

Pelham Fish & Game IDPA Carbine Match September 13, 2008

Final

Name	Division	Score	Stage 1	Stage 2	Stage 3	Stage 4
Skowronski, Rich	Iron	217.23	62.80	35.60	98.44	20.39
Milburn, Rich	Iron	219.54	54.26	50.70	76.76	37.82
Krygowski, John	Iron	259.71	53.46	48.55	102.72	54.98
Dzamko, Bob	Iron	312.39	49.64	84.70	93.42	84.63
Weinbeck, Chris	Iron	324.23	59.41	47.76	158.19	58.87
Story, Sean	Iron	405.10	74.91	82.65	155.17	92.37
Dardas, Tom	Iron	424.15	79.07	93.32	164.27	87.49
Robinson, Ken	Iron	559.13	130.81	131.13	153.50	143.69
Dunham, James	Optic	167.47	48.71	31.76	70.01	16.99
Holmes, Matt	Optic	185.70	41.42	39.29	87.90	17.09
Traurig, Scott	Optic	205.11	44.11	53.89	78.10	29.01
Smushkin, Greg	Optic	206.83	40.49	36.27	80.27	49.80
Secesky, Don	Optic	210.76	32.46	46.34	99.30	32.66
Stauyaard, John	Optic	233.80	60.16	38.21	109.02	26.41
Squires, James	Optic	236.93	49.59	32.58	103.15	51.61
Spettel, Aaron	Optic	239.76	43.45	41.79	121.91	32.61
Fisher, Cliff	Optic	243.86	51.14	39.95	106.49	46.28
LoProto, Tony	Optic	269.37	56.66	43.94	105.75	63.02
Braden, Tony	Optic	271.07	60.52	48.30	103.86	58.39
Delea, Gregg M.	Optic	277.28	55.32	67.23	113.24	41.49
DiMarco, Paul	Optic	285.75	59.84	39.80	109.25	76.86
Trull, Mike	Optic	289.91	64.49	42.42	126.49	56.51
Lavoie, Rich	Optic	298.66	52.09	61.17	111.67	73.73
Bolduc, Jeff	Optic	354.51	87.00	79.57	120.47	67.47
McKendry, Mike	Optic	362.88	50.31	42.09	200.34	70.14
Kraft, Bruce	Optic	415.54	76.44	93.73	163.37	82.00
Harvey, Art	Optic	421.84	77.60	84.38	157.22	102.64
MacMillan, Jim	Optic	DNF	DNF	DNF	DNF	80.33
Terzakis, Andrew	Optic	DNF	76.52	74.10	200.43	DNF
Skowronski, Rich - 2nd run	Iron	217.50	66.93	42.35	91.90	16.32
Stauyaard, John - 2nd run	Optic	324.80	62.50	61.90	181.26	19.14

Notes:

DNF = Did Not Finish



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IDPA Carbine Stage #1 Sept 13, 2008

El Town Councilor

- A Modified Carbine Version of El Presidente
- Limited Vickers – 18 Rounds
- Targets
 - T1, T2, T3 – IDPA Targets
- String 1
 - Start Standing at Low Ready behind cover
 - On Buzzer, engage each target with 2 shots to the body and 1 to the head from LEFT side of cover from a STANDING position
 - Behind cover, reload with retention
 - Engage each target again with 2 shots to the body and 1 to the head from the RIGHT side of cover from a KNEELING position.
- Notes:
 - 2 magazines, no download requirements
 - Cover consists of 2 barrels stacked, or a Bianchi Barricade
 - Watch muzzle during reloads
- Scoring
 - Standard IDPA Scoring for Limited Vickers
 - Procedural for extra shots, failure to follow directions of stage



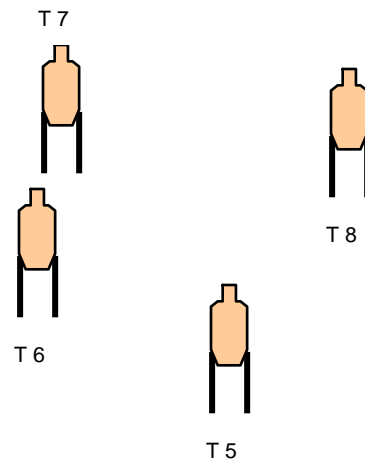
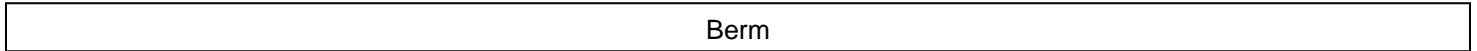
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Khyber Pass

Pelham Fish and Game – 9/13/08

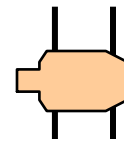
Bay No. 2 – NOT TO SCALE



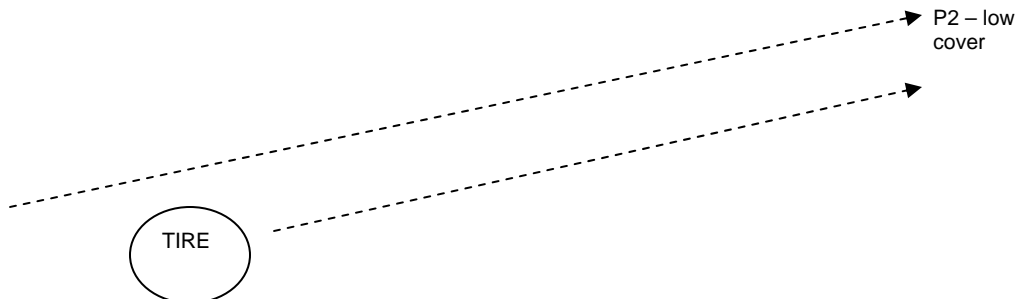
P1



TIRE



P2 - low cover





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Khyber Pass Pit No. 2 Stage Notes

Scenario:

An Army unit is patrolling the Pakistan/Afghan border and takes fire from Taliban insurgents. One member of the patrol is hit and must be moved to behind cover where medical aid can be administered.

1. Shooter starts stage at Position 1 (P1) behind barrel with rifle loaded with 10 rounds.
2. At start signal shooter takes a knee and engages T1-4 from behind the barrel.
3. The shooter performs an emergency reload while behind the barrel and then drags the wounded soldier (simulated by a tire) to Position 2, where he or she engages T5-8 with two rounds each from the prone position.

Minimum Round Count = 12

Scoring Notes:

1. T1-T4 that are missed are scored as 5 Points Down + Failure To Neutralize (FTN, 5 Points), for a total of 7.5 Points.
2. If the scoresheet shows only T1-T4, these are scored as T5-T8 (the cardboard IDPA targets). FTN's are scored under T1-T4, beginning with T1.



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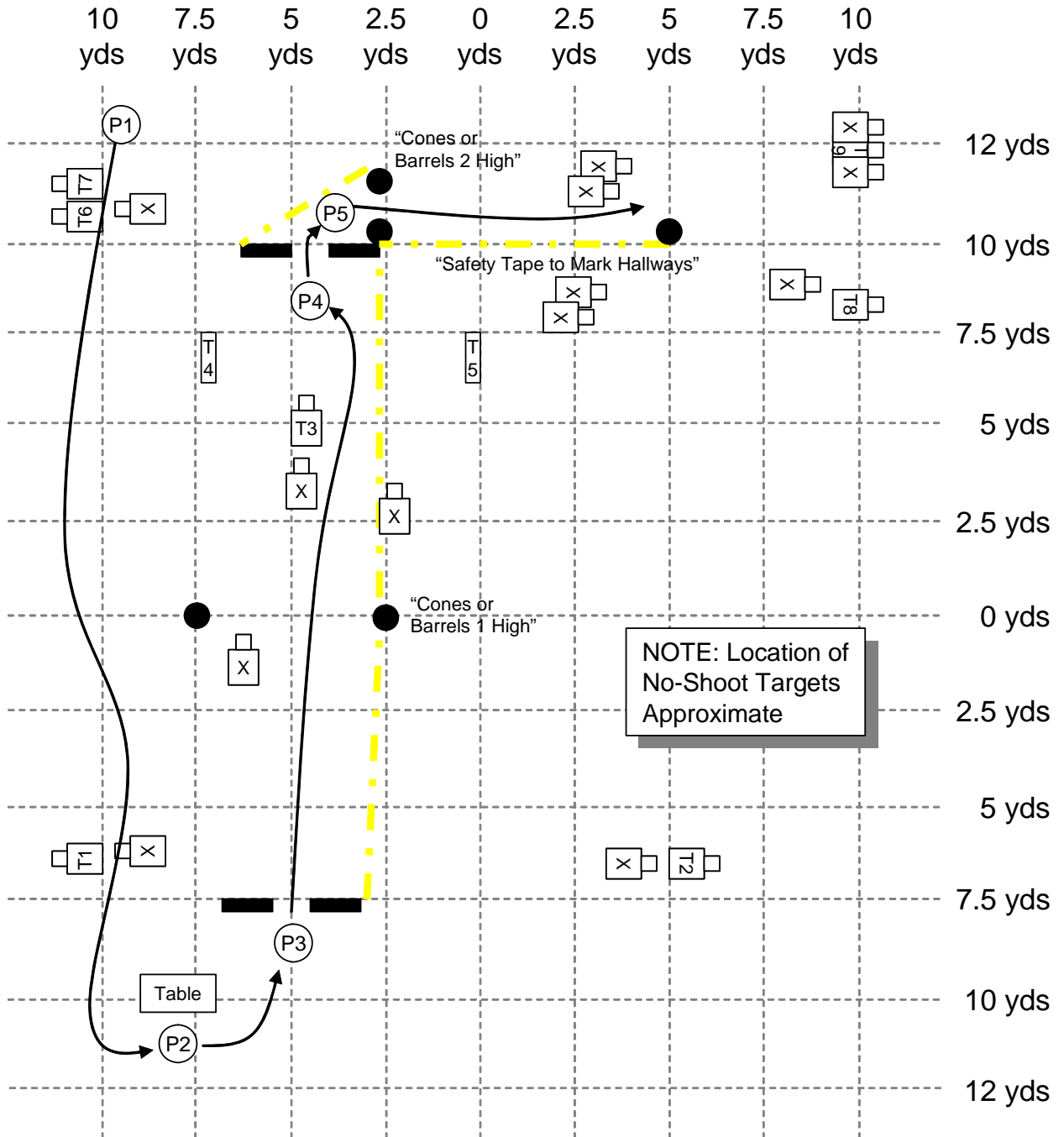


Beslan Revisited IDPA Stage 3 13 September 2008

- Scenario
 - BESLAN. It could happen here, now it has at your rural school. Help is pretty far away and you've got your active shooter bag in your car. You escape out the back and run around front to your vehicle to gear up. Two rifle stoppages are simulated by downloaded magazines.
- Shooter Setup
 - Three rifle magazines loaded with 9 rounds each, to be placed in an "active shooter bag".
 - Pistol loaded to 1+1 (2 rounds total)
- Procedure
 - **At all cover locations no part of the shooters body or weapon may extend past cover until all targets to be engaged from that position have been addressed.**
 - Start at Position 1 (P1). At the beep run to your "car" and grab your unloaded rifle and active shooter bag which you (must) sling over your shoulder.
 - Make your rifle ready and move to P2. From cover neutralize T1 & T2 in any order with 3 rounds each.
 - Move through the "doorway" into the "hallway" and prior to moving past cone/barrels neutralize T3 with 3 rounds then transition to the pistol and neutralize T4 and T5 with 1 round each (no make up shots)
 - Proceed to P4, from cover holster pistol and reload rifle. From cover neutralize T6-T7 with 3 rounds each.
 - Proceed through "doorway" and around "hallway" corner to P5. From cover neutralize T8 with 3 rounds. Reload behind cover.
 - Move through final "doorway" and prior to passing final cone/barrel neutralize T9 with 3 rounds.
- Scoring
 - All cardboard targets: Limited Vickers, 3 rounds each
 - Steel targets: Limited Vickers, 1 round each
- Targets
 - T1-T3, T6-T9: standard IDPA
 - T4-T5: steel "poppers"
- Penalties
 - Standard, and as indicated above in the procedure.
- Signal
 - Start is the timer beep; stop is last round fired.



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IDPA Carbine Stage #4 Sept 13, 2008

Reach Out and Touch Someone

- Notes:
 - Shooters may utilize either the same carbine they used in the other stages, or another precision scoped rifle.
 - Calibers are limited to 30 cal or less (larger calibers may damage the steel targets). 30-06, 308, 7.62x39, or 223 are okay provided they meet the next note's parameters.
 - No AP, steel core, tracers, or "penetrator" (M855) type ammo. If you punch a hole in our steel, you bought it.
 - We are using this range under special permission of the Board of Directors. Proper muzzle discipline will be strictly enforced. All guns are to be cased, or pointed down range. No exceptions.
 - Side Arms should be unholstered and placed on the safety table provided during the stage. This is to enforce muzzle discipline when prone per club rules.

- Targets
 - T1 (Steel "Flash Target")
 - T2, T3, T4 (12" Steel Squares_

- String 1 – Cold Shot
 - Rifle starts in following state:
 - On provided table
 - Round in chamber
 - Safety on
 - Scope caps open with optics powered up (if applicable)
 - Shooter starts standing looking thru binoculars at target
 - On buzzer, get your rifle ready, and engage T1 with a single shot. Shooter may shoot from any position provided they observe safe muzzle discipline.
 - If target is missed, shooter can follow up with a single second shot.
 - Clock stops when target is struck, or on second shot, whichever is first.



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- String 2 – Multiple Targets
 - Rifle starts in same state as above:
 - Shooter starts standing looking thru binoculars at target
 - On buzzer, get your rifle ready, and engage T2, T3 and T4 with a single shot each from any safe position.
 - If target is missed, shooter can follow up with additional shots as required provided **NO MORE THAN A TOTAL OF 6 SHOTS ARE USED.**
- Scoring
 - If target is not hit, score each missed target as a FTN and Miss (+7.5 seconds to time).
 - Procedural for extra shots (+3 seconds) beyond permitted in COF.