

IDPA Kentucky State Championship

April 14–16, 2000

**Blue Grass Sportsman's League
Wilmore, Kentucky**

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Shooter Notes

1. In keeping with the “spirit of IDPA” and in recognition of the stressful nature of self-defense encounters, the SOs have been instructed to create a “sense of urgency” around and between stages. You WILL be rushed, you will be pushed to hurry with your tac loads and movement at each stage. Cope with it and understand that this is part of the match.
2. ALL stages will be shot from concealment as defined by the IDPA rules, including the placement of holsters and magazine carriers behind the midline of the body with the exceptions as allowed for revolvers. This may be checked by the SOs at any stage. Any shooter found to have moved their equipment after being corrected by an SO will be assessed an FTDR for the first infraction, and ejected from the match on the second.
3. Unless otherwise specified, ALL targets are to be engaged with a minimum number of two (2) rounds. IF a target presents only a “head shot”, say if it’s wearing body armor, only one (1) round is required. This will be specified in the COF description at each stage. If the target’s BODY is engaged at ANY time in PREFERENCE to the head, as on a moving target, it MUST be shot twice.
4. If a shooter engages from ABOVE cover, ANY targets VISIBLE to the shooter (and thus able to see HIM!) must be shot in tactical sequence (a-b-c and repeat). Once each target has been shot at least once then the follow-up shots may be done in ANY sequence.
5. At THIS match, shooters may NOT extend their gun and hand beyond cover, thereby exposing them to hostile fire. Failure to comply will be counted as a procedural for jeopardizing critical assets.
6. Unsafe gun handling in ANY form will result in ejection from the match.
7. On stages requiring reloads between stages within a bay, they may be EITHER a tactical reload OR a reload with retention. There will be no particular type of load specified. Any other reloads within a COF must be from slidelock!
8. There is NO requirement to decock or to engage the safety after a reload UNLESS the gun is to be holstered, at which point normal safety procedures are to apply. If you reload and then move on to shoot again without reholstering then you may or may NOT apply the safety as you see fit. However, we will strictly enforce safe gun handling.
9. This is a LOST BRASS match. Leave ‘em on the ground...

Acknowledgements

We'd like to thank all of those who helped make this match happen but would especially like to thank the following people -

Ted Enderle, Brian Sudduth, Russell Lee, and Dan Schlernitzauer - for helping coordinate stats, signs, trash and all the other little things that add up.

Bob Ball, Frank Yocum and John Kietzman - for arranging transport, commo and food - the big 3 of any major undertaking!

The Brothers Briley (they're kind of joined at the hip, you have to thank them all!) - for help with the keys for our car and for all the other times they've pitched in.

Julia Riggs, the Queen of Papier Mache - for her sculpting skills in putting our dummies together.

Tom Defilippo - for his hard labor in putting up the dark house and all the other props, and in putting up with ME in the process, and to both Tom and Lori Defilippo for getting our T-shirts done and sold.

Our friends from all over who came in to lend a hand and their experience - muchas gracias, muchachos! J.D. Knapp of the radio runners, to be sure (buy his target systems!) - Frank Glover and his crew, and the Texas and Tennessee boys. Great friends in a pinch, great people all 'round.

Syd Weedon - for his fantastic art work for our logo, and being able to make whatever changes we threw at him without blinking an eye.

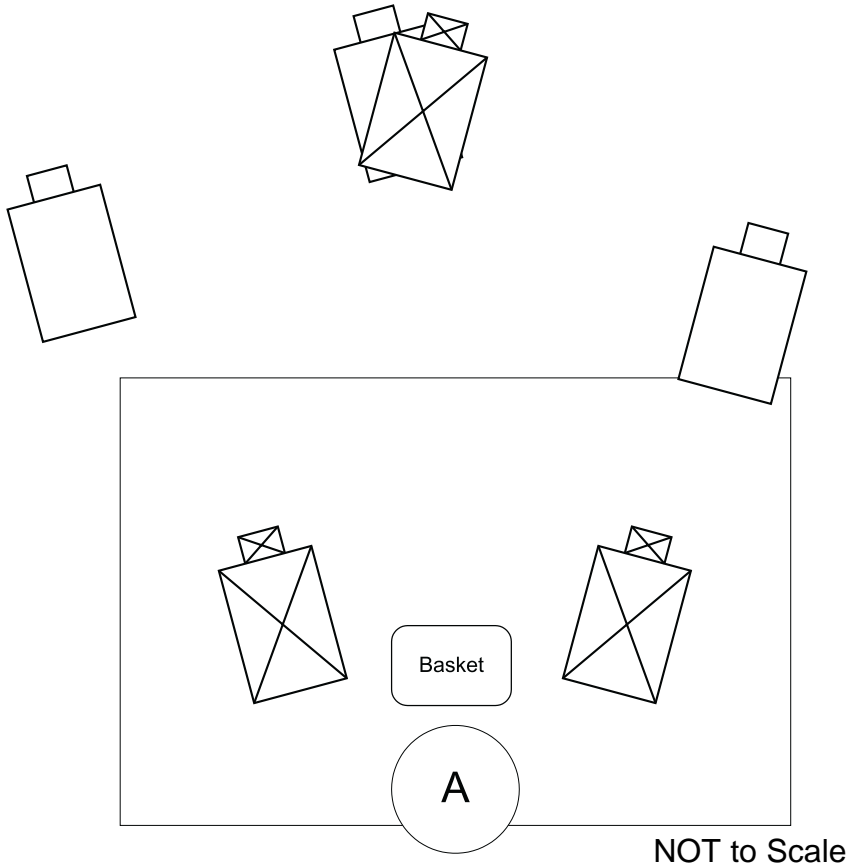
Scott Estes - for putting our ads, booklet and promos together while under the handicap of working with me, the world's worst procrastinator - and for NOT SHOOTING ME when I goofed off!

Last and most importantly - to Lin Edwards for doing all the really hard work to get this thing together. I came up with concepts and ideas and said that we could do this thing. Lin shot them down and told me why it wouldn't happen, but pitched in anyway. Then I tricked him into getting things organized and the rest is history. This match literally would NOT have happened if it hadn't been for his tireless labor day in and day out - thanks, Lin!

And of course, we have to say thanks as well to Rosalee Edwards for keeping Lin going all those weeks.

Undoubtedly I've missed someone or ticked someone off, but all I can say is thanks anyway, and see you next year!

Watch six - Charles.



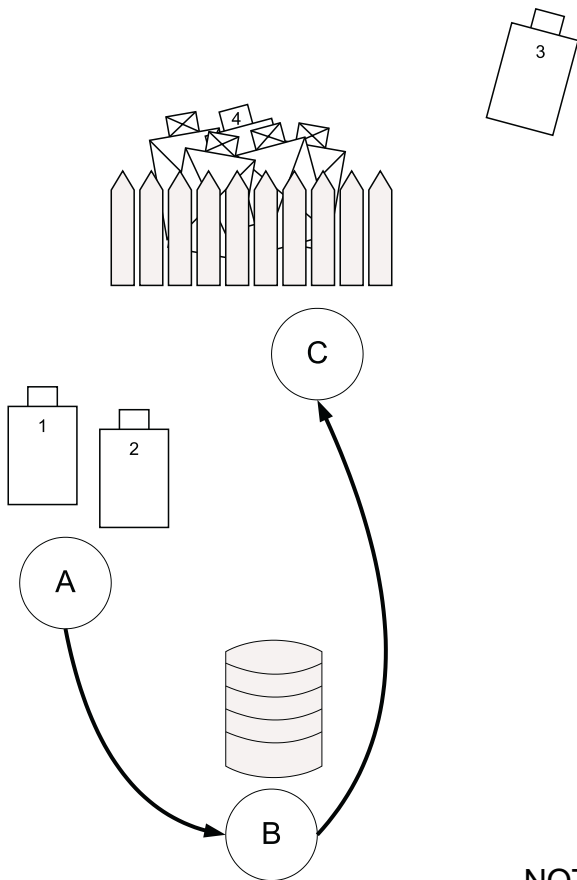
Stage 1: Goshin Kan's **Guests for Lunch**

Scenario

You're on a picnic with your family when three gangbangers plopp themselves down in the middle of the group and begin to threaten you, pulling their shirts to show you that they have guns in their waistbands. You offer them a sandwich from the picnic basket.

Instructions

Start seated at A. On the signal, retrieve your concealed pistol and engage the threats. Due to the close range you must engage in Tactical Sequence (each target must be shot at least once before any are shot a second time) in any order.

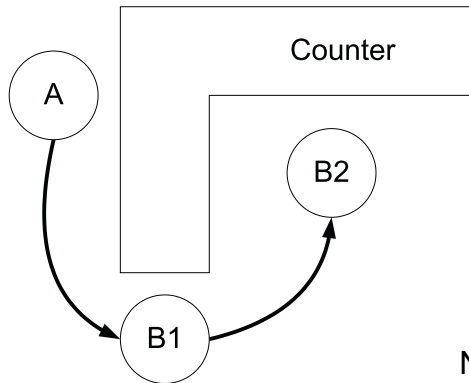
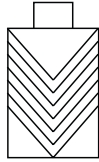
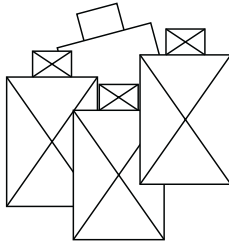


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Stage 2: Bar Sto's No time to waste

Scenario: You're walking down the street and see a commotion ahead of you. As you draw closer, you see a several young men in the middle of a group of school children threatening them and hitting them. Their teacher is on the ground. As you approach, two of them run at you and swing at you with knives. You draw and engage them as you retreat, at which point a third punk draws a cheap gun and shoots at you. The fourth, in the middle of the kids, begins to scream "I'm going to kill them all!" and waves a knife. The third punk's gun jams, and you take advantage of the lull to break cover toward the kids, engaging the one with the gun as you move before he can return the gun to action. Your path forward is blocked by a fence. From there you have to engage the fourth wacko, who's dodging behind the kids he's threatening after having cut one child.

Instructions: Starting at A, on the signal draw and engage as you retreat to B. At B, while in cover, perform a tac/retention load, then on the second start signal break cover and move to C. Targets 1 & 2 must be engaged while retreating to or from cover at B, and target 3 must be engaged while moving forward to C. The shooter must remain behind the fence at C as there is no gate or means by which to move closer. Failure to retreat expeditiously, or to move forward quickly, will be a procedural. The partial magazine must be stowed before the shooter moves.



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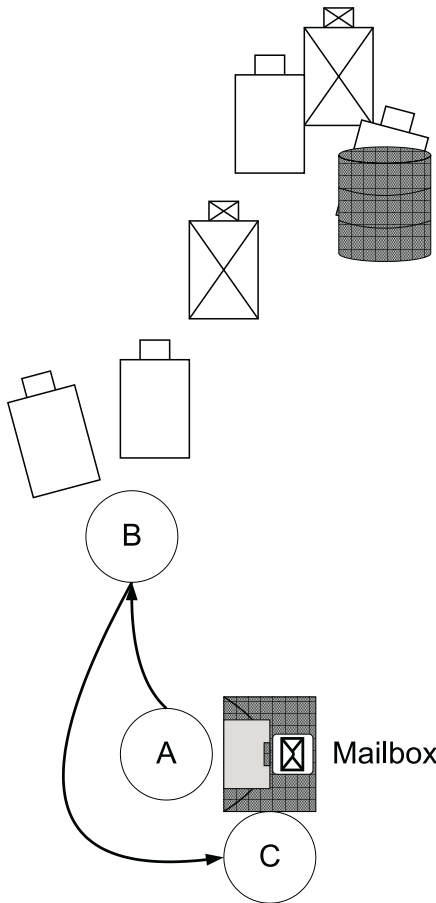
Stage 3: The Bear's **Stop 'n Rob Sharpshootin'**

Scenario

You're at the local stop'n rob checkout when a robber wearing a flack jacket over his clothing comes in and pulls a gun on you and the clerk, demanding money, then suddenly shoots the clerk. As he turns to you, you have begun to retreat to cover as you draw your gun and return fire. His accomplice fires at you while he bobs in and out from behind a family frozen in terror at the doorway.

Instructions

Standing at A, on the signal draw and retreat to B1, engaging T1 with a head shot. From either B1 or B2 engage T2 from over or around counter. T1 requires only one head shot to be neutralized. T2 requires at least 2 shots. The shooter may NOT expose himself to T2 as he shoots T1 if he has already gotten to cover when he shoots T1 as this is NOT proper use of cover. T1 MUST be neutralized before T2 may be engaged.



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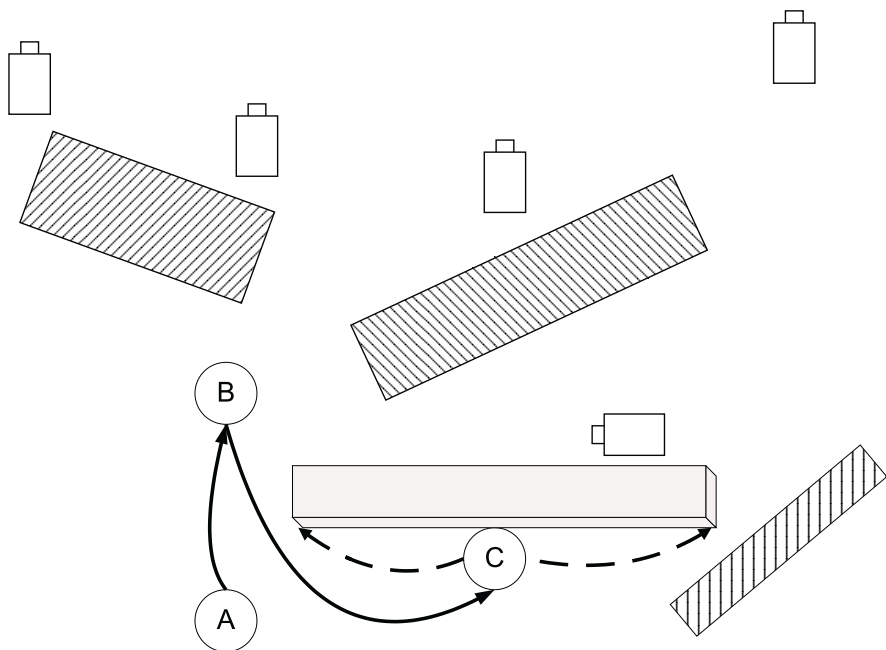
Stage 4: Holbrook Towing's **Change in Postage**

Scenario

You've just posted a letter and are walking home when you're struck by a gangbanger demanding money and showing you a gun in his waistband. Behind him are more gang members, including one wearing a flack jacket and moving behind a trash barrel as he draws a gun, mixed in with other pedestrians who freeze in fright. Take action to answer their assault.

Instructions

Standing at A, on cue from SO walk toward B. On the signal, begin to retreat to C as you draw and engage the threats. T4, with the flack jacket, requires only a head shot to be neutralized. Shooter must engage from nearest to furthest (tactical priority) if shooting while moving or, if having reached a position of cover, engage in tactical order (slicing the pie) while making best use of cover. Shooting OVER cover while exposed to more than one target without shooting EACH target at least once before a second shot is fired at ANY target (tactical sequence) is a procedural. To wit, no double tapping from OVER cover, only from AROUND cover.

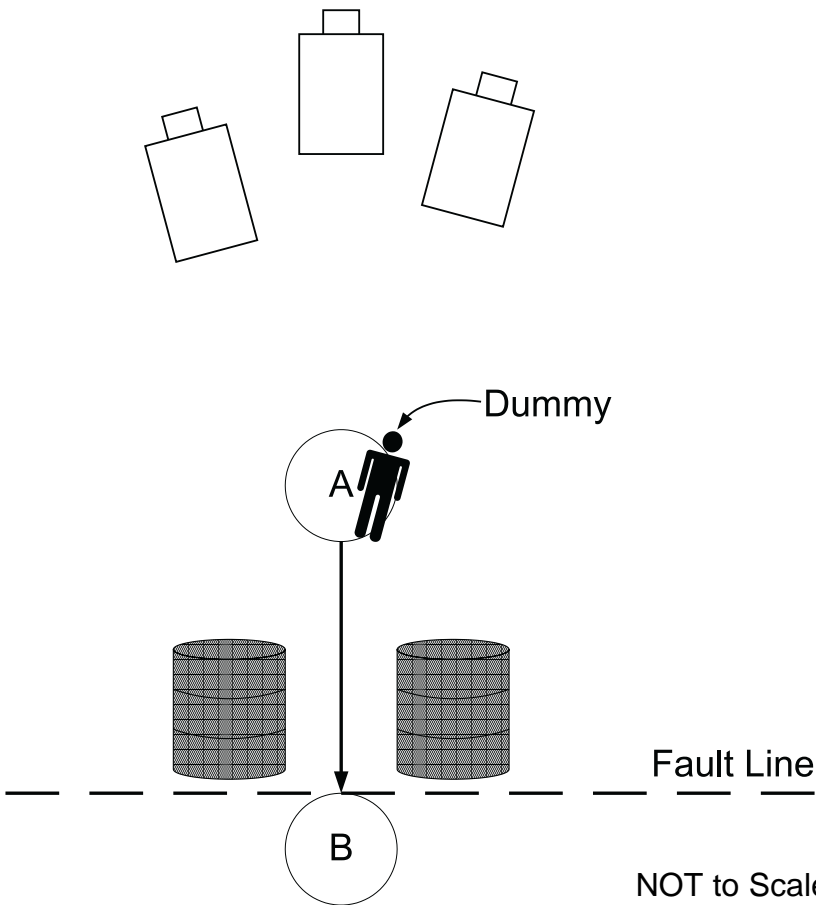


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Stage 5: Hodgdon Powder's All That Junk

Scenario: You've gone into an old junkyard to find some things to use as props in your IDPA matches when you turn a corner and realize that you've walked into a drug deal being made. As the dealers pull guns and scream "NO WITNESSES, MAN!" you try to make your way out of this mess without being killed.

Instructions: Standing at A, on cue from SO begin to walk to B and on signal retreat to C (anywhere along the wall). All walls and cover are solid and may not be shot through, any holes or windows found in walls are REALLY there and may be shot through. Shooter may engage as he makes his initial retreat but is reminded that not backing up fast enough while shooting will incur a penalty, and if while shooting he has remained exposed to more than one target for too long without engaging ALL visible targets with at LEAST one shot he will draw the penalty. Targets may be engaged in any sequence and shooter may move to any position along the wall, but must NOT be exposed to another hostile target while shooting at another target without drawing a procedural. This will be the SO's call so shooters are encouraged to make SURE that they're in cover as they proceed, and to move with alacrity to cover. Shooters MUST observe muzzle limits and NOT engage in unsafe gun handling as they complete this COF. SOs will be making stringent calls on safety and use of cover—keep this in mind!



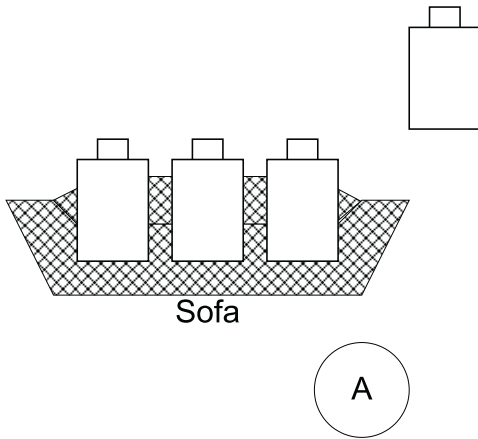
Stage 6: Oregon Trail Bullet's **Gettin' Honey Home**

Scenario

You've been assaulted in robbery attempt and your companion has been shot and fallen onto you, entangling your strong arm in their clothing and knocking you to your knees. Your assailants are pressing their attack and seem determined to finish you both. You pick up your dropped pistol and engage them as you pull your companion to cover.

Instructions

Starting from the kneeling position with the dummy in your strong arm and your hand wrapped in its clothing, retrieve your gun from the ground in front of you and engage T1–3 while retreating to cover. All shots must be fired weak-hand-only, and shooter **MUST** be making a sincere effort to retreat as judged by the SOs. The last shot fired **MUST** occur **AFTER** the shooter's body is behind the line drawn between the barrels. Tactical sequence must be observed since all targets are considered armed and an equal threat.



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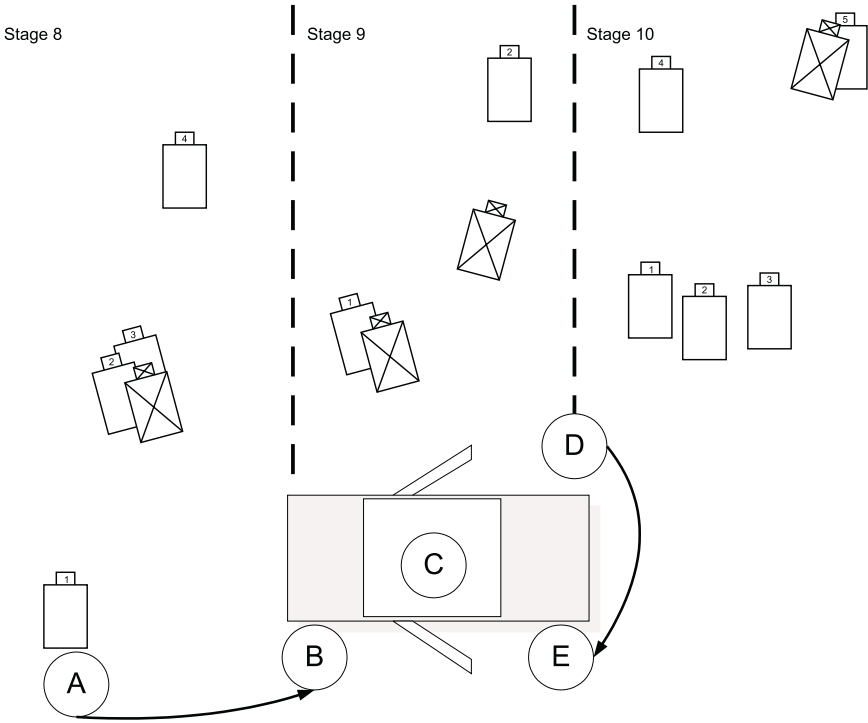
Stage 7: Not enough backup

Scenario

You've been wounded in the weak arm and your gun is only partially loaded in the aftermath of a gunfight. You're holding the survivors at gun point and waiting for the police to arrive when one of the BGs looks at you and then at his friends and says "He's out of ammo, let's get him!". Not sure of how many rounds you have left and unable to retreat, you engage all of them and then, when it looks as if you've won, another attacker with a huge knife comes running at you out of the kitchen. Solve it!

Instructions

Standing at A, with ONLY 5 rounds in the gun, on the signal engage T1-5 in ANY order except that T5 must be shot LAST. ALL rounds must be fired strong-hand-only. Shooter will have a device placed on his weak arm to remind him that it is NOT functional.



Stages 8, 9, 10: Gunsite's **Detroit Trio**

Stage 8 Scenario

You're walking to meet your son at your car when you see him being held by a couple of scruffy types. As you approach a third punk confronts you and waves a knife in your face, demanding your car keys and wallet, then cutting your coat when you hesitate. As you feign handing over your wallet and draw your pistol, a fourth thug pulls a pistol from under his coat and fires at you as the pair with your son pull knives and begin to drag him away.

Instructions

On the signal, standing at A draw and engage T1 from RETENTION before moving to B. From cover at B, engage T2–4 in tactical order. Exposing yourself above the car to the target with the gun, T4, before neutralizing T2 and 3 will incur a penalty.

Remain in cover and RELOAD, then move to position B, the driver's seat of the car and place the loaded gun into the glove box (this, by the way, is legal in Kentucky which is another reason this is one of the best states in the country). The shooter may practice opening the glove box TWICE but MAY NOT practice removing the gun from the box.

Stage 9 Scenario

You're seated in the car waiting for your husband and son (a little role reversal for the guys) to come out of the mall. When they appear, a man showing a gun lunges at them and slaps the boy while another thug looks on nervously with his hand under his shirt. Take action to protect them.

Instructions

On the signal, retrieve the gun from the glove box and engage T1–2 in tactical order, near to far. Shooter may engage with one or both hands on gun, but is cautioned that she MUST use cover and NOT to shoot our new car!

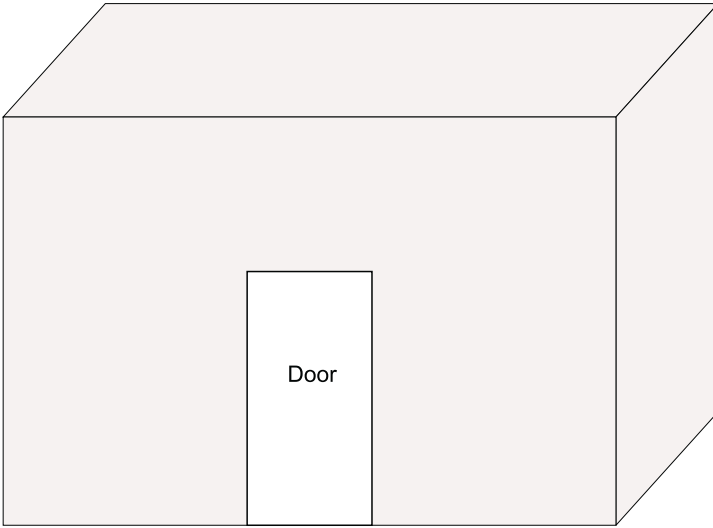
Carefully exit car, remain in cover and TAC LOAD, then holster and move to position C. Shooter starts with both hands on rear fender and looking down at right rear tire.

Stage 10 Scenario

You're standing checking your tire for a nail when you hear someone shout "Hey, man, thanks for the car!" You turn to find three gangbangers near you with their hands in their pockets or under their shirts. When one pulls a gun and fires a shot into the air, you take action. As you retreat to cover while engaging them, their homies pull guns and join in.

Instructions

Standing at C, on the signal turn and draw as you move laterally and then back to cover. T1–3 must be engaged on the move and in tactical sequence. T4 and 5 may be engaged either from cover or while moving BUT if shot while moving then tactical sequence applies to ALL targets to which shooter is exposed while firing. Once in cover, shooter must engage from AROUND cover or, once only one target remains, from OVER cover if he elects to double-tap.

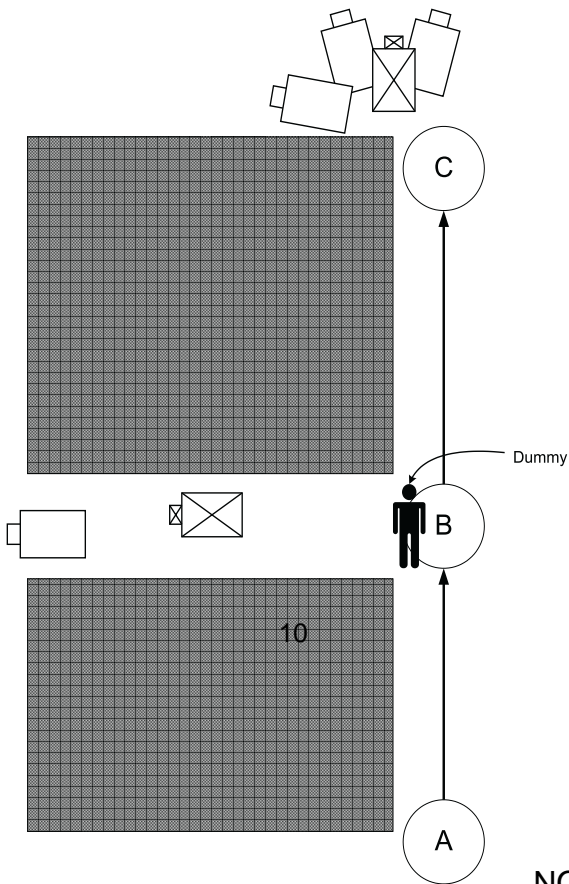


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Stage 11: Ky-Tac's **No Choice but One**

Scenario: You're going to your neighbor's house to check on your kids. As you cross their yard, you hear shouts and cries. Peering around the corner you see your kids and your neighbors being manhandled across the patio toward the garage door by four nervous gang members with guns. You decide to use your cell phone to call for help, to observe and to remain hidden until the police arrive, but then there's a shot and a scream from within the garage and you realize that there's no time to wait for backup. You draw your pistol and move to the door, then enter quickly and take action.

Instructions: On the signal, the shooter will enter the garage and engage any hostile targets in the garage. Any target that moves TOWARD the shooter MUST be shot until it falls, regardless of the round count! All other targets are NOT disappearing targets and must be engaged with two rounds each. Targets are in close proximity to shooter and ALL should be engaged once before ANY are engaged a second time. The shooter is cautioned NOT to cover his own hand with the gun muzzle on opening the door. The shooter is advised that there are bright orange muzzle limit markers in the room, that NO targets are beyond those limits, and that SOs will STRICTLY enforce muzzle safety. There are NO overhead targets. ANY act deemed unsafe by the SOs will result in a match DQ. The SO will act as the rearguard for the shooter and NO 360 degree turns by the shooter are permitted in the event that the shooter's training requires this action. The SO will call "clear" to assist the shooter when all targets are engaged.



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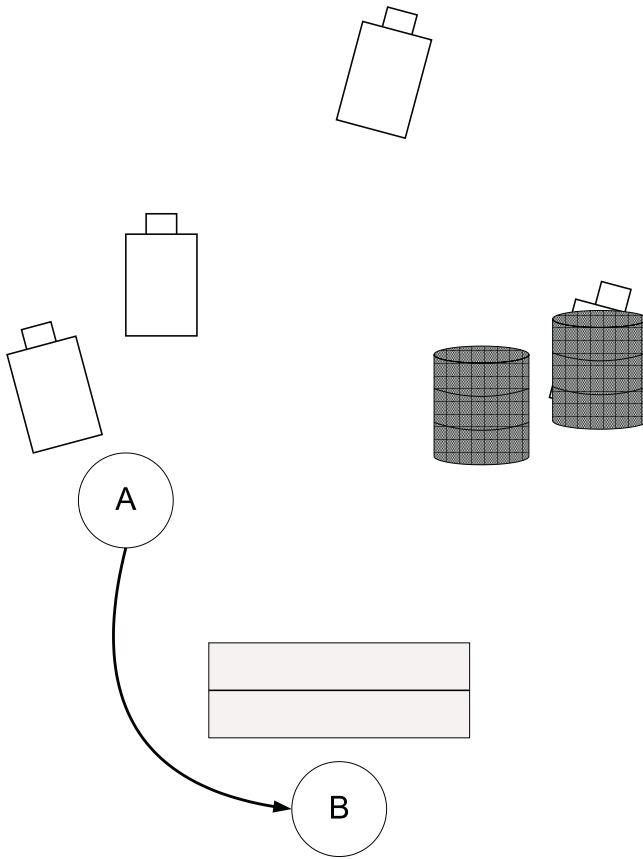
Stage 12: Accurate Arm's **Nothing for Granted**

Scenario

You're walking in the meat packing district when up ahead you see a man on the ground in a pool of blood and other men dragging someone off around the corner. Hearing cries of pain, you draw your pistol and move to check on the down man before going on around the corner to assess and assist. As you kneel down you see movement out of the corner of your eye. Deal with it.

Instructions

Starting at A with pistol in hand, on the signal move to the dummy on the ground and kneel down next to it at the indicated spot. After solving the problem that appears, move on to the corner and finish your solution. All targets must be shot at least twice.



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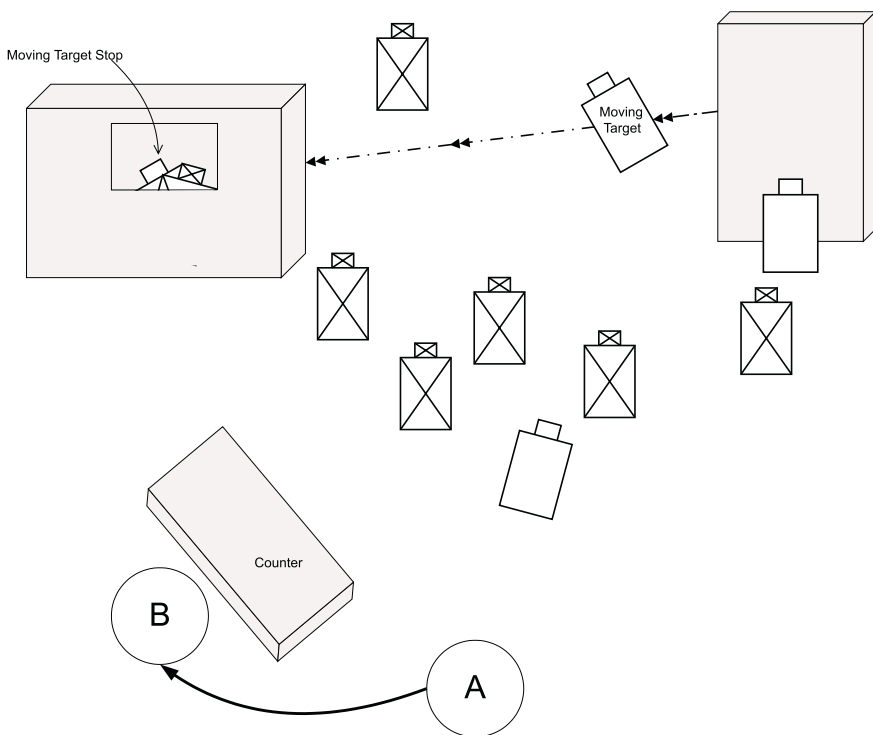
Stage 13: Smith & Wesson's **Down, Down, Down**

Scenario

As you enter the park, you find yourself in the midst of a gang of speed freaks who attempt to assault you. As you retreat, others engage you from behind the trash barrels.

Instructions

Starting at A, on the signal draw your pistol and retreat to cover. Shooter may engage targets as he withdraws, and once again must shoot tactical sequence if exposed to more than one target at a time. Once at cover, the shooter may shoot double taps at unarmored targets, but targets must FALL to be considered neutralized. Any target NOT wearing body armor must be shot until it falls. Any target wearing body armor is neutralized by a single hit to the head and does NOT have to fall. Firing more than one shot to obtain the head shot while exposed to more than one target is a procedural.



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Stage 14: I'm Outta Here

Scenario: When you enter your pharmacy to get your lithium refilled you find yourself in the midst of a milling mob where a holdup is in progress. The perps begin firing shots, sending the frenzy into overtime, before you can back out of the store so you're forced to engage them and seek cover. One of them, planning to take the pharmacist hostage, runs across the store as you fire.

Instructions

Standing at A, on signal engage the hostiles and take cover as appropriate. Tactical sequence/tactical priority/plain good sense will be enforced so single shots to multiple targets or pie-slicing are encouraged to avoid procedurals. The running target does NOT disappear so MUST be engaged before the stage is completed. He will kill the pharmacist so may NOT be left un-neutralized. He must be shot twice whether to the head or to the body since he's on angel dust and semi-impervious to gunfire. All other targets require two shots to be neutralized.

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