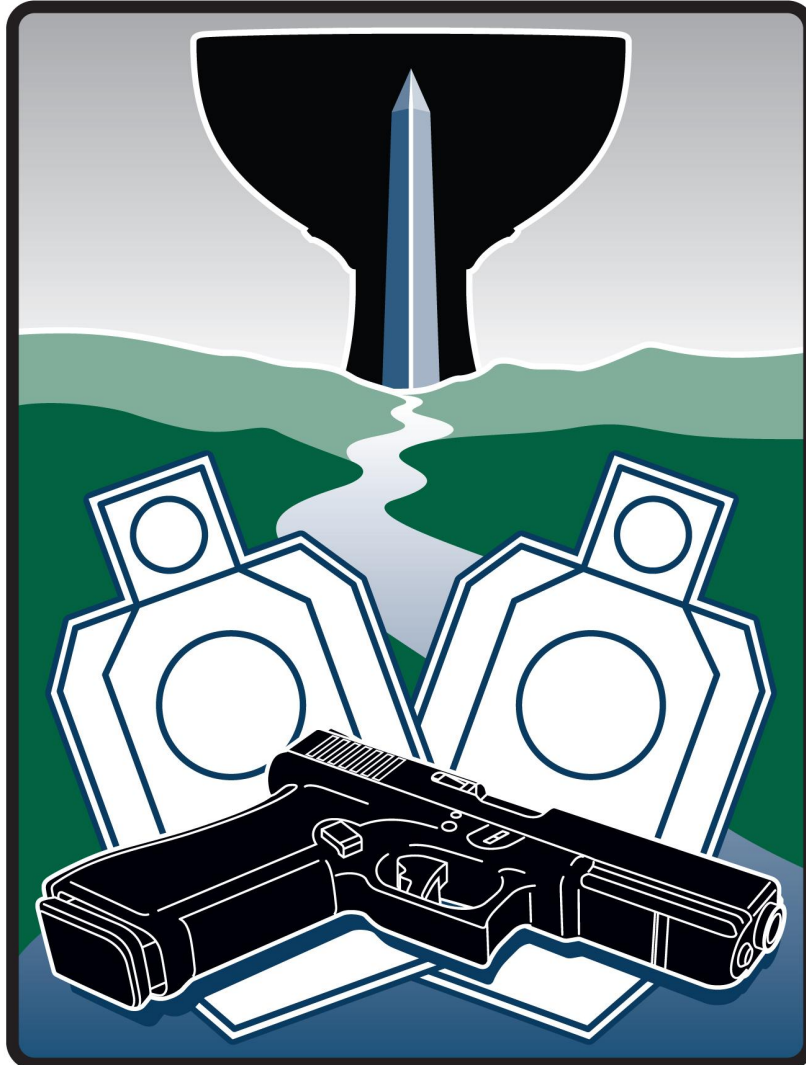


POTOMAC GRAIL



Potomac Grail

IDPA Match +CO+PCC

October 12-14

Thurmont Sportsmen's Club, MD

Cody Claxton, Match Dir.

POTOMAC GRAIL



ESSENTIAL INFORMATION

The match is 13 stages and 170 rounds, but I recommend bringing at least 220. There are no lowlight stages. We will be doing a holster and brief equipment check before you start the match. Before you arrive please make sure your holster keeps the firearm so the center of the trigger is behind the center line (line from the armpit), and the front strap of the gun is above the belt. Also, verify your gun will be held closer than 3/4" from the body (women excepted). And, make sure your mag pouches meet requirements. Concealment is required for most stages. We reserve the right to detail inspect any guns that appear to be too large for the box or have illegal modifications. PCC Shooters will need a sling, so please make sure to bring one. Also, **PCC Shooters** must have chamber flags and use them while on the range. Even with the flags, please keep your muzzles in a safe direction.

IT IS YOUR RESPONSIBILITY TO HAVE A CURRENT CLASSIFIER. Please verify your classification is current in the Division you are shooting. Carry Optics must be currently classified in ESP, SSP, CDP or CCP. PCC shooters must be classified in PCC Division. Please contact your local club if you need a classifier this weekend. There is no awards ceremony after the match. Results will be posted to Practiscore and emails sent to notify everyone of the results. Friday and Saturday shooters should check their scores on Saturday night. The challenge period starts when I send out the notice. You must reply within the challenge period in order for me to consider your challenge. The awards will be mailed after the match directly to your address. Please make sure your address is correct in Practiscore so I can mail them.

PLEASE VERIFY YOUR SQUAD DATE/TIME:

<https://practiscore.com/2017-potomac-grail-bug-ccp-ssp-spd-carry-optic-tier-2-idpa-match-and-self-defense-expo-clone/squadding>

FRIDAY ARRIVAL TIME: SO's and CSO's and others: Please arrive by 8AM Friday to staple targets, and review and discuss stages; Registration will begin at 11AM. SO squads will shoot all stages Friday.

SATURDAY ARRIVAL TIME: Registration is in the clubhouse open at 7AM. Be registered and on the range before 8:45AM for briefings. First shots at 9AM. We will take a 30min lunch break. Match is scheduled to end at 5:30PM.

SUNDAY ARRIVAL TIME: Registration is in the clubhouse open at 8AM. Be registered and on the range before 9:15AM for briefings. First shots at 9:30AM. We will take a 30min lunch break. Match is scheduled to end at 4:30PM.

DIRECTIONS: Located at: 11617 Hunt Club Road, Thurmont, MD 21788.

Frederick, MD is closest city with a number of good hotels and restaurants and nightlife. Hunt Club Road may have animals and children playing, so GO SLOW. Also, obey speed signs on the backroads, especially through small towns. And, Route 15 has been giving out a ton of camera citations so be aware.

The IDPA logo is displayed in a large, light gray, stylized font. The letters 'IDPA' are bold and blocky, with a winged design element extending from the 'A'.

ESSENTIAL INFORMATION

ARRIVAL: Once you enter The Club, speed limit is 10MPH. When you arrive, go straight to parking past clubhouse on left. Handicapped parking is available up near the ranges on the left. THEN go get your registration packets. THEN, go get your equipment on at the Safe Tables. Only Safe Tables with earthen berms are safe to use.

SAFETY RULES: We run a cold range. Do not handle your gun at your vehicle, and if caught you will receive a DQ. If you arrive hot, find a match official. You may only handle your gun at one of the Safety Areas or under the direct supervision of a Safety Officer.

OBSERVERS: Must sign a waiver and wear eye and ear protection within 20 yards of the shooting ranges.

CAMPING: Camping is available with electric and water for \$25/night.

FOOD/BEVERAGES: No breakfast available. Hot Dogs and pulled port will be available,, Beverages, Coffee, Tea, and Water area available for purchase in a limited supply. (For SO's it is complimentary.)

T-SHIRTS: If you registered before Sept 9 you will get a T-shirt. If you ordered a Long-Sleeve you will need an additional \$7 to pick up.

SQUAD REQUESTS: At this stage I don't want to manage squad requests. Please consider it an opportunity to get to know new IDPA Shooters.

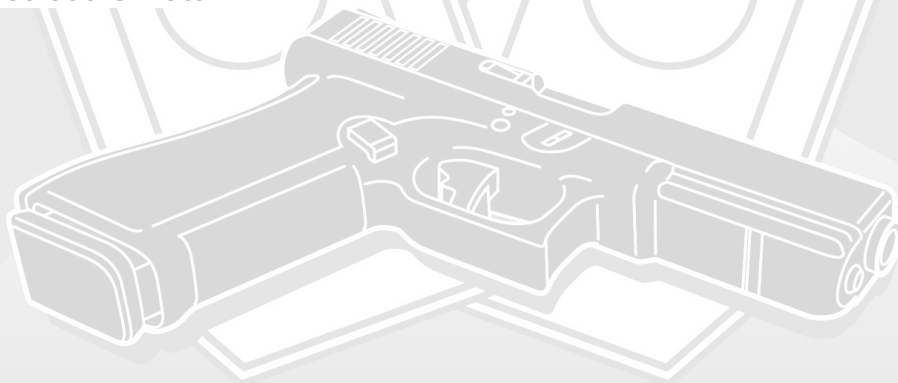
WHAT TO BRING: Suntan lotion/spray, bug spray (although unlikely), rain gear (possible), Portable Chair (Optional), Umbrellas (Optional)

THINGS TO DO IN THE AREA: Catoctin Furnace, Lawyers Winterbrook Farm Statues, Gettysburg, PA, Old Town Frederick, MD,

Stay Safe and See you at the match.

Cody Claxton

Match Director



IDPA

Thurmont Observer Waiver, Page 1

Please Print, Sign & Bring

WAIVER OF LIABILITY AND HOLD HARMLESS AGREEMENT THURMONT CONSERVATION AND SPORTSMEN'S CLUB

In consideration of being permitted to participate in International Defensive Pistol Association (IDPA) Events held at the Thurmont Conservation and Sportsmen's Club, I, the undersigned, do hereby for myself, my spouse, members of my family, heirs, assigns, executors and administrators, hereby RELEASE, WAIVE, FOREVER DISCHARGE, AND COVENANT NOT TO SUE Thurmont Conservation and Sportsmen's Club, its directors, officers, employees, and match personnel (including but not limited to match directors, safety officers, range officers, stage designers, and stage setup personnel), hereinafter referred to as the RELEASEES, from any and all liability, claims, demands, actions, and causes of action whatsoever arising out of or related to any loss, damage, or injury, including but not limited to permanent bodily injury, suffering, or death, that I may sustain, or to any property that I own, while participating in such activity or while in or upon the premises of Thurmont Conservation and Sportsmen's Club. This release includes any losses caused or alleged to be caused, in whole or part, by the negligence of RELEASEES to the fullest extent allowed by law.

I am fully aware of the risks and hazards connected with an International Defensive Pistol Association match, which include the risk of injury and even death, and I hereby elect to participate voluntarily in this activity, knowing that the activity may be hazardous to me and my property. I understand that serious accidents occasionally occur during this activity and that participants in this activity occasionally sustain serious personal injuries (which may include permanent bodily injury, suffering, or death) and/or property damage as a consequence of participating in this activity. I VOLUNTARILY ASSUME FULL RESPONSIBILITY for any risks (foreseen or unforeseen) of personal injury (including but not limited to permanent bodily injury, suffering, or death) that I may sustain, or any loss or damage to property that I own as a result of being engaged in this activity. It is impossible to know and list every risk associated with this activity, but the risks I may encounter include but are not limited to those resulting from the accidental or improper discharge of a firearm by any participant, a catastrophic failure of a firearm of any participant, a ricochet from a shot by any participant, malfunctioning range equipment or props, and slipping, falling, or tripping.

I understand that IDPA is a "practical shooting" sport that challenges a participant's ability to shoot rapidly and accurately with a handgun on obstacle-laden shooting courses called stages with the participant's skill measured by how quickly and accurately the stage is completed. I understand that stages may, for example, call for participants to shoot at targets from different locations and move between locations and/or around obstacles while holding a loaded firearm; shoot at targets from awkward positions; shoot at targets holding the firearm with either or both hands; and shoot at targets while moving forward, backward, or laterally. I also understand that the ground on which the participants must move may be uneven; and, as the events are held outdoors and exposed to the weather, the ground at times may be wet and/or slippery in places.

In addition, I acknowledge that participants use their own firearms and ammunition (included reloaded ammunition), that the RELEASEES do not control the firearms and ammunition used by participants, and that the RELEASEES are not responsible for personal injury or loss or damage to property resulting from a malfunctioning or defective firearm or malfunctioning or defective ammunition of any participant.

Thurmont Waiver, Page 2

I further hereby AGREE TO INDEMNIFY AND HOLD HARMLESS the RELEASEES from any loss, liability, damage, or costs, including court costs and attorney's fees that they may incur due to my participation in this activity. This agreement to indemnify includes loss, liability, damage, or costs, including court costs and attorney's fees, caused in whole or part by negligence of RELEASEES, to the fullest extent allowed by law.

I agree to abide by all rules and conditions set by RELEASEES and their agents, as well as all rules and conditions set by the IDPA for participation. I further acknowledge that failure to obey these rules and conditions would constitute contributory negligence on my part. I certify that my firearm is in good working order, that I am familiar with its safe operation and that I am not a prohibited person under State or Federal law to possess any firearms or other devices in my possession.

I hereby further agree that this Waiver of Liability and Hold Harmless Agreement shall be construed in accordance with the laws of the State of Maryland. Any portion of this document deemed unlawful or unenforceable is severable and shall be stricken without any effect on the enforceability of the remaining provisions.

IN SIGNING THIS RELEASE, I ACKNOWLEDGE AND REPRESENT that I have fully informed myself of the contents of the foregoing Waiver of Liability and Hold Harmless Agreement by reading it, that I understand it, and that I sign it voluntarily as my own free act and deed; no oral representations, statements, or inducements, apart from the foregoing written agreement have been made; I am at least eighteen (18) years of age and fully competent (or I am the parent/legal guardian of participant who is under 18 years of age); and I execute this Release for full, adequate and complete consideration fully intending to be bound by same. I agree to these terms without condition or modification. I am bound by this agreement whether or not I have signed the signature form the morning of the match.

I AGREE.

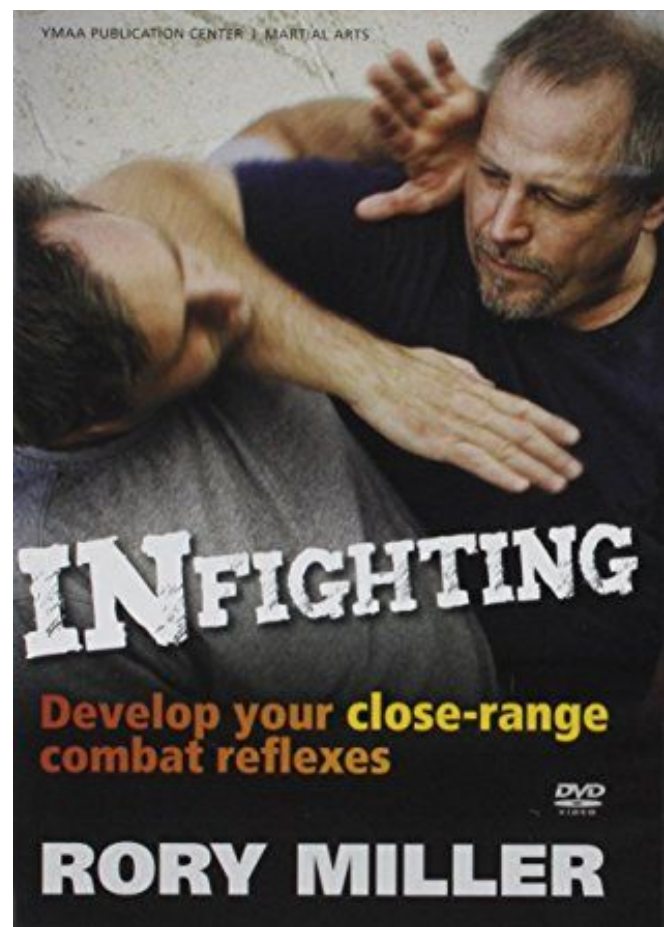
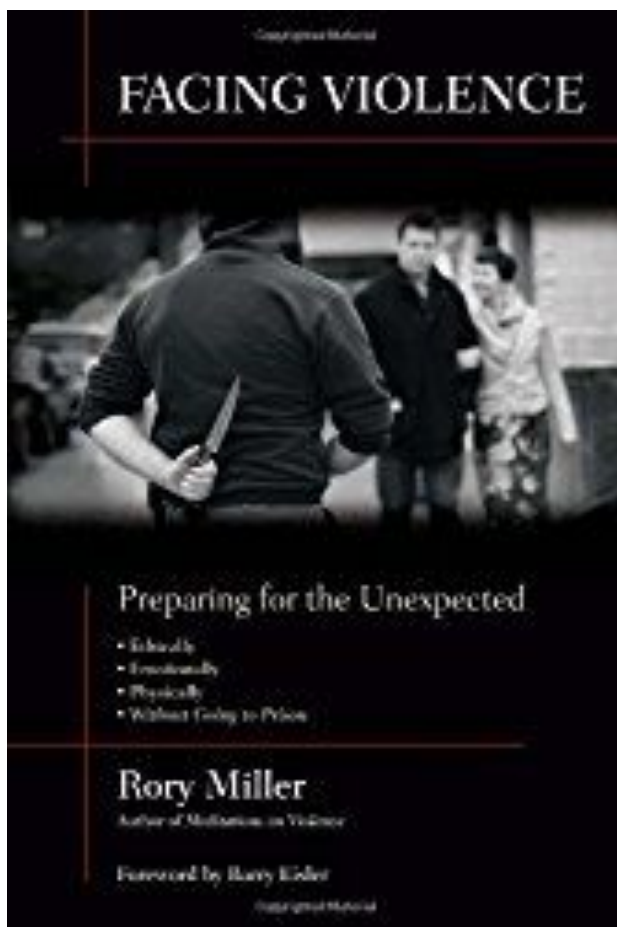
I HAVE READ AND UNDERSTOOD THE WAIVER, AND I AGREE TO BE BOUND BY ITS TERMS. Required | You must accept this waiver to register

PRINTED NAME

SIGNATURE

DATE_____

Rory Miller Books and DVD's on Self-Defense Highly Recommended



RORY MILLER'S BLOG:

RORY'S YOUTUBE VIDEOS

Sharks All Around-2

Course Designer: Cody Claxton

SCENARIO: You are helping do Shark research when pirates attack and there are sharks in the water.

START POSITION: Start at P1, holstered. PCC guns loaded, low ready, safety ON, pointed at orange spot.

STAGE PROCEDURE: On signal Step on plank and draw and engage targets in the open in priority. Three targets in array 1, 6 targets in array 2. Move towards P2 for final target engagements. As there are sharks in the water you must stay on the plank for all shots. Losing your balance and stepping off the plank between shots is no PE, but engaging more than 3 targets while touching the ground is a FP.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Unlimited, 18 rounds

TARGETS: 9 threats, 4 NTI

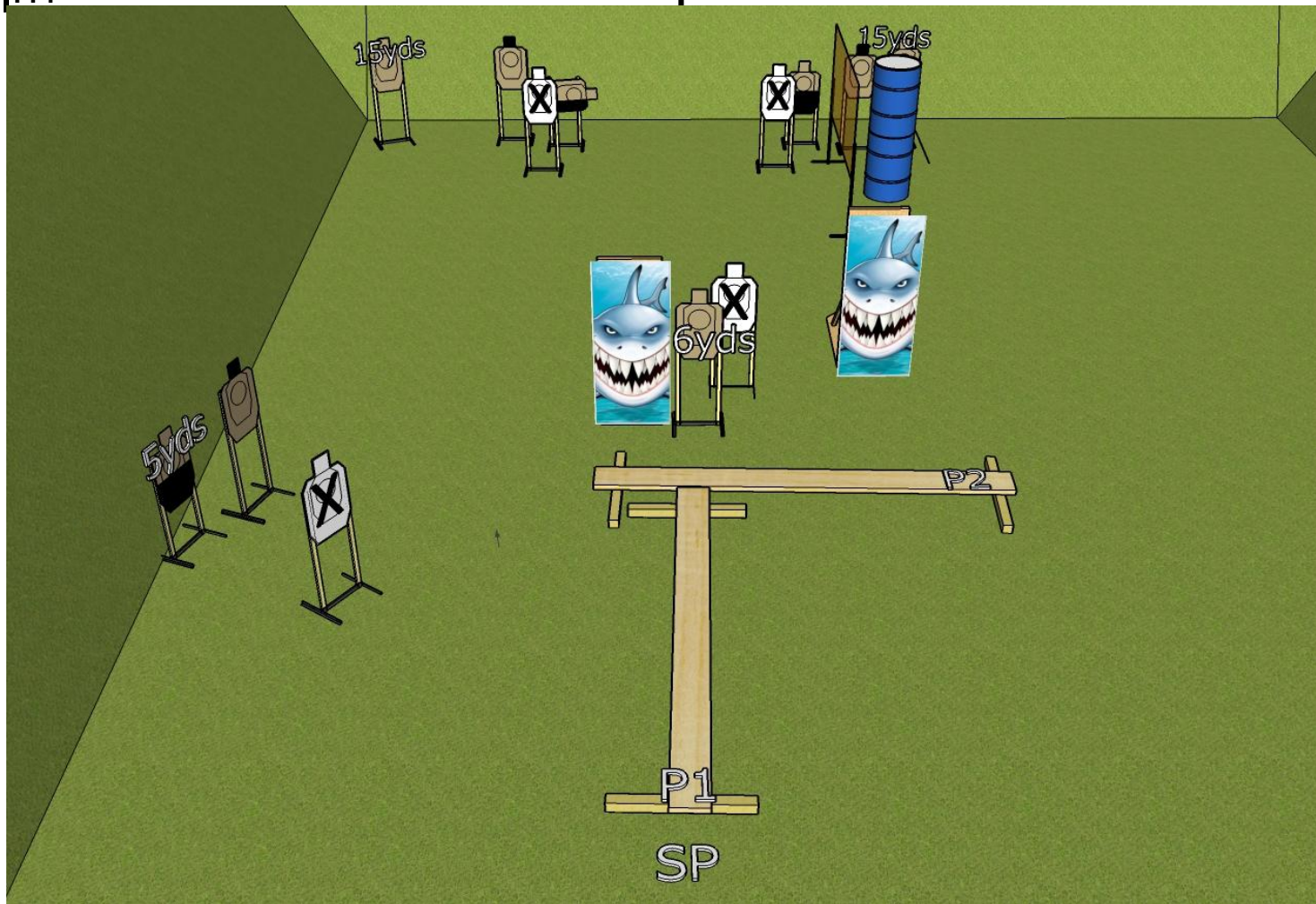
SCORED HITS: Best 2,

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES: Targets are measured from P1.



Punch Him

Course Designer: Cody Claxton

SCENARIO: Four hoodlums pick a fight with you. Knock one down, stop the others.

START POSITION: Start standing at SP with toes on stick and fists in fighting position above chin level..

STAGE PROCEDURE: On signal strike down punching bag with strong hand before drawing. Then draw, and engage targets with 2 body and 1 head. All shots behind fault line. Punch bag must be horizontal before shooting.

MUZZLE SAFETY: 180, Hits on Wall are DQ.

STRINGS:

1

SCORING:

Unlimited, 9 rounds

TARGETS:

3 threat, 1 non-threat

SCORED HITS:

Best 2 body, 1 head

START-STOP:

Audible - Last shot

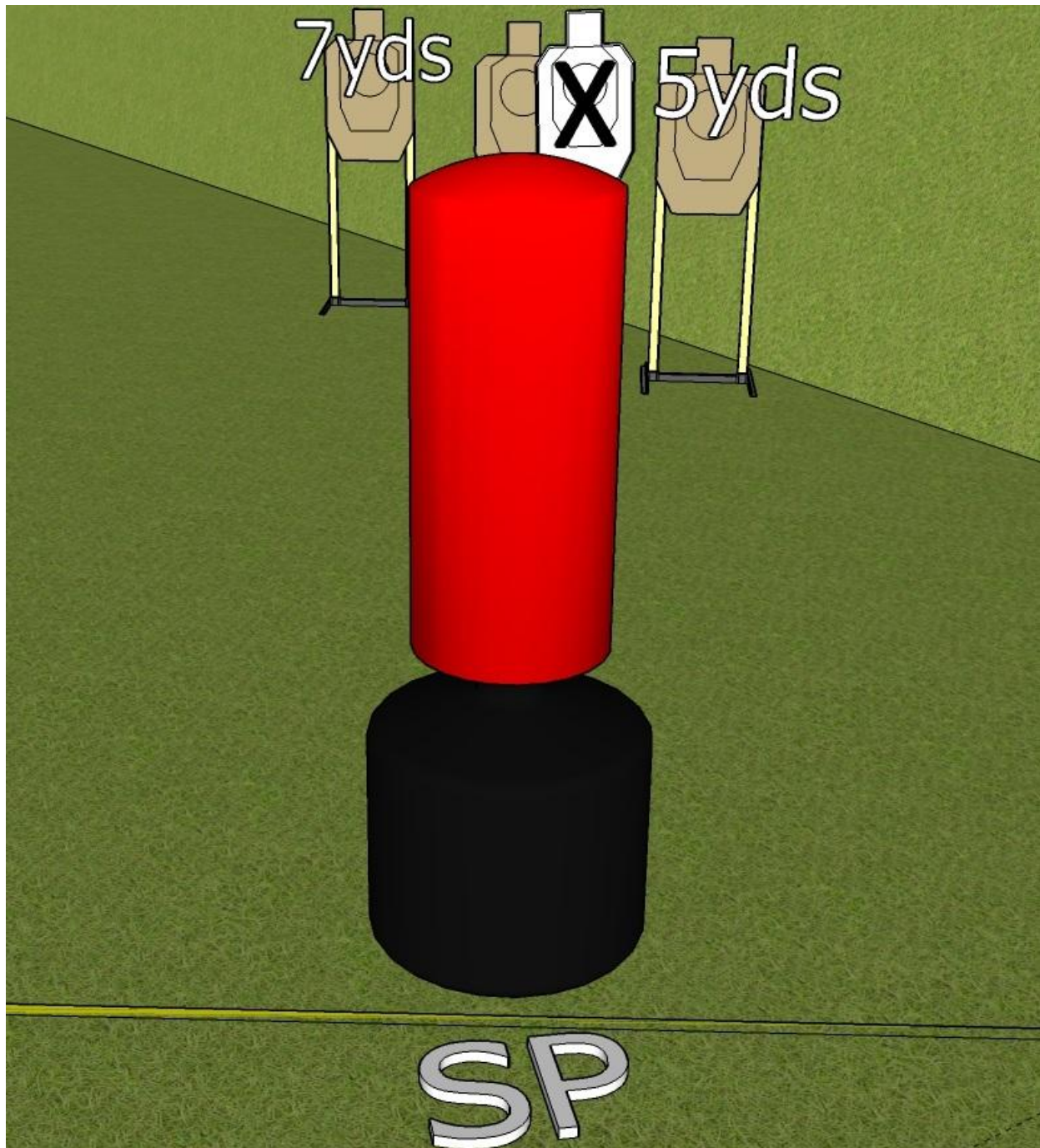
RULES:

Current IDPA Rulebook

CONCEALMENT:

Required

SETUP NOTES:



Hold On To Your Kid-2

Course Designer: Cody Claxton

SCENARIO: You are shopping in a mini-mart, holding your 4 year old in your support arm when armed robbers enter the store. Defend yourself.

START POSITION: Standing at P2 facing wall holding child to chest.. PCC gun slung, mag inserted, chamber empty, bolt back.

STAGE PROCEDURE: On signal draw and engage targets using cover. During a reload you may put the child on the ground but pick her up before engaging. All shots must be strong hand only. Muzzling your child is a PE. PCC shooters may use both hands for racking but only strong hand/shoulder/hip for SHO shots. Popper triggers target behind barrels.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Unlimited, 17 rounds

TARGETS: 8 threat, 1 popper, 4 NT's

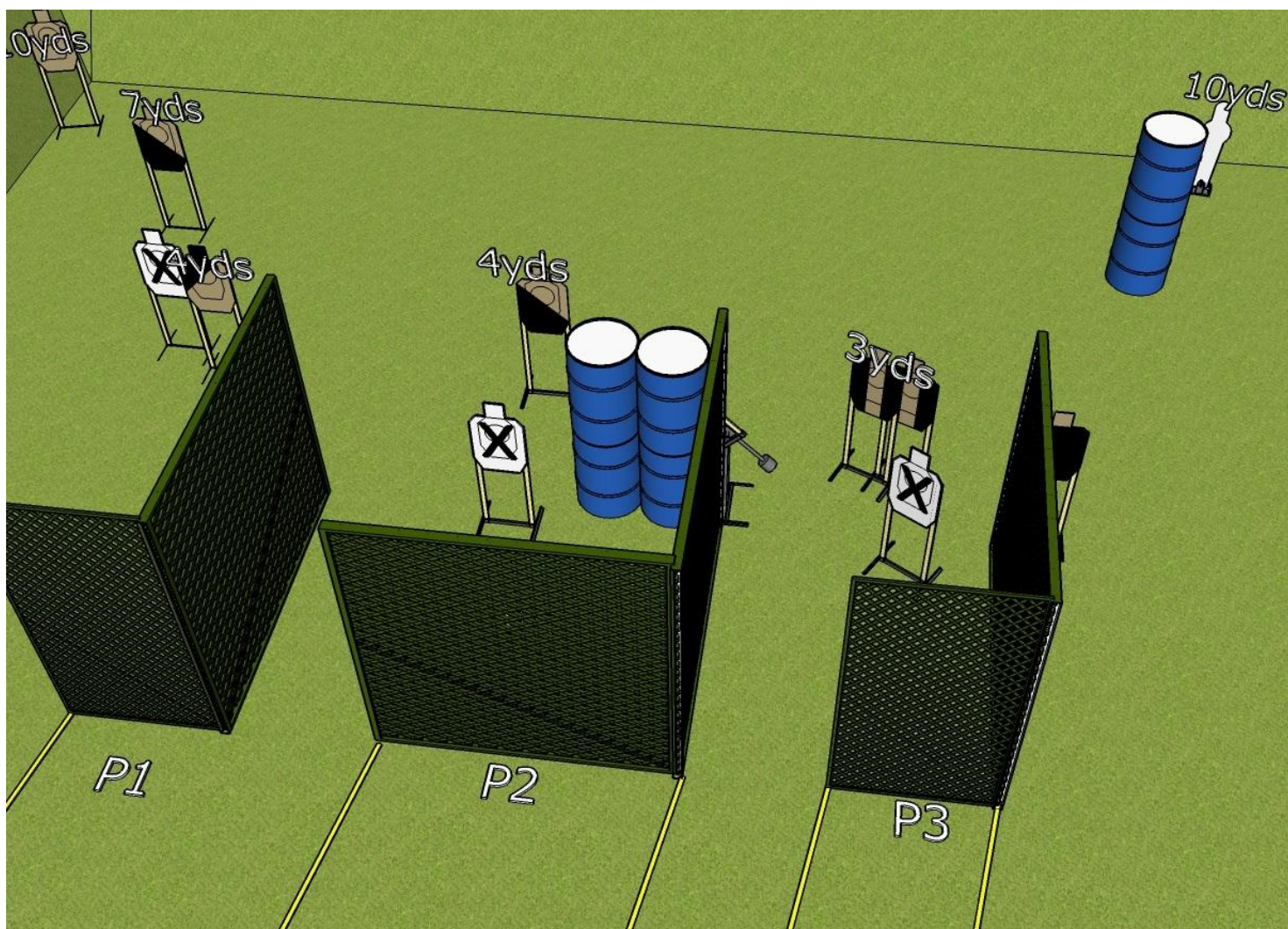
SCORED HITS: Best 2 body. Steel must fall

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SAFETY: Shooting Popper at less than 10 yards is an automatic DQ.



Stuff Happens Fast

Course Designer: Cody Claxton

SCENARIO: You on a hiking trip when two armed bandits try to rob you. Duck behind the tree and defend yourself.

START POSITION: Start standing at SP touching fault line. Gun downloaded to 6 rounds. PCC guns at low ready pointing at orange dot, chambered, safety ON.

STAGE PROCEDURE: On signal draw and move to shooting position P1 and take low cover and engage static target then popper. First cardboard target gets 6 rounds. Best 2 on moving cardboard. All shots required from low cover. PCC Shooters watch your muzzles when reloading. You may want to take a position further back from barrels.

MUZZLE SAFETY: 180, Hits on Wall are DQ.

STRINGS: 1

SCORING: Unlimited, 9 rounds

TARGETS: 2 threat, 1 steel

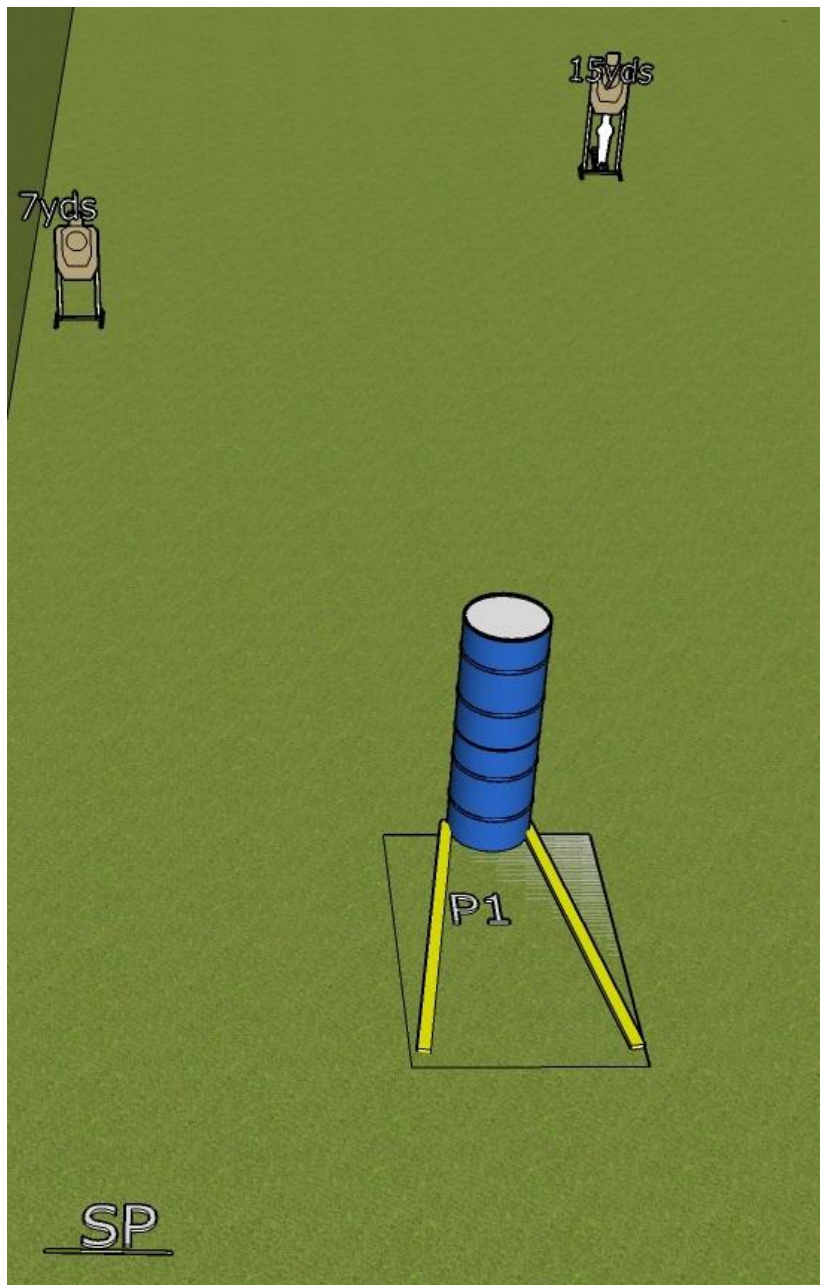
SCORED HITS: Best 6, Best 2, Steel Must fall

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES:



40 Yard Standards

Course Designer: Cody Claxton

SCENARIO: Standards

START POSITION: Start standing at P1 facing targets. PCC shooters start at low ready pointed at orange spot, shouldered, chambered, safety ON.

STAGE PROCEDURE: On signal draw and engage two closest targets while standing. Then put at least one knee down and engage next two targets (3&4). Then go prone and engage last 4 targets from prone or urban prone position. At least one hip and shoulder/elbow must be touching ground to be prone. Entire abdomen must be inside fault lines when shots are fired.

MUZZLE SAFETY: 180 degrees, Lefties- Reload Warning on right side

STRINGS: 1

SCORING: Limited 18 rounds, 16 req'd.

TARGETS: 8 threats, 0 NT

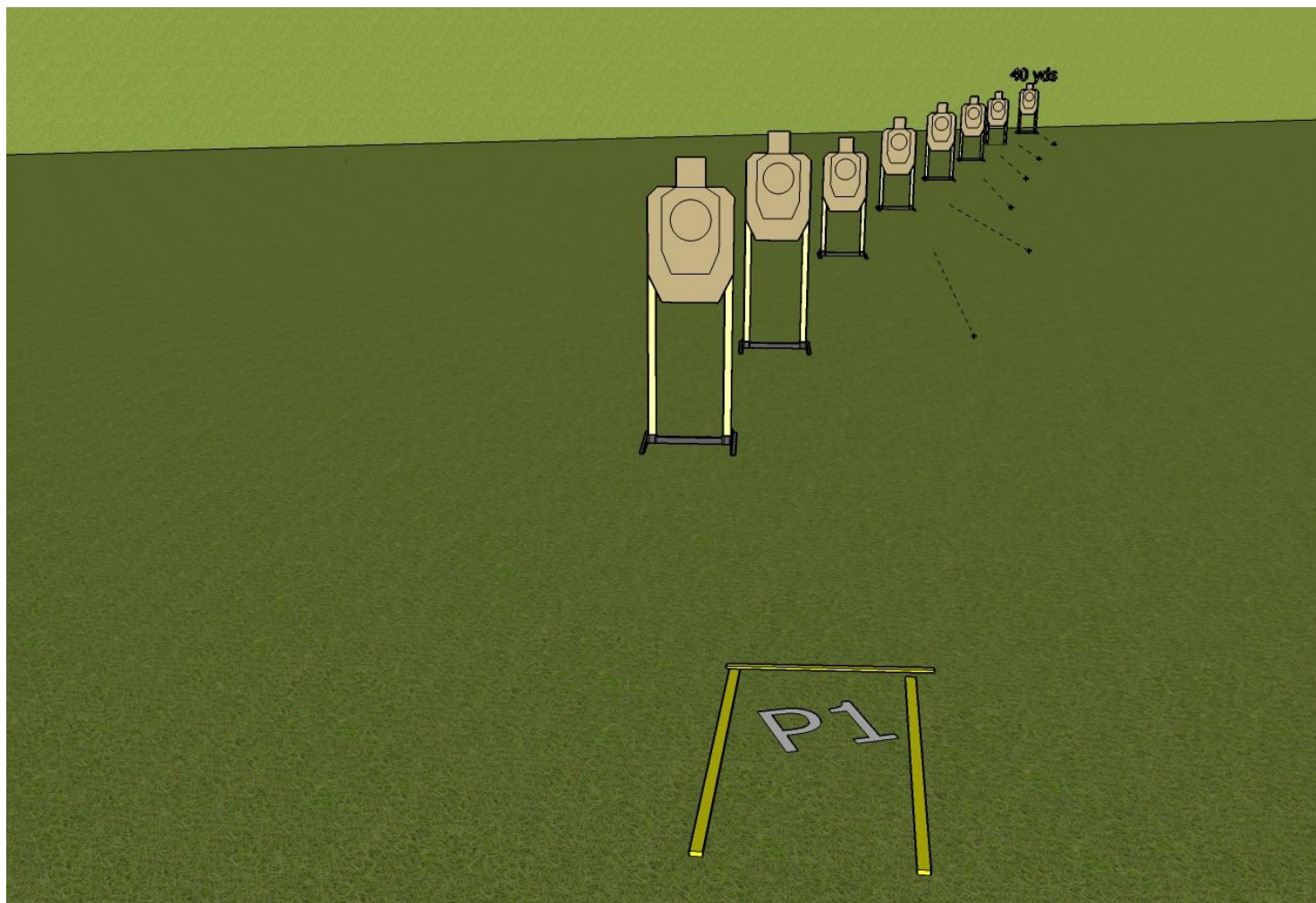
SCORED HITS: Best 2 each target

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES: Note height is 3 feet for last 4 targets. .



Police Lines

Course Designer: Cody Claxton

SCENARIO: You are walking past a group of uncivil protesters when they shoot a policeperson in front of you. Grab his shield and defend yourself.

START POSITION: Start standing at SP holding shield with support hand/arm, with shield touching dummy with heels touching fault line. PCC shooters loaded, safety ON, muzzle pointing at orange dot.

STAGE PROCEDURE: On signal draw and move to shooting positions P1 and P2 to engage targets Strong Hand Only and required to look through shield window to engage targets. You may not go past the police line poles and must stay behind tape. The wall is a vision barrier. If you need to reload or clear a malfunction, temporarily set shield down to correct the gun. All shots must be SHO using shield window. Intentionally shooting wall from P1 is a DQ. PCC Shooters may brace PCC gun on side of shield and sight along gun. PCC gun must stay in contact with shield while firing SHO.

MUZZLE SAFETY: 180,

STRINGS:

1

SCORING:

Unlimited, 6 rounds

TARGETS:

3 threat, 2 non-threat

SCORED HITS:

Best 2

START-STOP:

Audible - Last shot

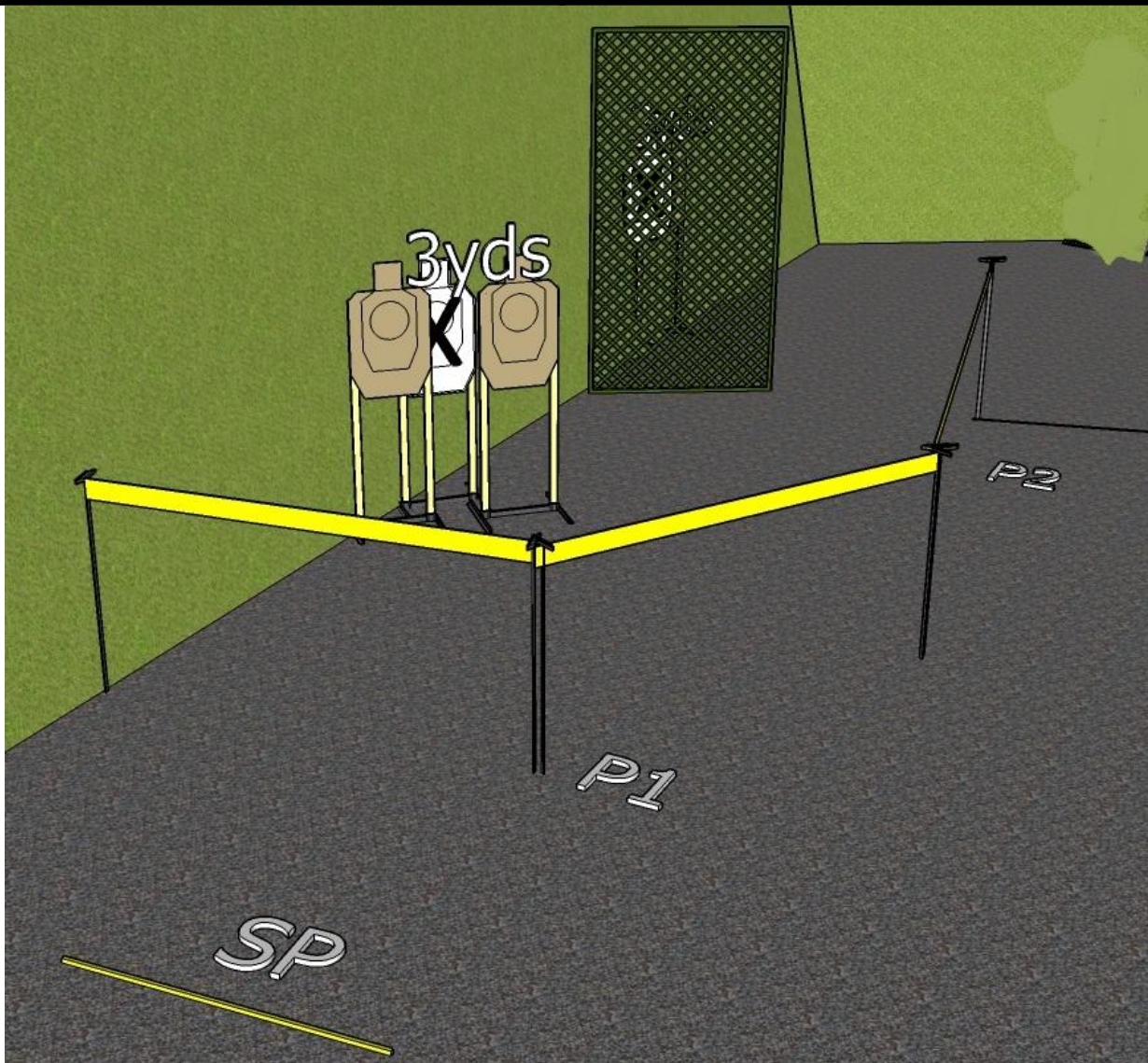
RULES:

Current IDPA Rulebook

CONCEALMENT:

Required

SETUP NOTES:



Caught In A Corner

Course Designer: Cody Claxton

SCENARIO: You are working part time at an ammo store, and armed bandits arrive to steal the ammo.

START POSITION: Start standing at P1 with toes against fault line. PCC shooters start at low ready pointing at orange dot.

STAGE PROCEDURE: On signal draw and engage targets in priority. Strong Hand Only Retention shots are required for pistols for 1st two targets. Retention is defined as strong side elbow, forearm or hand touching side and upper arm may not be forward of armpit. Strong Hand Only is required for 1st 2 targets for PCC shooters who must not allow support hand to touch firearm while firing. Pistols and PCC guns: Pushing the gun's muzzle past the plane of the first 2 targets is a PE.

MUZZLE SAFETY: 180, Hits on Wall are DQ.

STRINGS: 1

SCORING: Unlimited, 12 rounds

TARGETS: 6 threat, 3 non-threat

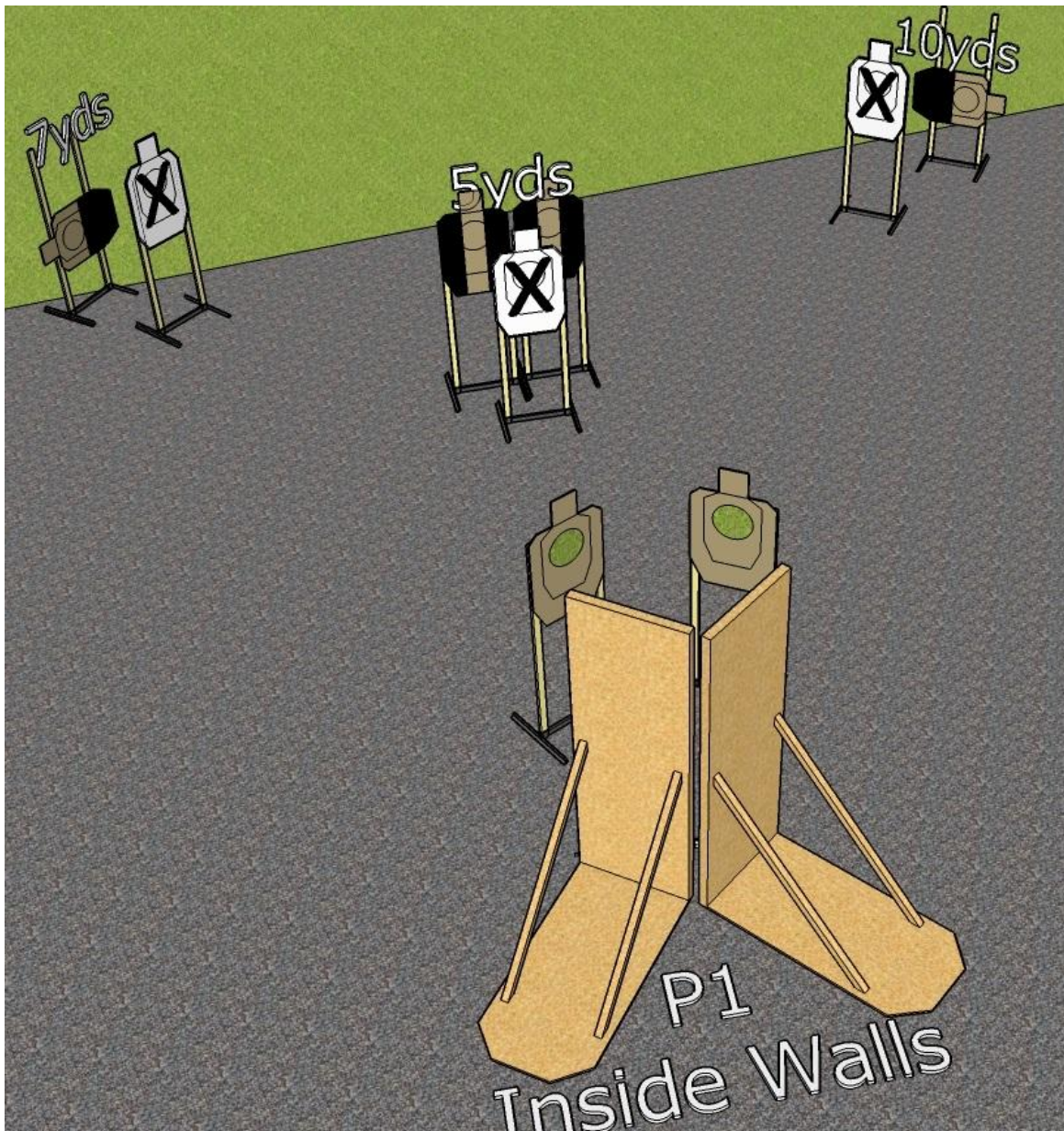
SCORED HITS: Best 2

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES:



Train Terminal Terrorism

Course Designer: Loudon MacReady

SCENARIO: You are waiting for a historic train ride and terrorists attack with your loved ones on board. Defend your family.

START POSITION: Standing SP facing uprange with back touching caboose and toes on wood. PCC Shooters have gun propped against rail in holder.

STAGE PROCEDURE: On signal turn, then draw and move to P1 and engage T1 with at least 6 rounds. Then step into caboose and engage targets as they become visible from visions barriers. There are three sets of arrays. . If you forget a target and do a reload while exposed then PE is earned. Watch your 180 when you move to P1.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Unlimited, 18 rounds

TARGETS: 13 threats, 5 non-threat

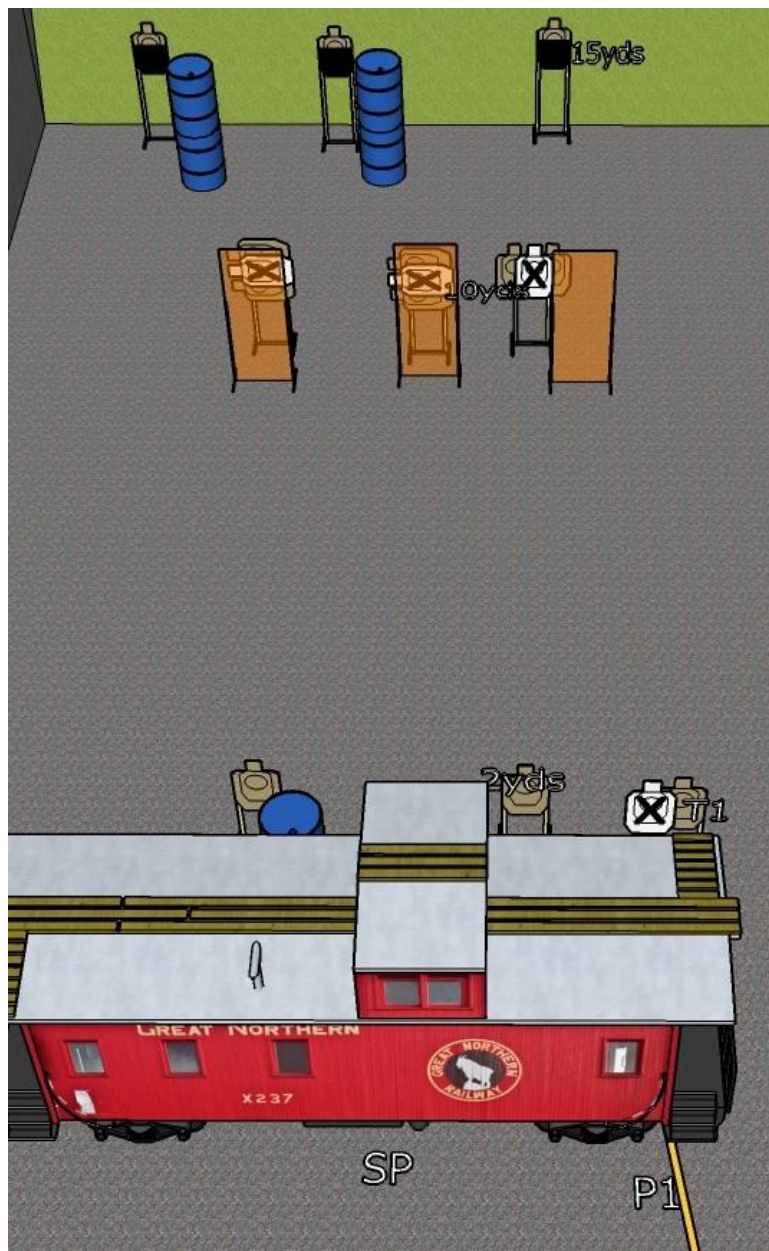
SCORED HITS: 1 shot each, 6 shots T1

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES: The targets behind the orange walls will be head-only.



Course Designer: Cody Claxton

START POSITION: Start standing at SP touching fault line and hands in defensive position in front of chest. PCC shooters slung, no mag, bolt may be back.

STAGE PROCEDURE: On signal move to P1 through P4 and engage targets as you see them using cover. Note the last target on the left can be shot from either P1 or P3. Target on right side as you move to P2 is engaged in the open. Be aware of reloading. Note Starting position is not a shooting position.

STRINGS: 1

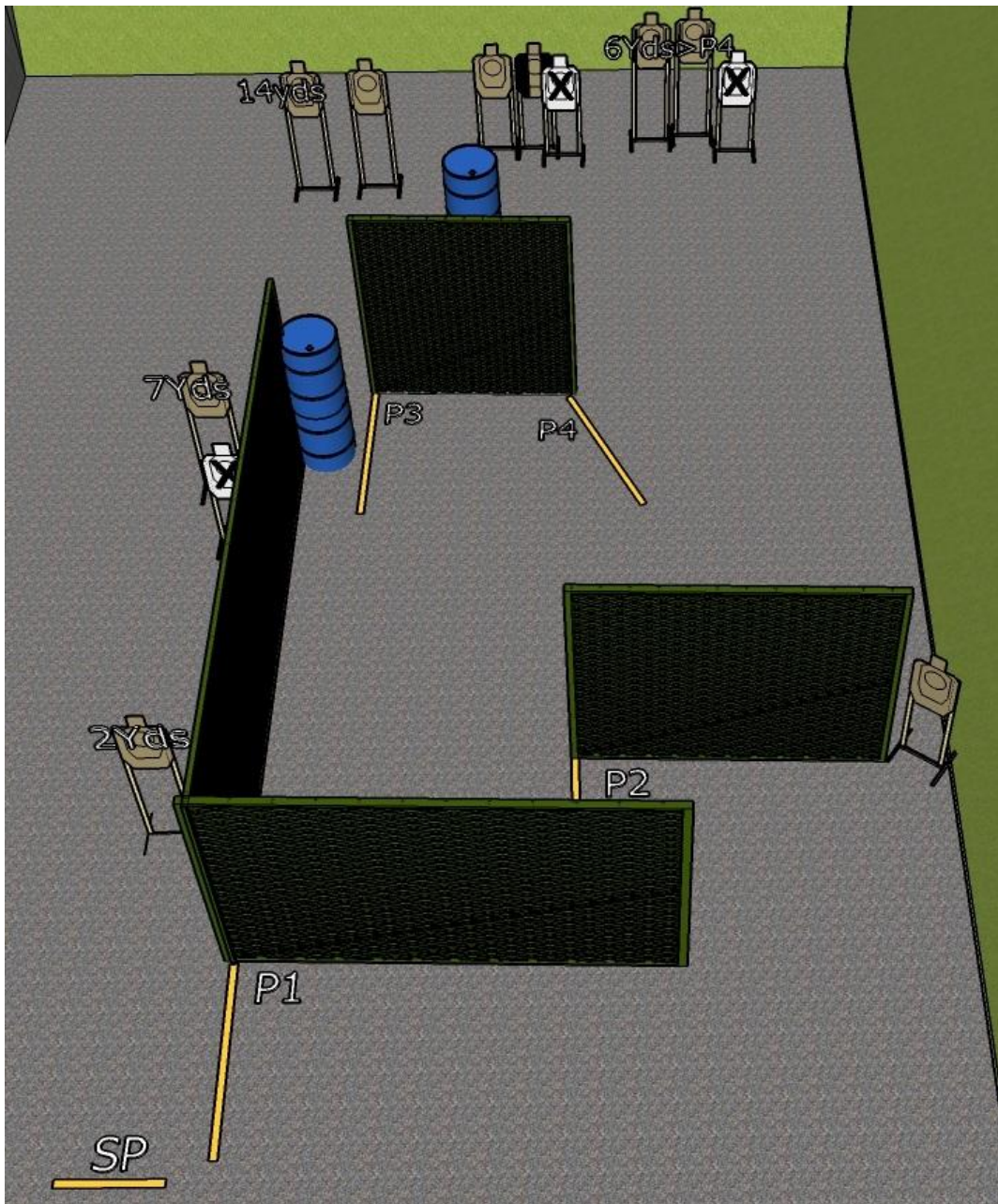
TARGETS: 9 threat, 3 nonthreat

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES:



Killing Eve

Course Designer: Loudon MacReady

SCENARIO: A psychopathic Russian assassin is about to eliminate you with her poison hairpin. Break the poison vial, stop her and her gang of spies - and *get out alive!!!*

START POSITION: Standing at P1 facing uprange, holstered, concealed, gun loaded to 6 rounds only. Reloads div cap. PCC guns loaded to 6 rounds, chambered safety ON, pointed at orange dot.

STAGE PROCEDURE: On signal turn, draw, engage clay and targets. Clay target (poison vial) is a required target. Move to other Points of Cover to engage remaining targets. Stomp plate triggers clamshell at end of hallway. At P4 engage targets from low cover. T5-6 must be engaged from P3 and T7-8 from P4.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Unlimited, 17 rounds

TARGETS: 9 threat, 5 non-threat

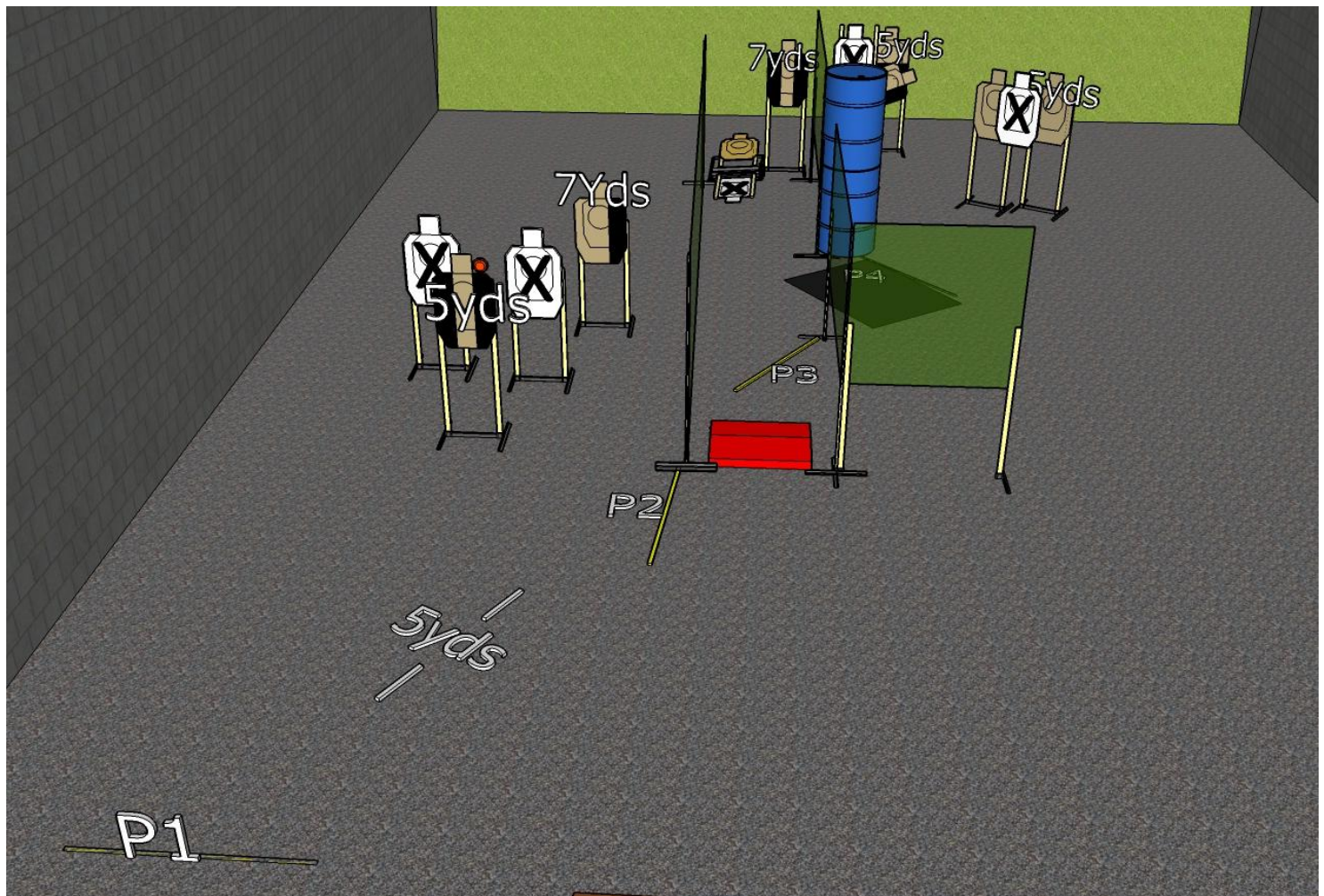
SCORED HITS: 2 shots per paper target, clay must be damaged.

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Required

SETUP NOTES: String clay/hanger between sticks



Hostage Standards 5

Course Designer: Cody Claxton

SCENARIO: Hostage Standard

START POSITION: Standing at P1, per procedure. PCC guns loaded, shouldered, safety ON.

STAGE PROCEDURE: String 1: Only engage two targets to right of barricade. Pointing gun at orange spot on stand on right side. At buzzer engage first target 5 rounds, then right hostage target with 1 round. Top off for next string.. String 2: Only engage two targets to left of barricade. Pointing at orange spot on stand on left. At buzzer engage close target 5 rounds, then left hostage target with 1 round.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Limited, 12 rounds

TARGETS: 4 threat, 2 nonthreat

SCORED HITS: 1 each head, 5 each body

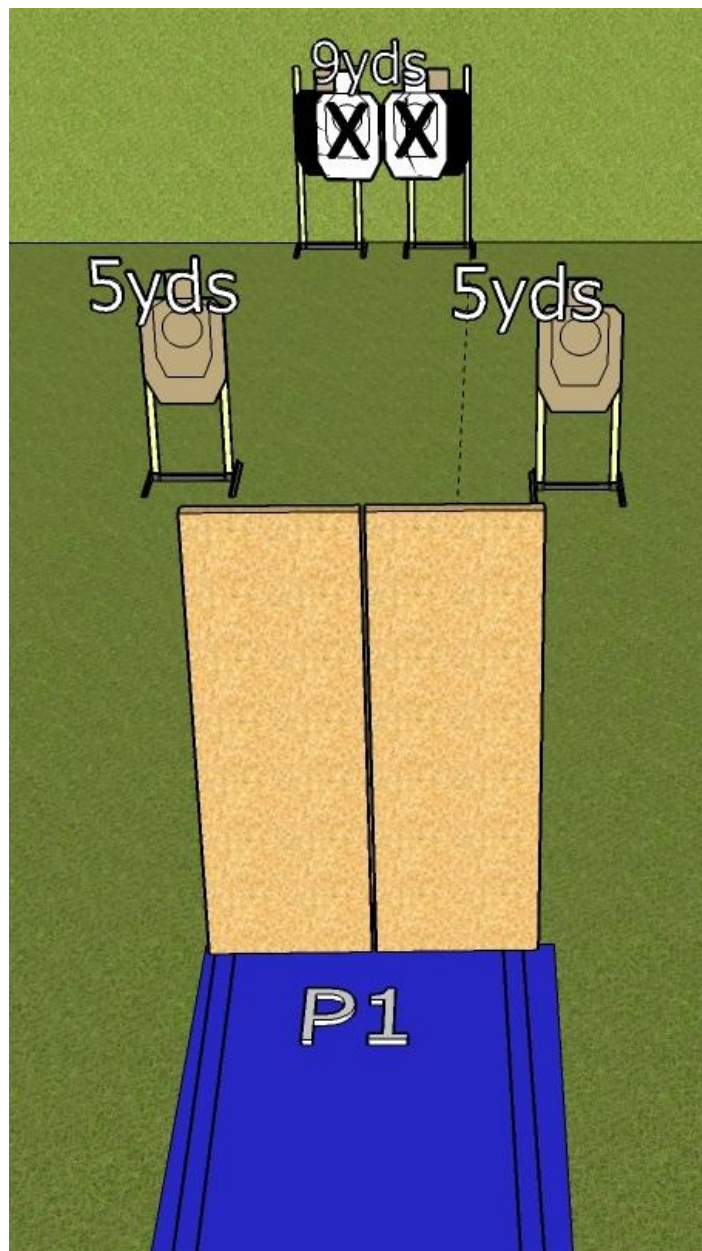
START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Not Required

SETUP NOTES: You may cut out center of close targets. Leave the perf. Paint Orange Spot on both stands.

SO NOTES:



Compressed Standard

Course Designer: Cody Claxton

SCENARIO: Standard

START POSITION: Standing at P1, heels on X's, gun in hand, loaded, safety off, is pointed at center target. wrists touching chest. PCC Guns butt touching chest

STAGE PROCEDURE: On buzzer engage targets 2 rounds each in any order. For safety do not raise the gun above your shoulders. All shots must be between barricades. and with heels inside fault line.

MUZZLE SAFETY: 180 degrees

STRINGS: 1

SCORING: Limited, 6 rounds

TARGETS: 3 threat,

SCORED HITS: 2 each

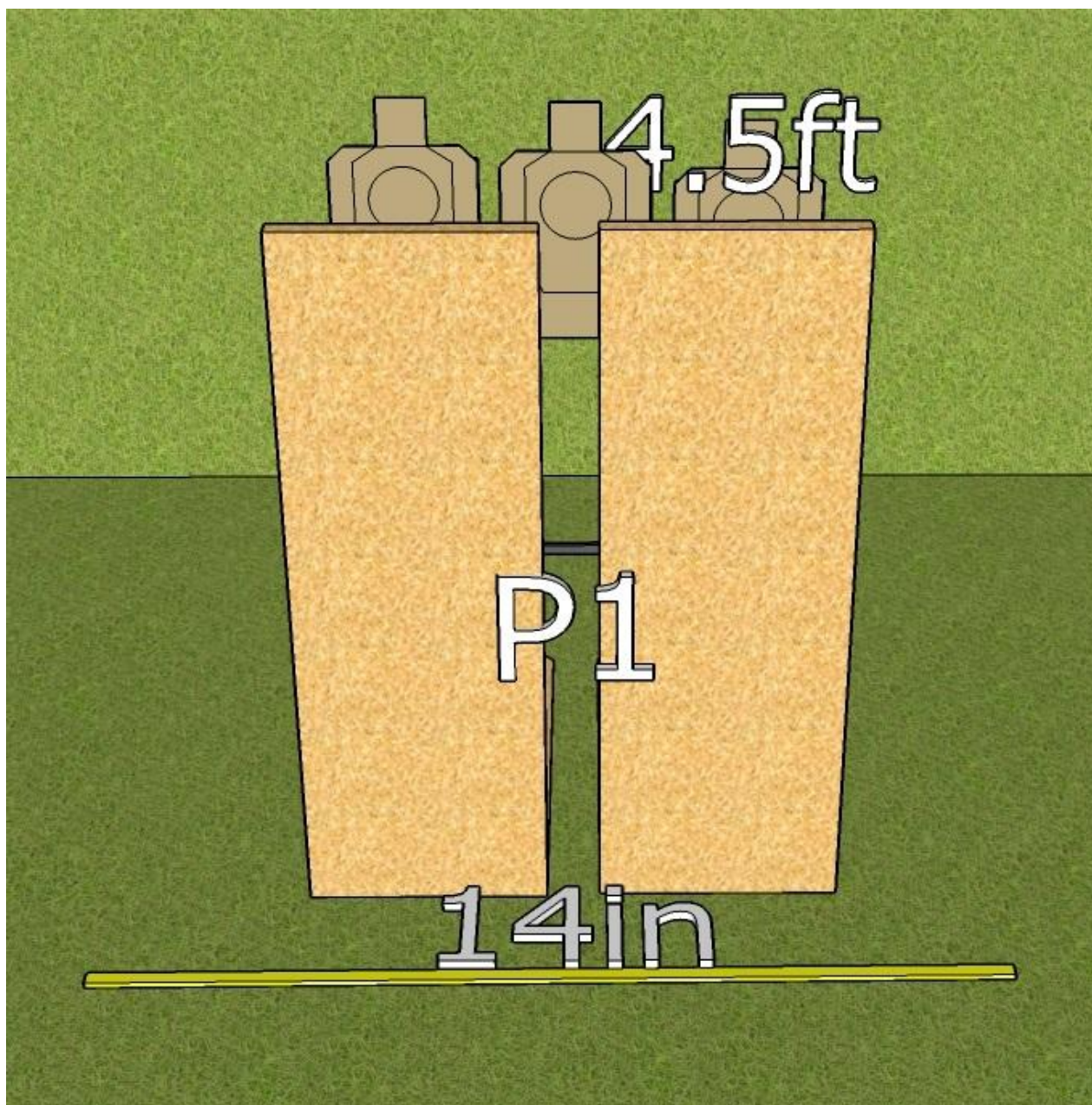
START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Not Required

SETUP NOTES: You may cut out center of close targets. Leave the perf.

SO NOTES:



Grappling Fight

Course Designer: Cody Claxton

SCENARIO: You are attending the first sanctioned match in Baghdad. Radicals attempt to kidnap you. You use your Jiu Jitsu skills to break the first guy. Then his buddies start shooting. Avoid the Yazidi girls.

START POSITION: Download 1st mag to 6 rounds, loaded, muzzle towards targets. Place gun on mat on downrange side of punching bag. Laying on your support side with your arms around the bag/dummy, hugging the bag/dummy both hands over the 'X.'

STAGE PROCEDURE: On signal pick up the gun with your strong hand and engage first two targets Strong Hand Only while lying on your support side, holding bag with support arm, support hand on X. For remaining targets pull your support hand out and place your knee on the top of the bag on the X and you may then switch to freestyle. PE for failing to put knee on top of dummy at X. All re-engagements may be freestyle.

MUZZLE SAFETY: 180 degrees, Cone on right, lefties watch your reloads.

STRINGS: 1

SCORING: Unlimited, 18 rounds

TARGETS: 6 threat, 3 NT's

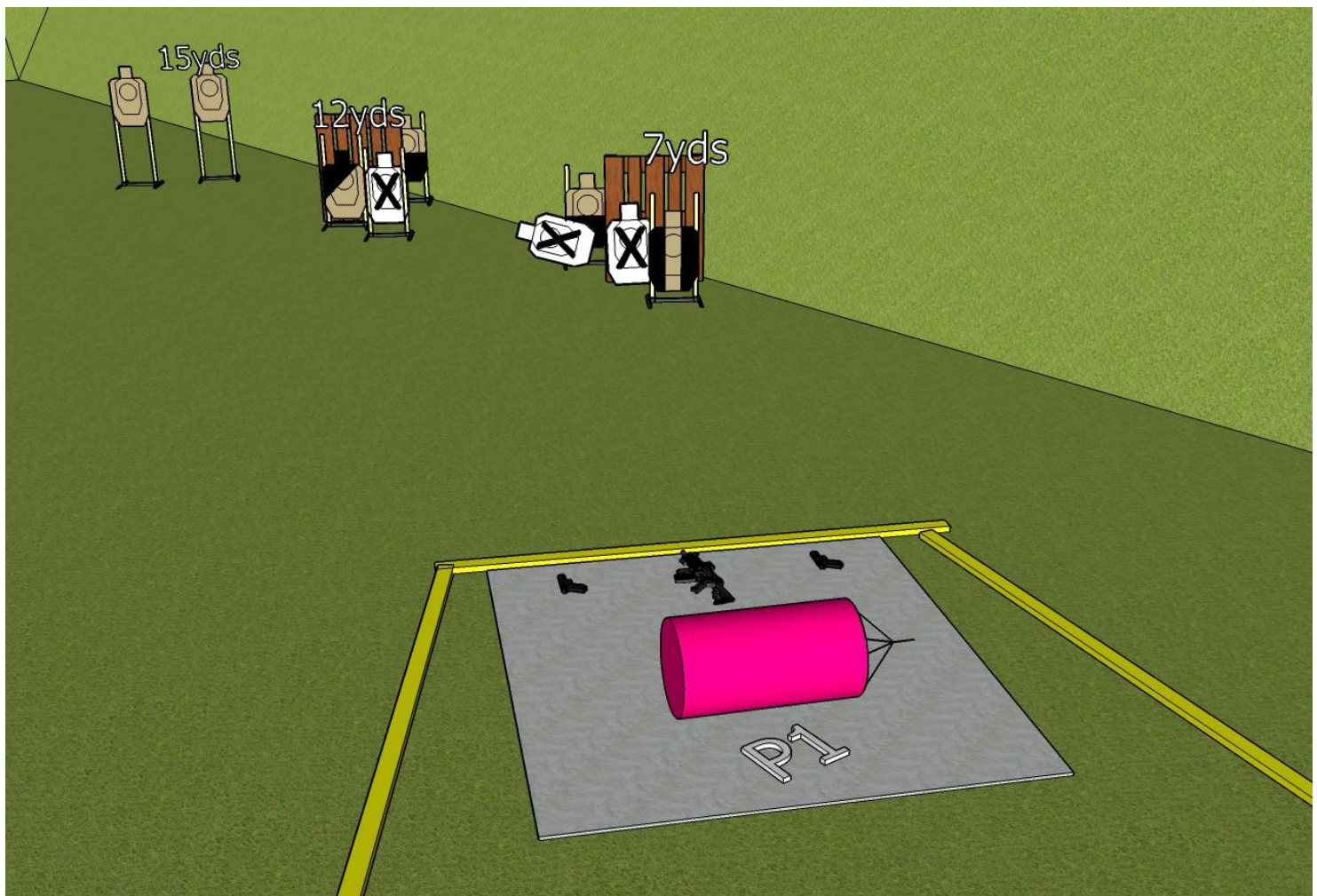
SCORED HITS: Best 3

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

CONCEALMENT: Not Required

SETUP NOTES: Note the target heights vary.



POTOMAC GRAIL

