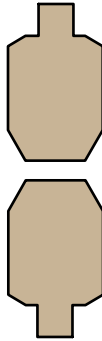


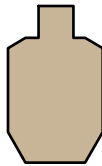
20100227 Handgun Match

Match Type:	Handgun
Round Count::	165
Stages:	8
MD, AMD:	Steve Koski, Jim Smith

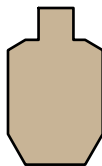
One double, bottom target upside down



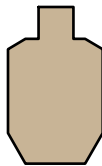
Five single targets
(3) 4' tall
(1) 5' tall
(1) 6' tall



Two loose targets



8 spare targets & staple gun for Pit

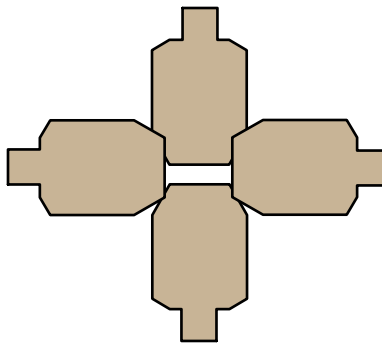


Pre Match Safety Meeting Notes

- The City Limits stage has some long shots, and there is no stage at the Wall. Don't park past the steel pen. Ask folks with cars parked past the steel pen to move them.

Stage 1: Pit: Diamond Jim

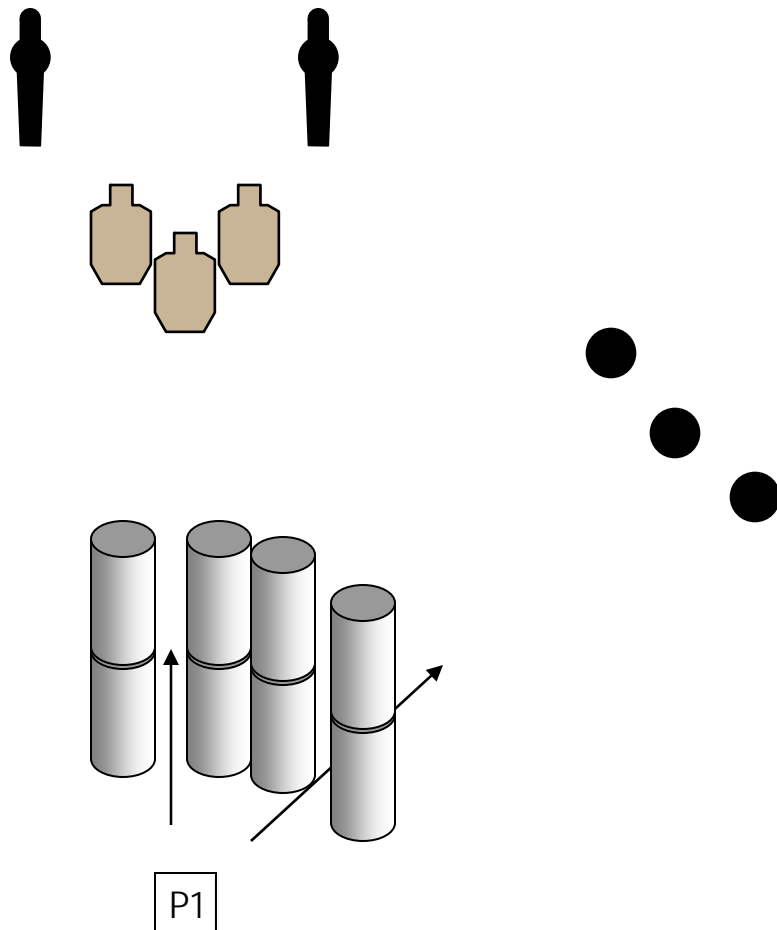
Scenario:	Skills test
Start Position:	•P1
Procedure:	•Engage each target with 5 rounds total. Targets must be shot one round at a time in a circle. For example, shoot targets 1,2,3,4,1,2,3,4,1,2,3,4,1,2,3,4,1,2,3,4.
Scoring/Rounds:	Vickers, 20 rounds minimum



P1

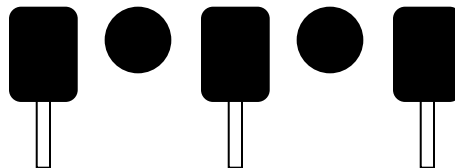
Stage 2: Backyard: I aint calling you to dinner

Scenario:	Skills test
Start Position:	•P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Engage the paper target heads with two rounds each through the left gap in the barrels (body shots are misses). Then•Engage the 3 lollipop steel with two rounds each through the right gap in the barrels. Then•Knock down one pepper popper through the left gap. <p>String 2:</p> <ul style="list-style-type: none">•Engage the paper target bodies strong hand only with two rounds each through the left gap in the barrels (head shots are misses). Then•Engage the 3 lollipop steel with two rounds each through the right gap in the barrels strong hand only. Then•Knock down one pepper popper through the left gap.
Scoring/Rounds:	Vickers, 26 rounds minimum



Stage 3: Steel Pen: Feeling Weak?

Scenario:	Skills test
Start Position:	•P1
Procedure:	<p>String 1:</p> <ul style="list-style-type: none">•Draw, transfer gun to weak hand, and engage the targets with two rounds each weak hand only. <p>String 2:</p> <ul style="list-style-type: none">•Begin with loaded gun setting on barrel, fingers interlaced on top of head.•At signal, pick up gun, kneel, and engage 5 targets with two rounds each weak hand only.
Scoring/Rounds:	Vickers, 20 rounds minimum

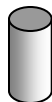
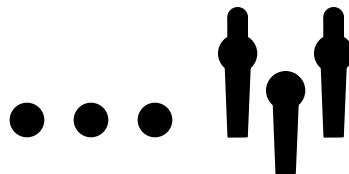


Stage 4:City Limits: Long Shot Silver

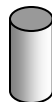
Scenario:	
Start Position:	•P1
Procedure:	<ul style="list-style-type: none">•From P1 engage each lollipop target with two rounds each. Then•From P2 knock down the three poppers. Then•From P3 engage each torso target with two rounds each. Torso targets are 40-50 yards away. Shooter may kneel, use barrel for support, go prone, etc.
Scoring/Rounds:	Vickers, 15 rounds minimum



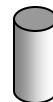
Larger IPSC torso targets



P1



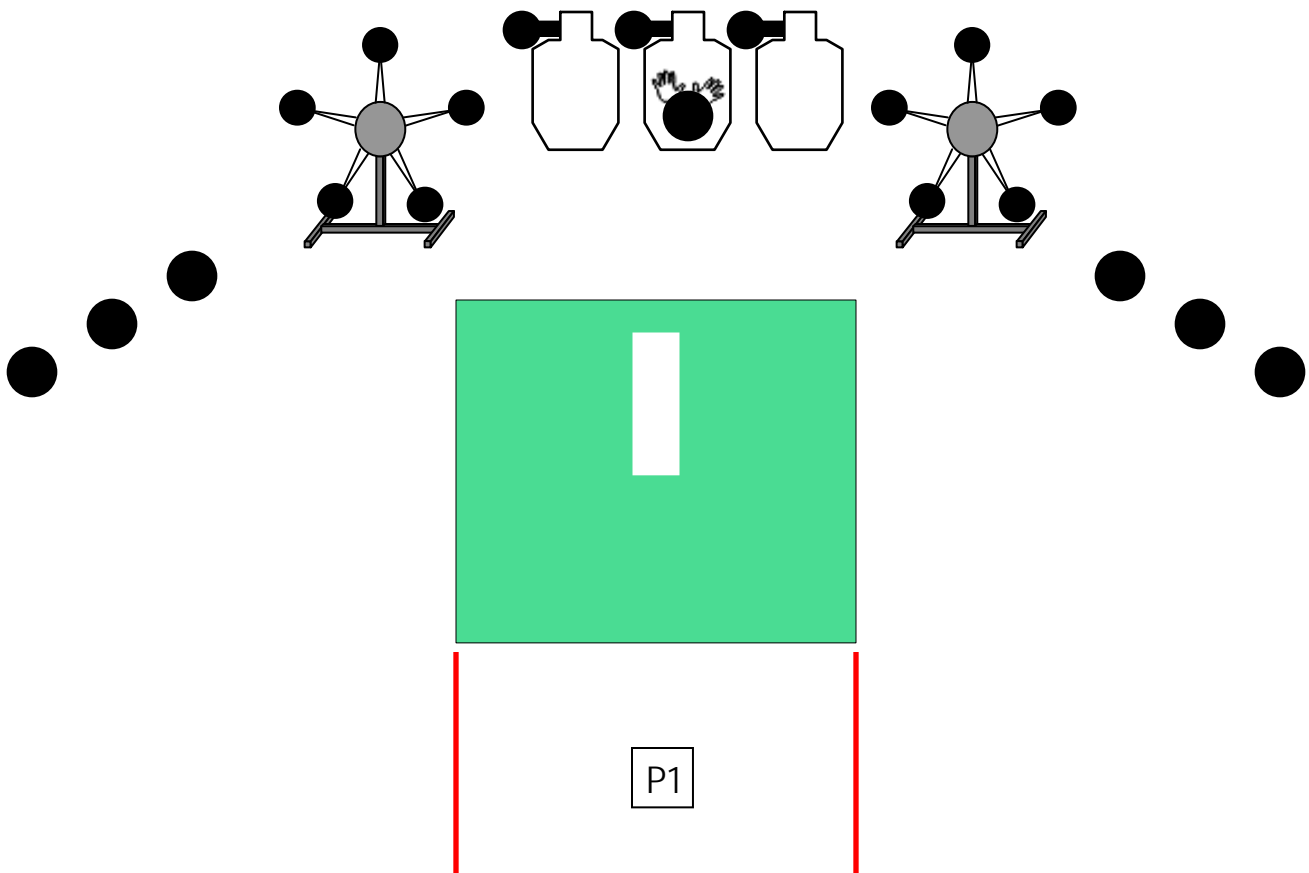
P2



P3

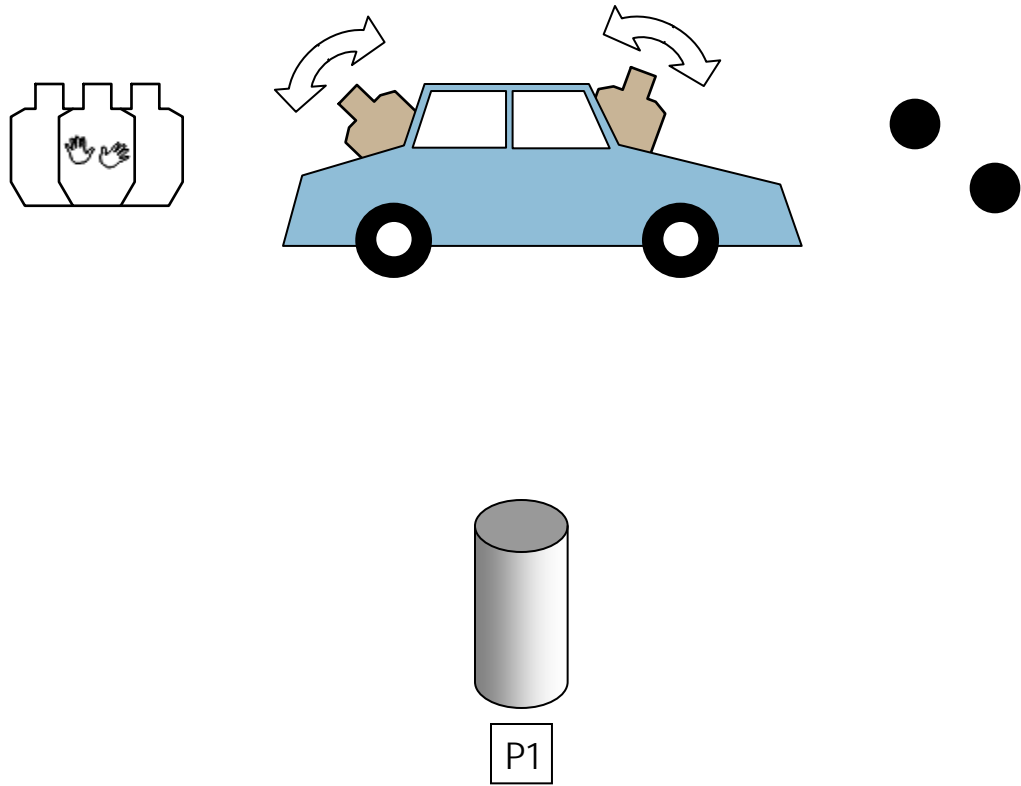
Stage 5: Gulch: Vision Barriers

Scenario:	Skills test
Start Position:	•P1
Procedure:	<p>Clear both stars and engage steel targets with one round each.</p> <p>You may shoot through gap in the wall or around sides of wall. Do not step over fault lines at sides of wall. Vision barriers will be placed in front of wall to restrict field of fire. Do not fire through vision barriers.</p> <p>Inspect and paint any hits on the non-threat after every shooter.</p>
Scoring/Rounds:	Vickers, 22 rounds minimum



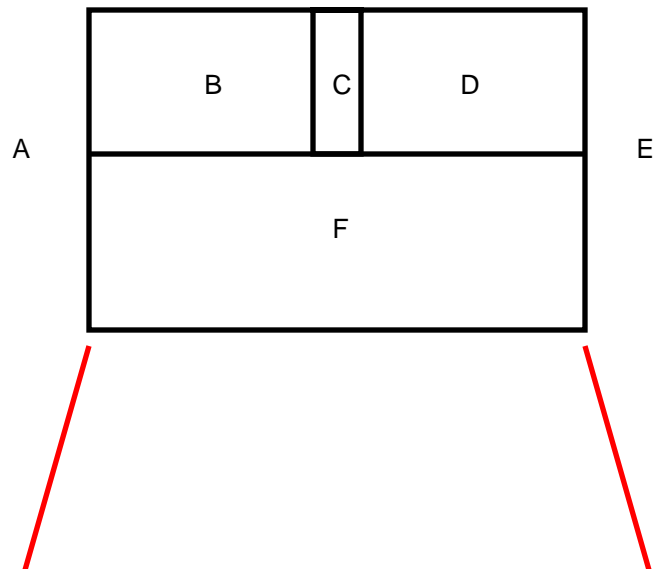
Stage 6:Corral 1: It's Not My Car

Scenario:	
Start Position:	•P1 holding a swinger rope in each hand.
Procedure:	<ul style="list-style-type: none">•At buzzer, pull ropes HARD to activate swingers.•Kneel and engage swingers with three rounds each. Then•Engage remaining targets with 3 rounds each. <p>Inspect and paint any hits on the non-threat after every shooter.</p>
Scoring/Rounds:	Vickers, 18 rounds minimum



Stage 7: Corral 2: Over Under Left Right Through

Scenario:	Skills test
Start Position:	•P1
Procedure:	<ul style="list-style-type: none">•Engage the red target with one round through each of the 6 “ports” in any order. Then•Repeat for the black target, then for the white target, then blue.
Scoring/Rounds:	Vickers, 24 rounds minimum



Stage 8: Corral 3: Box Cars

Scenario:	
Start Position:	•P1 with 6 rounds only in gun, 6 rounds only on each of three barrels. No other ammunition allowed.
Procedure:	•Engage each target with 5 rounds, any order. Inspect and paint any hits on the non-threats after every shooter.
Scoring/Rounds:	Vickers, 20 rounds minimum

