



**AAF&G IDPA INAUGRAL TIER 2 MATCH**  
**IN HONOR OF**  
**LTCOL "MATT" MATTHYS ,USMC**

*20-22 APRIL, 2018*  
*9 STAGES (MIN. 118 ROUNDS)*



# **In Honor of LtCol “Matt” Matthys, USMC “who left the range for the last time” on February 18, 2017**

LtCol Frederick “Matt” Matthys, USMC (ret), played a significant role in the expansion of the AAF&G IDPA program from a monthly 10-15 shooter four-stage match to a program that put on more than 40 eight-stage matches each year with each match normally filled to capacity with 24 shooters. Matt was a Safety Officer at almost every match he shot, served as one of the AAF&G match directors, and took charge of AAF&G’s IDPA equipment and supplies, building most of the props needed for various matches. For this last role, he was given the title Chief Resource and Procurement Officer – CRAPO. Matt retorted that if we made it Colonel Crapo, he was OK with the title.

Matt served as an infantry officer in Vietnam with Company M, Fifth Marines, where he was awarded three Purple Hearts and an Air Medal. During his tours he killed 19 enemy at close quarters, including one he beat to death with his helmet when they both jumped into the same foxhole during an artillery barrage. In his final years on active duty he served at the Pentagon and was involved in efforts to combat drug trafficking in South and Central America.

Matt was especially helpful to newer shooters and relentlessly stressed preparation and checking one’s equipment. There was a serious reason for his. He related the story of how as a young lieutenant in Vietnam, he had gone on a patrol without chambering a round in his 45. While at the head of his platoon, he encountered an enemy with a bayonet in a deep trench. He drew his pistol and pulled the trigger only to hear a loud CLICK. He was saved by his sergeant, who knocked him to the ground and shot the enemy with an M14.

Matt’s hard work and dedication to the AAF&G IDPA program laid the foundation for the match today: AAF&G’s first sanctioned match.



Matt in the field in RVN with the command group of Co M, 3/5, circa 1966-67.

# Welcome to Anne Arundel Fish & Game

Match Participants,

Thank you for registering for Anne Arundel Fish & Game's (AAF&G) first IDPA Tier 2 Sanctioned Match held in honor and memory of LtCol "Matt" Matthys, USMC. The match will be held as scheduled this Saturday and Sunday, 21 and 22 April. Staff will arrive 20 April for setup and to participate in the match. Weather looks good for all three days of the match. Since this is our first match, we are focusing on the sanctioned match aspects of stage design and layout, and the efficient running of the match and stages for each squad. Therefore, we will not be providing lunch for shooters during the match. We will provide bottled water in each shooting bay and in the club house. There will be a lunch break on all 3 days. This match booklet has driving directions, stage layouts, and a map of the AAF&G club grounds. Please print this out yourself if you desire a copy for reference during the match. There will be only be stage descriptions for the stages in each of the shooting bays.

Parking at AAF&G will be tight so carpooling is encouraged. A parking layout map is provided in this booklet. There will be staff directing you to parking spots. Please follow their direction.

The schedule of events is as follows:

## **Friday** (Staff Only)

0830 – 1500 – Schedule provided separately

## **Saturday**

0800 - Staff arrives

0830 -0900 - Shooters sign-in at Clubhouse. Pick up match ball caps

0915 - Safety briefing on Bay 1

1000 – Match Starts on all bays

1430 - Match concludes for the day

## **Sunday**

0800 - Staff arrives

0830 -0900 - Shooters sign-in at Clubhouse. Pick up match ball caps

0915 - Safety briefing on Bay 1

1000 – Match Starts on all bays

1430 - Match concludes.

I look forward to you participating and enjoying a fun and well run match and the start of a regular occurrence at AAF&G.

Best regards,

Skip Miller

Match Director

# Anne Arundel Fish & Game

AAF&G has been a part of the Annapolis community since 1935 and has been located in the Saint Margarets area since 1939. In that time, we have cultivated our grounds and ranges, membership, and community relationships by providing facilities, education, and training to people interested in firearms safety, hunting, and recreational shooting sports. AAF&G has eight ranges, including Archery, Action Pistol, Bullseye, Plinking, Small Bore Rifle, High-Power Rifle, and Trap.

AAF&G is located at 1730 Saint Margarets Road in Annapolis MD 21409, three miles west of the Chesapeake Bay Bridge.

**Directions:** From MD Route 50 Eastbound, take Exit 28, Bay Dale Drive. Stay left to the stop sign on the service road. Make a left at the stop sign and proceed to the Red Hot & Blue Restaurant. At the restaurant, make a right onto Old Mill Bottom Road. At the next intersection, make a right onto Saint Margaret's Road (RT 179). Go 0.7 miles South West on Saint Margaret's Road. The entrance to the club is on the right hand side adjacent to Mill Creek. If you cross a small bridge you have gone too far.

## **The purposes and objectives of AAF&G are:**

- (a) To promote and project a positive image of private individual firearms ownership through the safe and responsible conduct of shooting on all ranges and through programs, courses, leagues, tournaments, and other activities, sanctioned and/or sponsored by The Association that would promote and project such a positive image.
- (b) To conserve the natural resources of our Nation.
- (c) To sponsor and support legislation that furthers the purposes and objectives of this organization and to oppose that which is adverse to those purposes and objectives.
- (d) To promote the impartial enforcement of game laws.
- (e) To encourage means to preserve or increase the supply of game fish by stocking, elimination of pollution, and the application of modern, scientifically tested methods to the improvement of woods, land, and water areas of the State.
- (f) To engage in all types of social activities having any connection whatsoever with the maintenance and operation of The Association or that will financially or otherwise further these objectives.
- (g) To promote and encourage friendly relations between land owners, farmers, and sportsmen.
- (h) To encourage and influence, by personal conduct and joint effort, a public regard for game and fish protection and conservation.
- (i) To make contracts, buy, sell, and own property, and do everything necessary to carry on or accomplish the foregoing purposes.
- (j) To promote and preserve the continued viability of the association and its activities.



# AAF&G Parking





# AAF&G Range Layout



# Squad Bay Schedule

## Saturday Squad Bay Schedule

	Time			
Bay	1000	1130	1230	1330
1	Squad 5	Squad 8	Squad 7	Squad 6
2	Squad 6	Squad 5	Squad 8	Squad 7
3	Squad 7	Squad 6	Squad 9	Squad 8
Plinking	Squad 8	Squad 7	Squad 6	Squad 5

## Sunday Squad Bay Schedule

	Time			
Bay	1000	1130	1230	1330
1	Squad 9	Squad 12	Squad 11	Squad 10
2	Squad 10	Squad 9	Squad 12	Squad 11
3	Squad 11	Squad 10	Squad 9	Squad 12
Plinking	Squad 12	Squad 11	Squad 10	Squad 9





# FIRST STAGE FOR ALL SHOOTERS

## Standards Free Strong Support



**SCENARIO:** Standards stage. *Shoot this stage only once, in whichever bay your squad starts.*

**START POSITION:** Standing at P1 (Rule 3.7.2), pistol loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal, draw and engage T1 with 1 head shot and 2 body shots while standing at P1, then repeat while advancing to P2, and then repeat while advancing to P3. For each engagement position the shooter must use a different hand style: Freestyle, strong hand only, and support hand only. Head shots in the body will be counted as misses. Limited to 9 rounds (Rule 4.2.2)

**STRINGS:** 1

**SCORING:** Limited, 9 rounds

**TARGETS:** 1 IDPA

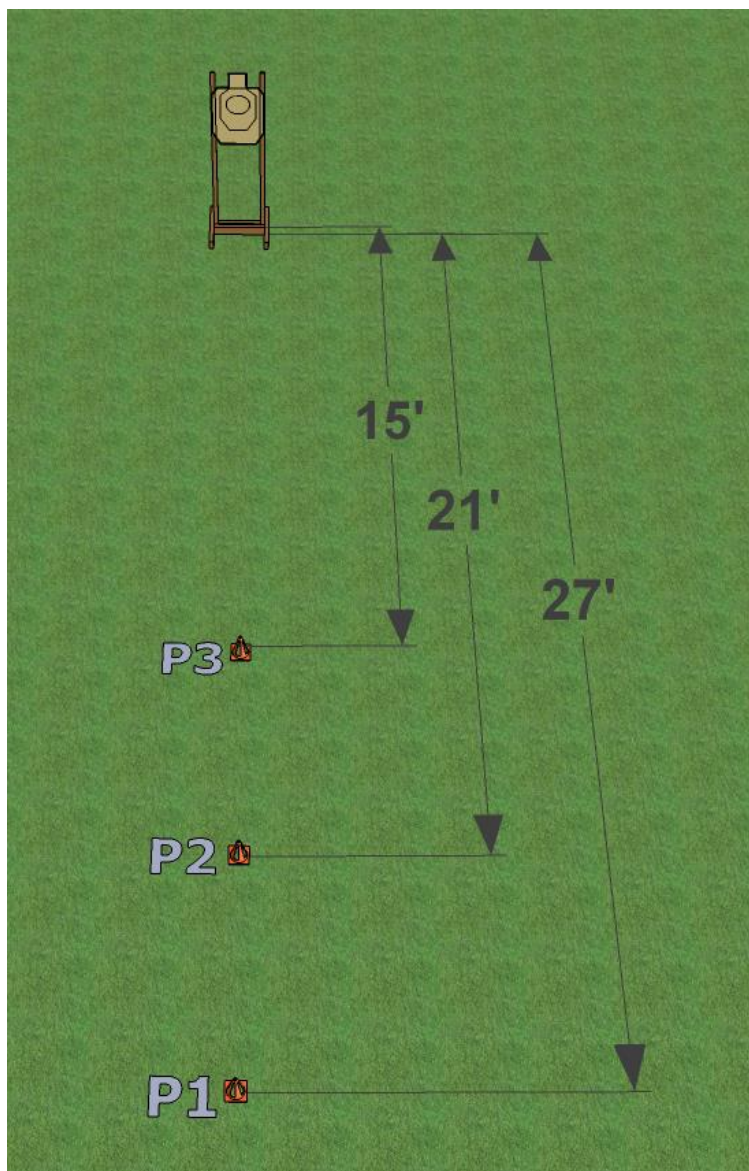
**SCORED HITS:** 3 head hits, 6 body hits

**START/STOP:** Audible/Last shot

**RULES:** Current IDPA Rulebook

**CONCEALMENT:** Required

**SO NOTES:** When scoring, if the shooter pulled head shots clearly into the body, those will count as misses **UNLESS the end result is the proper number of rounds in the body and the head.** Deliberate stacking of shots will incur an FP.





# BAY 1 RIGHT Trash Raid

**SCENARIO:** You are taking out the trash when your house comes under attack from a group of dope fiends looking to capitalize on your precious recyclables.

**START POSITION:** Standing at P1 (Rule 3.7.2), pistol loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal draw and engage T1-T2 with 2 rounds each from retention. Then move to P2 to engage targets and step on stomp plate. Then move to P3 to engage the remaining targets. Note: Retention requires strong hand only with forearm or wrist to touching torso on strong side.

**STRINGS:** 1

**SCORING:** Unlimited, 12 rounds minimum

**TARGETS:** 6 IDPA, 2 Non-Threat, One Swinger

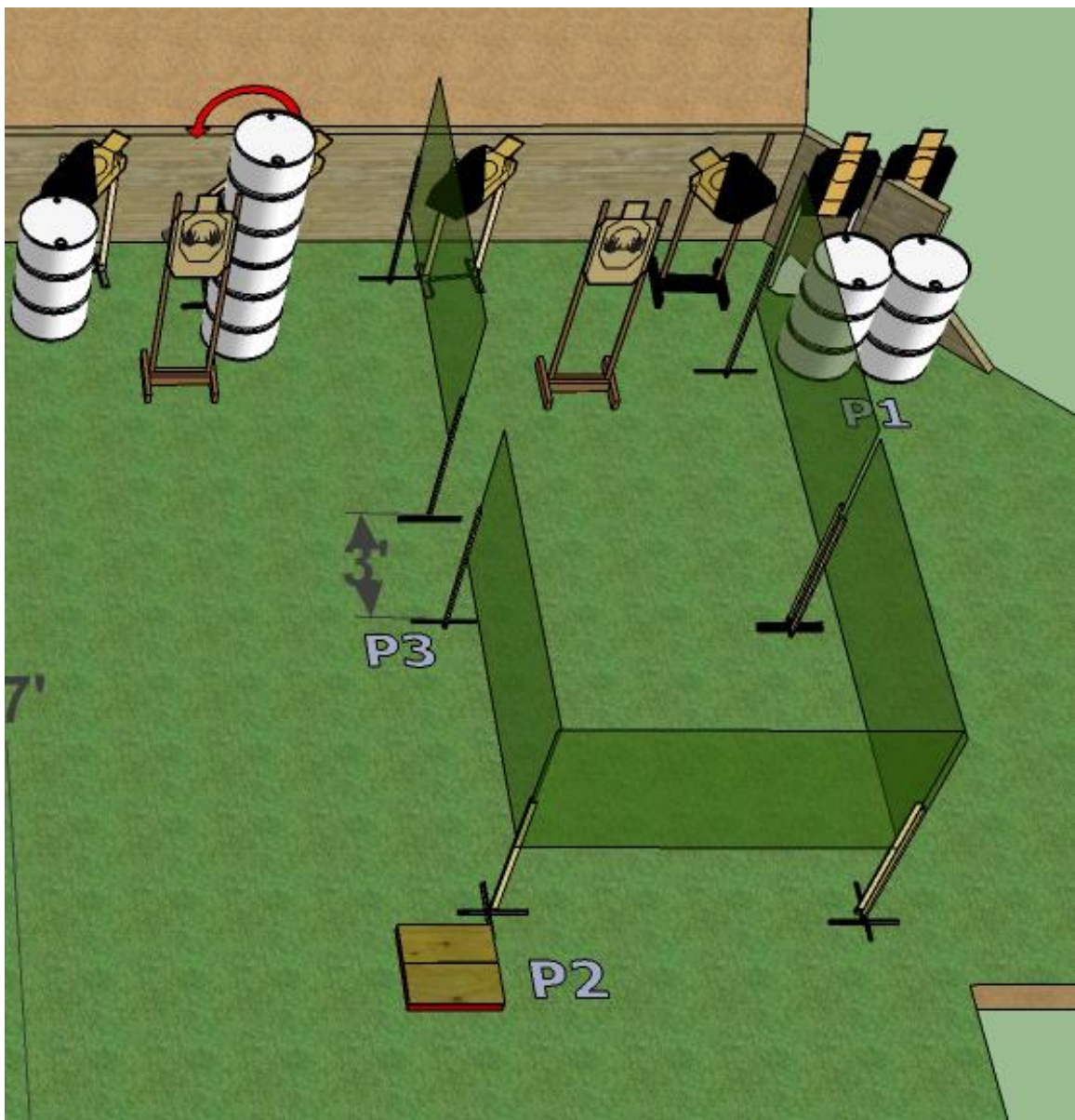
**SCORED HITS:** Best 2 hits

**START/STOP:** Audible/Last shot

**RULES:** Current IDPA Rulebook

**CONCEALMENT:** Required

**SO NOTES:**









# BAY 2 RIGHT

## Save Your Neighbors!

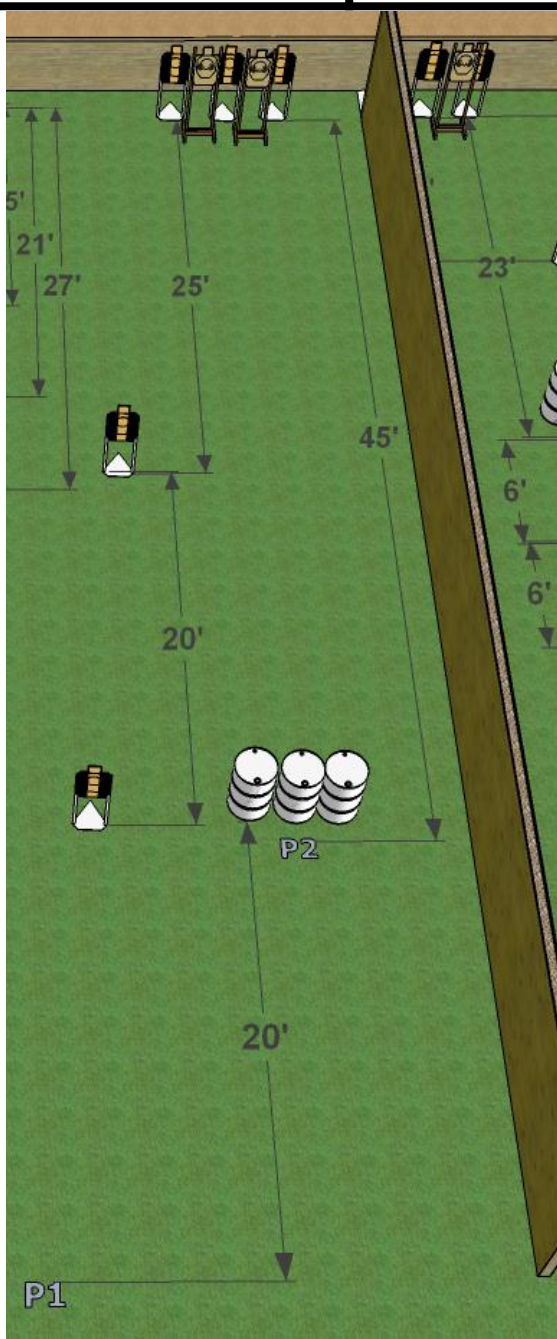


**SCENARIO:** A group of strung out addicts are holding your friendly neighbors hostage at gunpoint threatening to do bodily harm. Rescue your neighbors!

**START POSITION:** Standing at P1 (Rule 3.7.2), pistol loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal engage T1-T2 while on the move to P2 with 3 shots each. At P2 engage remaining targets from low cover (Rule 3.5.4)

**STRINGS:** 1  
**SCORING:** Unlimited, 15 rounds minimum  
**TARGETS:** 5 IDPA, 2 Non-Threat  
**SCORED HITS:** Best 3 hits  
**START/STOP:** Audible/Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required  
**SO NOTES:**







## BAY 2 LEFT



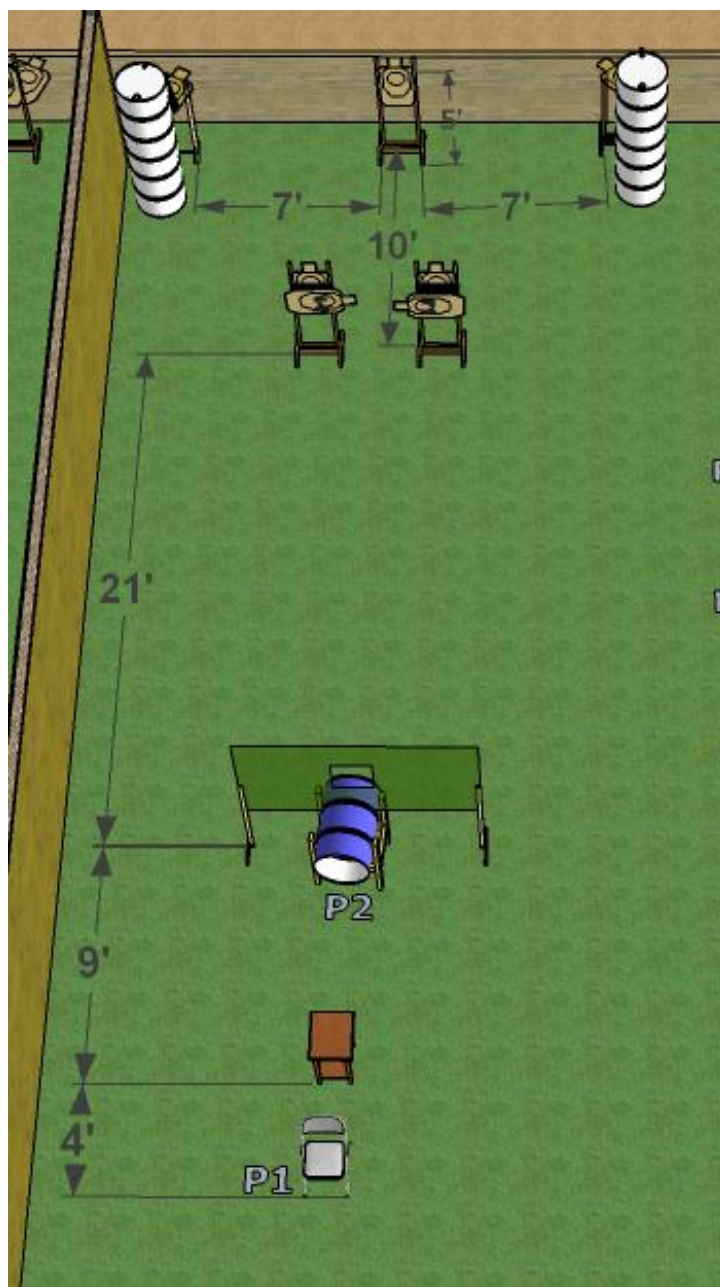
# Save my kids....No, I mean goats!

**SCENARIO:** You are napping while sitting reading a book when you are awakened by the sound of your beloved goats being kidnapped by depraved terrorists. When you intervene they threaten you with guns

**START POSITION:** Starting at P1, loaded gun and magazines on table, seated in chair while holding the book with both hands placed on lap.

**STAGE PROCEDURE:** At the signal, grab the gun and stow necessary magazines, then move to the window and engage targets with 3 shots each through the window in tactical priority (Rule 3.5.5).

**STRINGS:** 1  
**SCORING:** Unlimited, 15 rounds minimum  
**TARGETS:** 5 IDPA, 2 No-shoots  
**SCORED HITS:** Best 3 hits on target  
**START/STOP:** Audible/Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required  
**SO NOTES:**



# BAY 3 RIGHT

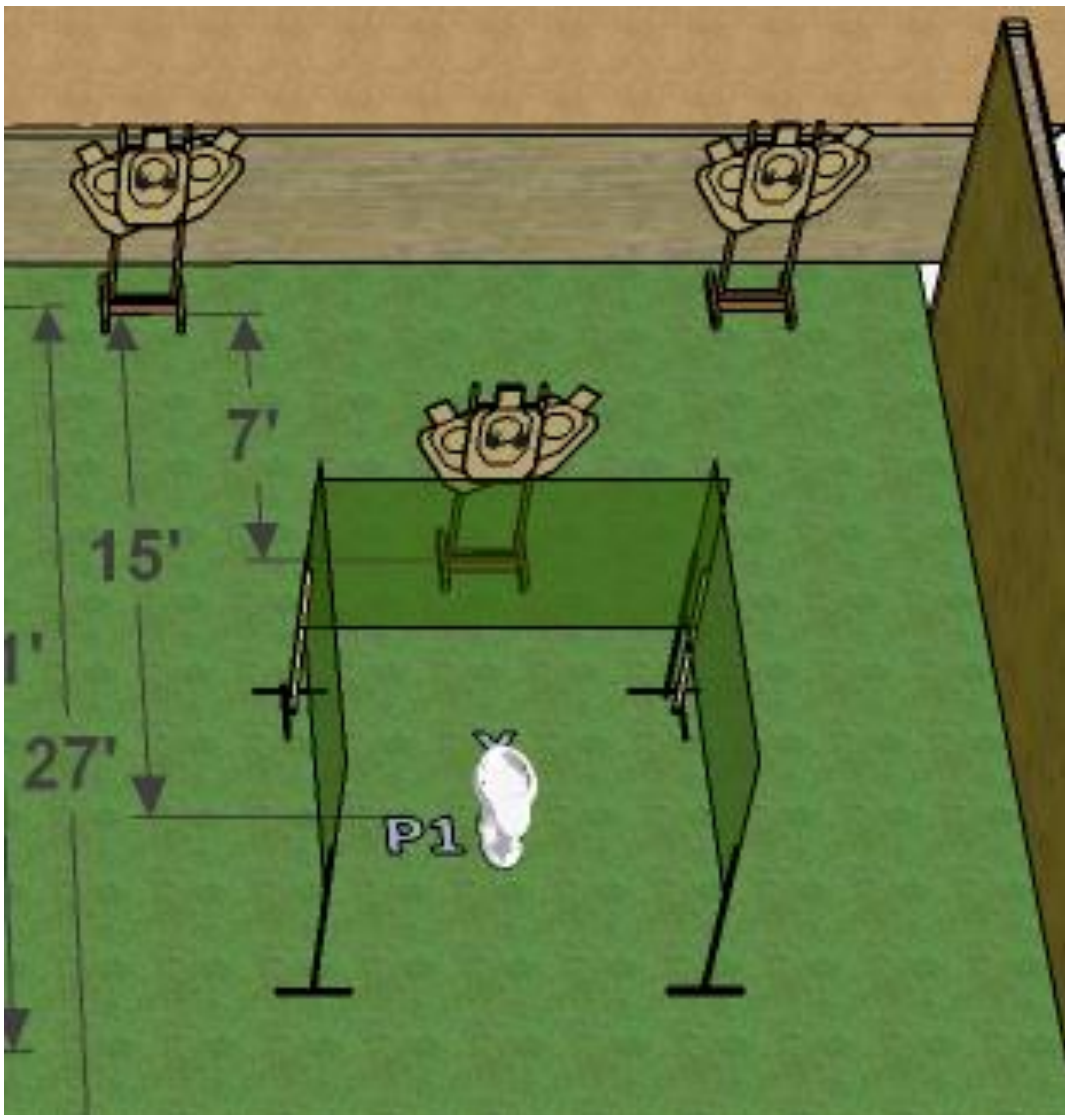
## Peace and Quiet???

**SCENARIO:** You are in the newly designated multi-gender restroom sitting on the toilet enjoying some peace and quiet when you suddenly hear helpless young gender neutral individuals being assaulted by armed heathens who are threatening bodily harm. You quickly take action by engaging the creeps from your bathroom stall.

**START POSITION:** Sitting on toilet, hands on your knees, boxer briefs pulled up around knees. Gun loaded to division capacity on the ground on the x.

**STAGE PROCEDURE:** At the signal, take low cover (Rule 3.5.4), pick up gun and engage targets from under the stall wall with 2 shots each.

**STRINGS:** 1  
**SCORING:** Unlimited, 12 rounds minimum  
**TARGETS:** 6 IDPA, 3 No-shoots  
**SCORED HITS:** Best 2 hits  
**START/STOP:** Audible/Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required  
**SO NOTES:**





# BAY 3 LEFT

## Convenient My A--

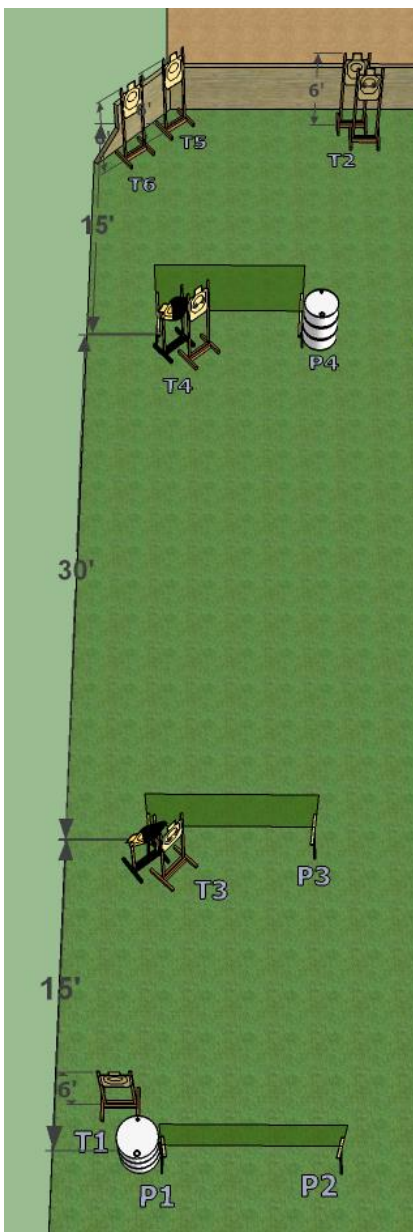


**SCENARIO:** You're picking up some odds and ends at your local SuperMax convenience store, when the store is overrun by a bunch of bath salt smoking snowflakes waving guns and threatening everyone in the store. Save the patrons.

**START POSITION:** Standing at P1 (Rule 3.7.2), pistol loaded to division capacity and holstered.

**STAGE PROCEDURE:** At the signal draw and engage T1,T3-T6 with 1 to the body and 1 to the head from cover (Rule 3.5.2). T2 must be engaged from P2, P3 and P4. T-2 should be engaged 3 times for a total of 1 head and 5 body shots. Other targets are engaged once.

**STRINGS:** 1  
**SCORING:** Unlimited, 16 rounds minimum  
**TARGETS:** 6 IDPA, 3 Non-Threat  
**SCORED HITS:** Best 1 head and 1 body hit. T-2 best 3 head and 3 body hits.  
**START/STOP:** Audible/Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Required  
**SO NOTES:**







# PR RIGHT Abducted!



**SCENARIO:** You find the location of your abducted family. Save them.

**START POSITION:** Standing at P1 (Rule 3.7.2), pistol loaded to division capacity and holstered.

**STAGE PROCEDURE:** At start signal, draw and engage targets with 3 shots each

**STRINGS:** 1

**SCORING:** Unlimited, 15 rounds minimum

**TARGETS:** 5 IDPA, 2 Non-Threat

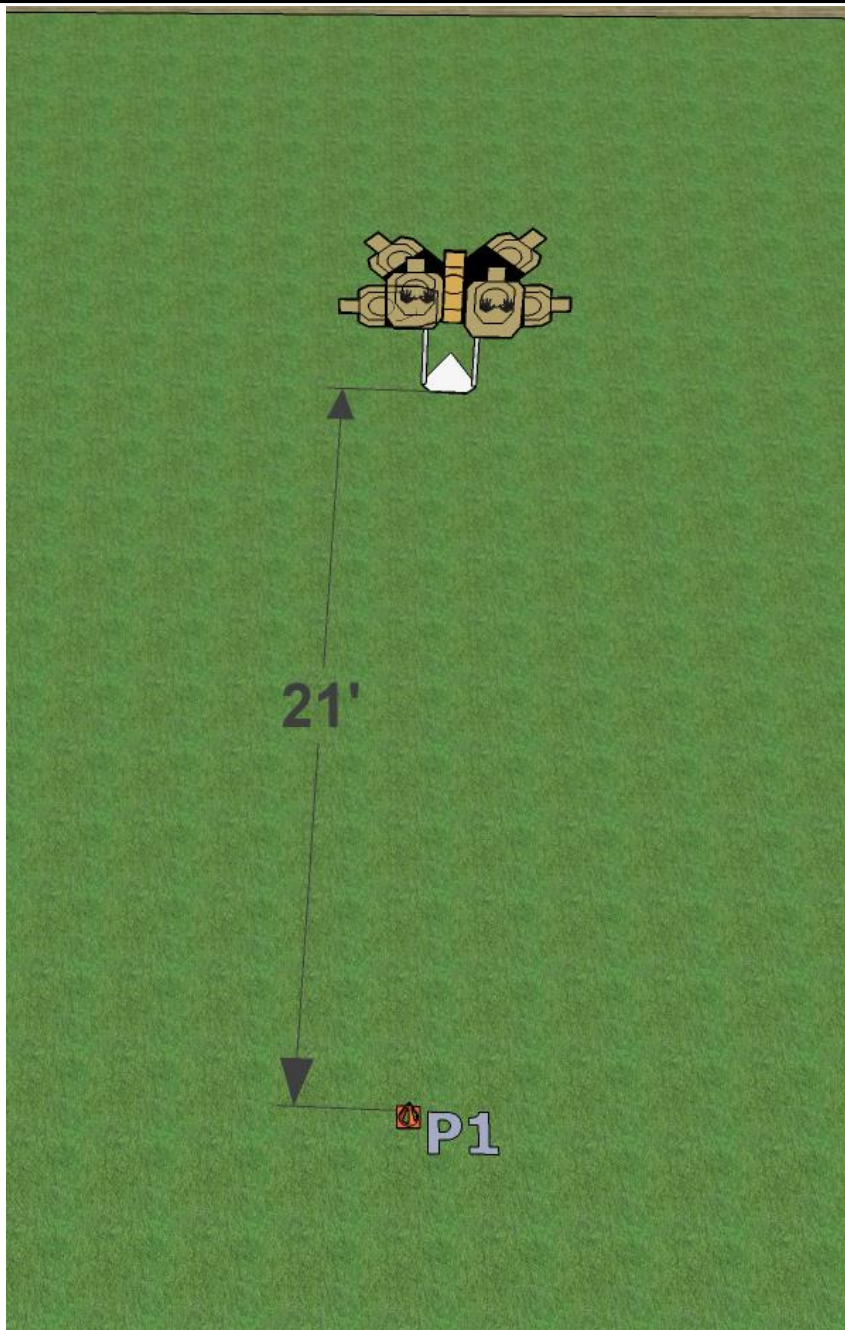
**SCORED HITS:** Best 3 on target

**START/STOP:** Audible/Last shot

**RULES:** Current IDPA Rulebook

**CONCEALMENT:** Required

**SO NOTES:**





## PR LEFT



# Robbery In Progress

**SCENARIO:** You are in your office putting cash in your briefcase before leaving for the bank when a group of armed robbers bust into your business. They are using the doorway and file cabinets as cover. Save your employees and yourself!

**START POSITION:** At P1 seated, unloaded gun in the IDPA box. magazines on the table, hands on briefcase.

**STAGE PROCEDURE:** At the signal, slide the briefcase off the table to activate the swinger. Then grab the gun from the table and engage T1 through T4 with 3 shots each. All shots must be while seated/at least one buttock on chair at all times.

**STRINGS:** 1  
**SCORING:** Unlimited, 12 rounds minimum  
**TARGETS:** 4 IDPA, 1 Non-Threat on swinger  
**SCORED HITS:** Best 3 hits per paper  
**START/STOP:** Audible/Last shot  
**RULES:** Current IDPA Rulebook  
**CONCEALMENT:** Not Required  
**SO NOTES:**

