



Springfield Armory presents the

2018 Virginia State IDPA Championship

Kettlefoot Rod & Gun Club

June 23, 2018



2018 Virginia State IDPA Championship



Welcome to the 2018 Virginia State IDPA Championship Sponsored by Springfield Armory

Welcome to the 8th Annual Virginia State IDPA Championship! Once again we will welcome some 200 competitors to match their skills against a dozen stages.

I hope you will find this year's course both challenging and fun, and that you'll leave with fond memories of your experience at Kettlefoot.

Our sponsors, and a company of volunteers make this possible. Gold Sponsors are displayed on the stage pages, and Silver Sponsors are recognized on our Sponsors page.

Volunteers are listed below, and you'll meet most of them today. Many work most of the year to make certain this runs smoothly for your enjoyment.

This is a cold range. Only handle your firearm at your car or in the designated safe areas, with no ammunition present. Otherwise keep your firearm holstered and unloaded unless you are on the firing line and enjoy a safe competition!

Mark Riehl - Match Director



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Stage 1

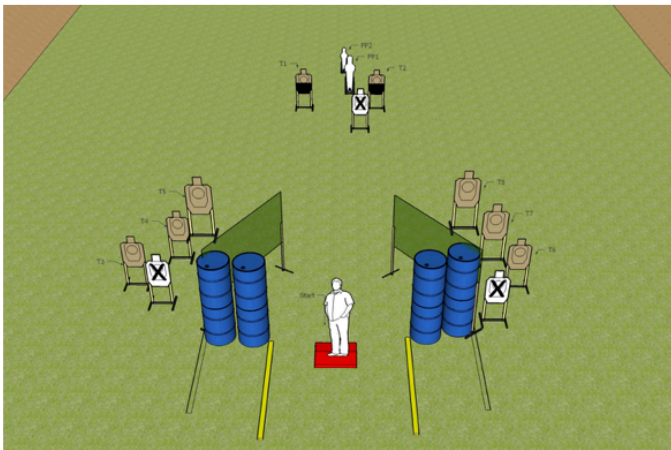
Speedy Steel Stage Designer Eric Wilson

Scenario: Waiting in line at a movie theater, craziness breaks out and you need to fend off the rowdy gangster thugs.

Start Position: Standing in box, handgun is loaded to division capacity and holstered.

Stage Procedure: At signal, engage available targets from box in the open. Then move left or right to cover and engage targets, then to alternate position behind cover and engage remaining targets, utilizing fault lines for all positions.

STRINGS: 1
SCORING: 18 rounds minimum, Unlimited
TARGETS: 8 Threat, 3 non-threat, 1 Popper, 1 Mini Popper
SCORED HITS: Best 2 per target
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Required

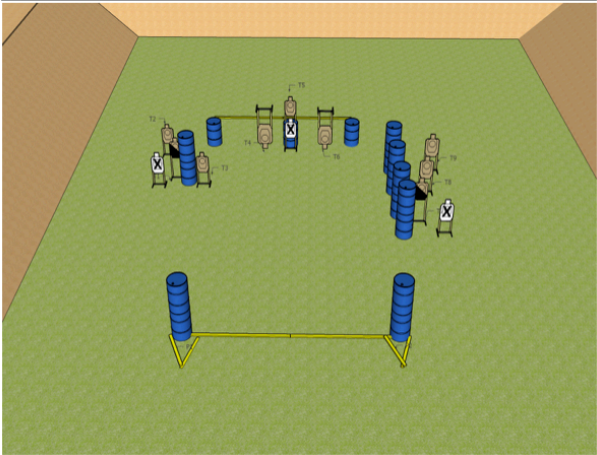


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Stage 2

<div> <div> </div> <div> Just A Bit of Hard Cover Stage Designer Larry Bennett </div> </div>	
<p>Scenario: You are ambushed by a group of bad guys who understand the concept of "hard cover". As they peak out to shoot, pick them off one at a time!!!</p>	
<p>Start Position: Standing at either P1 or P2.</p>	<p>STRINGS: 1 SCORING: 18 rounds minimum, Unlimited TARGETS: 9 Threat, 3 non-threat SCORED HITS: Best 2 per target START-STOP: Audible- Last Shot RULES: Per Current IDPA Rulebook CONCEALMENT: Required</p>
<p>Stage Procedure: Draw and engage visible targets from first position using cover. Move to alternate position and engage remaining targets. Shooter may re-engage T4-T6 while on the move to next position.</p>	



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**THE SAFARILAND
GROUP**

Stage 3

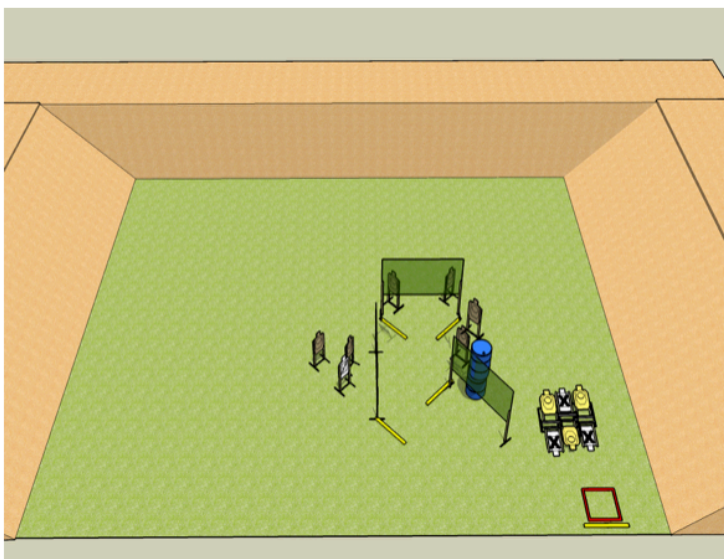
Stompin Eric Wilson

Scenario: While waiting in line at the Thunder Valley drag strip to meet your favorite driver, a group of terrorist raid the track and want to take out as many folks as they can.

Start Position: Standing at P1, toes touching wood line

STRINGS: 1
SCORING: 18 rounds minimum, Unlimited
TARGETS: 9 Threat, 4 non-threat
SCORED HITS: Best 2 per target
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Not Required
DISTANCE:

Stage Procedure: At signal, activate stomp box and engage triple sequential moving targets, (these are considered in the open). Then engage remaining targets from cover.



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Stage 4

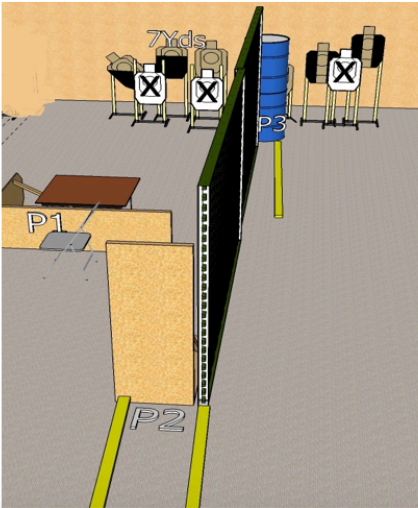
Drunks On Town Cody Claxton

Scenario: You are sitting in a parking lot waiting on your girlfriend when drunks start shooting.

Start Position: Sitting at P1 facing the wall

STRINGS: 1
SCORING: 18 rounds minimum, unlimited
TARGETS: 6 Threat, 3 non-threat
SCORED HITS: Best 3 on paper
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Not Required
DISTANCE:

Stage Procedure: At signal draw without muzzling yourself or breaking the 180, THEN engage targets with three rounds each while seated. Your butt must be on the chair and the chair facing the side wall. When done, move to P2 and engage targets from cover, then move to P3 and engage remaining targets. Lefties, switch chair to right.



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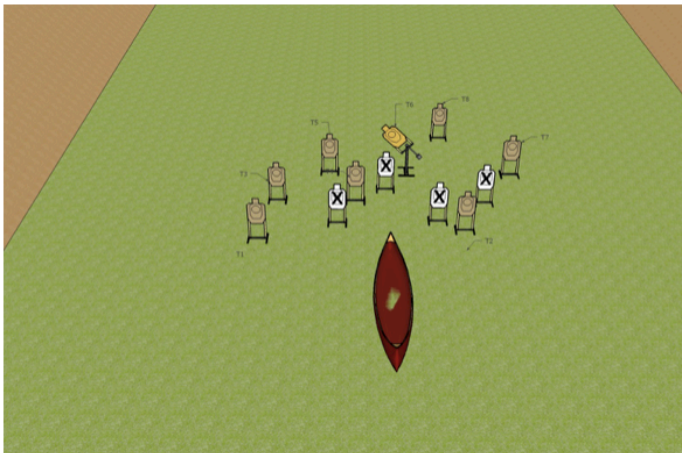


Stage 5

Canoe Shootout

Eric Wilson

<p>Scenario: After a long day of fishing from your canoe and enjoying the weather, as you arrive at the dock, eight guys want to take your canoe and your life. Get them before they get you.</p>	
<p>Start Position: Sitting in canoe, hand gun is unloaded and sitting in box. Mags are also to be in box. Both hands on fishing pole, which will activate swinger.</p>	<p>STRINGS: 1 SCORING: 16 rounds minimum, Unlimited TARGETS: 8 Threat, 4 non-threat SCORED HITS: Best 2 per target START-STOP: Audible- Last Shot RULES: Per Current IDPA Rulebook CONCEALMENT: Not Required DISTANCE: 5-20 yards <u>Shooting canoe or bridge props will result in an automatic DQ from match.</u></p>
<p>Stage Procedure: On signal, pull fishing rod to activate swinger, load gun, engage targets. Tactical reloads return to box.</p>	



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Total Quality Since 1946

Stage 6

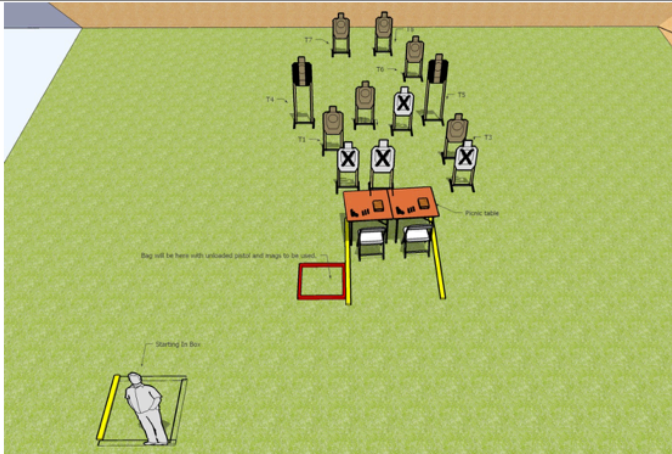
Picnic Raiders Stage Designer Eric Wilson

Scenario: You are having a picnic with the family on a beautiful day. The park you are in is on the edge of a rough neighborhood. A group of gangbangers come to hurt your family. Take them out before they get you.

Start Position: Standing in the box. Handgun is unloaded and placed muzzle down range, safely in bag. Magazines to be used also to be placed in the bag.

Stage Procedure: At signal, retrieve pistol and mags from the bag, then move to low cover behind the picnic table. Engage targets using priority. All mags to be used on this stage must be stowed on person. Any mags left in bag unused will incur a procedural.

STRINGS: 1
SCORING: 16 rounds minimum, Unlimited
TARGETS: 8 Threat, 2 non-threat
SCORED HITS: Best 2 per target
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Required



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Stage 7



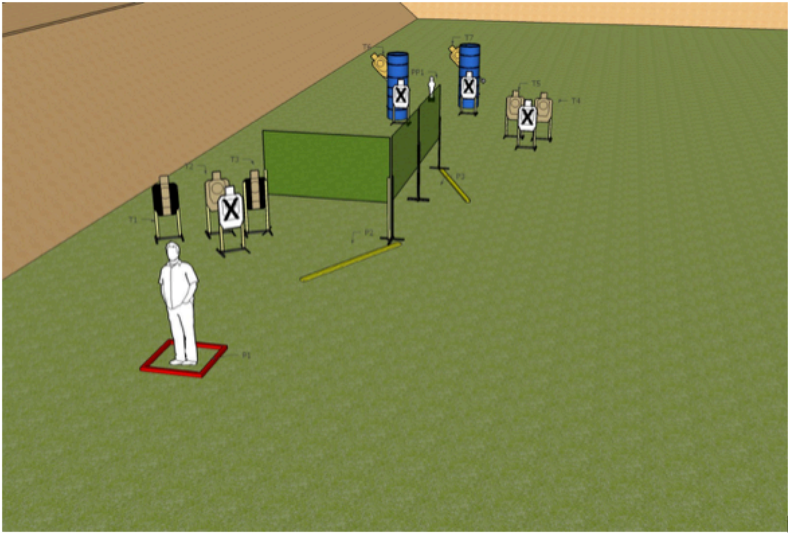
The Tuxedo Guys Stage Designer Eric Wilson

Scenario: Need Scenario

Start Position: Standing in the box at P1.
Handgun is loaded to division capacity.

STRINGS: 1
SCORING: 15 rounds minimum, Unlimited
TARGETS: 7 Threat, 4 non-threat, 1 Popper
SCORED HITS: Best 2 hits on paper
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Required

Stage Procedure: At signal, engage T1-T3 *while moving* to P2 with 2 rounds each. At P2, engage visible targets using cover. From P3 and engage PP1 and then both swingers utilizing cover. Swingers are not visible at rest.



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Stage 8



Barrel Shoot	
Stage Designer Eric Wilson	
Scenario: Need Scenario	
Start Position: Standing in the box. Handgun is loaded to division capacity.	STRINGS: 1 SCORING: 18 rounds minimum, Unlimited TARGETS: 9 Threat, 2 non-threat SCORED HITS: Best 2 per target START-STOP: Audible- Last Shot RULES: Per Current IDPA Rulebook CONCEALMENT: Required
Stage Procedure: At signal, engage T1-T4 from start position, then move to barrel and engage T5-T9 shooting through the barrel utilizing cover.	

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Burris

Stage 9

FIND WHAT MATTERS

Thugs Arrive, Low Ready Course Designer: Cody Claxton	
SCENARIO: A violent gang of thugs has arrived to rob you. They threaten to kill you.	
START POSITION: Start at P1 with gun in low ready position pointing at bottle.	STRINGS: 1
STAGE PROCEDURE: On signal engage both available targets with three rounds each. Then move to P2 and engage targets behind barrels with three rounds each.	SCORING: Unlimited, 12 rounds
	TARGETS: 4 threats, 1 NT
	SCORED HITS: Best 3
	START-STOP: Audible - Last shot
	RULES: Current IDPA Rulebook
	CONCEALMENT: Required
	SETUP NOTES:

The diagram illustrates the stage layout. At the bottom, a starting position labeled 'P1' is marked. A vertical dashed line extends upwards from P1 to a target area labeled 'P2'. The distance between P1 and P2 is indicated as '7yds'. At P2, there is a yellow rectangular table. On the table, a blue bottle is positioned in the center. Two yellow targets are placed on either side of the bottle. Dashed lines from the bottle indicate a '6yds' distance to each target. The background is a light gray floor with a yellow wall at the top.

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Stage 10



7 Yard Standards

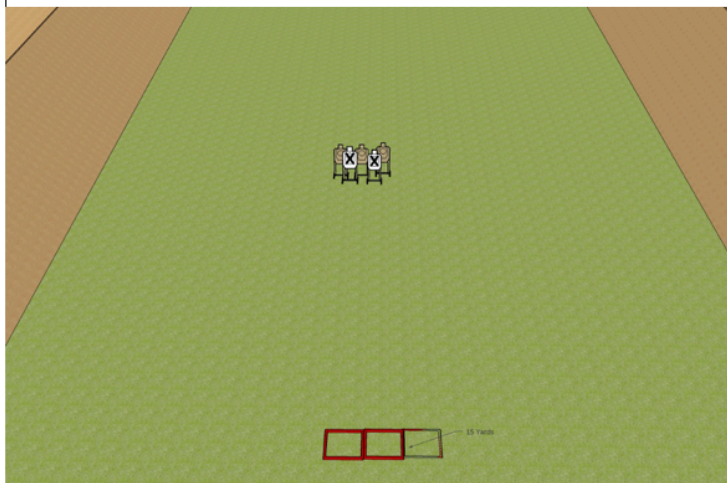
Frazier/Wilson

Scenario: N/A

Start Position: Standing in the box at 15 yards

Stage Procedure: Engage with 2 rounds on each target from every box. Shooter must shoot freestyle from one box, strong hand from another box and weak hand from the remaining box. It is your choice of which style to use in which box. Having a foot in two different boxes at the same time while shooting will incur a PE.

STRINGS: 1
SCORING: 18 rounds minimum, Limited
TARGETS: 3 Threat, 2 non-threat
SCORED HITS: 6 shots on each target
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Not Required
DISTANCE: 7 Yards





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Southwest Virginia Veterinary Services

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Stage 11

Know When To Fold Em'

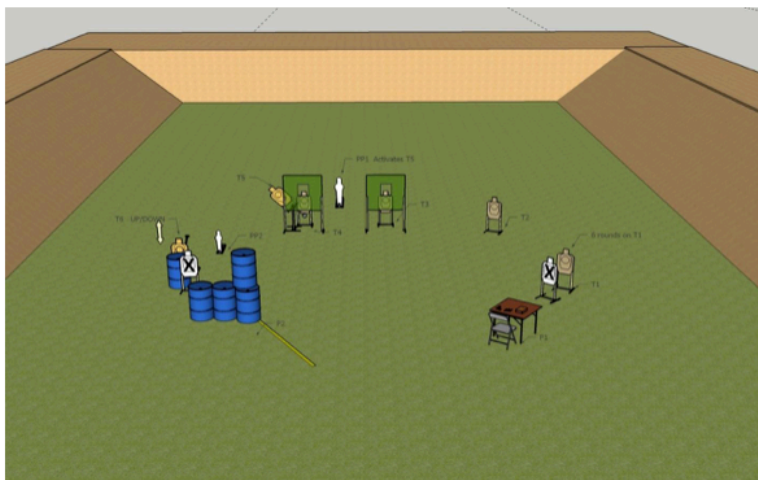
Stage Designer Larry Bennett

Scenario: You are having a couple of drinks and playing cards at a friend's house. A neighborhood gang drops by and stirs up trouble and wants to take everyone's money. It's time to fold em' and go to work on these guys.

Start Position: Seated at P1, cards in weak hand, drink in strong hand, elbows on table. Gun holstered.

Stage Procedure: At signal, stand, then draw engage T1 with 6 rounds while moving to cover at P2. From low cover at P2, engage T2-T5 and PP1 around barrels. Then engage PP2 and T6 over the barrels. T5 & T6 are disappearing targets.

STRINGS: 1
SCORING: 18 rounds minimum, Unlimited
TARGETS: 6 Threat, 1 non-threat, 2 Poppers
SCORED HITS: Best 2 per target, Best 6 T1.
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Required



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Stage 12

Just A Bit of Hard Cover

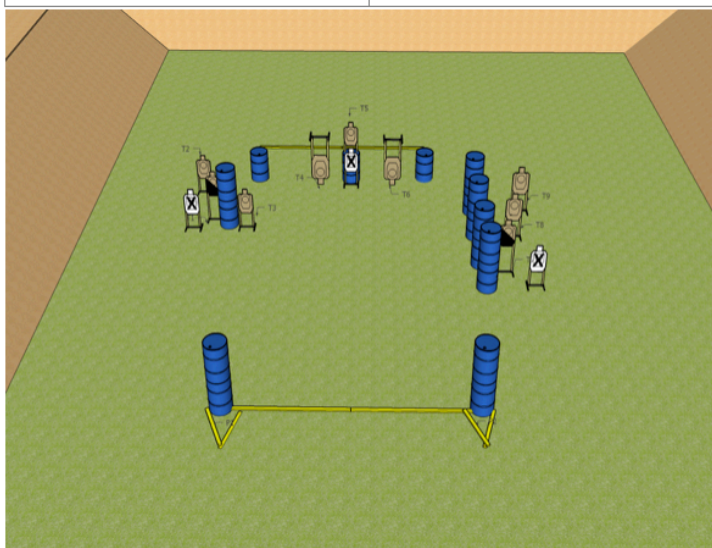
Stage Designer Larry Bennett

Scenario: You are ambushed by a group of bad guys who understand the concept of "hard cover". As they peak out to shoot, pick them off one at a time!!!

Start Position: Standing at either P1 or P2.

STRINGS: 1
SCORING: 18 rounds minimum, Unlimited
TARGETS: 9 Threat, 3 non-threat
SCORED HITS: Best 2 per target
START-STOP: Audible- Last Shot
RULES: Per Current IDPA Rulebook
CONCEALMENT: Required

Stage Procedure: Draw and engage visible targets from first position using cover. Move to alternate position and engage remaining targets. Shooter may re-engage T4-T6 while on the move to next position.



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Match Sponsor

Springfield Armory

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