

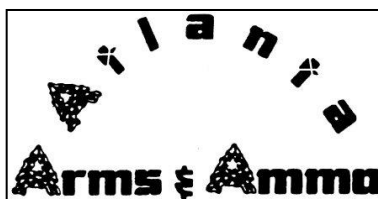


Team GLOCK™

2009



Georgia State Championship Course of Fire



Phone: 419-829-2242 info@targetbarn.com





Staff

Capel English	-	Match Director
Brett Hanus	-	Range Master
Marla Hendrix	-	Stats
Karen English	-	Stats
Vickie Vasquez	-	Stats

Notice

The stage descriptions in this booklet are for informational purposes only and may be changed prior to the actual match.

Safety and Ground Rules

Disqualification: A shooter will be disqualified from the match for any safety violation or unsafe gun handling. Negligent discharges into the ground or into a metal prop within 6 feet and over the berm are grounds for disqualification. Sweeping one's self or anyone else with the muzzle is also grounds for disqualification. The first offense of un-sportsmanlike conduct will earn the participant a FTDR penalty. The second offense of un-sportsmanlike conduct will result in disqualification.

Air Gunning: No air-gunning of any type is allowed and will result in a FTDR penalty being added to the shooters score.

Steel: All steel must fall to score. Any steel target left standing will be scored as a miss and a failure to neutralize.

Scoring: After shooting a stage, the shooter may follow the CSO as he scores the targets. Any disagreements with the scoring must be addressed at this time. A score can be contested immediately to the Match Director, but it is highly unlikely that the CSO will be over-ruled. It is the shooter's responsibility to ensure that the scoresheet is correct.



Safety and Ground Rules

Re-Shoots: The only re-shoots allowed will be due to range equipment malfunction.

Arbitration: There will be no arbitration. The Match Director will make final decision in all matters of dispute.

Brass: This is a lost brass match. Please do not attempt to recover brass while the match is underway.

Scoring Trailer: Please do not interfere with the scoring crew. If you have a concern with your score, please see the Match Director or Range Master.

Safe Areas: There are designated safe areas around the range. Handling of firearms outside of a safe area is grounds for disqualification.

Parking: Please do not drive down into the action pistol range. Adequate parking is available just past the clubhouse.

Lunch:

Lunch will be available in the club house between 11:30 and 1:30 for a nominal fee. (*You passed it on the way in.*) The following stages will be closed for lunch at the specified time. Please be prepared to eat lunch when the stage you are shooting shuts down.

Stages 1-4 (11:30-12:00)

Stages 5-8 (12:00-12:30)

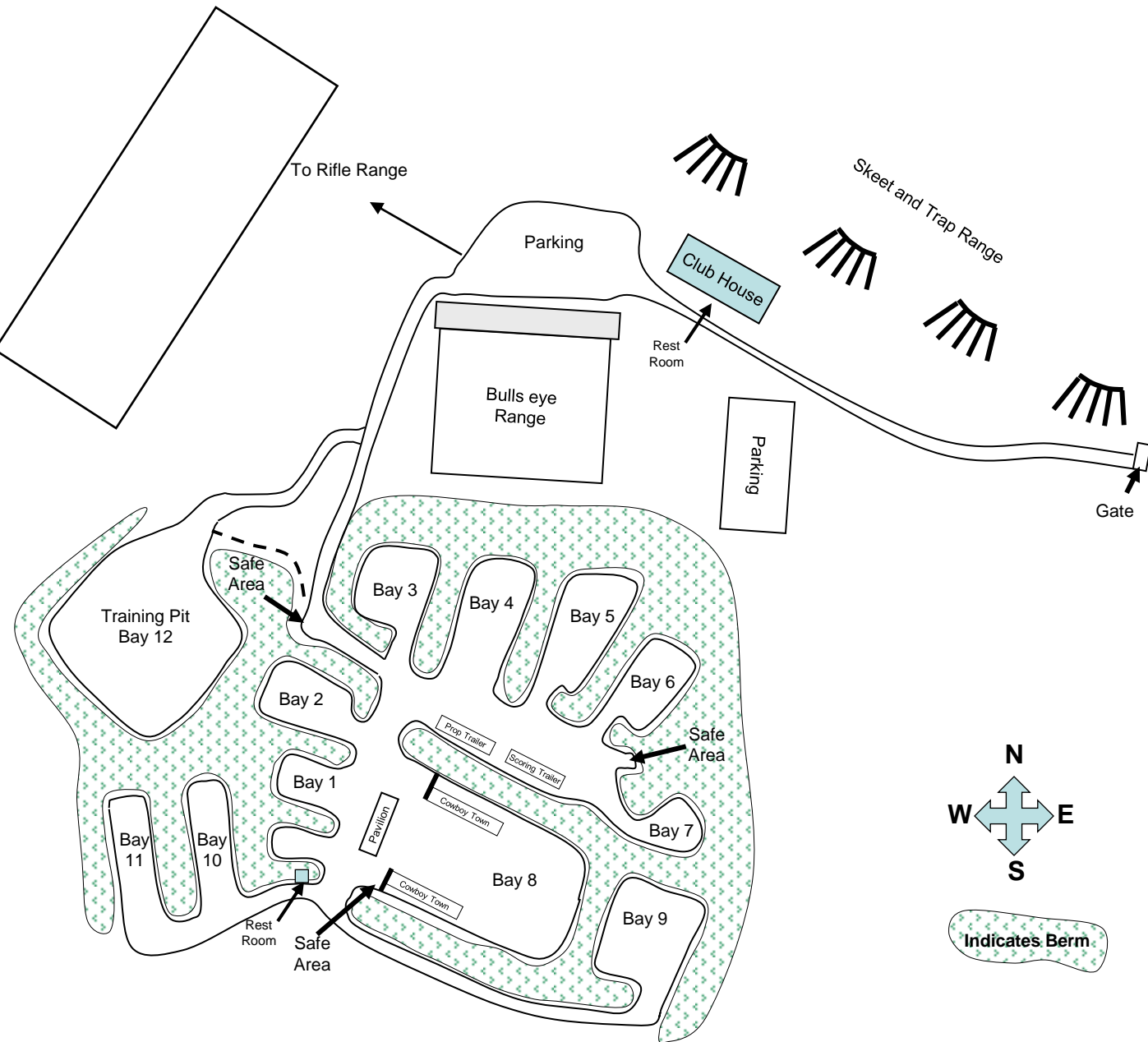
Stages 9-13 (12:30-1:00)

Safety Officers



Al Hodge	John Pander
Bob Dean	Lance Biddle
Bob Duckworth	Lynn Keaton
Bob Guidice	Lynn Rawlinson
Brett Hanus	Mark Gallow
Brian Whitley	Michelle Peel
Chester Kingsman	Mike Brown
Chuck Brothers	Mike Ross
Claude Werner	Paul Skakum Sr.
David Rawlinson	Randy Ohlrogge
Eli Colotta	Ray Burton
Frank Wright	Rhett Crutchfield
Howard Beers	Rob Duckworth
Jerry Burch	Ron Schehr
Jerry Weatherby	Sam Eads
Jesus Vazquez	Tom Hyde
Joe Peel	Tom Mulheron
John Grubb	Van Hasson
John McDonald	Wally Kravarik

South River Gun Club Range Map

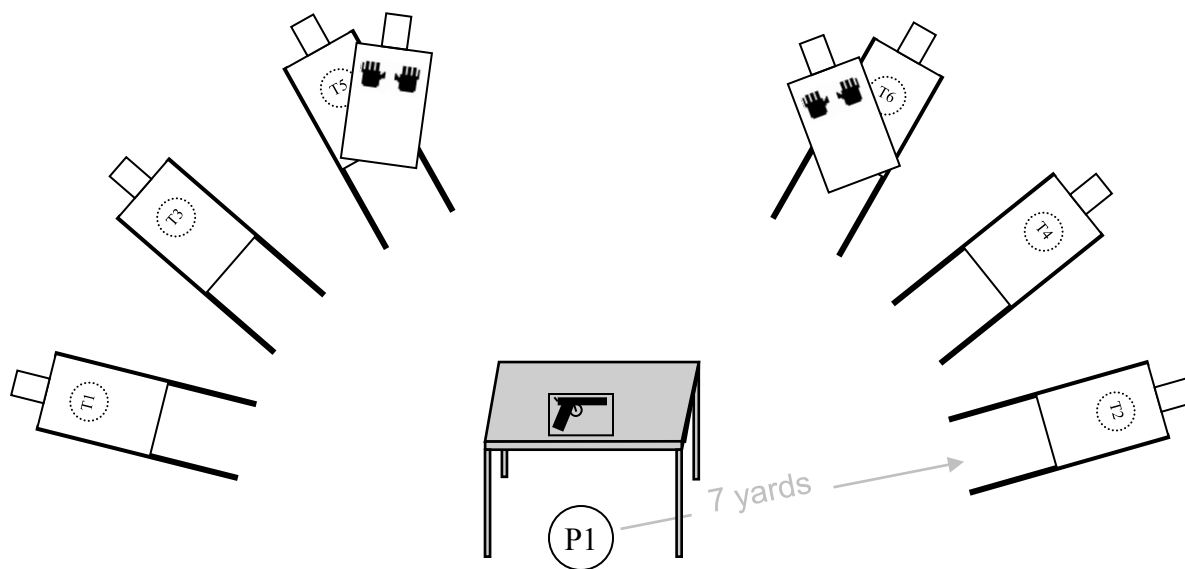


Stage 1: Standards



Bay 1

- Scenario: Standards
- Start Position: At P1 with hands relaxed by your side, loaded to division capacity. Gun in IDPA box.
- Stage Procedure: On the buzzer, retrieve gun from the IDPA box and fire 2 shots each at T1 strong hand, then swap the gun to weak hand and fire 2 shots at T2. Alternate targets and hands for the remaining targets. Reload as necessary.
The box may be oriented to the shooter's preference.
- Concealment: NOT Required.
- Scoring: **Limited Vickers**
- Scored Hits: 12 rounds, **2 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard, be careful and don't drop your gun!



COURSE DESIGNER: C. English

Stage 2: Pick-up Gun



Bay 2

Scenario: You walk into a robbery in progress at the local diner. An officer is down and you are unarmed. You must pick up his gun and defend yourself.

Start Position: Kneeling with gun and ammo **underneath** the downed officer.

Stage Procedure: On the buzzer, pick up the gun and solve the problem. Reload as necessary.

The 1st magazine will be downloaded to 6 rounds.

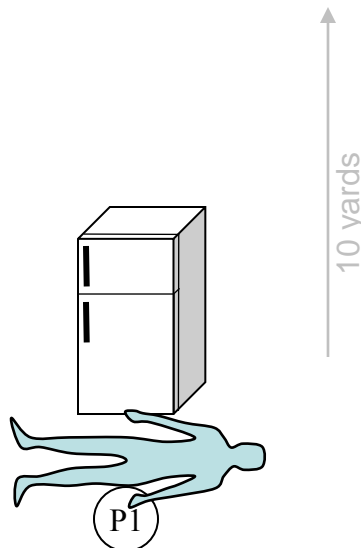
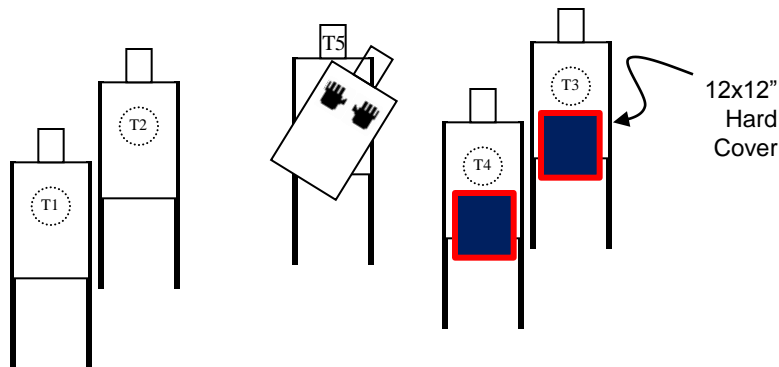
Concealment: **NOT Required.**

Scoring: **Vickers**

Scored Hits: 10 rounds, **2 each** on T1-T4, **2 head shots** on T5

Targets: 5 IDPA

Penalties: standard



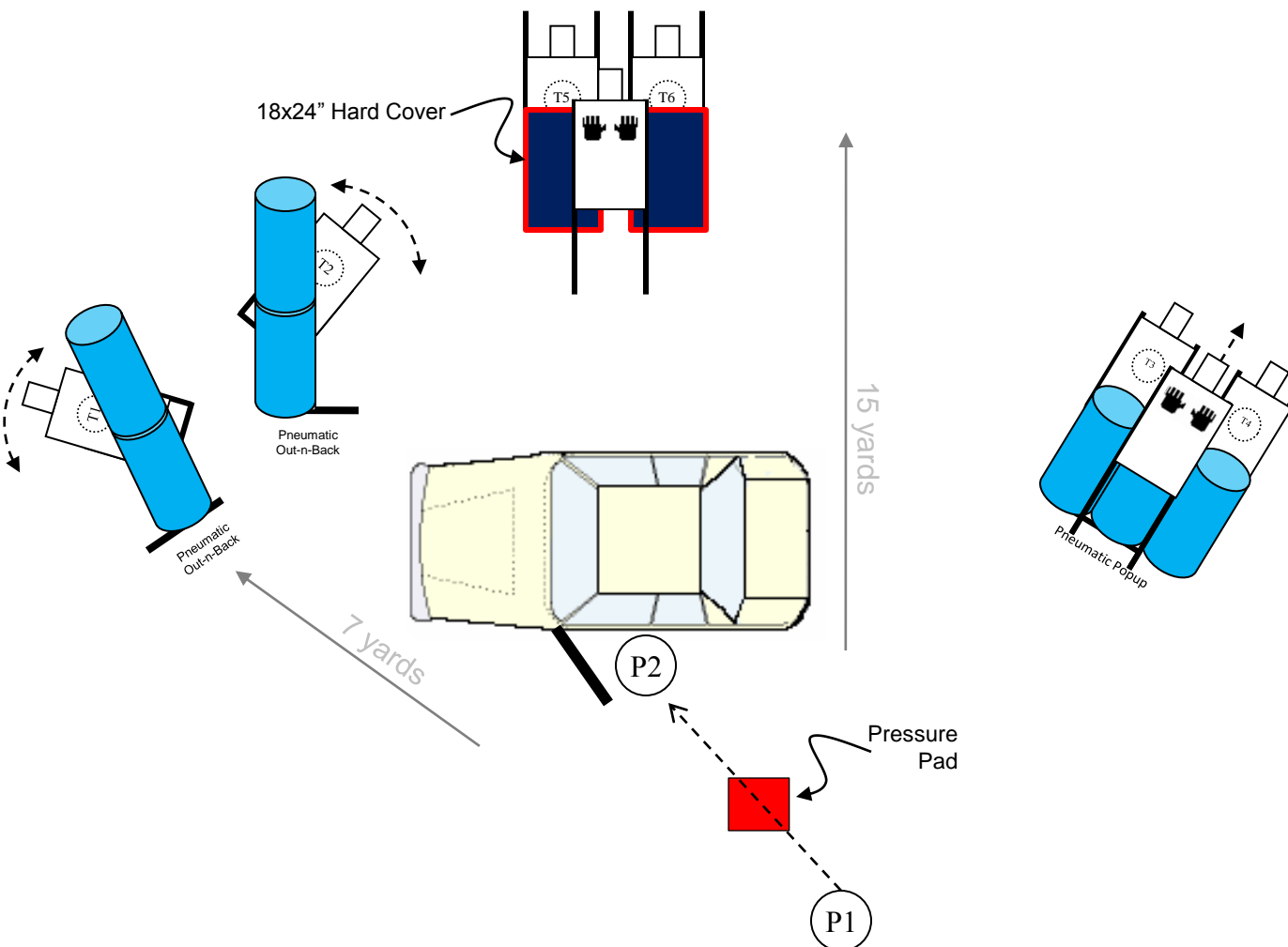
COURSE DESIGNER: R. Crutchfield

Stage 3: Gym Trouble



Bay 3

- Scenario:** You are leaving the gym and have just put your bag in the trunk. At that point, you are entertained by crack-heads who plan to rob you and steal your car.
- Start Position:** Standing at P1 with your hands relaxed by your side. All spare ammo is on the driver's side floorboard of the car.
- Stage Procedure:** On the buzzer, draw and engage T1-T2 while moving to low cover at P2. Engage all remaining targets from low cover behind the car.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 18 rounds. **3 each** on T1-T5
- Targets:** 6 IDPA
- Penalties:** standard



COURSE DESIGNER: C. English

Stage 4: The Alley



Bay 4

Scenario: In order to avoid a rough crowd of gang-banger, you decide to take an alley short-cut. It was a bad idea because, you run into their rivals who find your presence annoying.

Start Position: Standing at P1 with your hands by your side.

Stage Procedure: On the buzzer, advance to P2, draw and engage all targets from cover.

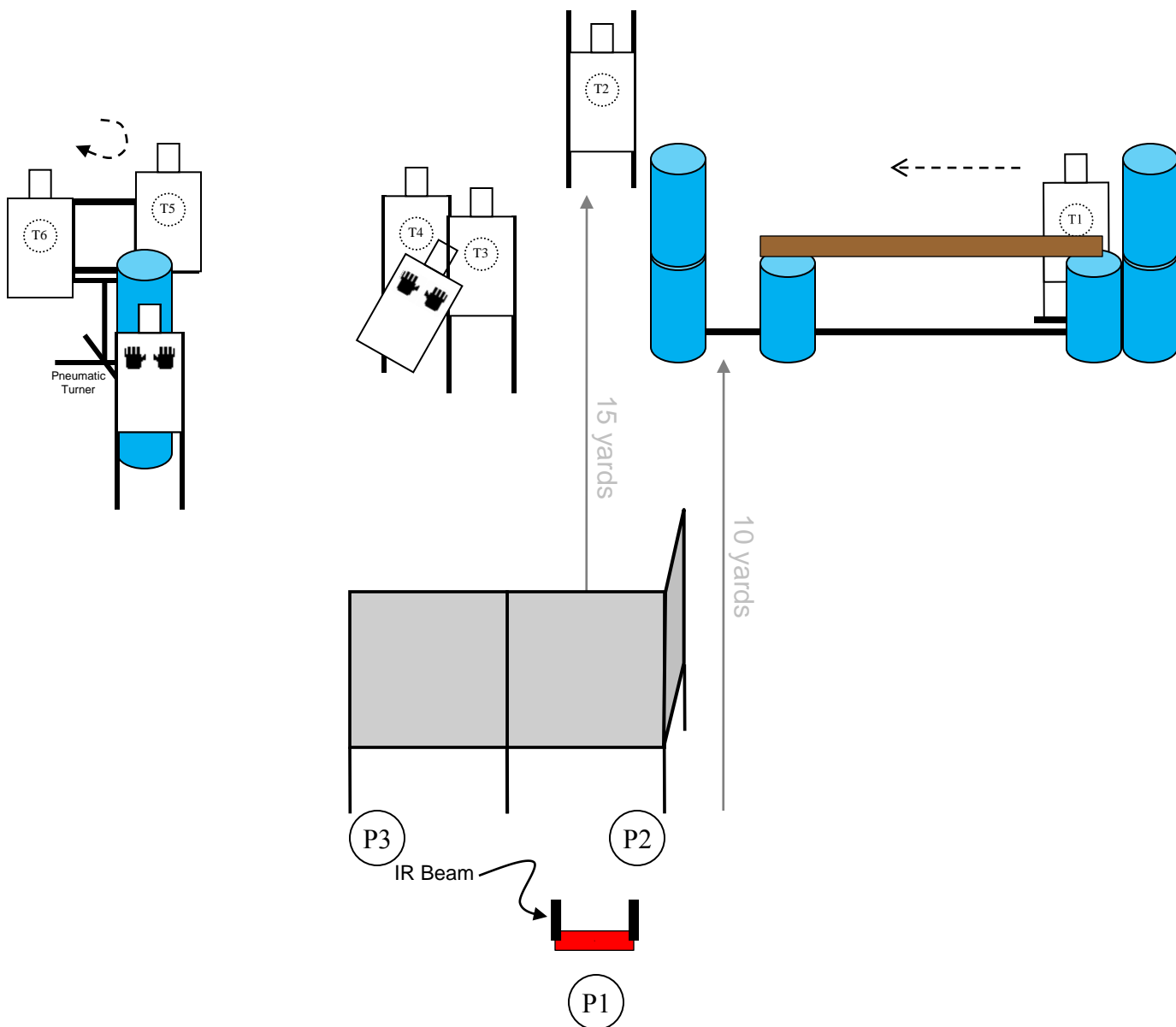
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 12 rounds, **2 each** on T1-T6

Targets: 6 IDPA

Penalties: standard



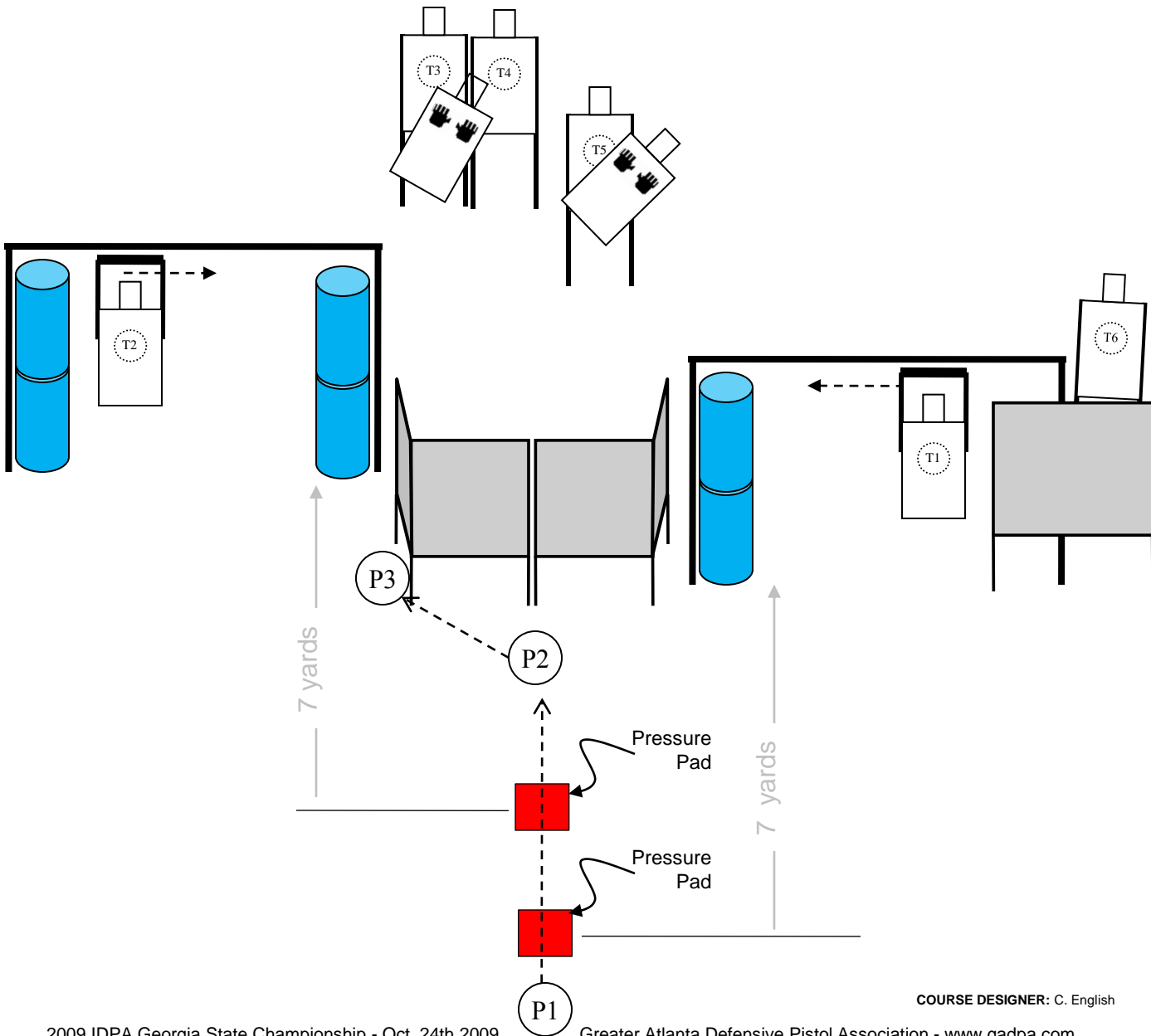
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Stage 5: Container Yard



Bay 5

- Scenario:** While trying to locate a lost container at the rail yard, you stumble upon mobsters looting your lost goods. They have no intention of letting you go and becoming a witness.
- Start Position:** At P1 with hands relaxed by your side
- Stage Procedure:** On the buzzer, draw and engage T1-T2 while moving to cover at P2. Engage all remaining targets from cover.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 12 rounds, **2 each** on T1-T6
- Targets:** 6 IDPA
- Penalties:** standard



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Stage 6: Back Porch Problems



Bay 6

Scenario: While sitting on your back porch, the hedges erupt with a gaggle of home invaders and demand that you get down on your knees. You decide not to obey their wishes.

Start Position: Seated at P1 with hands on your knees.

Stage Procedure: On the buzzer, draw and engage T1-T2 from cover behind the barricade. While moving to P2 engage T3. Engage all remaining targets from cover.

You MAY NOT perform a reload while moving from P1 to P2.

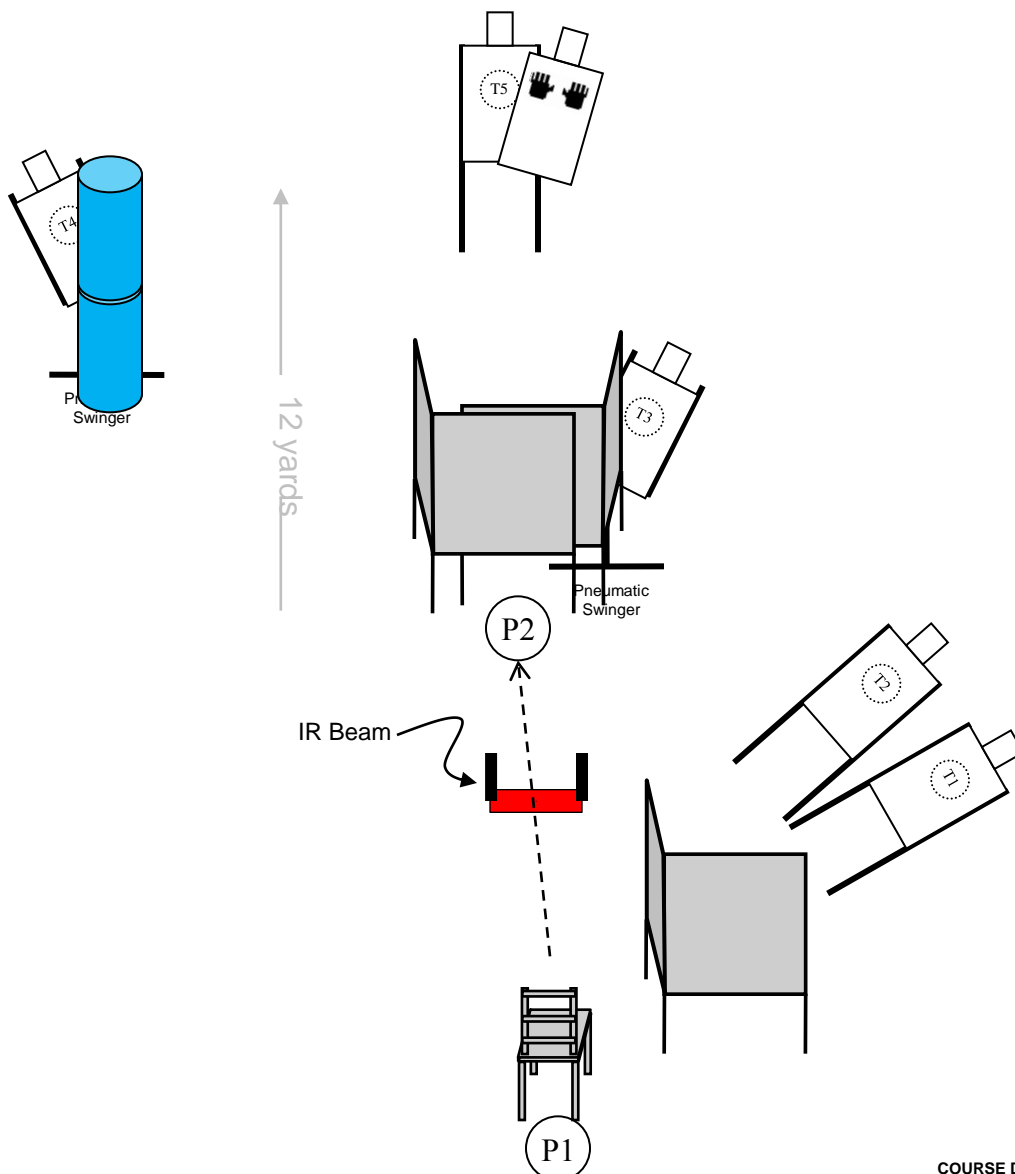
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 15 rounds, **3 each** on T1-T5

Targets: 5 IDPA

Penalties: standard

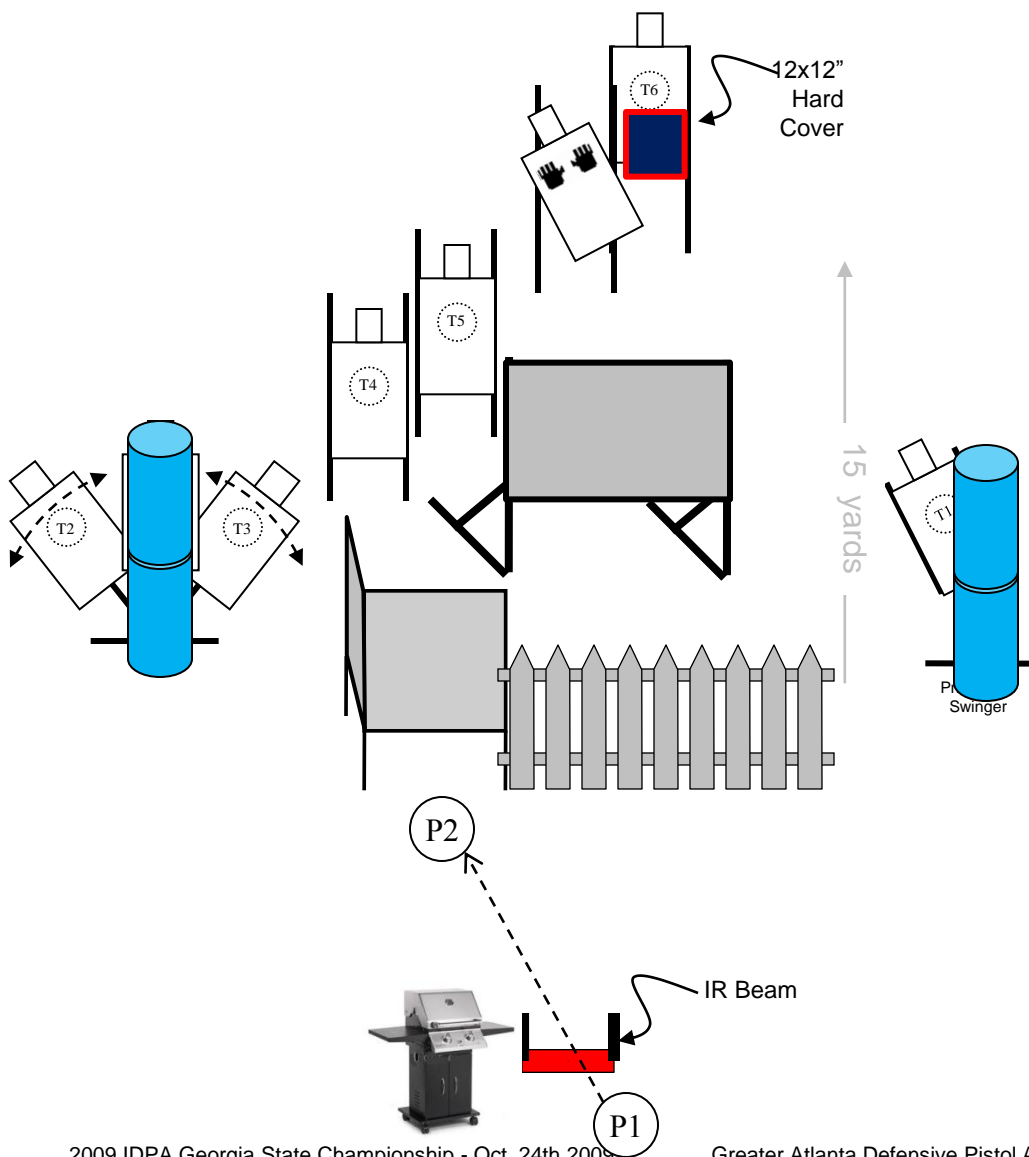


Stage 7: What a Cook Out



Bay 7

- Scenario: While grilling burgers at your grandfather's farm house, doped up meth heads decide to attend your cook out. Their intentions quickly become known when they draw guns and start making demands.
- Start Position: Standing at P1 holding the spatula.
- Stage Procedure: On the buzzer, draw and engage T1-T3 while advancing to cover at P2. Engage all remaining targets from **PRONE** underneath the barricade.
- Concealment: Required.
- Scoring: **Vickers**
- Scored Hits: 12 rounds, **2 each** on T1-T6
- Targets: 6 IDPA
- Penalties: standard



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Stage 9: Lead Poisoning



Bay 8

Scenario: At closing time, you discover thieves about to rob your drug store. Their weapons are drawn and you are determined to give them lead poisoning.

Start Position: Standing at P1 with your hands by your side.

Stage Procedure: On the buzzer engage T1-T3 from cover.

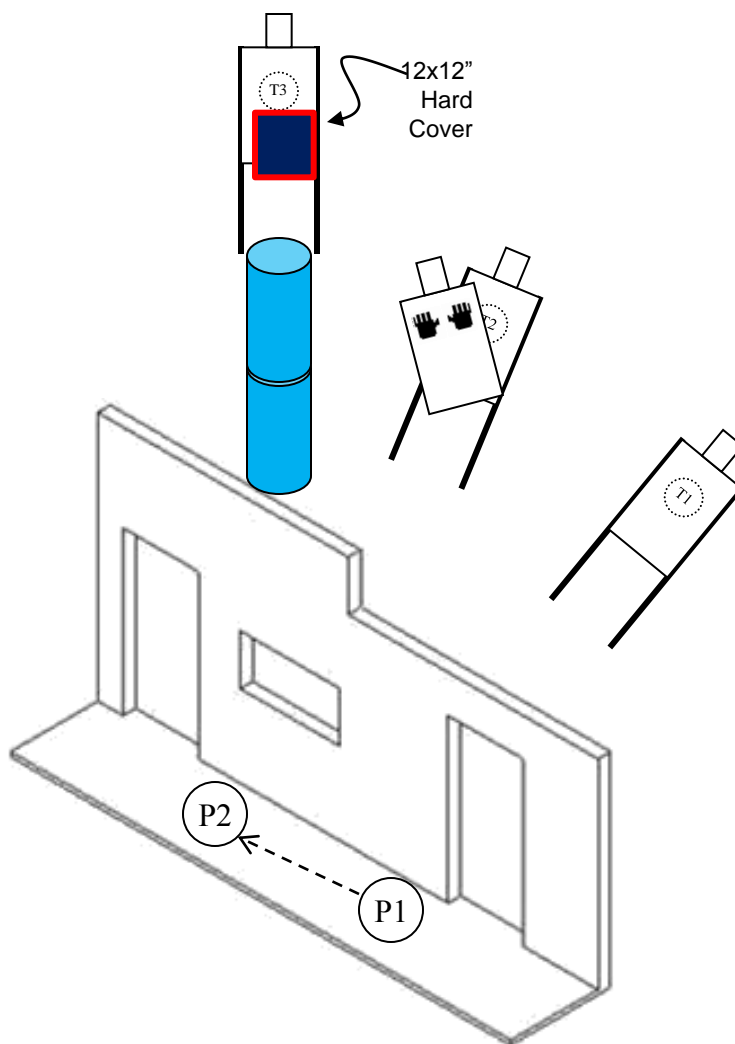
Concealment: Required

Scoring: Vickers

Scored Hits: 9 rounds. **3 each** on T1-T3

Targets: 3 IDPA

Penalties: standard



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Stage 10: Inside Out



Bay 9

Scenario: Strange noises inside your house alert you as you come in from your local homeowner's meeting. The hoodlums are all over your home pillaging and now they plan to rid you from the planet.

Start Position: Standing at P1 hands by your side..

Stage Procedure: On the buzzer, draw and engage each target while maintaining cover.

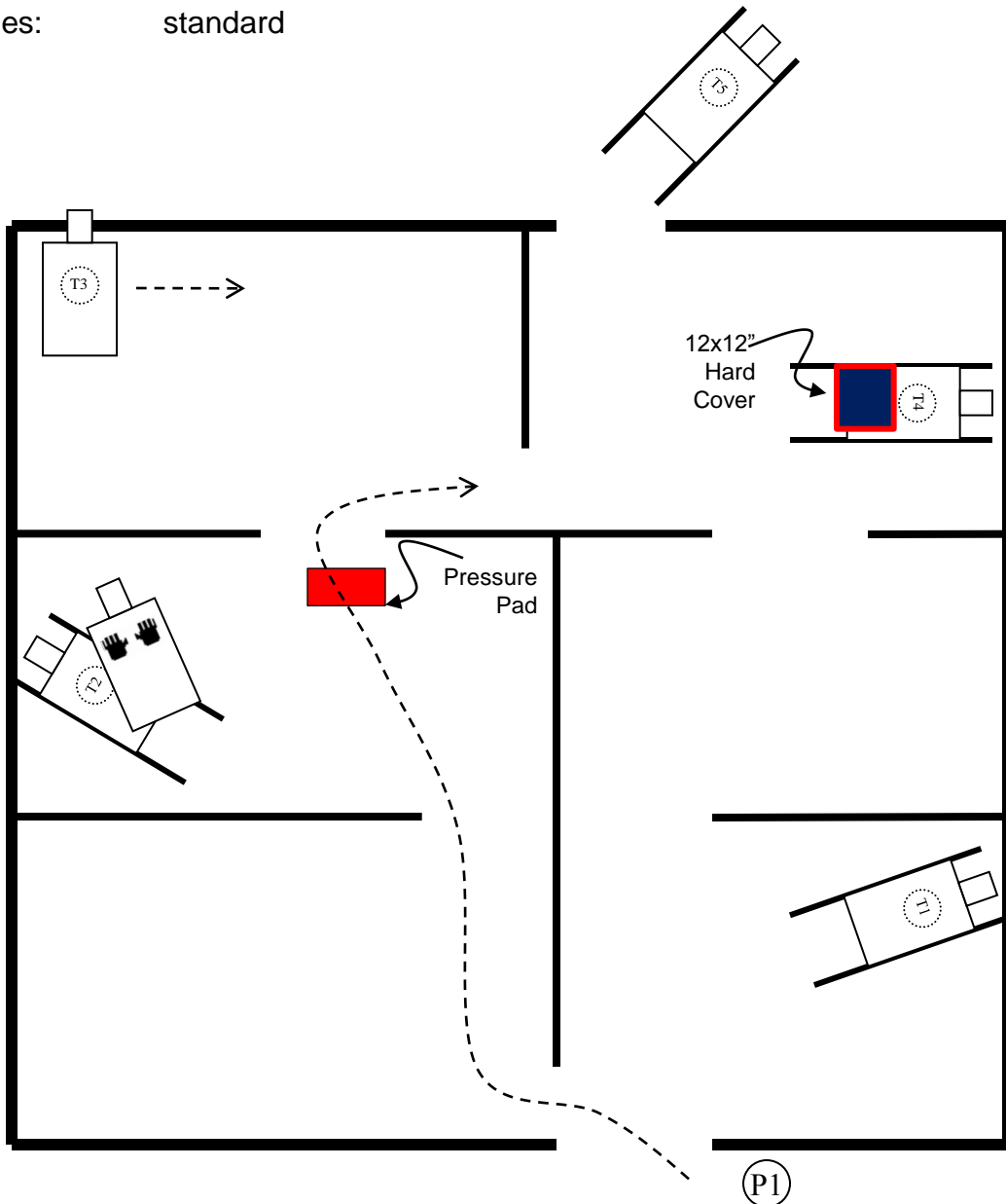
Concealment: Required.

Scoring: **Vickers**

Scored Hits: 15 rounds, 3 rounds each on T1-T5.

Targets: 5 IDPA

Penalties: standard

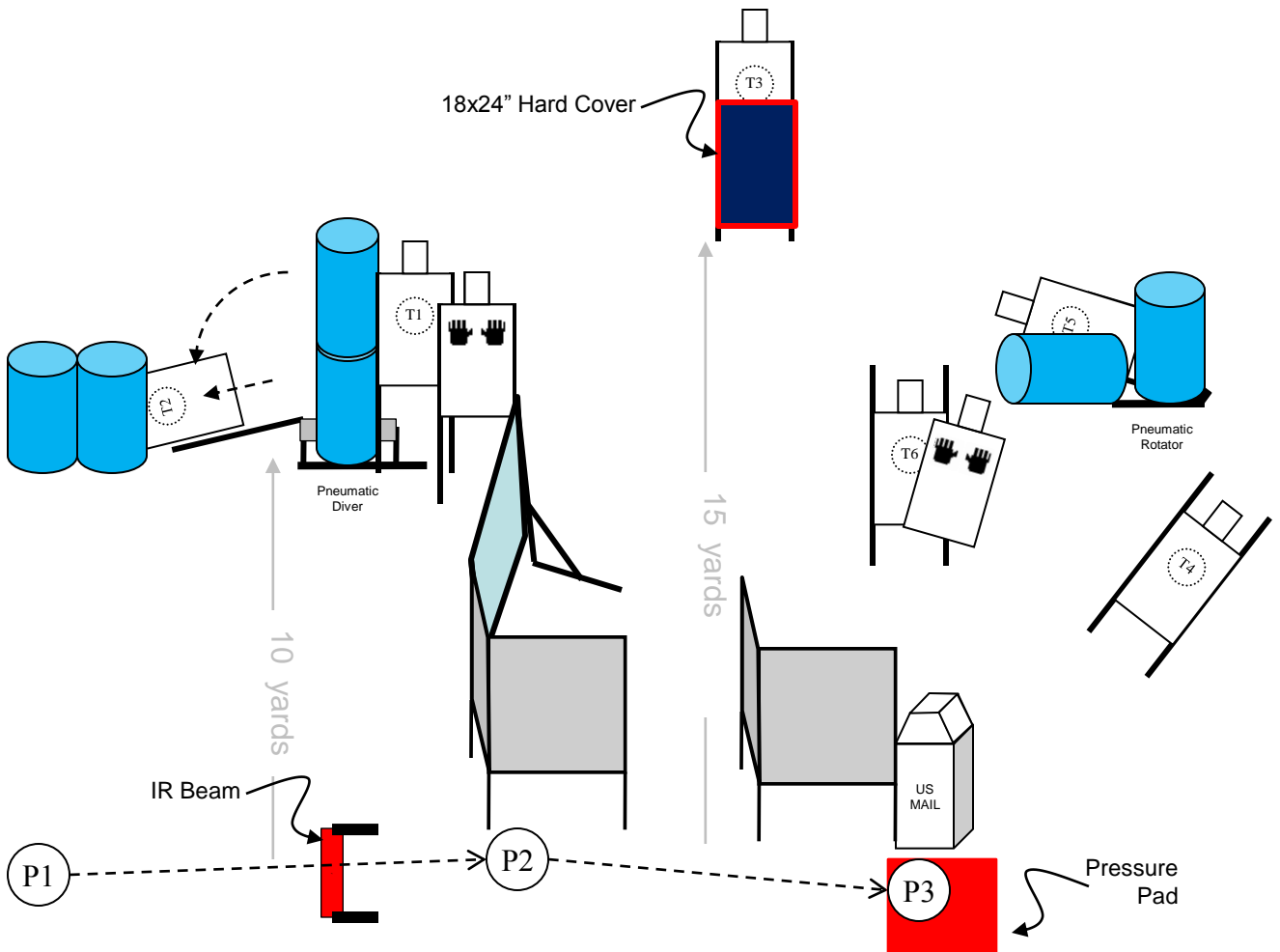


Stage 11: High Cost of Postage



Bay 10

- Scenario:** You are on your way to the mailbox in order to mail your stimulus contribution check to the IRS. Armed looters have decided to take advantage of a local power outage and you are in their way.
- Start Position:** Standing at P1 with hands by your side.
- Stage Procedure:** On the buzzer, draw and engage T1 while advancing to cover at P2. Engage T2-T4 from cover. T5-T6 must be engaged from low cover at P3.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 18 rounds, **3 each** on T1-T5
- Targets:** 6 IDPA
- Penalties:** standard, not shooting T1 on the move or T2 from cover



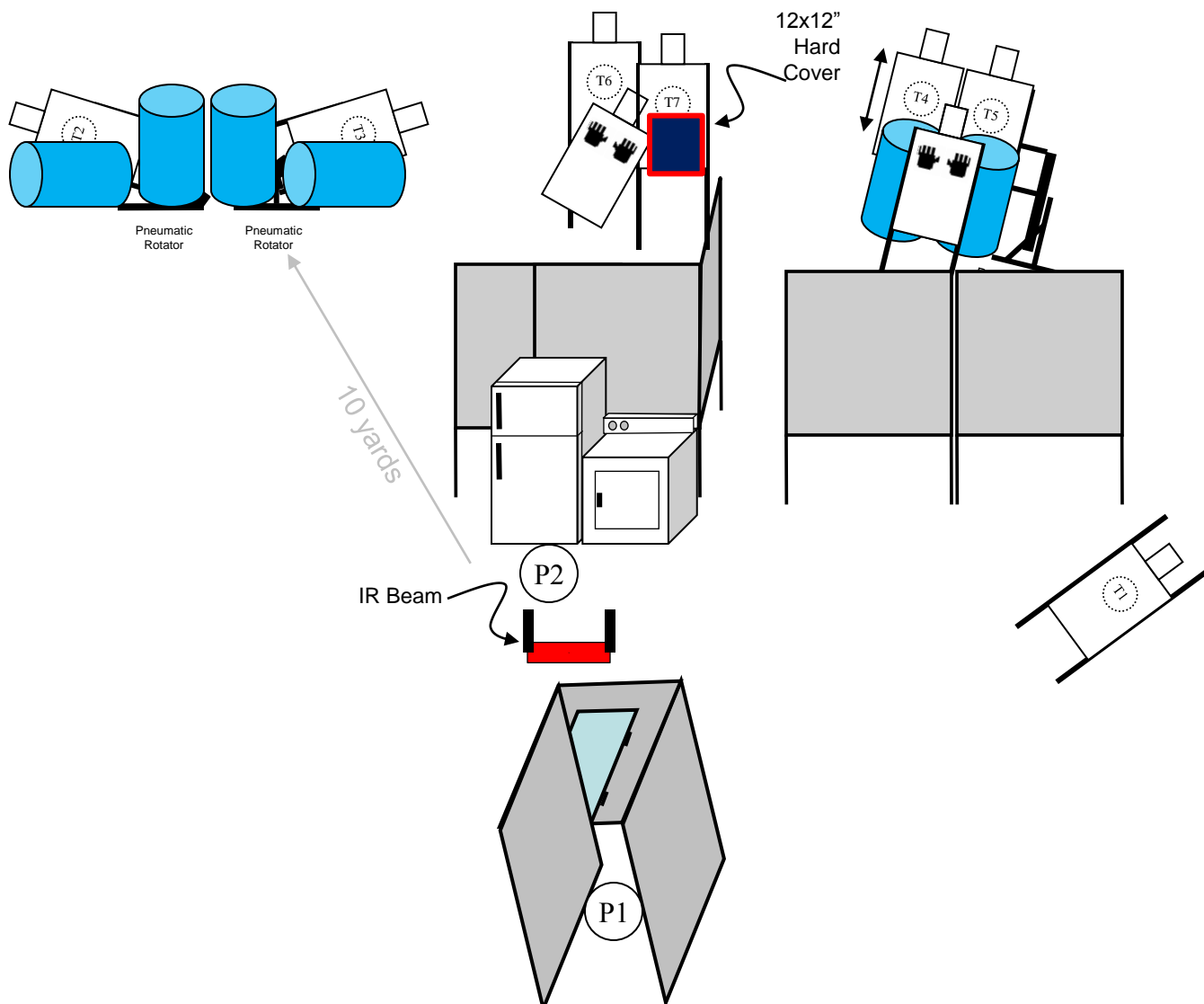
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Stage 12: The Kitchen Surprise



Bay 11

- Scenario:** When you arrive at Granny's house, you find her kitchen, back porch and yard filled with guys who are stealing her blind. They have already killed her dog and don't like you interrupting them at work.
- Start Position:** Standing at the door with your strong hand on the door knob.
- Stage Procedure:** On the buzzer, open the door, draw and engage T1 from the doorway. Advance and use the refrigerator as cover while engaging the remaining targets.
- Concealment:** Required.
- Scoring:** **Vickers**
- Scored Hits:** 14 rounds, **2 each** on T1-T7
- Targets:** 7 IDPA
- Penalties:** standard



Stage 13: Kidnapped



Training Bay

Scenario: One Sunday afternoon, you are reclining in your easy chair when a group of thugs burst through your front door. Your wife and teenage daughter are sunbathing in the back yard and you must ensure their safety.

Start Position: Seated at P1.

Stage Procedure: On the buzzer get up and engage T1-T3 in tactical sequence while retreating to P2. Engage all remaining targets from cover.

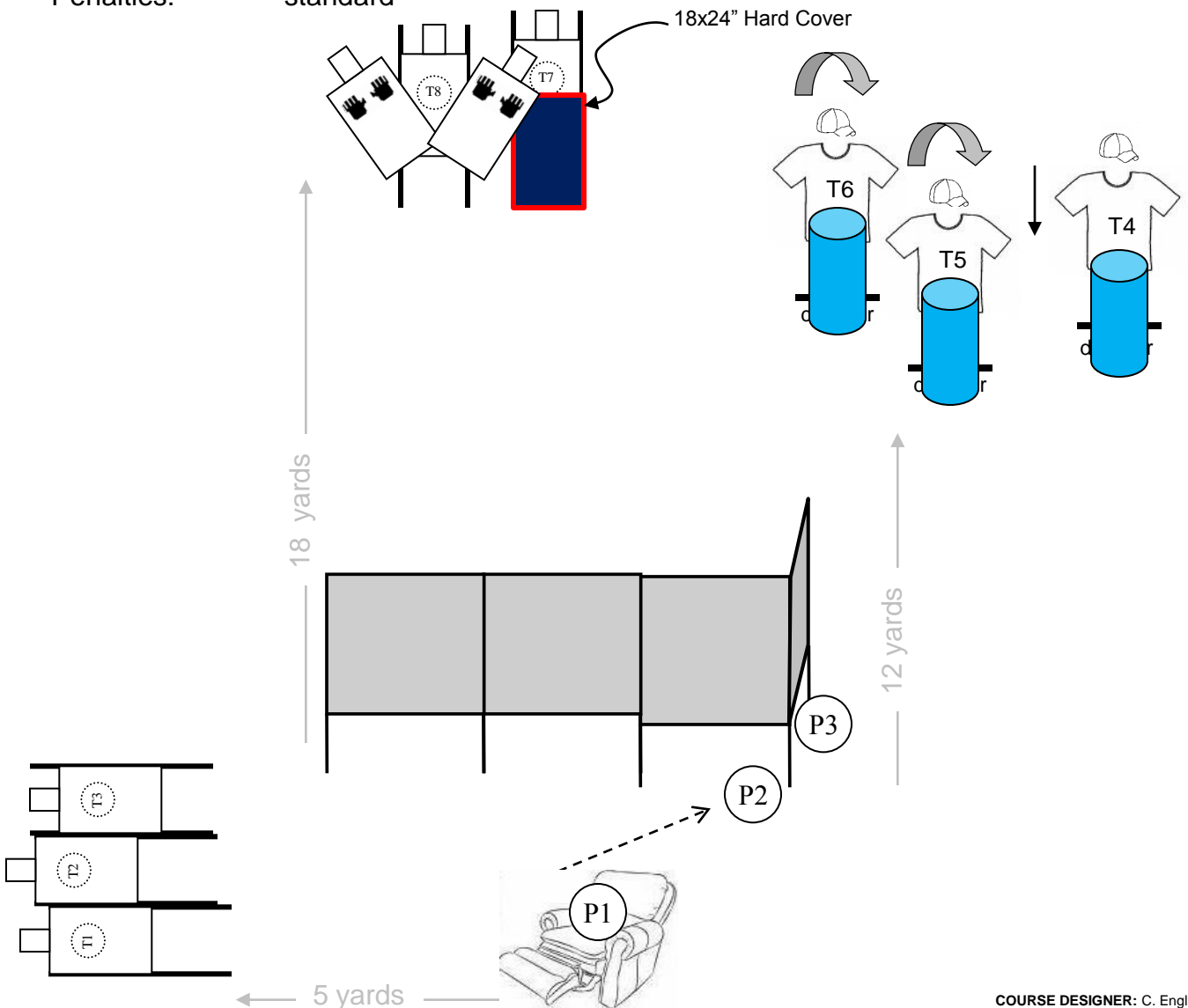
Concealment: Required

Scoring: Vickers

Scored Hits: 13 rounds, **2 each** on paper, steel must fall

Targets: 6 IDPA, 3 steel

Penalties: standard



COURSE DESIGNER: C. English

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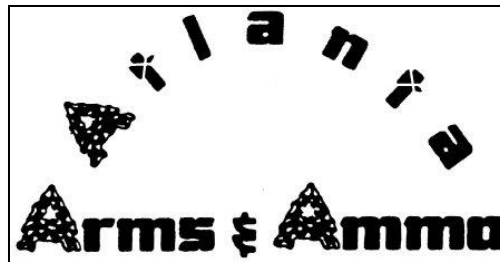
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