

20120428 IDPA Match W/Classifier

Match Type:	IDPA
Round Count:	153
Match Directors:	Steve Koski, Gary Barnes
	90 rounds for Classifier 63 rounds for Main Match

Props

- Pit: Classifier 1
- Barn: **Scenario match 1 & 2**
 - Some sort of phone
- Backyard: **Scenario match 3 & 4**
 - Sink
 - container(s) of water for sink
- Steel Pen: Classifier 1
- City Limits: **Scenario match 5**
- Wall: Classifier 3
- Gulch: Classifier 3
- Corral 1: **Scenario match 6**
 - Carpet or blankets and duct tape to cover sharp edges on car.
 - Brandon's drop turner?
- Corral 2: Classifier 2
- Corral 3: Classifier 2

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Pre Match Safety Meeting Notes

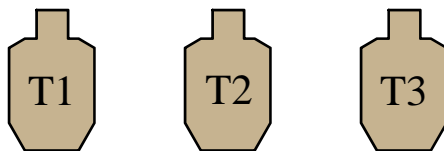
- After you shoot your first stage, use the “find an open bay” squad rotation.
- There are 3 classifier stages and 6 scenario match stages that you need to shoot before turning in your score sheets.
- On the scenario stages, READ THE COF DESCRIPTION WORD FOR WORD.

CLASSIFIER NOTES

- If you have a gun or mental malfunction, you may re-shoot the entire 30 round classifier stage. You can not re-shoot individual strings. If you the shooter has a gun or mental malfunction, tape the targets and move the shooter's score sheet to the bottom of the pile. We want an accurate picture of your shooting ability.
- However, if you are running a jammomatic or have a lot of brain farts, you may run out of ammo or time before shooting a clean classifier. At some point we'll have to just take your score and move on.
- Head shots on Classifier stage 1: The scorekeeper and squad need to watch for missed or low head shots on stage 1, strings 1 through 4. Tape any low head shots after string 4.
- Review classifier scoring. First: count hits, hopefully 10. Five points down for each miss, then additional points down.
- Staple up new targets every 7 or 8 shooters.
- If you want to shoot the classifier twice (or more), shoot it once and shoot the scenario match. Then help us tear down the scenario match. Once the scenario match is torn down, you may stay as long as you wish and shoot the classifier over and over.

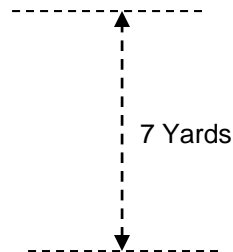
Pit: Classifier Stage 1

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p>STRING 1 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p>STRING 5 (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>STRING 6 (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>STRING 7 (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"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
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.

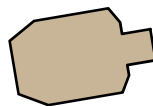
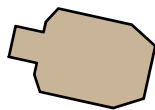


P1

Stage 1: Barn: Brain Fart

Scenario:	During a home invasion you call 911. However, as the invasion progresses you forget to put down the phone.
Start Position:	•Standing at window, concealed, holding phone to your ear with weak hand.
Procedure:	<ul style="list-style-type: none">•Engage both targets with two rounds to the body strong hand only. Then•Engage each target with one round to the head strong hand only.•All shots must be fired while holding phone to your ear. <p>Squad wait inside the barn during firing.</p> <p>This stage uses a 180° line that runs along the back wall of the barn, not muzzle safe points.</p>
Scoring/Rounds:	Vickers, 6 rounds minimum

Do not unload after finishing stage 1. Instead top off, holster, and go shoot stage 2.

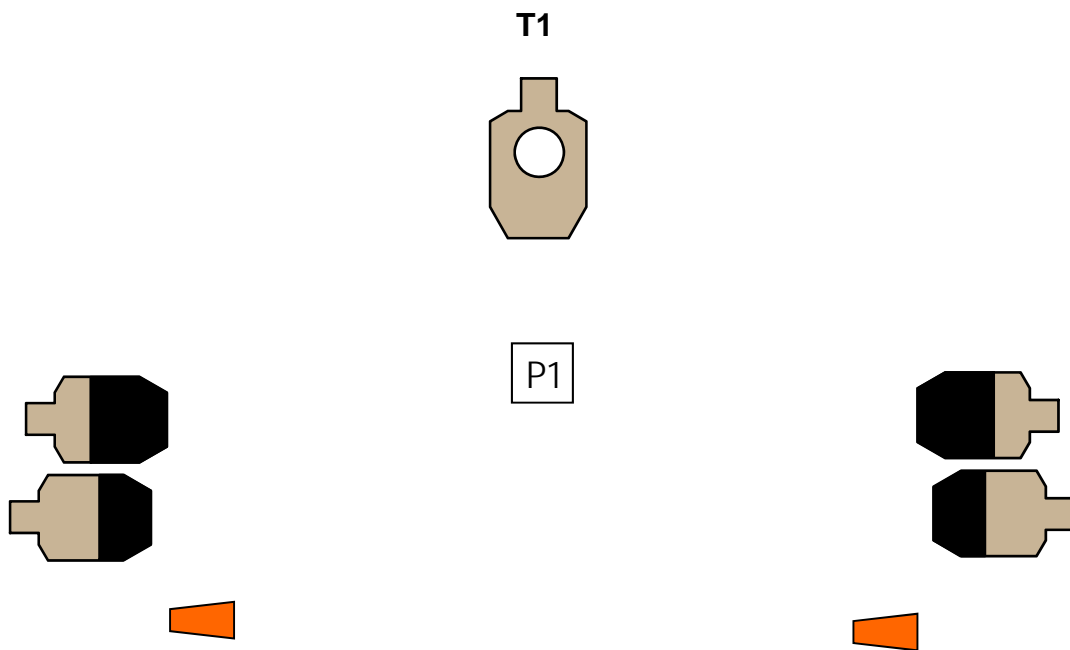


Window in back of barn



Stage 2: Barn: Parking Lot

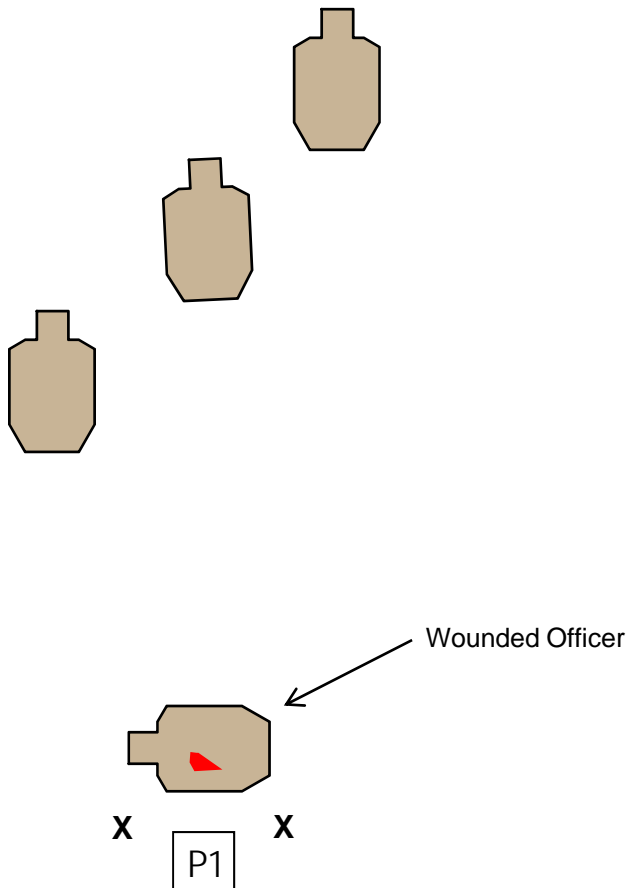
Scenario:	Several miscreants close in on you in parking lot brandishing weapons. As you engage the leader, the others move behind cover but refuse to break off the attack.
Start Position:	•P1 concealed.
Procedure:	•Engage T1 with 3 rounds from retention (strong arm or elbow against rib cage). Then •Engage the remaining targets with 3 rounds each. Squad wait inside the barn during firing.
Scoring/Rounds:	Vickers, 15 rounds minimum



Stage 3: Backyard: Advantage, R1

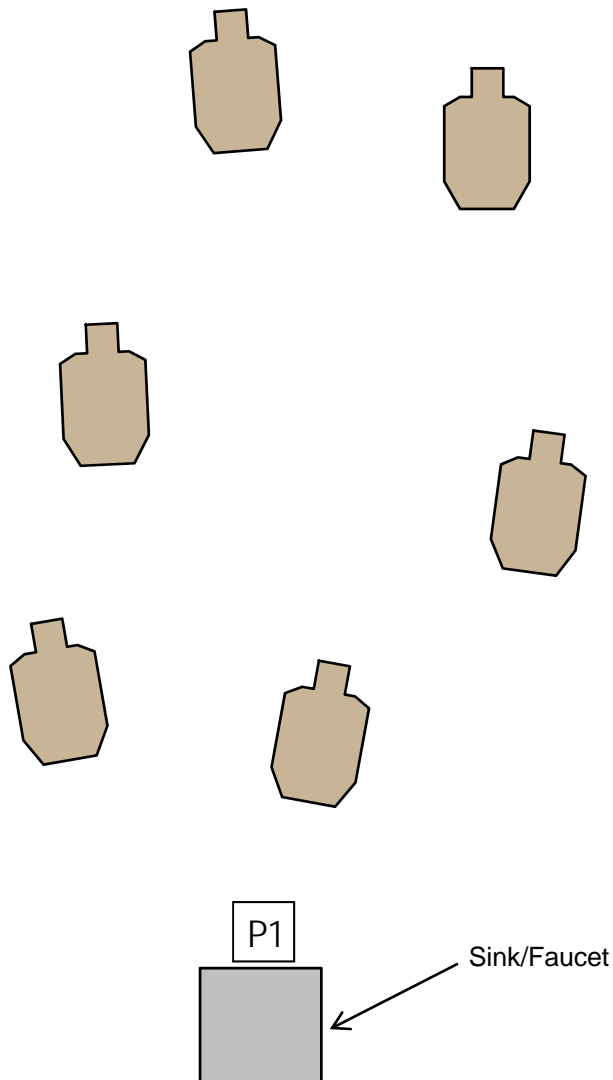
Scenario:	You witness three thugs brutally gunning down a police officer. When they leave, you rush to his aid as Responder #1. Unfortunately, they decide to return and finish him off.
Start Position:	Kneeling at P1, hands on downed officer's wound, loaded pistol On either "X". No concealment necessary.
Procedure:	Continue to apply compression to the officer's wound with the non-dominant hand while engaging T1-T3 in tactical sequence (1,1,2,1,1), strong hand only. Penalties: If the shooter removes their weak hand from the officer's wound, even for a split second, assess a PE.
Scoring/Rounds:	Vickers, 6+ rounds

Do not unload after finishing stage 2. Instead top off, holster, and go shoot stage 3.



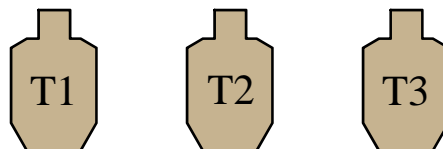
Stage 4: Backyard: Head Games - Wet

Scenario:	You stepped into the restroom at the local ballpark to wash the hotdog crumbs off your hands. While you are happy your team won, the painted up guys that just walked in are fans of the other team. They decide to take the loss out on you. With the close quarters, head shots are the only way to go to stop them all before they swarm you.
Start Position:	Back to targets at P1 with both palms flat on bottom of sink.. Sink will be about half full of water. Concealment required.
Procedure:	<ul style="list-style-type: none">•Engage T1-T6 with 1 round to each head. Safety officer & score keeper: Add water to sink as necessary to keep the sink half full.
Scoring/Rounds:	Vickers, 6+ rounds



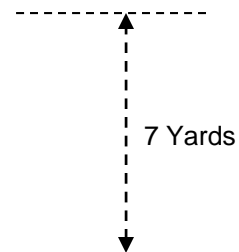
Steel Pen: Classifier Stage 1

Scenario:	Classifier Stage 1
Start Position:	P1
Procedure:	<p>STRING 1 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T1.</p> <p>STRING 2 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T2.</p> <p>STRING 3 (3 shots) Draw and fire two (2) shots to the body and one (1) to the head on T3.</p> <p>STRING 4 (6 shots) Draw and fire two (2) shots at each head T1-T3.</p> <p>STRING 5 (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>STRING 6 (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>STRING 7 (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"> •Mag 1: 9 rounds •Mag 2: 12 rounds •Mag 3: 9 rounds
Scoring/Rounds:	Limited Vickers, 30 rounds total, 10 per target



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

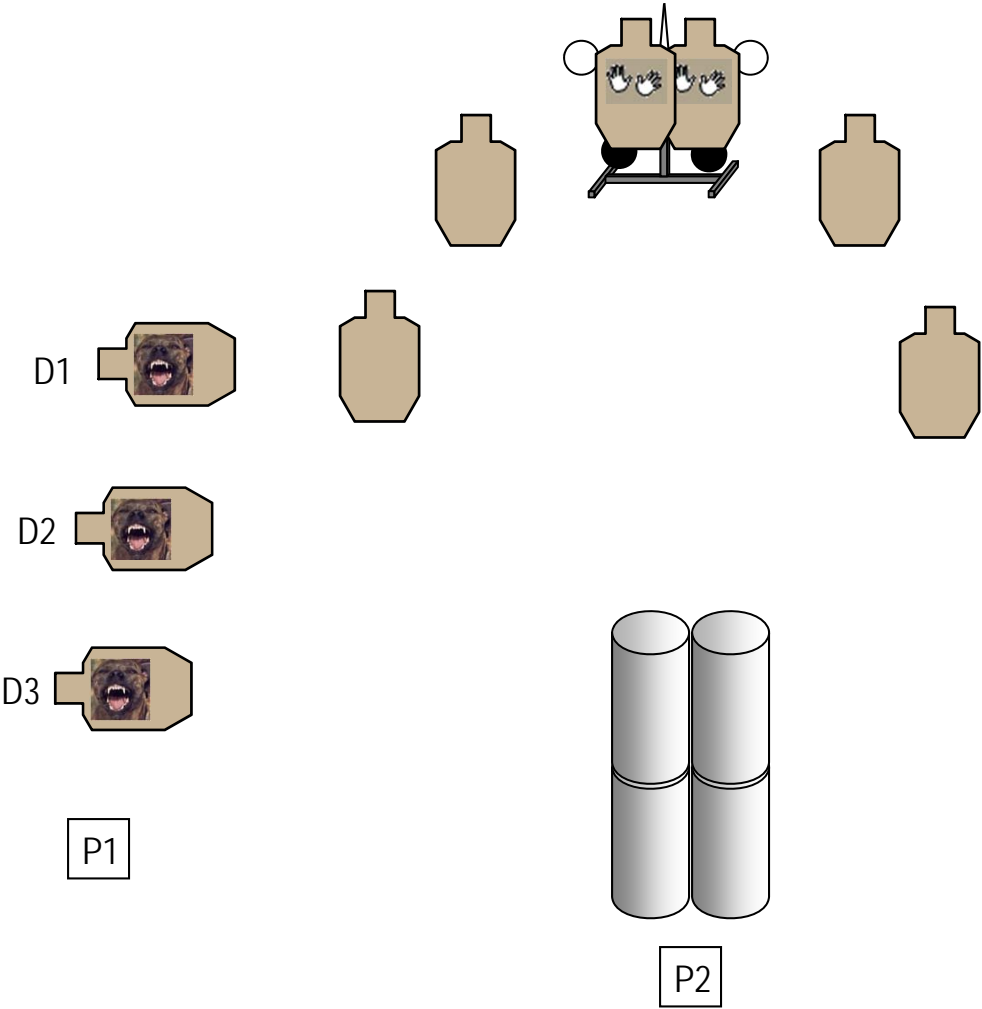
Targets 2 yards apart edge to edge.



P1

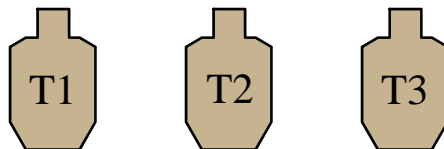
Stage 5: City Limits: Punk-n-Pup

Scenario:	You are out for your evening constitutional when you come upon a gang of punks annoying two neighborhood children. When you yell at the punks to leave them alone they let loose their pit bull and pull handguns and point them at you. You stop the dog attack and take cover behind a nearby tree and defend yourself.
Start Position:	Standing at P1, concealed.
Procedure:	<ul style="list-style-type: none">•Engage D1, D2, and D3 with one round each (far to near, charging dog). Then•Using cover at P2 engage the four paper targets with two rounds each, and knock the two white targets off of the star. Use tactical priority (slice the pie) for all 6 targets.•The black plates on the star are for weight only. There is no penalty or bonus for shooting them.
Scoring/Rounds:	Vickers, 13+ rounds



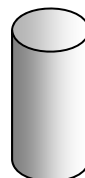
Wall: Classifier Stage 3

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (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>STRING 2 (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>STRING 3 (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

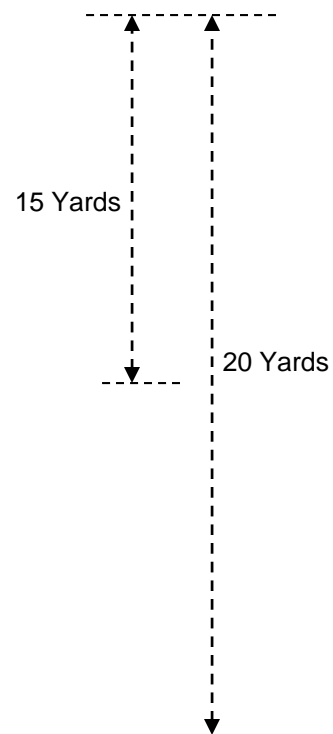
Targets 2 yards apart edge to edge.



P5

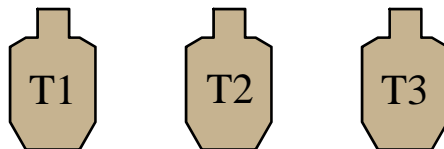
Barricade

P4



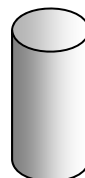
Gulch: Classifier Stage 3

Scenario:	Classifier Stage 3
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (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>STRING 2 (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>STRING 3 (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

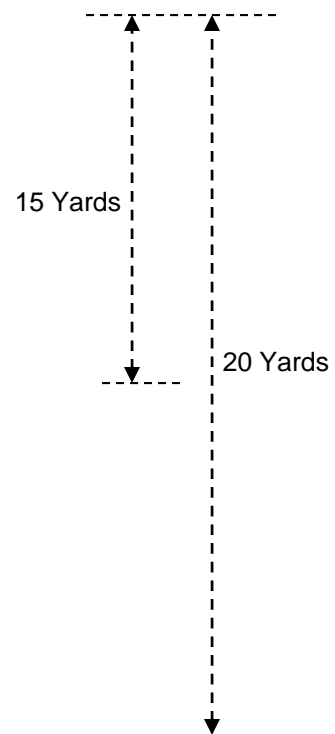
Targets 2 yards apart edge to edge.



P5

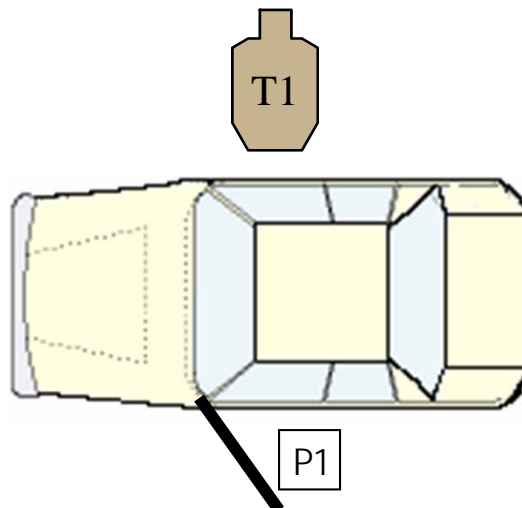
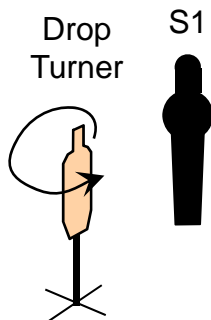
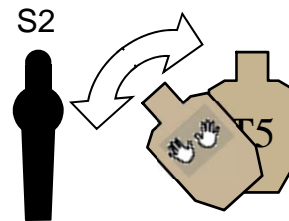
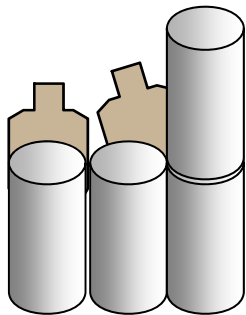
Barricade

P4



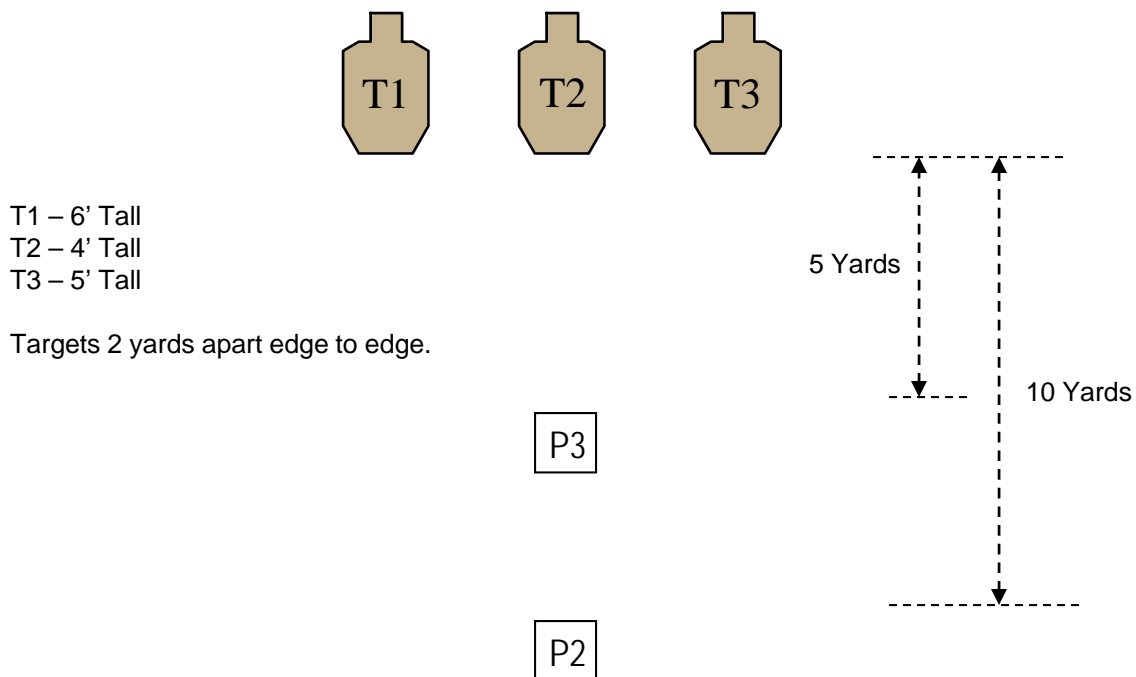
Stage 6: Corral 1: Bazinga

Scenario:	The bank robbers locked their keys in the car and are looking for alternative transportation. You bail out of the car and engage them before becoming another casualty.
Start Position:	Kneeling on one or two knees at P1 with strong hand on your holstered gun. Concealment required.
Procedure:	<ul style="list-style-type: none"> •Engage all targets from cover behind the car, three rounds each on paper, steel targets until down. •Engage T1 first, then S1 and the drop turner. •S2 must be engaged before T5. •Do not shoot the car for any reason. <p>Range Crew: Set the drop turner for two exposures.</p>
Scoring/Rounds:	Vickers, 17 rounds minimum



Corral 2: Classifier Stage 2

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (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>STRING 2 (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>STRING 3 (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>STRING 4 (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



Corral 3: Classifier Stage 2

Scenario:	Classifier Stage 2
Start Position:	Varies, see below
Procedure:	<p>STRING 1 (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>STRING 2 (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>STRING 3 (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>STRING 4 (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

