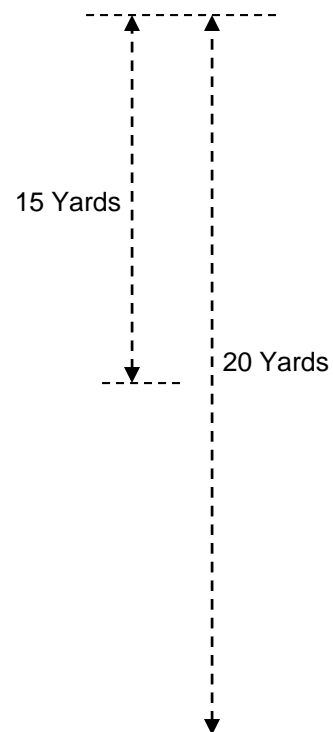
Targets 2 yards apart edge to edge.



P5

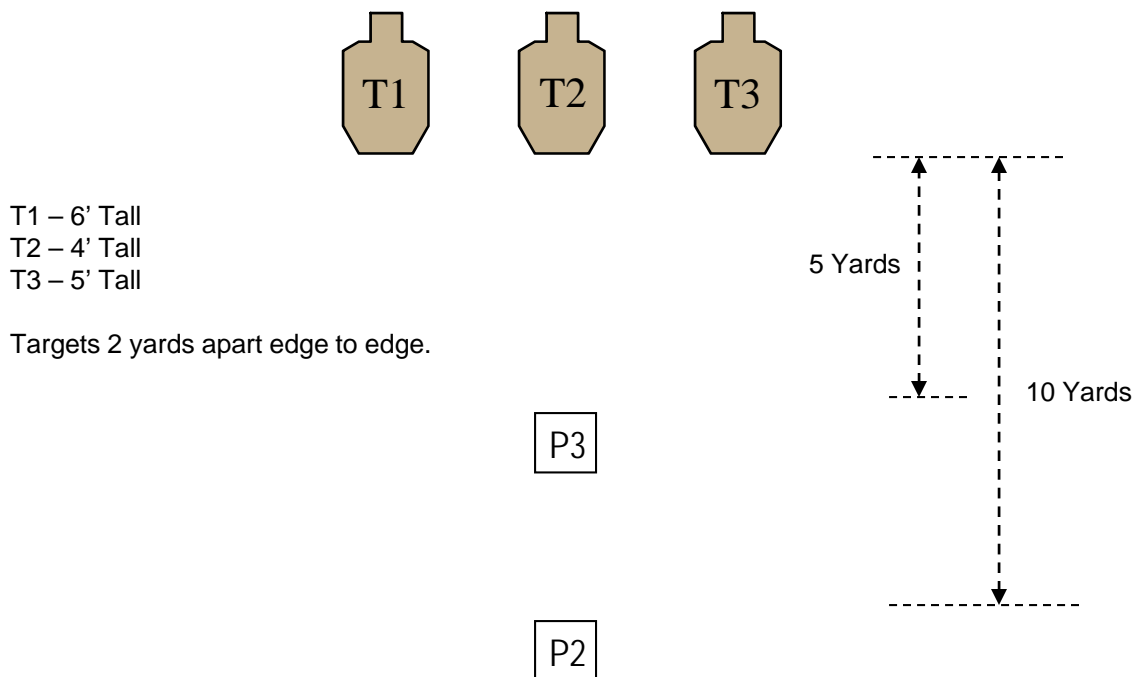
Barricade

P4



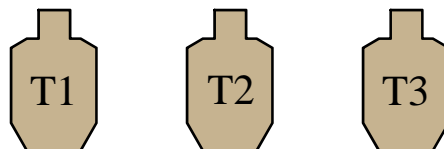
## Classifier Stage 2: Corral 2

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



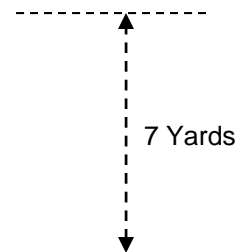
## Classifier Stage 1: Corral 3

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