

Pelham Fish & Game IDPA Match Results - DD-MMM-YY

Name	Division	Class	Final Score	Stage 1	Stage 2	Stage 3
Spettel, Aaron	CDP	SS	69.15	29.84	23.35	15.96
Solimini, Dave (2)	CDP	SS	76.59	30.32	32.46	13.81
Solimini, Dave	CDP	SS	91.73	34.46	40.88	16.39
Gelberger, Eugene (2)	ESR	SS	78.55	35.5	32.25	10.8
Gelberger, Eugene	ESR	SS	100.96	40.24	49.81	10.91
Sheppard, Keith	SSP	EX	55.48	26.01	21.42	8.05
Holmes, Matt	SSP	EX	66.95	29.66	27.99	9.3
Reidy, Scott	SSP	MA	45.04	21.68	15.16	8.2
Hall, Greg	SSP	MM	74.42	29.49	33.64	11.29
Wagner, Kevin	SSP	MM	75.93	32.76	28	15.17
Dzamko, Bob	SSP	MM	83.52	38.08	32.62	12.82
Krygowski, John	SSP	MM	96.41	40.7	40.87	14.84
DiMarco, Paul	SSP	MM	103.02	43.14	45.18	14.7
Smushkin, Greg	SSP	MM	109.61	38.96	59.69	10.96
Harvey, Arthur	SSP	MM	167.76	47.48	94.25	26.03
McDonald, Kevin	SSP	SS	53.78	23.79	18.79	11.2
Skowronski, Rich	SSP	SS	61.08	27.53	23.63	9.92
Milburn, Rich (2)	SSP	SS	77.89	35.25	25.36	17.28
Milburn, Rich	SSP	SS	83.99	32.49	31.22	20.28
Traurig, Scott	SSP	SS	84.08	34.16	23.7	26.22
Szczechowicz, Mark	SSP	UNC	88.43	28.68	49.95	9.8
Lincoln, Michael (2)	SSP	UNC	116.61	42.87	52.98	20.76
Lincoln, Michael	SSP	UNC	123.01	57.09	46.31	19.61
Frost, Buck	SSP	UNC	161.11	47.71	85.92	27.48

IDPA Match
3-Nov-07

Stage 1: Pit 2: “Modified Glock’m”

Original Glock’m: <http://www.gssfonline.com/course/glockm.pdf>

Target 1 thru 4:	IDPA Standard Target
Target 5-7:	Pepper Poppers
Target 1 and 4:	7 yards spaced 12’ apart (6’ off centerline)
Target 2 and 3:	15 yards spaced 18’ apart (9’ off centerline)
Target 5, 6, 7:	11 yards spaced 6’ apart with middle one on centerline.

Cover at firing line.
Semi-autos load 10 rounds only.
Revolvers load 6 rounds only.

String 1: Shooter begins behind cover with firearm holstered and concealed, and hands neutral at side. On buzzer, shooter draws and engages Targets 1 thru 4 with 2 shots each COM (semi-autos) or 1 shot each COM (revolvers). Final shot is on 1 Pepper Popper only. Shooter must engage from right side of cover, no more than 25% of body exposed to threats.

String 2: Repeat, but engage one remaining Pepper Popper from left side of cover.

String 3: Repeat, but engage one remaining Pepper Popper from either side of cover (shooter’s choice).

Scoring:

- Score IDPA targets as usual (points down).
- Any standing Pepper Poppers are scores as a Failure-to-Neutralize.
- Engaging more than one Popper in a string is a Procedural penalty.

Stage 2: Pit 3: Plate Rack with Cover

Target 1 thru 6: Plate Rack
Innocents 1 and 2: IDPA Targets
Barrel Barricade: 2 barrels stacked

Each string – shooter gets 1 magazine ONLY – 10 rounds + 1 in chamber, or
revolvers loaded with 6

String 1: From left side of cover – engage plate rack

String 2: From right side of cover – engage plate rack

String 3: Either side of cover (shooter's choice) – engage plate rack

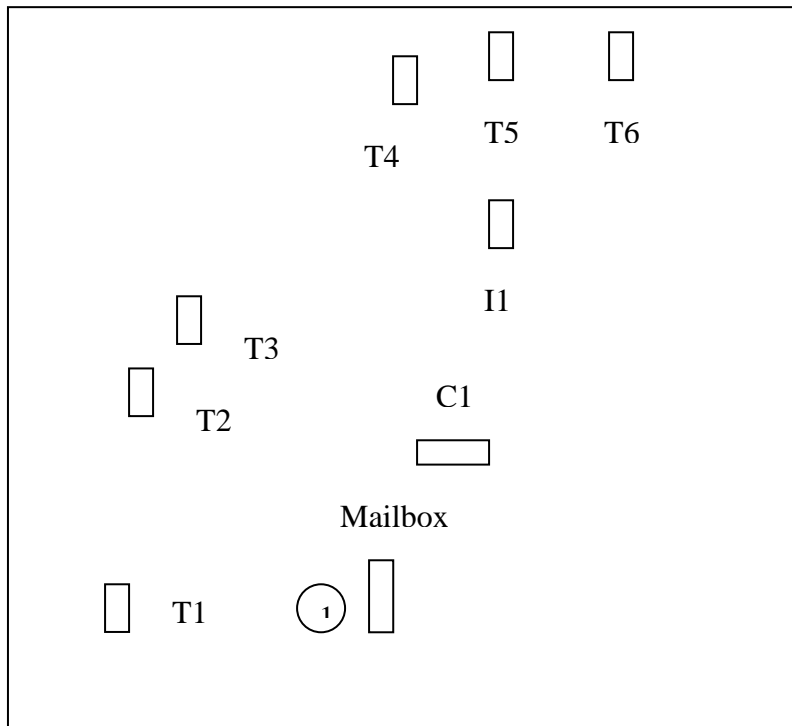
Scoring:

- Shooting from wrong side of cover – procedural
- Shooting innocent – hit on innocent
- Any plates left standing are assessed a FTN – NOT POINTS DOWN!

Stage 3: Pit 4 (Pistol): “Morning Paper Ambush”

Scenario:

You are out getting your morning paper on a warm Sunday morning. As always, you make sure you never leave the house without your lawfully owned and concealed defensive handgun. You have a cup of coffee in your weak hand, and the strong hand is holding the paper while facing the mailbox. Suddenly, you hear “Hey man, we going to slice you up!” as the buzzer sounds. Engage the 3 armed dirtballs behind you with at least 2 shots each. Then, proceed to the garbage pails (cover) and engage the 3 other bad guys who are chasing your neighbor... but don't hit your neighbor!



String 1:

- Start at Position 1, hold coffee mug and newspaper, with firearm concealed, facing newspaper mailbox. Magazines should be loaded to full capacity (per IDPA rules)
- Turn, draw and engage T1 thru T3 in tactical order.
- Proceed to cover and engage T4, T5 and T6 in tactical order.
- Reload as necessary.

Scoring:

- Score IDPA targets as usual (Vickers Count)
- Procedural penalties for shooting targets out of order, over cover, or an improper reload.
- Score penalties for hits on non-threats per rules.
- Score penalties for Failure to Neutralize (only 1 hit in -3 zone, or no hits)

(Stage designed by Paul DiMarco)