

## 20120225 Handgun

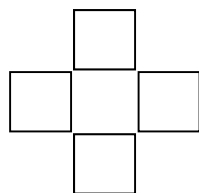
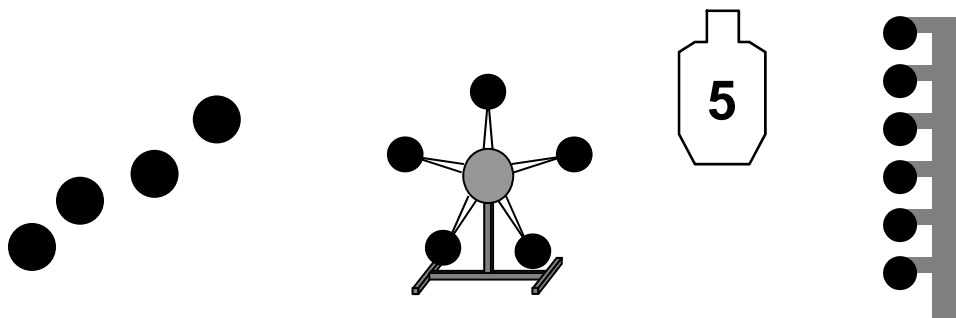
Match Type:	Handgun (NOT IDPA)
Round Count:	
Match Directors:	Steve Koski, Blake Huff
Round Count:	160

### Pre Match Safety Meeting Notes

- Watch your footing. Several stages have movement.
- All stages use a 180° rule. Be careful of your muzzle direction, especially in the City Limits, Gulch, and Corral 2. 180 ° violations are an automatic DQ.
- This is not an IDPA match, so the scoring on steel is a little different. If you don't hit a steel target the required number of times, you get a MISS ON STEEL penalty for each required hit that is not completed.
- There is no Failure to Neutralize penalty at this match.

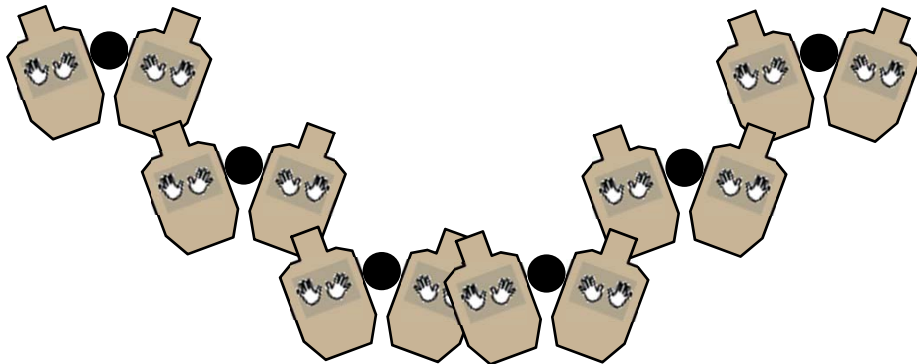
# Stage 1: Backyard: Steel

Scenario:	
Start Position:	Begin in any box.
Procedure:	<ul style="list-style-type: none"><li>• Shoot one target array from each box, any order.<ul style="list-style-type: none"><li>• Hit the lollipops once each</li><li>• Clear the star</li><li>• Hit the torso 5 times</li><li>• Hit the dueling tree plates once each</li></ul></li></ul>
Scoring/Rounds:	Vickers, 20+ rounds



## Stage 2: Steel Pen: No Mercy

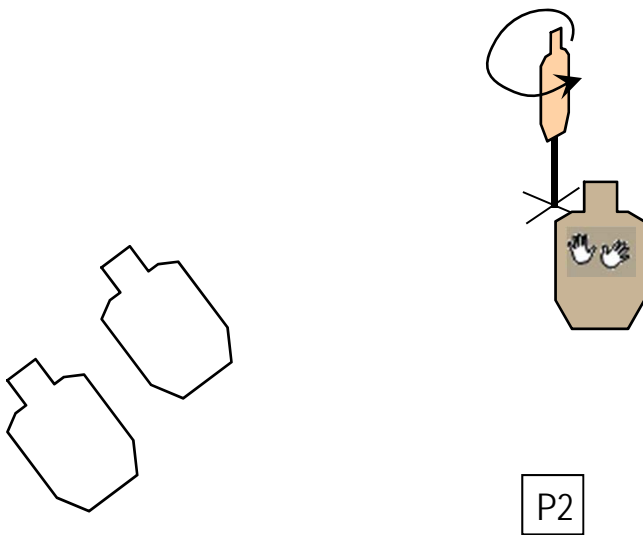
Scenario:	
Start Position:	•P1, 6 rounds max in gun
Procedure:	<p>String 1</p> <ul style="list-style-type: none"><li>• Step 1: Engage each steel target with only one round, then perform a mandatory reload.</li><li>• Step 2: Repeat step 1</li><li>• Step 3: Repeat step 1</li><li>• Step 4: Repeat step 1 (you can skip the reload)</li></ul> <p>If the shooter has fewer than four magazines, they must remove the magazine from the gun, put it in a pouch, withdraw it, and re-insert it to simulate a reload.</p> <p>One string only. Misses on steel are a 5 second penalty. Hits on Non Threats are a 3 second procedural penalty for each hit. (This is different from IDPA scoring.)</p>
Scoring/Rounds:	Limited Vickers, 24 rounds only



P1

### Stage 3: City Limits: Grunt & Groan

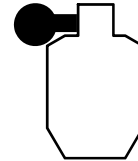
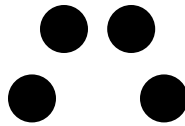
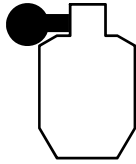
Scenario:	
Start Position:	•P1, 11 rounds max in gun
Procedure:	<ul style="list-style-type: none"><li>•Engage the steel torso targets with two rounds each while moving to P2.</li><li>•Step on the activator at P2 and engage the drop turner with 2 rounds while standing on the activator during the first exposure. You may not engage the drop turner during the second exposure. Each shot fired during the second exposure is a 3 second procedural penalty.</li><li>•While standing on the activator, engage the three lollipops with two rounds each.</li></ul>
Scoring/Rounds:	Vickers, 12+ rounds



P1

## Stage 4: Wall: Tuesday

Scenario:	
Start Position:	P1
Procedure:	<ul style="list-style-type: none"><li>• From A, hit the four center lollipops once each.</li><li>• From B, hit the four center lollipops once each.</li><li>• From either C, hit the swinging head once, and THEN hit the torso 3 times.</li><li>• From B, hit the four center lollipops once each.</li><li>• From the other C, hit the swinging head once, and THEN hit the torso 3 times.</li></ul>
Scoring/Rounds:	Vickers, 20+ rounds



C

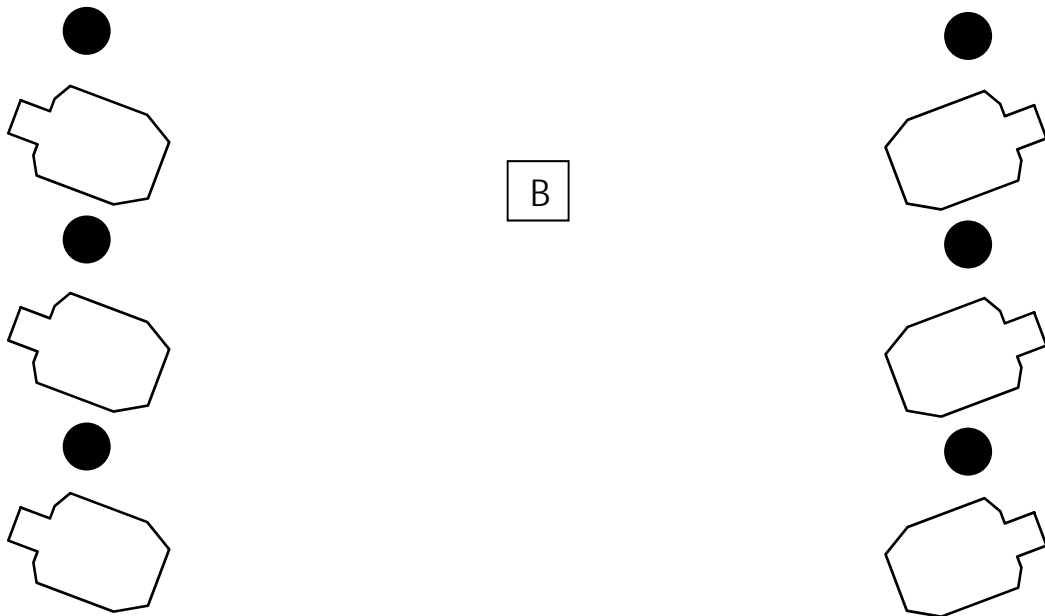
B

C

A

## Stage 5: Gulch: Dead Man Walking

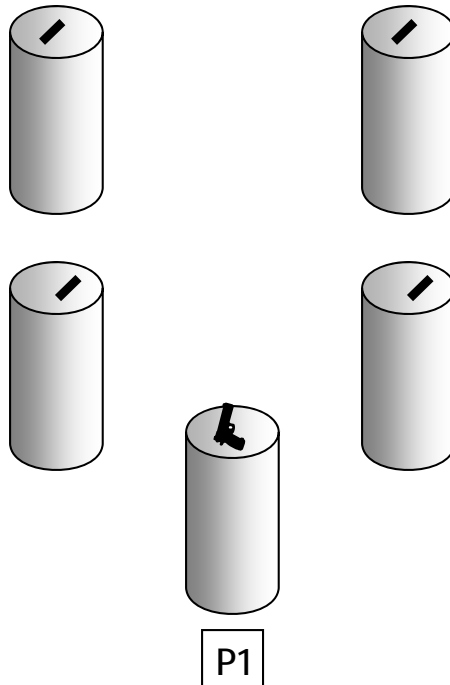
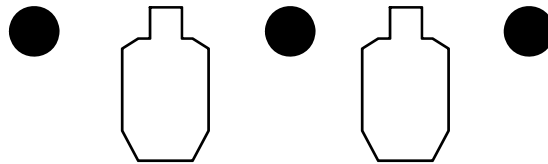
Scenario:	
Start Position:	•P1, 11 rounds max in gun
Procedure:	<ul style="list-style-type: none"><li>•Hit each target twice.</li><li>•At least one target must be hit from box A.</li><li>•At least one target must be hit from box B.</li></ul> <p>•Be careful not to break the 180° line, especially while reloading. You may not shoot at a target once you have passed it.</p>
Scoring/Rounds:	Vickers, 24+ rounds



A

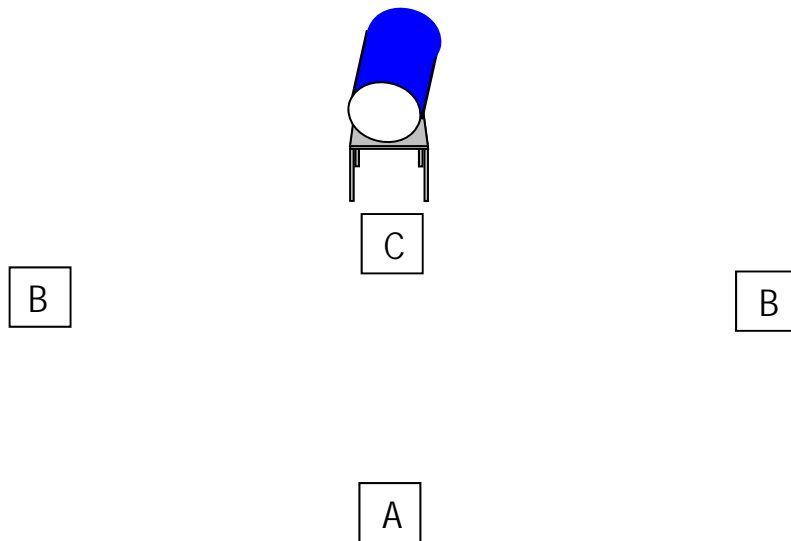
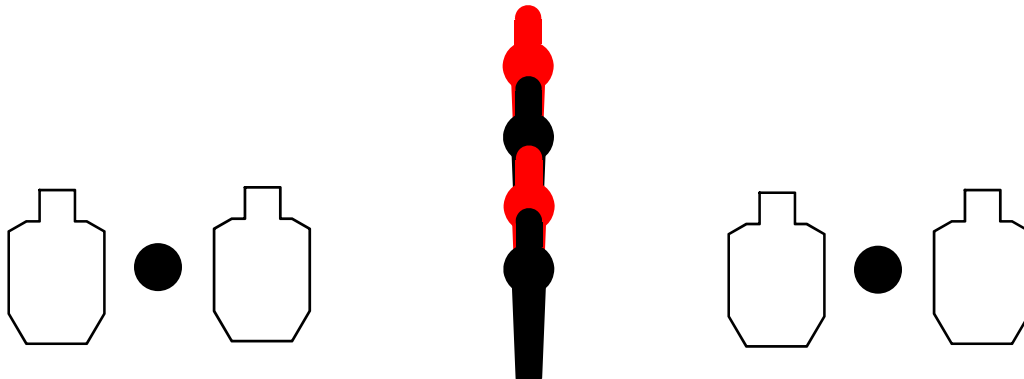
## Stage 6: Corral 1: Lost My Clip, Dude

Scenario:	You play a lot of video games and use the word “clip.” Let’s see if you can shoot a real gun.
Start Position:	<ul style="list-style-type: none"> <li>•Standing at P1, fingers interlaced on top of head.</li> <li>•Empty gun on barrel, slide down, hammer down, cylinder closed</li> <li>•4 mags with 6 rounds only on other barrels. No other ammunition allowed.</li> </ul>
Procedure:	<ul style="list-style-type: none"> <li>•Engage each target with one round from behind each of the four “magazine barrels.” The magazine must be left on top of each barrel before you leave.</li> <li>•SO: If the shooter only has three mags, have them put 12 rounds in the third magazine. They must eject it at the third barrel, set it down, pick it up, set it down on the fourth barrel, then pick it up and insert it.</li> </ul> <p>Scorekeeper:</p> <ul style="list-style-type: none"> <li>•If the shooter leaves a barrel with a magazine, assess a 3 second procedural penalty. If they do it twice, two penalties, etc.</li> </ul>
Scoring/Rounds:	Vickers, 20+ rounds



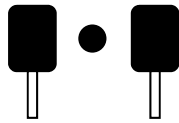
## Stage 7: Corral 2: Night

Scenario:	
Start Position:	Box A
Procedure:	<ul style="list-style-type: none"><li>• From A, hit the four torso targets twice each.</li><li>• From either B, hit the two torsos on that side twice, plus the lollipop once.</li><li>• From the other B, hit the two torsos on that side twice, plus the lollipop once.</li><li>• From C, knock down the four poppers firing through the barrel. Poppers must fall for center fire shooters.</li></ul>
Scoring/Rounds:	Vickers, 22+ rounds



## Stage 8: Corral 3: TGO

Scenario:	
Start Position:	P1
Procedure:	<p>String 1</p> <ul style="list-style-type: none"><li>• From P1, shoot the close rectangles twice.</li><li>• From P2, shoot the far rectangles twice and the round lollipop once.</li></ul> <p>String 2</p> <ul style="list-style-type: none"><li>• Repeat string 1.</li></ul>
Scoring/Rounds:	Vickers, 18+ rounds



P2

P1