





Welcome Shooters!

To the 2017 Prairie Dell IDPA match at Brittany Shooting Park (BSP). The following pages will include the rules, stages, and other important information to make your day an enjoyable and safe event.

Please take time to review all the enclosed information prior to arriving at the match.

One final note, please take time to let all our sponsors know how much you appreciate their support.



Sponsors of this match:





PEB

POLYMER 80

BRITTANY SHOOTING PARK

Victory Lane Ford





History and Information about IDPA

IDPA is the use of practical equipment including full charge service ammunition to solve simulated “real world” self-defense scenarios using practical handguns and holsters that are suitable for self-defense use. The main goal is to test the skill and ability of an individual.

The International Defensive Pistol Association (IDPA) is the governing body of a shooting sport that simulates self-defense scenarios and real life encounters. It was founded in 1996 as a response to the desires of shooters worldwide. The organization now boasts membership of more than 22,000, including members in 50 foreign countries.

IDPA offers an exciting forum for practical shooters in which truly practical equipment, techniques and courses of fire are mandated. Prior to IDPA, there was no place to compete with common service pistols. There were no shooting sports where your concealed carry holster could also be your match holster without handicap.

When you come to an IDPA match, you can not only use your duty/CCW equipment, you can be completely competitive with it!

For more information about IDPA visit the official IDPA website at www.idpa.com

Information on Brittany Shooting Park

\$100.00 for your first year and then \$65.00 per year after your first year gets you a family membership. (This fee is prorated based on a August 31st renewal. Please contact BSP for the current remaining yearly rate).

Membership Benefits:

- Discounted practice rounds.
- Access to the skeet fields and berms (see hours on home page).
- Special membership shoots during the winter – often includes a potluck lunch.
- Yearly Family Day – FREE fish & drinks, FREE Shooting for the afternoon, Potluck.
- Discounts on Training Programs (Including CCW Classes)
- Fun for the whole family!

Numbering of the Bays





List of the Sponsors:

- Farm & Home Supply, Alton, IL-Stage Sponsor
- Springfield Armory-Stage Sponsor
- Flesh & Bones Taxidermy-Stage Sponsor
- Village Drive Inn-Stage Sponsor
- Piasa Armory-Stage Sponsor
- Town and Country Gun Club-Stage Sponsor
- Mech Tech Systems-Stge Sponsor
- Alton Sports Tap-Stage Sponsor
- Vortex Optics-Stage Sponsor
- Victory Lane Ford, Litchfield, IL-Stage Sponsor
- Polymer 80-Stage Sponsorer
- Litchfield Sportsman's Club-Stage Sponsor
- Brittany Rifle & Gun Club-Stage Sponsor



Schedule of Events

Friday	
9AM	Staff and exceptions walkthrough
10AM	Staff and exceptions shoot
	Lunch for the staff
Saturday	
6AM	Competitor sign in at the main building
7:15AM	Range Staff Meeting
7:30AM	Shooters meeting in the main building
8AM	Match begins
12:00PM or after 6 th stage	Lunch in the main building provided by the Boy Scout Troop
1PM	Second half of the match begins
5PM	Meeting in the main building for the Awards Ceremony and gift give away (NOTE: must be present to win a gun)

Note: Sunday morning will be used for shooting should it be required due to bad weather.

Early Check-in: Early check-in will be available Friday from 6PM til 9PM at The Ariston Cafe located at 413 N Old Route 66, Litchfield, IL 62056.

Range is open to anyone to come and watch the shoot on Friday, but you are **NOT** allowed to walk the course.



List of Stages

Stage Name	Scoring	Rounds	Bay Location
Don't Forget the Surprises Sponsored by Flesh & Bones Taxidermy/Village Drive Inn	Unlimited	18	1
A Mid-Summer Night Nightmare Sponsored by Alton Sports Tap	Unlimited	18	2
They Have Styrofoam Cups Sponsored by Mech Tech Systems/Vortex Optics/Polymer 80	Unlimited	18	3
Kerr's Chaos Sponsored by Farm & Home Supply	Unlimited	18	4
Which Way To Go Sponsored by Victory Lane Ford	Unlimited	18	5
Get Outta My House Sponsored by Litchfield Sportsman's Club/Town and Country Gun Club	Unlimited	18	6
Every Which Way But Loose Sponsored by Springfield Armory	Unlimited	18	7
I'll Do Anything for Super Bubble Sponsored by Piasa Armory	Unlimited	18	8
Save the Cat Sponsored by Uranus Fudge Factory and General Store	Unlimited	18	9
Standard Sponsored by Brittany Rifle & Pistol Club	Limited	18	Every bay



General Information

Please take the time to read and understand all of the contents of these match rules. Our goal is that every competitor has a great time and the last thing we want to see happen is for a competitor to be sent home early for a safety violation.

COLD RANGE – Brittany Shooting Park maintains a cold range. Firearms **MUST NOT** be handled anywhere on the range except in designated safety areas or under the direct supervision of a staff Safety Officer. Safe areas at BSP are identified by large signs. Handling of firearms in the parking areas is deemed unsafe gun handling and will result in a DQ (See note under **SAFETY AREAS**). Do **NOT** unload or handle ammunition at a safe area. Your firearm should remain unloaded on the range for competitor safety.

SAFETY AREAS - Safety areas are located in designated area at the range to un-bag and holster or unholster and bag your firearms. You may also dry fire practice and do gun repair in the safe area. No ammunition may be handled in any safe area at BSP. **NOTE:** Your vehicle is considered a safe area for the purpose of unloading and/or storing a pistol that is being used for conceal carry. Before leaving your vehicle area insure all firearms on you are UNLOADED.

RULES - The match rules are found in the IDPA Rules Handbook, current Edition and addendum's. THIS IS AN IDPA SANCTIONED MATCH AND WILL BE CONDUCTED IN STRICT COMPLIANCE WITH THE CURRENT IDPA RULEBOOK, INCLUDING HOLSTER, COVER GARMENT AND EQUIPMENT RULES. IT IS THE RESPONSIBILITY OF THE SHOOTER TO BE KNOWLEDGEABLE OF THE RULES AND IN COMPLIANCE.

Stage Briefing - No sight pictures, gun or finger. No choreographing the stage. All contestants will receive the exact same briefing by the SO on every single stage. Please do not take any action that appears to be an individual rehearsal of the stage. Violators will be warned and then earn a procedural. If it continues, you will earn an FTDR.



OBEY “YOUR” SAFETY OFFICERS - They are responsible for running the actual stages and ensuring that safety is maintained. Please follow their instructions and commands. They have volunteered their time to be here for your safety, please thank them for their time. In the extremely unlikely event that you might have a complaint or disagree with a call, please seek out or call for a Match Director. We will be your sounding board and complaint takers.

SET PROPS AND TAPE TARGETS – Boy Scouts will be taping and setting props on all stages. Competitors are expected to stay together as a squad. The on deck shooter should be in the designated on deck circle ready for commands from the SO. The only way to keep the flow of the match moving in a timely matter is to work together.

LOST BRASS - This match is a “Lost Brass” match. This means that we ask you not to pick up brass. Out of consideration for all of their hard work, the brass on each stage is given to the Safety Officers on each stage. Please do not pick up the brass.

ALCOHOL - Alcohol and illegal drugs are not allowed at BSP and any violation of this rule will result in an immediate request for you to leave the range. No exceptions!

SCORING DISPUTES - Benefit of the doubt goes to the shooter.... but, there must be some doubt! Common sense applies (i.e. on a moving target at 10 yards, it’s probably not a perfect double hit). With any dispute - the SO will pull the targets and call a Match Director. The MD’s decision is final! Radial tears and paper tears are not the same thing.

HARD COVER/SOFT COVER - Currently, none of the stages have any “Soft Cover” and all props should be considered “Hard Cover” even if not painted black. Shots through props will be scored as misses. Additionally, all walls should be considered as going all the way from ground to ceiling.

EYE & EAR PROTECTION - All competitors must wear eye and ear protection while on the line. Protection is required to be worn by everyone while on the range, including spectators.



HANDICAPPED SHOOTERS - Competitors may request a penalty in lieu of the stated course requirements by reason of incapacity or previous injury. This must be requested prior to shooting the stage. Only the CSO or MD can accept any such requests.

REST ROOMS - There are air-conditioned rest rooms in the main building, as well as port-a-potties positioned throughout the range. We do ask each shooter to please clean up after yourself.

SPECTATORS - We encourage spectators and will allow pictures and videos to be taken during the match. However, EVERYONE must wear eye protection on the range and hearing protection when near the firing lines. Children must be under the direct supervision of a parent. Dogs must remain on a leash at all times and please clean up after your animals.

The Match Director's Job to make this happen: We have some of the best Safety Officers in the Midwest to run the competitors through the courses of fire. Each stage will have Certified Safety Officers to ensure safety and movement of the match. The time keeper's job is to watch the muzzle of the firearm and to ensure the safety of the shooter and the fellow competitors. The score keeper will ensure that cover is used properly and targets are shot in the correct order. Most procedurals will be issued from the score keeper. The SO team's goal is to make sure things run as efficiently and smoothly as possible. Listen closely to the stage descriptions. Most questions will be answered if you just listen.

Your Job to make sure this happens: Your job is to simply help us make sure things run smoothly and safely. Please ensure that everyone within your squad is ready on each stage. When you are the on-deck shooter that you are in the designated on deck circle ready for commands from the SO. Each squad will have a traveling SO which will help in organizing and making sure everyone is prepared with the correct information.

Everyone is responsible for safety and is required to help with safety during the match. If you EVER see an unsafe act or a reason to stop the action, please do not hesitate to yell out "STOP".

Boy Scouts

Local Boy Scout troops are camping out Friday night and will be assisting at the range all day Saturday.

One of the complaints that has been heard at various matches is the shooters which they didn't need to spend the time pasting the targets, but could focus on the match and socializing. Trying to avoid this complaint at this match, the Boy Scouts will be pasting the targets at all the stages. There will be a tip jar inside the main building to donate for their efforts. Please consider what you would donate to not to have to tape targets and donate generously.

Also, the Boy Scouts will be cooking lunch on Saturday.

We appreciate the help that the local troops are providing and are glad that we can team up with them to help them raise funds to further their scouting efforts.





We want to say THANK YOU to all our safety officers and staff that helped make this match possible.

Safety Officers

Brad Eldred-SO

David O'Keefe-SO

Anthony Goodwin-SO

Brian Hobbs-SO

Jim Patton-SO

Ben Brown-SO

Craig Henderson-SO

Brad Campbell-SO

Jeff Burger-SO

Eric Zachman-SO

Eric Fisko-SO

Brent Todd-SO

Rob Smith-SO

Doug Klueh-SO

Jay Hile-SO

Larry Griffith-SO

Mark Gilley-SO

Micheal Ajero-SO

Perry Stevens-SO

Tom Dillinger-SO

Match Staff

Shane Moody-CSO

Jerry Adzima-CSO

Steve Stricklin-CSO

Aaron Ragusa-CSO

Thomas Ropers-CSO

Ted Smethers-CSO

Michael Mates-CSO

Dan Fayette-CSO

Keith Connelly-CSO

Steve Kerr-CSO

Monty Brown-CSO

Jon Pejka-CSO

David Birk-MD

Tad Steinhauer-Assistant MD

Darin Schreier-MD-north

Brad Myers-MD-south

Jeff Duckworth-Area Coordinator

Blake Cheely

SCENARIO STAGE 1: DON'T FORGET THE SURPRISES

Brought to you by:

FLESH & BONES TAXIDERMISTRY AND THE BUNKER HILL, VILLAGE DRIVER IN

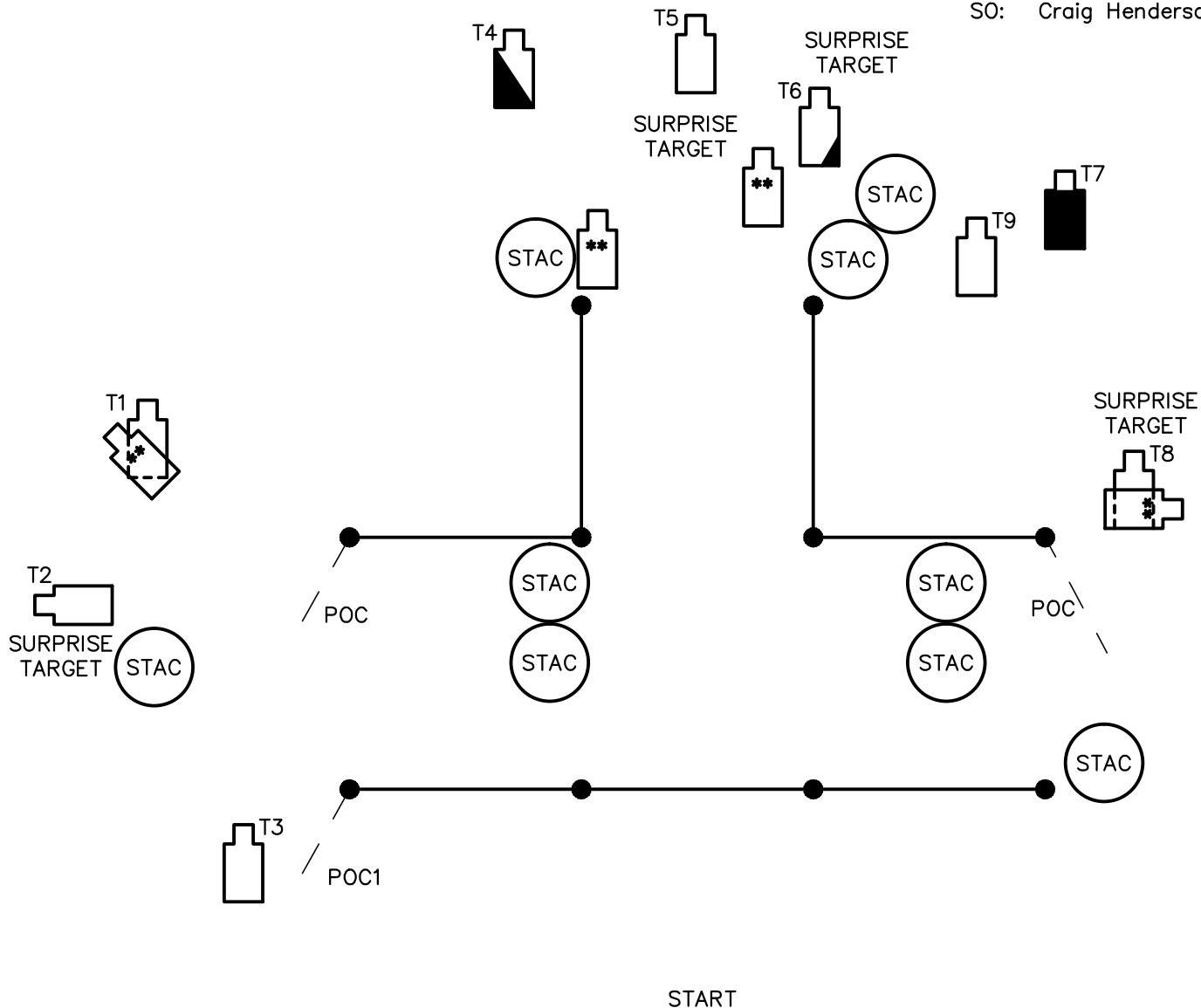
You are standing near a highway when you look out into the distance and notice a funnel cloud touching down in the distance! Tornado! What are you to do! Run to the nearby over-pass for safety! Before you move, you see a thug with a gun determined to keep you out of the over-pass! Defend yourself on the way to the over-pass! Once inside the over-pass, eliminate any more threats and save any hostages inside the overpass! Don't forget any surprises inside the over-pass!

STAGE 1 – BAY 1

Brittany Rifle & Pistol Club IDPA
 DON'T FORGET THE SURPRISES
 Course Designer: D. Schreier, D. Birk, T. Steinhauer
 SPONSORED BY: FLESH & BONES TAXIDERMY AND
 THE BUNKER HILL, VILLAGE DRIVE INN

SCENARIO: See Scenario Stage 1 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, engage T3 on the move to POC1. Engage remaining targets from points of cover or on the move.	<u>POINTS OF COVER/FAULT LINES:</u> 3 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 9 PAPER <u>SCORING:</u> Best 2 on paper.	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

CSO: Tom Ropers
 SO: Craig Henderson



SCENARIO STAGE 2: A MID-SUMMER NIGHTS NIGHTMARE

Brought to you by:

ALTON SPORTS TAP

brandie@altonsportstap.com

bspidpa@yahoo.com

Have you ever had one of those dreams that seemed to surreal? In this scenario you find yourself coming home to threats throughout your house. Every doorway and every turn represents everything from zombie clowns to rabid pit bulls. Very possibly, there is no happy ending. All you can do is hope to survive until you wake up.

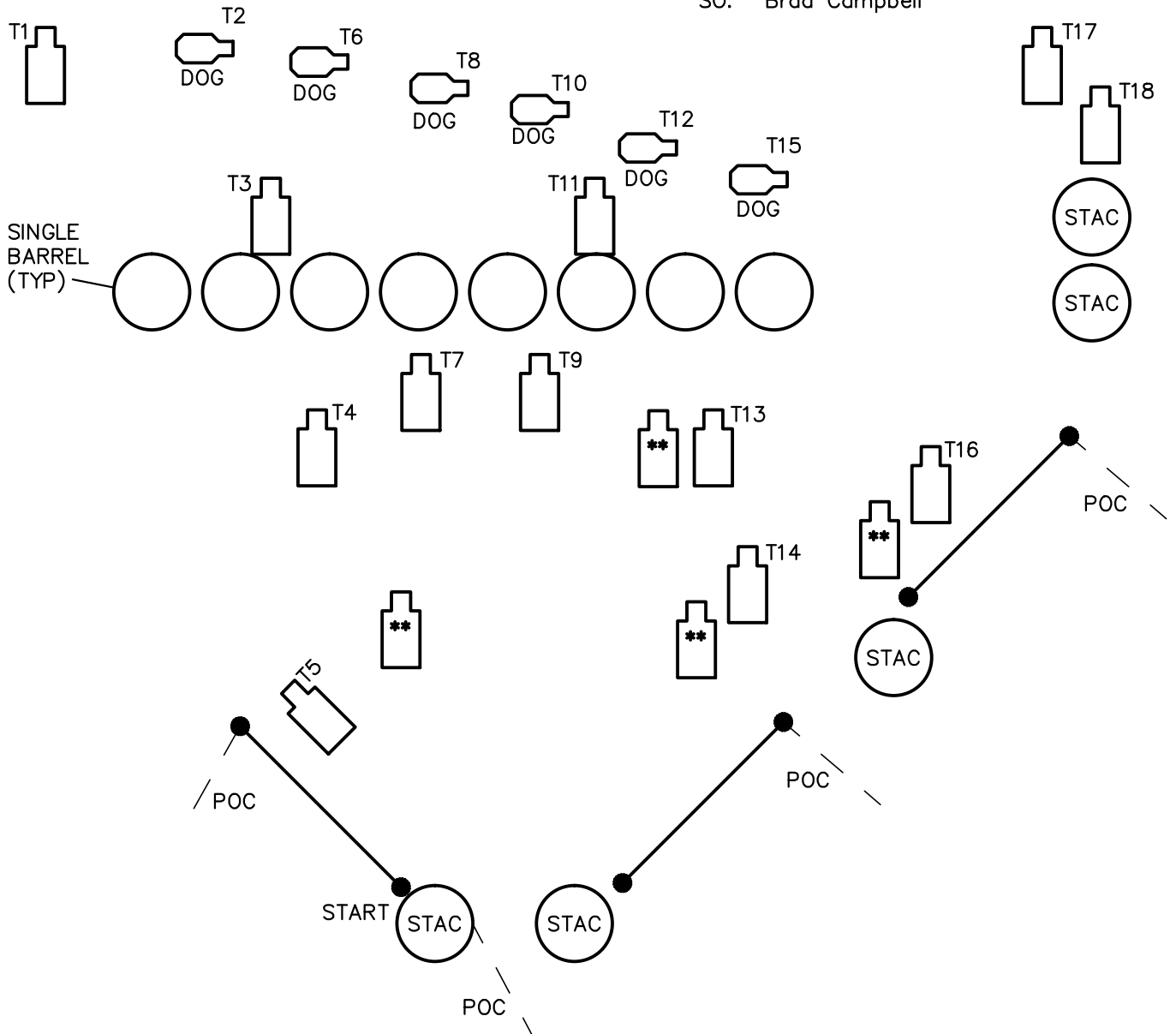
STAGE 2 – BAY 2

Brittany Rifle & Pistol Club IDPA
 A MID-SUMMER NIGHTS NIGHTMARE
 Course Designer: D. Schreier, D. Birk, T. Steinhauer

SPONSORED BY:
 ALTON SPORTS TAP

SCENARIO: See Scenario Stage 2 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, use all points of cover to engage all targets.	<u>POINTS OF COVER AND FAULT LINES:</u> 4 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 18 PAPER <u>SCORING:</u> Best 1 on paper	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

CSO: Aaron Ragusa
 SO: Brad Campbell



SCENARIO STAGE 3: THEY HAVE STYROFOAM CUPS!

Brought to you by:

MECH TECH SYSTEMS, THE WORLD'S MOST VERSATILE PISTOL ACCESSORY!

VORTEX OPTICS

POLYMER 80

russ@mechtechsys.com

info@vortexoptics.com

alexb@polymer80.com

bspidpa@yahoo.com

You (aka Dave, Tad, and Darin) are on your way to an IDPA match, and you want to stop and get a fountain soda. But you (aka Dave) have to stop at a gas station that has Styrofoam cups! (because Styrofoam cups are much better than plastic cups, and we (aka Dave) only drink fountain soda from a Styrofoam cups! Before you get your Styrofoam cup; a terrorist with a pistol caliber carbine and his buddies attack. Knock over the thug and take his pistol caliber carbine and start taking out his buddies! Once you run out of ammo, go to the trunk of your car and get your IDPA gear (gun and mag's). Finish taking out the terrorist with your gear!

STAGE 3 – BAY 3

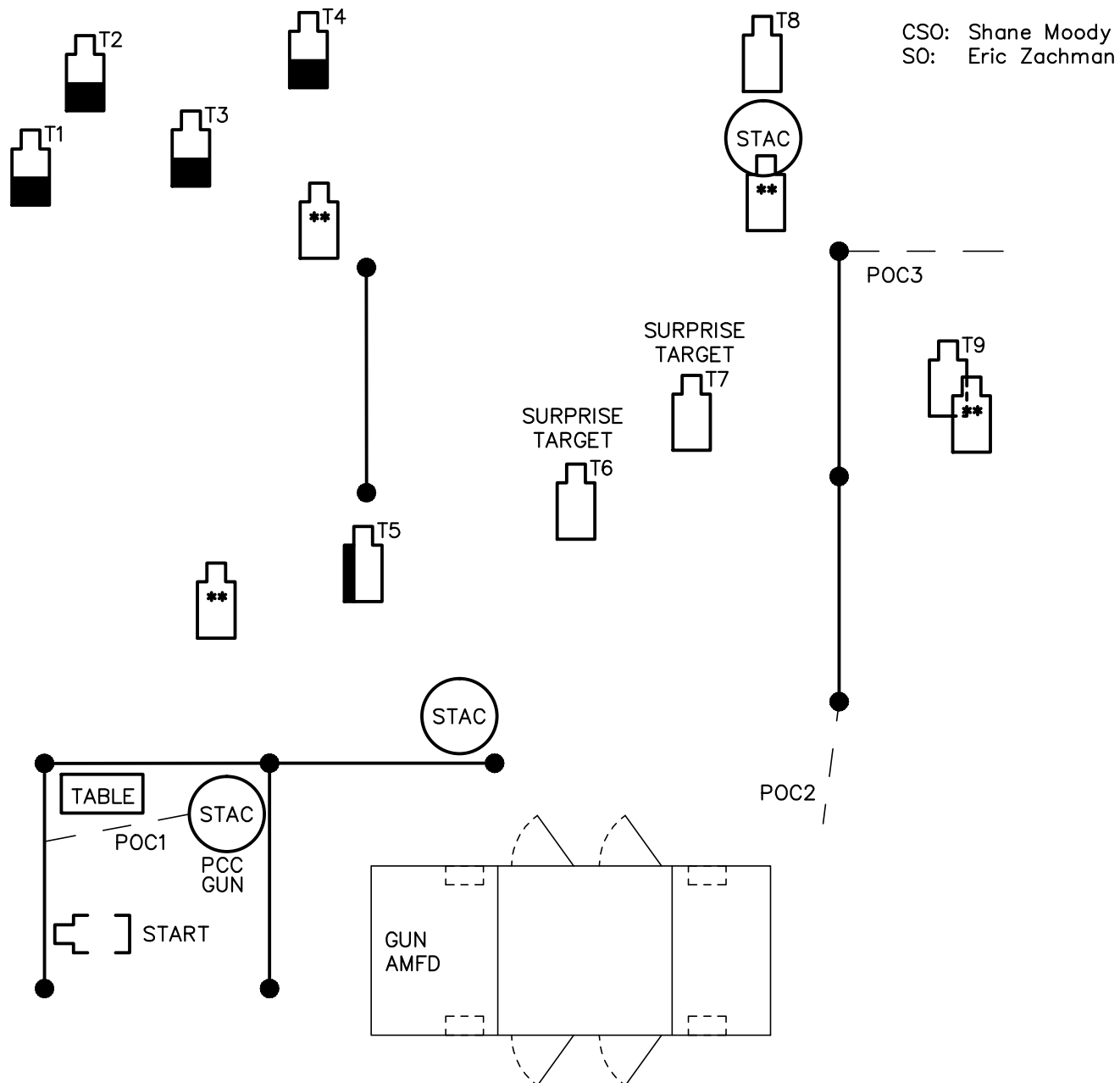
SPONSORED BY:
MECHTECH SYSTEMS
VORTEX OPTICS

Brittany Rifle & Pistol Club IDPA
THEY HAVE STYROFOAM CUPS!
Course Designer: D. Schreier, D. Birk, T. Steinhauer

SPONSORED BY:
POLYMER 80

SCENARIO: See Scenario Stage 3 Page	
<u>START POSITION:</u> Standing at START in front of push over target with hands at side.	<u>FIREARM CONDITION:</u> Unloaded in trunk of car with ammo feeding devices (AMFD) loaded to division capacity.
<u>PROCEDURE:</u> At signal, push over target. Grab PCC, engage T1–T5. Move to car trunk. Retrieve gun & AMFD and engage remaining target from cover or on the move.	<u>POINTS OF COVER AND FAULT LINES:</u> 3 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 9 PAPER <u>SCORING:</u> Best 2 on paper.	<u>START–STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> NOT REQUIRED

NOTES: Pistol Caliber Carbine (PCC) is provided by match with 10 rounds in mag. PCC must be placed (unloaded/empty) on table before leaving POC1. T5 may be re-engaged on the move to POC2. T1–T4 may be re-engaged from POC3.



SCENARIO STAGE 4: KERR'S CHAOS

Brought to you by:

FARM & HOME SUPPLY, ALTON IL

dsmith@farmandhomesupply.com

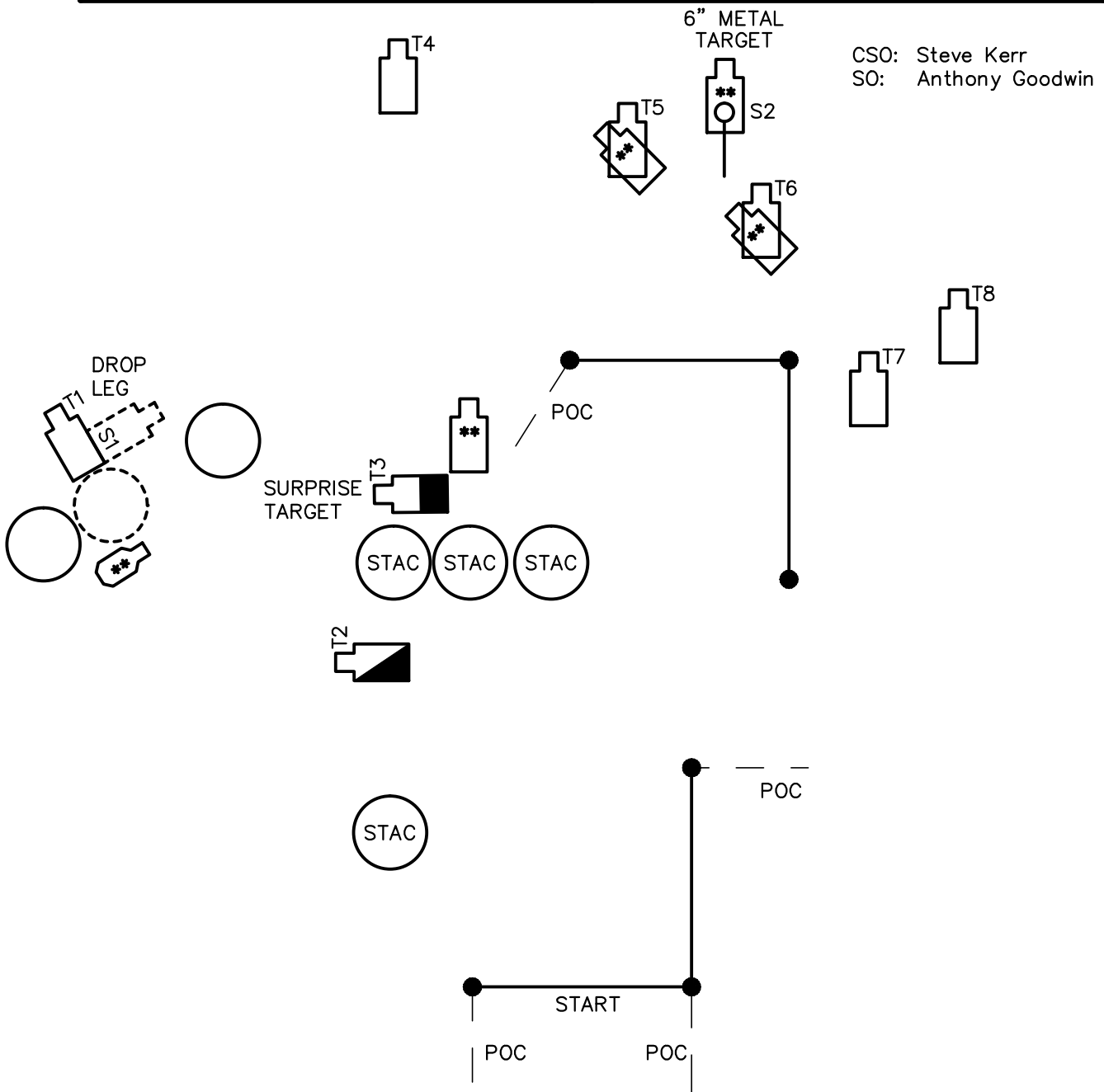
bspidpa@yahoo.com

You are in your backyard and putting up fences. Your wife, kids, and dog are playing in the yard when Chaos breaks out! Thugs have entered thru the unfinished area and are threatening your family! Save your family from the Chaos!

STAGE 4 – BAY 4

Brittany Rifle & Pistol Club IDPA
 KERR'S CHAOS
 Course Designer: D. Schreier, D. Birk, T. Steinhauer
 SPONSORED BY:
 FARM & HOME SUPPLY, ALTON, IL

SCENARIO: See Scenario Stage 4 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, draw & engage targets using cover. Surprise target on move.	<u>POINTS OF COVER AND FAULT LINES:</u> 4 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 8 PAPER, 2 STEEL <u>SCORING:</u> Best 2 on paper/Steel falls.	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED



SCENARIO STAGE 5: WHICH WAY TO GO

Brought to you by:

VICTORY LANE FORD, LITCHFIELD IL

gene@teamvictorylane.com

bspidpa@yahoo.com

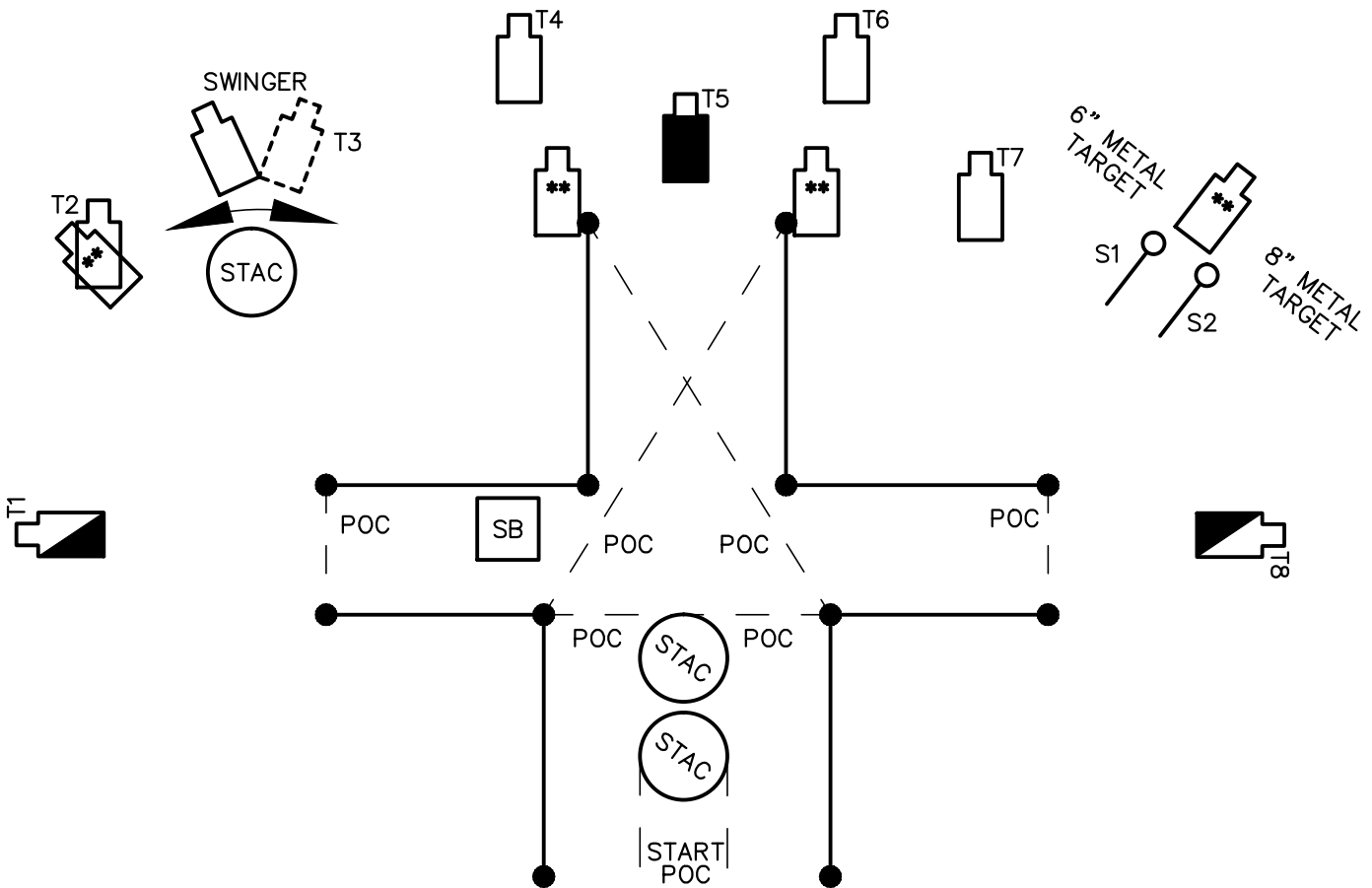
You enter your house and down the corridor is someone that should not be there! Before you know it, you are in danger! Defend yourself! As you move down the corridor, more bad guys appear! Once you neutralize them, you hear screams from both ends of the corridor. Bad guys are everywhere, which way do you go to neutralize the bad guys the fastest?

STAGE 5 – BAY 5

Brittany Rifle & Pistol Club IDPA
 WHICH WAY TO GO
 Course Designer: D. Schreier, D. Birk, T. Steinhauer
 SPONSORED BY:
 VICTORY LANE FORD, LITCHFIELD IL

SCENARIO: See Scenario Stage 5 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, draw and engage targets using cover. Step on stomp box (SB) to activate swinger.	<u>POINTS OF COVER AND FAULT LINES:</u> 8 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 8 PAPER, 2 STEEL <u>SCORING:</u> Best 2 on paper/Steel falls.	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

CSO: Jerry Adzma
 SO: Ben Brown



SCENARIO STAGE 6: GET OUTTA MY HOUSE!

Brought to you by:

LITCHFIELD SPORTSMAN'S CLUB

TOWN AND COUNTRY GUN CLUB

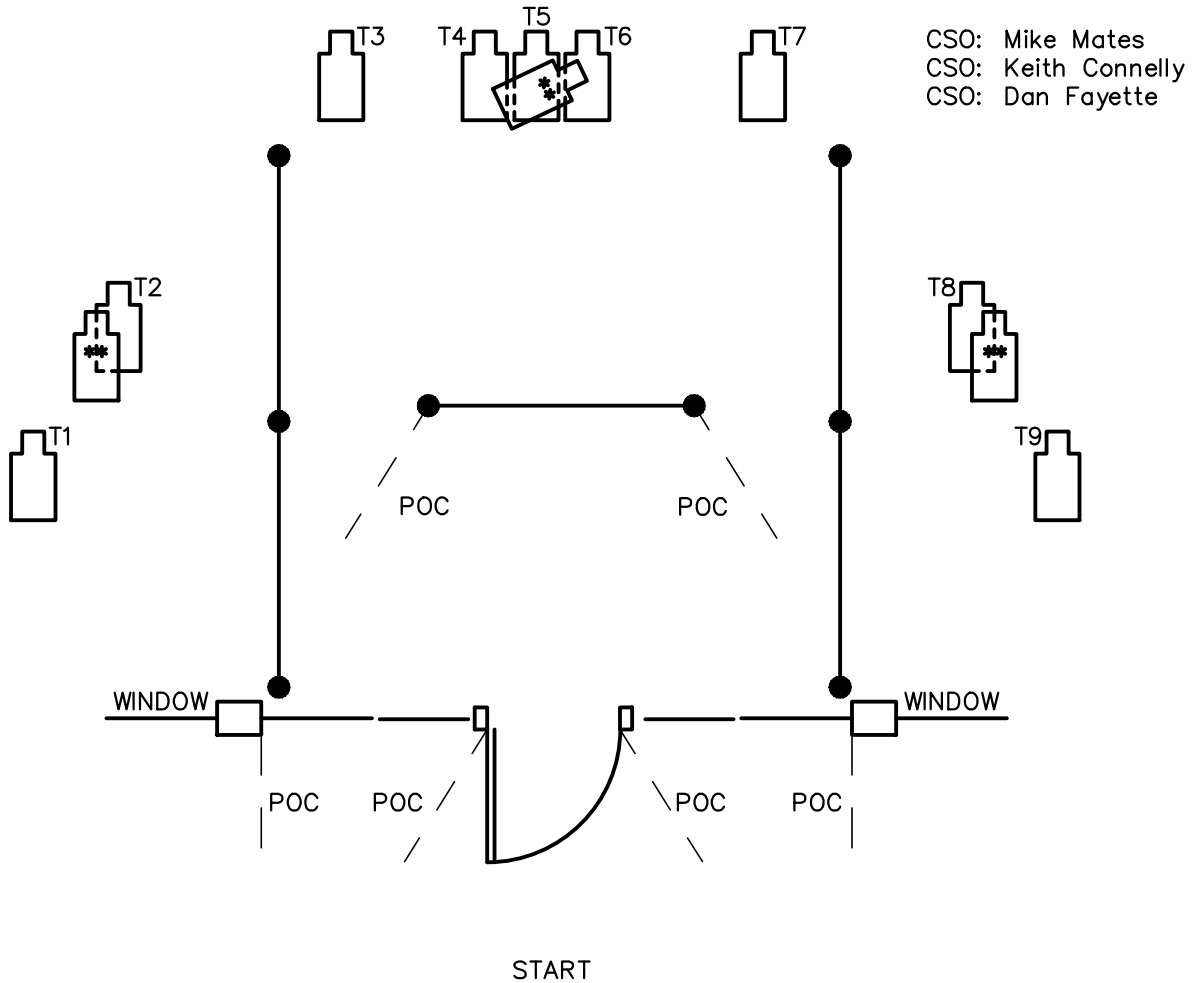
You come home from a long day and find your house has been taken hostage by a bond of thugs who grabbed your loved ones. Eliminate the thugs and rescue the hostages.

STAGE 6 – BAY 6

Brittany Rifle & Pistol Club IDPA
 GET OUTTA MY HOUSE
 Course Designer: Mike Mates
 SPONSORED BY LITCHFIELD SPORTSMAN'S CLUB
 SPONSORED BY TOWN AND COUNTRY GUN CLUB

SCENARIO: See Scenario Stage 6 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal engage move to both windows and engage targets from cover. Open door and engage remaining targets from cover.	<u>POINTS OF COVER AND FAULT LINES:</u> 6 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 9 PAPER <u>SCORING:</u> Best 2 on paper.	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

NOTES: All shots must be on the move or from cover.



SCENARIO STAGE 7: EVERY WHICH WAY BUT LOOSE!

Brought to you by:

SPRINGFIELD ARMORY

debw@springfield-armory.com

bspidpa@yahoo.com

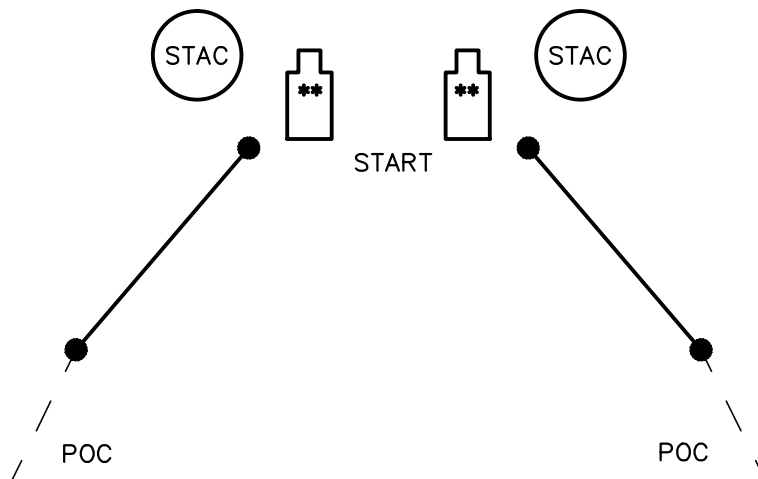
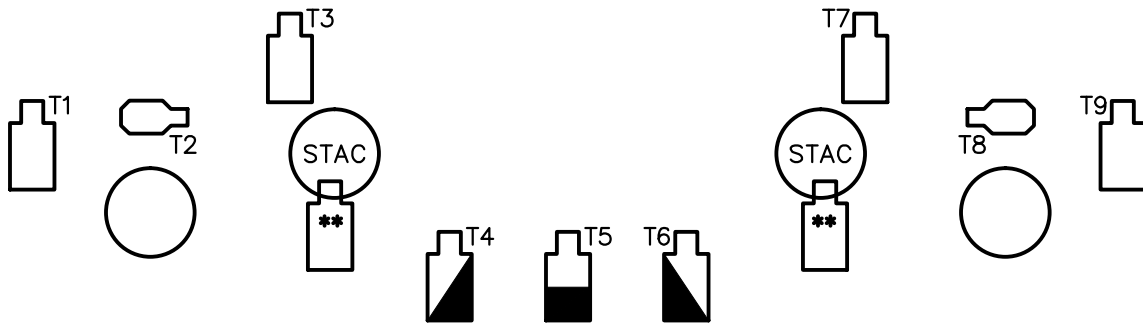
While walking through a corridor trying to remember where you left your parked your car, you find yourself in the middle of a drug deal going bad, and with you as the final ingredient, going to extremes. As your loved one's scatter, you draw your gun, and their fire, while everyone scurries to safety. Save your family, yourself, and a few others that appear to be innocent.

STAGE 7 – BAY 7

Brittany Rifle & Pistol Club IDPA
 EVERY WHICH WAY BUT LOOSE
 Course Designer: D. Schreier, D. Birk, T. Steinhauer
 SPONSORED BY:
 SPRINGFIELD ARMORY

SCENARIO: See Scenario Stage 7 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, engage T4–T6 while retreating. Engage all remaining targets using cover.	<u>POINTS OF COVER AND FAULT LINES:</u> 2 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 9 PAPER <u>SCORING:</u> Best 2 on paper.	<u>START–STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

CSO: Steve Stricklin
 SO: Eric Fisko



SCENARIO STAGE 8: I'LL DO ANYTHING FOR SUPER BUBBLE!

Brought to you by:

PIASA ARMORY, ALTON IL

scott@piasaarmory.com

bspidpa@yahoo.com

“Proclivities” – The tendency to choose or do something regularly: an inclination or predisposition towards a particular thing.”

We all have proclivities that make us who we are. Because you chose to attend an IDPA match with Darin Schreier, you find yourself in deep kimchee (Dung, Crap...you get the point). Instead of going into one of the three previous places of business for some gum, you find yourself here at “problem central”, because Bubblicious, Hubba Bubba, Double Bubble, or Bazooka just will not do. Only Super Bubble Gum will suffice. Because you are currently drinking Mountain Dew, the Apple Super Bubble is preferred. However, to get your fix, you must first wade through a group of Beech-Nut chewing red necks bent on teaching you a lesson. The last thing you hear is something about you having a pretty mouth before your mind goes into code black and you are in a fight for your life, and some gum!

STAGE 8 – BAY 8

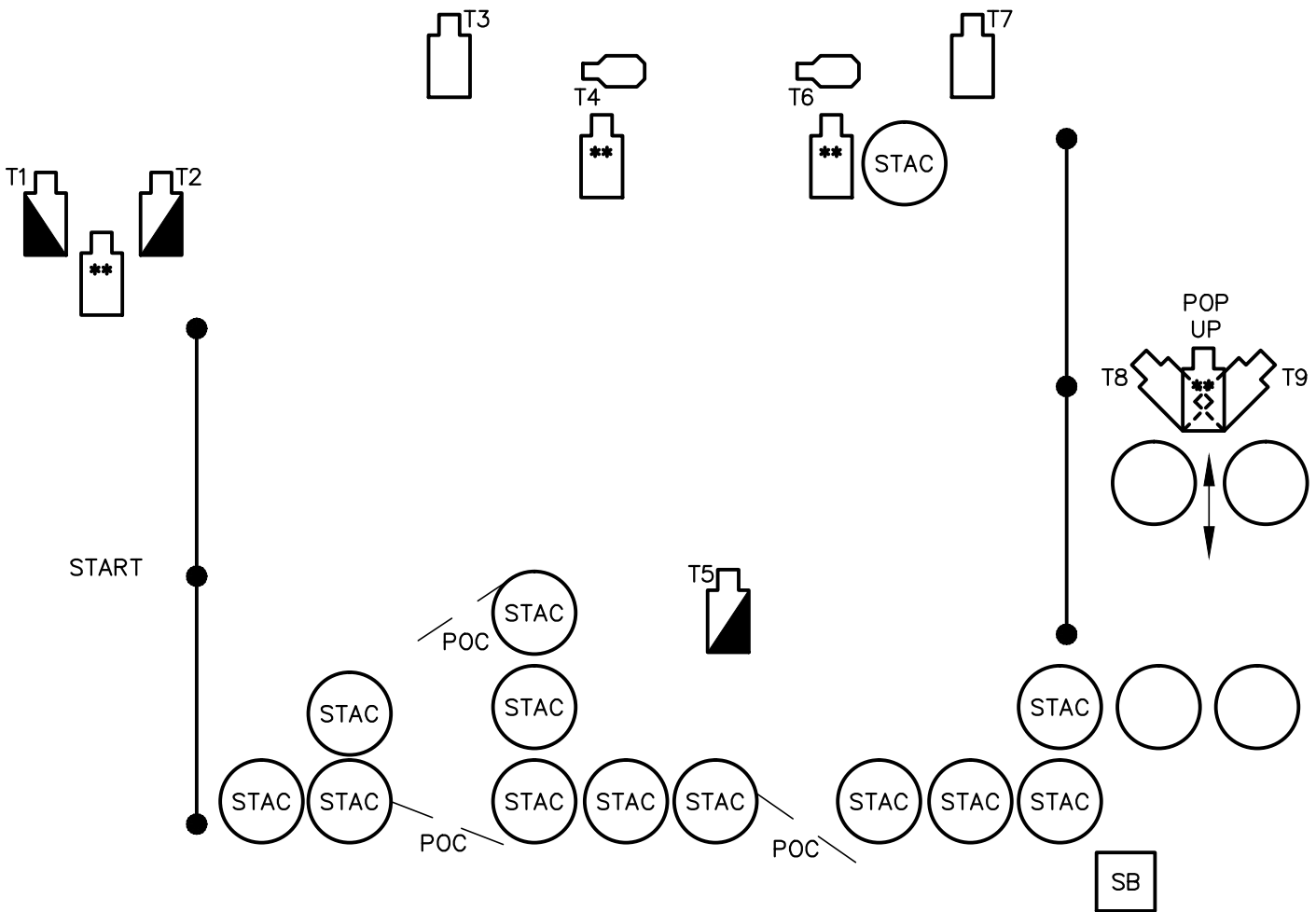
Brittany Rifle & Pistol Club IDPA
 I'LL DO ANYTHING FOR SUPER BUBBLE
 Course Designer: D. Schreier, D. Birk, T. Steinhauer

SPONSORED BY:
 PIASA ARMORY, ALTON IL

SCENARIO: See Scenario Stage 8 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal engage T1–T2 while retreating. Engage T3–T7 from cover. Step on stomp box (SB) to activate T8–T9.	<u>POINTS OF COVER AND FAULT LINES:</u> 3 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 9 PAPER <u>SCORING:</u> Best 2 on paper.	<u>START–STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

NOTES: All shots must be on the move or from cover.

CSO: Ted Smethers
 SO: Tom Dillinger



SCENARIO STAGE 9: SAVE THE CAT!

Brought to you by:

URANUS FUDGE FACTORY & GENERAL STORE

monkeybutton2u@gmail.com

bspidpa@yahoo.com

Kitty Kitty certainly has multiple lives. She survived last year's Prairie Dell Shootout only to again find herself in harm's way. Fortunately, your daughter, Susie Sunshine, is not standing there holding the cat. Just when you see the opportunity to finally be ride of the cat, you see your daughter in tears. Both, because she is terrified to find herself amid treacherous trespassers in your home, and because bullets are starting to fly in yours and the cats direction. Save your daughter, family, and if possible the cat.

STAGE 9 – BAY 9

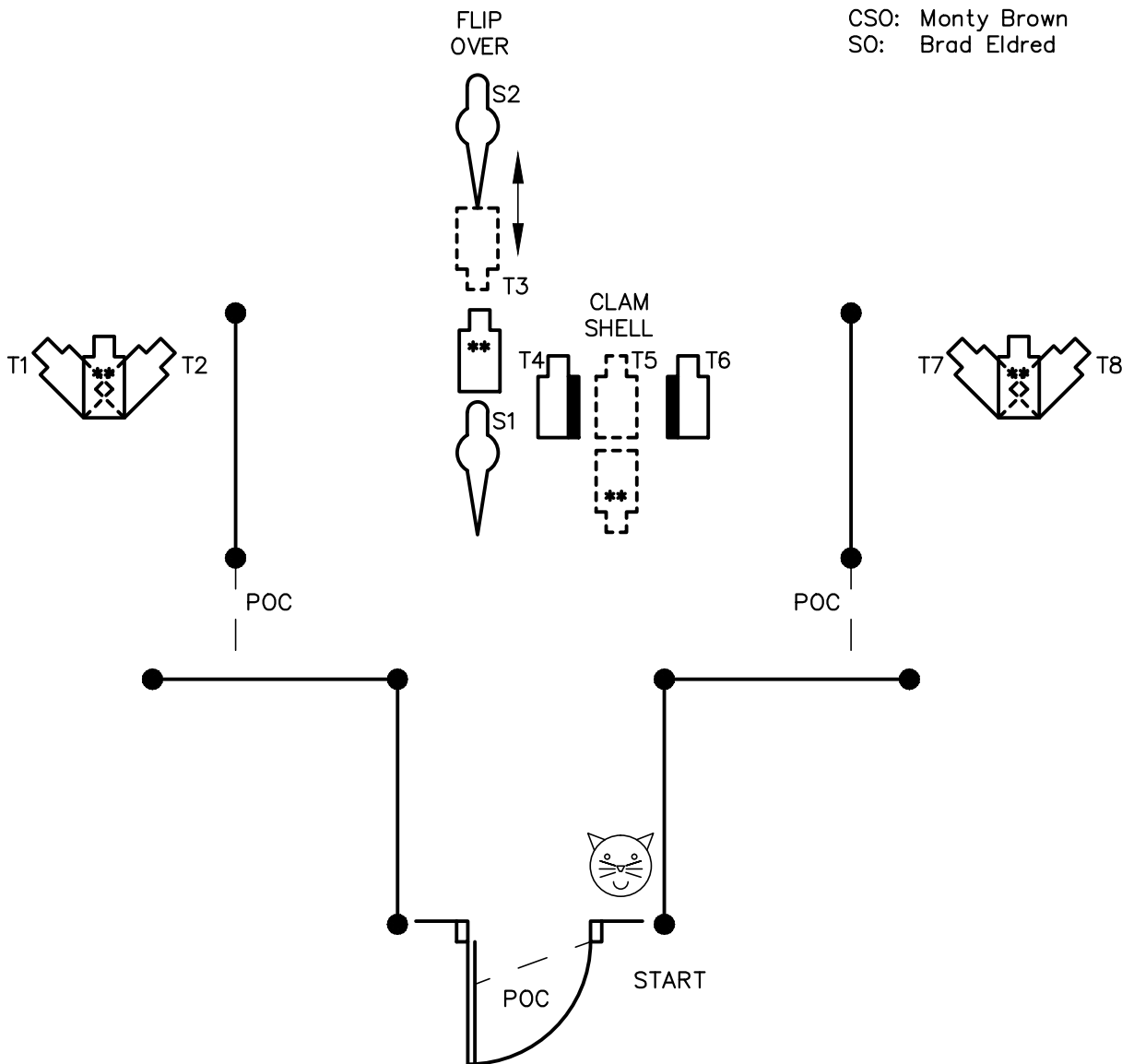
SPONSORED BY:
URANUS FUDGE FACTORY
AND GENERAL STORE

Brittany Rifle & Pistol Club IDPA
SAVE THE CAT!
Course Designer: D. Schreier, D. Birk, T. Steinhauer

SCENARIO: See Scenario Stage 9 Page	
<u>START POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal open door, engage S1/S2 and T3–T6 from cover. Move thru door and grab cat with weak hand. Move to strong side POC and engage targets strong hand only, move to week side POC and engage targets week hand only.	<u>POINTS OF COVER AND FAULT LINES:</u> 3 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, UNLIMITED <u>TARGETS:</u> 8 PAPER, 2 STEEL <u>SCORING:</u> Best 2 on paper/Steel falls.	<u>START-STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> REQUIRED

NOTES: All steel must be engaged from door. Cat located on table at door, may be moved to either side of door before start. Cat may be dropped after strong hand POC. All make-up shots must be on the move. Non-threat located behind S1 will disappear after S1 falls.

CSO: Monty Brown
SO: Brad Eldred



SCENARIO STAGE 10: STANDARD

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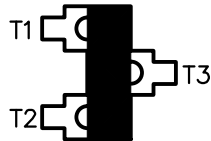
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We would love to write a detail oriented scenario that would give shooters pause before completing this stage. But, unfortunately, IDPA doctrine does not allow for such literature for a Standards Stage. Be assured, if we were allowed, you would currently be hearing something that would draw you to tears.

STAGE 10 – BAY 1/9

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 STANDARD
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<u>SCENARIO:</u> STANDARDS STAGE: FREE STYLE, STRONG HAND, WEAK HAND	
<u>RT POSITION:</u> Standing at START with hands at side.	<u>FIREARM CONDITION:</u> Loaded to division capacity and holstered.
<u>PROCEDURE:</u> At signal, from POC1, engage T1–T3 free style. Move to POC2 & engage T1–T3 strong hand. Move to POC3 & engage T1–T3 weak hand.	<u>POINTS OF COVER AND FAULT LINES:</u> 3 Designated POC (see diagram) <u>MUZZLE SAFE POINTS:</u> 180 degrees to shooter.
<u>STRINGS:</u> 1 <u>SCORING:</u> 18 ROUNDS, LIMITED <u>TARGETS:</u> 3 PAPER <u>SCORING:</u> 6 on paper.	<u>START–STOP:</u> AUDIBLE – LAST SHOT <u>CONCEALMENT:</u> NOT REQUIRED



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POC3

— — — —

POC2

— — — —

POC1

START