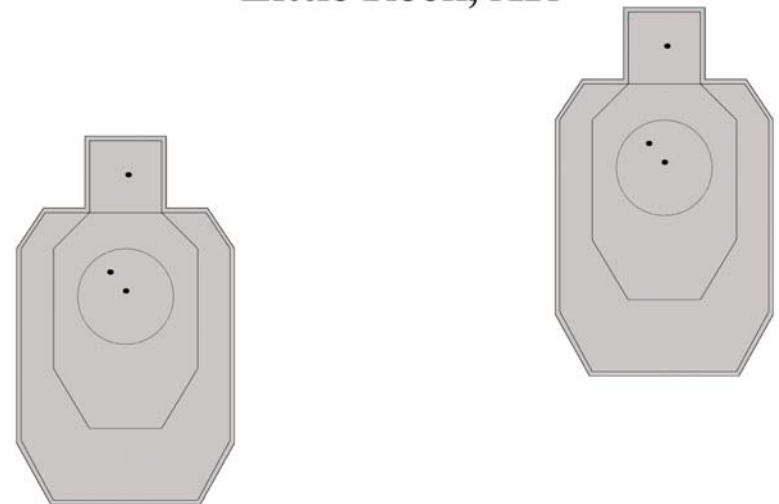




## **Guide and Competition Record**

**September 22 - 26, 2004**

**Central Arkansas Shooters' Association  
Little Rock, AR**





**wolff**  
GUNSPRINGS



**Smith & Wesson®**

**COMBAT  
HANDGUNS**



**S H O O T I N G   S P O R T S**

*Decot Hy-Wyd Sport Glasses*



**B E R E T T A**

*Welcome  
Shooters!*

*To the 2004 International  
Defensive Pistol Association  
National Championship*

*Please let the sponsors of  
this event know that you  
appreciate their generous  
support!*

## IDPA Championship Participants,

Welcome to Little Rock, AR, and the 8th annual IDPA National Championship.

After the exceptional success of the 2003 Championship, it was obvious that a return to Little Rock for 2004 was the right decision. The Central Arkansas Shooters' Association (CASA) has again worked hard to make this Championship even more memorable than the last. Their hard work and solid support of IDPA has helped them increase membership and make even more improvements to their range. Please let them know that you appreciate their facilities and their hard work as you see them.

John May did an excellent job last year and has agreed to undertake the thankless position of match director again this year. We have 18 exciting stages requiring a minimum of 234 rounds to complete. We are sure that you will enjoy this challenging course of fire.

Please take the time to explore what Little Rock has to offer. We think you will be favorably impressed.

We, the Board of Directors, welcome your constructive input as a member on enhancements we can make to improve the organization. Please, however, do this at the hospitality rooms and not while the Board members are in line to shoot. We want you to help us build the best defensive shooting organization possible and to be an active part of IDPA's evolution.

We hope that all of our guests will have a successful competition and thoroughly enjoy the various hospitality activities. We continue to try our best to make this a memorable event that you will wish to attend each year. Thanks for attending.

Good Luck and Good Shooting.  
Bill Wilson  
President, IDPA

## Schedule of Events

### Wednesday

- 9 am - 2 pm Safety Officers shoot the match
  - 7 - 9 pm Competitor Sign-in at Hospitality Room
  - 7 - 9 pm Hospitality Room
- Sponsored by Beretta USA**

### Thursday

- 7:30 am Shooter's meeting on the range
  - 8 am Shooting begins
  - 12 - 1 pm Lunch at the range
  - 7 - 9 pm Competitor Sign-in at Hospitality Room
  - 7 - 9 pm Hospitality Room
- Sponsored by Wilson Combat**

### Friday

- 7:30 am Mornings shooter's meeting on the range
- 8 am Shooting begins
- 12 - 1 pm Lunch at the range
- 12:30 pm Afternoon shooter's meeting on the range
- 1 pm Shooting begins

### Saturday

- 8 am Shooting resumes
  - 12 - 1 pm Lunch at the range
  - 1 pm Shooting resumes
  - 7 - 10 pm BBQ and Awards Ceremony
- Sponsored by Smith & Wesson**

NOTE: Sunday morning will be used for shooting should it be required due to bad weather. The awards will be rescheduled as required.

## Our generous sponsors

### Match Shirt LOGO

Beretta USA 301-283-2191

### Shooter's Bag LOGO

Beretta USA 301-283-2191

### Barbecue

Smith & Wesson 413-747-3299

### Stats

iShot 703-497-1935

### SO/Staff Gift

Combat Handguns/Guns & Weapons 212-462-9603

### Hospitality Rooms

Beretta USA 301-283-2191

Wilson Combat 800-955-4856

### Water

Combat Handguns/Guns & Weapons 212-462-9603

### Expo Bays

Beretta USA 301-283-2191

Smith & Wesson 413-747-3299

Wilson Combat 800-955-4856

Para Ordnance 416-297-7855

### Lunch

Smith & Alexander 800-722-1911

### All Stages

Beretta USA 301-283-2191

### Beverage Cart

Beretta USA 301-283-2191

Wilson Combat 800-955-4856

### Timer

Competition Electronics 815-874-8001

### Table

Decot Hy-Wyd Sport Glasses 800-528-1901

Streamlight, Inc. 800-523-7488

Firearms4Less.com 501-680-GUNS

### Patron

W. C. Wolffe Co. 800-545-0077

Glock Sport Shooting Foundation 770-432-1202

Smith & Alexander 800-722-1911

Arizona Shooters 877-600-4372

Maus Implement Company 501-354-3527

### Contributing

Comp-Tac.com 713-681-6881

Accurate Companies 931-729-4207

XS Sights 888-744-4880

J. Dewey Mfg. Co., Inc. 203-264-3064

Hodgdon Powder 913-362-9455

Remember to  
support the  
sponsors that  
support our  
shooters!

## Awards to be presented

Awards will be presented in each class of each division based on one trophy per three entrees, as well as:

High Gun Industry  
High Press  
High Lady  
High Law Enforcement  
High Senior (50 - 64)  
High Veteran (65 and up)  
High Junior  
High Military  
High International  
Most Accurate Shooter

## General Information

**THIS INFORMATION IS YOUR RESPONSIBILITY TO READ AND UNDERSTAND. IF YOU HAVE ANY QUESTIONS, BRING THEM UP AT YOUR SHOOTER'S MEETING OR CONTACT THE MATCH DIRECTOR.**

### Chronographing of Competitors Ammunition

Official chronographing procedure is as follows: Chronograph 3 rounds at a distance of 10 feet using a weapon of maximum barrel length for that division. If 2 of the 3 rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the weapon should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph 3 additional rounds through his/her weapon. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Any competitor whose ammunition fails to meet the minimum power floor requirements, will be disqualified from the entire match and receive a DNF score.

### Holster and Magazine Pouch Belt Locations

It will be the competitors responsibility to assure that their holster and magazine pouches are worn in an appropriate location per IDPA rules - behind the centerline. If a safety officer has asked you to move your equipment to comply with IDPA rules before shooting their stage, they will mark your score sheet accordingly. If you have more than one score sheet marked, you will be assessed a 3 second procedural penalty for each additional mark.

### Loading to Division Capacity

Unless the course of fire requires otherwise, all divisions will load to maximum capacity prior to each string of fire. In the case of the SSP division, this will be 11 rounds total in the weapon.

### Protective Knee and Elbow Pads

If protective knee or elbow pads are used, they **MUST** be concealed under your outer clothing and be of the soft pad type. No hard shell pads are permitted.

## Brass

This is a lost brass match.

### Course Walk Through

No individual stage walk through will be permitted. Each squad will be given a complete verbal description of the course of fire by the safety officers. However it will be the competitors responsibility to read and understand the course of fire prior to their squadded shooting time.

### Target Pasting and Safety Officer Assistance

It will be EVERY competitors responsibility to assist the safety officers in any way they can to paste at least as many holes as they punch in their targets. This includes steel setting as well. Please, everyone help the SOs out.

### Disputes on Scoring and Rule Enforcement

All disputes or protests will be heard by Match Director, John May. His decision will be final. See rule #26 in the official Rule Book also.

### Cold Range

Guns may only be loaded on the firing line, under SO supervision. Off the line, your gun must be unloaded at all times. It must be holstered or cased unless you are in a Safety Area. You may case, uncase, and holster your gun only in the Safety Areas. NOT ON THE LINE. Maintain a safe muzzle direction at all times!

### Rules

The rules of the match are the IDPA Rules as found in the IDPA Official Rule Book and Club Affiliation Manual, effective May 2001.

### Alcohol and Drugs

Are prohibited on the range.

### Schedule

All times, except for that of your first match, are approximate and provided solely to show stage order. You are expected to stay with your squad until all stages are completed.

### Safety Areas

All Safety Areas are marked by Safety Area signs. You may case, uncase, and holster your firearm only in the Safety Areas. NOT ON THE LINE. No ammunition may be handled in any Safety Area.

*All Stages Sponsored by:*

# BERETTA USA

Stage No.	Name	Scoring	Round Count
1	National Standards	Lmt. Vickers	39
2	Cubical Confusion	Vickers	18
3	I See You	Vickers	12
4	Enough	Lmt. Vickers	12
5	El Prez	Lmt. Vickers	12
6	Quick Retreat	Vickers	9
7	Trapped	Vickers	15
8	Hollywood Holdup	Vickers	12
9	Should Have Had a Cell Phone	Vickers	12
10	Parts Pickup	Vickers	18
11	Mr. Bubbles	Vickers	12
12	Camping Out	Vickers	15
13	No Time To Think	Vickers	6
14	Tactical Sequence with a Twist	Vickers	6
15	Aim Small, Miss Small	Vickers	6
16	Paying at the Pump	Vickers	12
17	Should have Gone to Vegas	Vickers	6
18	Taking Out the Trash	Vickers	12
<b>TOTAL ROUND COUNT</b>			<b>234</b>

## National Standards

Stage 1, Bay 4



P1

P2

P3

**CSO: Curt Nichols**

SOs:

Joe Bailey

George Norton

Col. Jim Shearin

Jorge Suarez

## National Standards

### Stage 1

Designed by: John May

**Round Count:** 39 rounds minimum

**Target Distance:** 7-20 yards

**Scoring:** Limited Vickers

**Start:** Not Concealed

**Start signal:** Audible

**Procedure:**

**String 1:** From P1, hands naturally at sides. On signal, draw and engage T1-T3 with 2 rounds each in tactical priority, perform a tactical reload or reload with retention, kneel and reengage T1-T3 with 2 rounds to each head tactical priority. All body shots must be completed before making any head shot; all engagements must begin with T1.

**String 2:** From P1, gun in support hand at low ready (pointed at the base of T1), safety may be off, finger must be off trigger. On signal, engage T1-T3 with 2 rounds each in tactical priority.

**String 3:** From P2, hands naturally at sides. Draw and engage T1-T3 with 2 rounds each in tactical sequence (1-1-2-1-1), strong hand only.

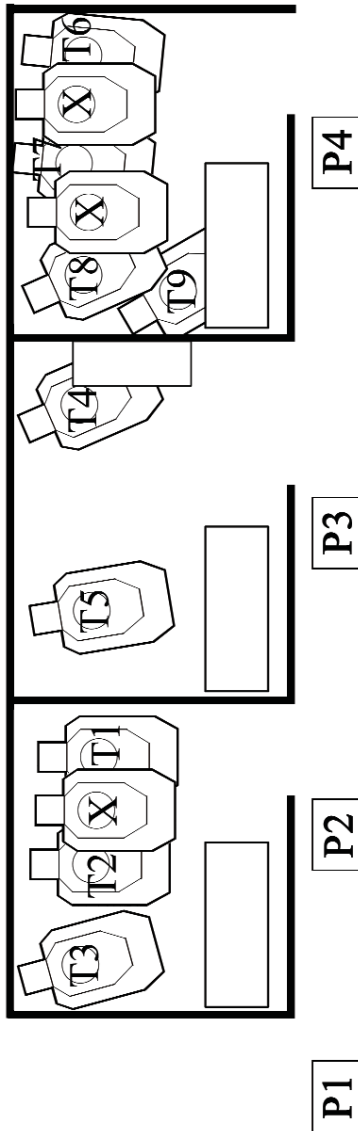
**String 4:** From P2, hands naturally at sides. Draw and engage T1-T3 with 3 rounds each in tactical priority.

**String 5:** From P3, draw and engage T1-T3 with 2 rounds each in tactical sequence (1-1-2-1-1).

# BERETTA USA

# Cubical Confusion

Stage 2, Bay 5



**CSO:**  
**Joe McGinty**  
**SOs:**  
Brian Chilcott  
Marc Harris  
Patrick Holsted  
Randall Randolph

# Cubical Confusion

## Stage 2

Designed by: Marc Harris

**Round Count:** 18 rounds minimum

**Target Distance:** 2- 5 yards

**Scoring:** Vickers

**Start:** At P1, concealed, support hand holding your briefcase.

**Start signal:** Audible

**Scenario:** You have arrived at work only to find terrorists have started killing your co-workers. You decide to save the day by employing your skills and your concealed handgun.

### Procedure:

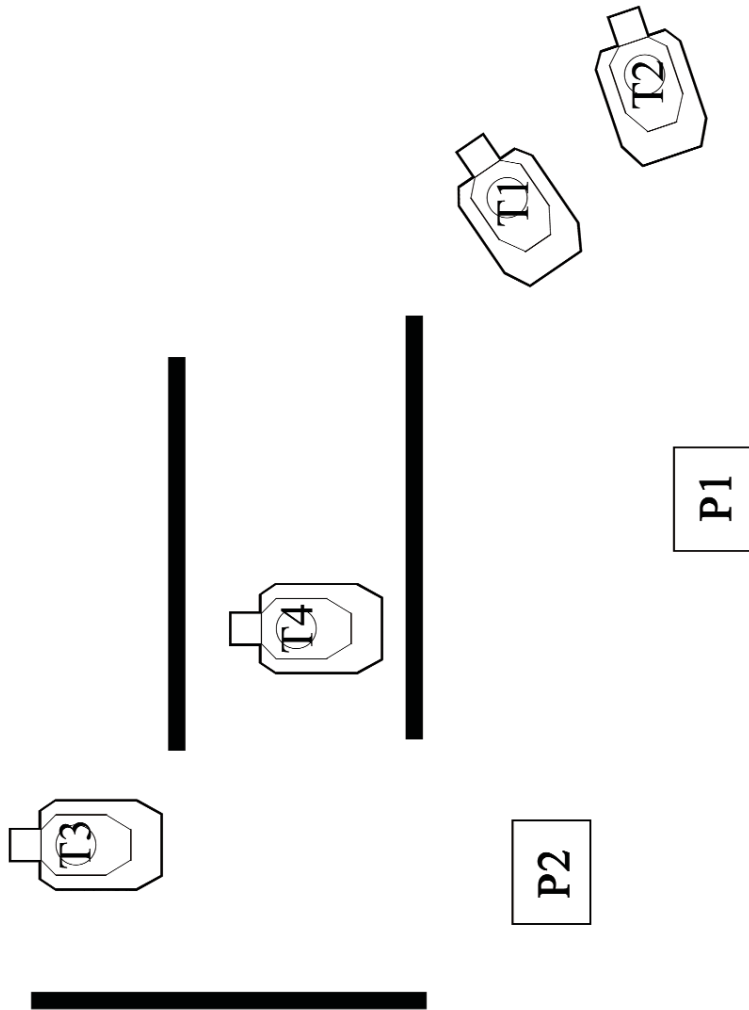
**String 1:** From position 1, on signal, move to position 2 and engage T1-T3 in tactical priority with 2 rounds each, using all available cover. All targets must be engaged while holding the briefcase in the support hand. Perform a tactical reload off the clock and move to position 3.

**String 2:** At position 3, from the "point in", after the signal, engage T4 & T5 with 2 rounds each. Move to position 4 and engage remaining targets with 2 rounds each in tactical priority using all available cover. All reloads per IDPA rules.

BERETTA USA

## I See You

Stage 3, Bay 5



## I See You Stage 3

Designed by: Robert Ray and John May

**Round Count:** 12 rounds minimum

**Target Distance:** 2-10 yards

**Scoring:** Vickers

**Start:** At P1, concealed, seated in a chair, hands resting on the arms of the chair.

**Start signal:** Audible

**Scenario:** You have just come in from working outside and sat down to have a drink and cool off. Just as you remember that you forgot to lock the front door, some bad guys rush in to try to catch you by surprise.

**Procedure:** On signal, draw and engage T1 & T2 with 3 rounds to each while taking what cover is available behind your chair. Using available cover, engage T3 & T4 with 3 rounds each in tactical priority. All reloads per IDPA rules.

**CSO:**

**Joe McGinty**

**SOs:**

Brian Chilcott

Marc Harris

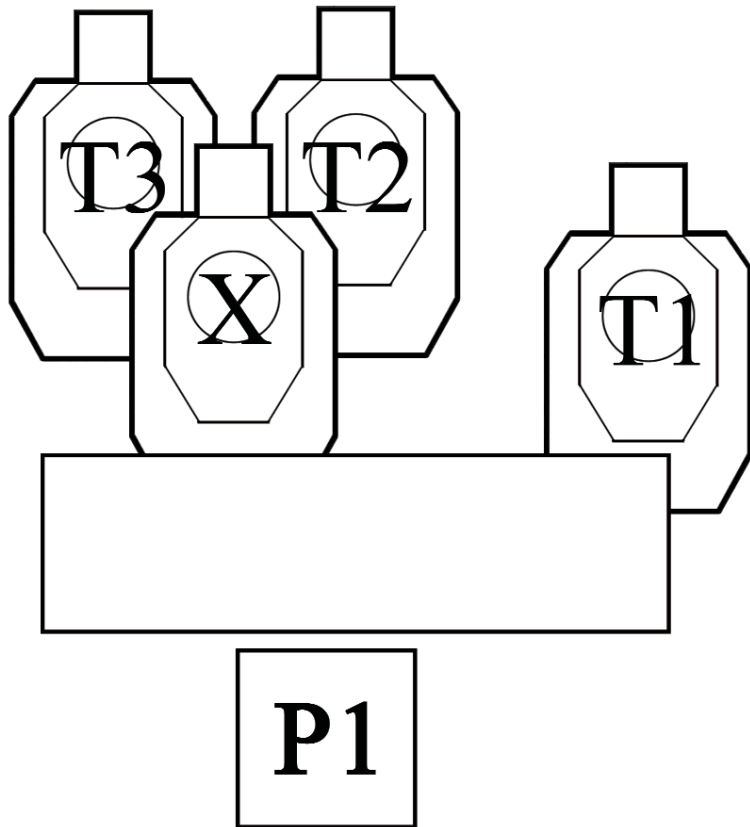
Patrick Holsted

Randall Randolph

BERETTA USA

## Enough

Stage 4, Bay 6



## Enough Stage 4

Designed by: John May and Robert Ray

**Round Count:** 12 rounds

**Target Distance:** 2-5 yards

**Scoring:** Limited Vickers

**Start:** Pistol placed in an IDPA box, hands on the counter.

**Scenario:** You are filling in for your best friend at his gas station while he is sick. Late in the afternoon, some guys come in to rob the store and are a threat to both you and your customers.

### Procedure:

**String 1:** On start signal, retrieve your pistol from the IDPA box and engage T1-T3 with 2 rounds each in tactical sequence (1-1-2-1-1), strong hand only.

**String 2:** Retrieve your pistol from the IDPA box and engage T1-T3 with 2 rounds each in tactical sequence (1-1-2-1-1), support hand only.

Competitor may place his or her pistol in the IDPA box in the manner of their choosing. Per IDPA rules, the pistol must fit.

### CSO: Lance Biddle

SOs:

David Knafelc

Jerry Mosher

Darius Sullivan

# BERETTA USA

## El Prez

Stage 5, Bay 6



P1

## El Prez Stage 5

**Round Count:** 12 rounds minimum

**Target Distance:** 10 yards

**Scoring:** Limited Vickers

**Start:** At P1, concealed, maximum of 6 rounds loaded, facing up-range, hands naturally at your sides.

**Start signal:** Audible

**Procedure:** On signal turn, draw and engage T1-T3 with 2 rounds each. After performing a slide-lock reload re-engage T1-T3 with 2 rounds each.

Reload must be from slide-lock. Any slide down reload requires the magazine to be retained.

**CSO:** Lance Biddle

SOs:

David Knafelc

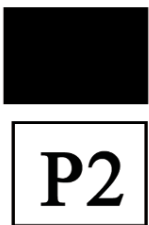
Jerry Mosher

Darius Sullivan

BERETTA USA

## Quick Retreat

Stage 6, Bay 7



## Quick Retreat

### Stage 6

Designed by: John May

**Round Count:** 9 rounds minimum

**Target Distance:** 5-7 yards

**Scoring:** Vickers

**Start:** At P1, concealed, hands naturally at your sides, maximum of 6 loaded.

**Start signal:** Audible

**Scenario:** Making your way down an alley you are stopped by three individuals who appear to want your money and your life.

**Procedure:** On signal draw and engage T1- T3 with 2 rounds to each in tactical priority while retreating to P2. At P2 perform a slide lock reload and reengage with 1 round to each head

**CSO: Ted Murphy**

SOs:

Charles Cothren

Frederick Haring

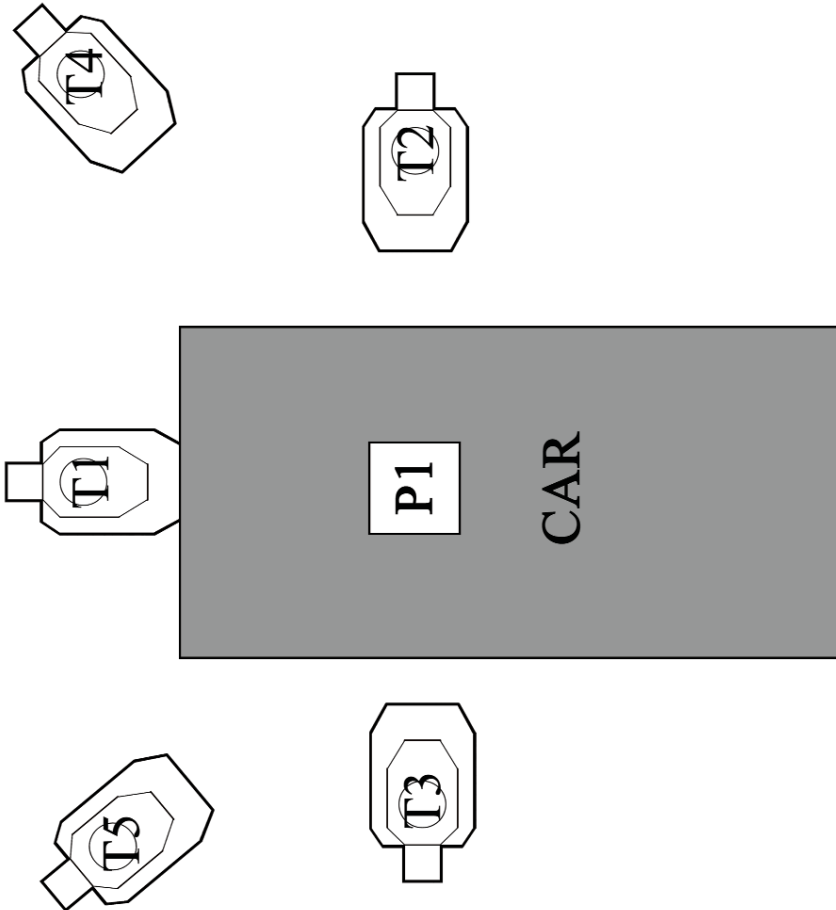
Melissa Kreutz

Wayne Ritchie

BERETTA USA

# Trapped

Stage 7, Bay 7



# Trapped Stage 7

Designed by: Ken Williamson

**Round Count:** 15 rounds minimum

**Target Distance:** 2-10 yards

**Scoring:** Vickers

**Start:** Seated in the car on your side of choice, pistol on the center hump and hands on your knees

**Start signal:** Audible

**Scenario:** While coming home from work, you are forced off the road. Upon impact, your pistol is jarred loose and falls to the floor. The bad guys are closing on you fast. Since your vehicle is disabled you must fight to save the day.

**Procedure:** On signal, retrieve your pistol from the floorboard and engage T1- T5 with 2 rounds each in tactical priority. After engaging all targets, you must reengage T1 - T5 with 1 round to each head in tactical priority.

**CSO:** Ted Murphy

SOs:

Charles Cothren

Frederick Haring

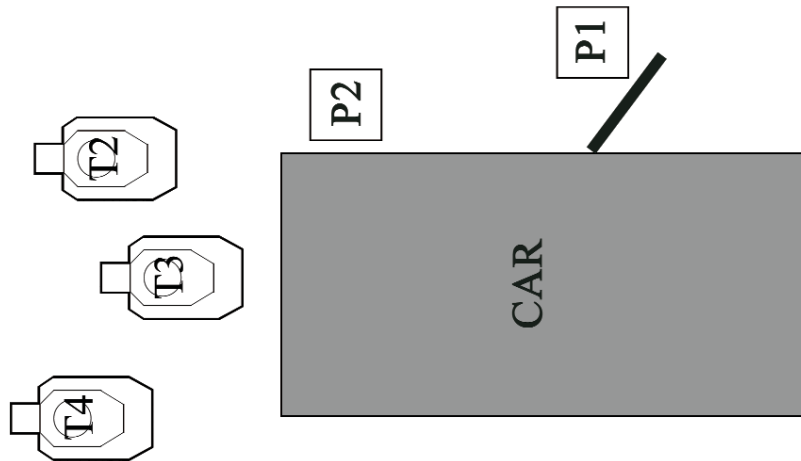
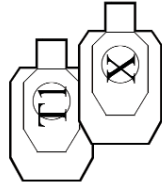
Melissa Kreutz

Wayne Ritchie

# BERETTA USA

## Hollywood Holdup

Stage 8, Bay 7



## Hollywood Holdup Stage 8

Designed by: John May

**Round Count:** 12 rounds minimum

**Target Distance:** 5-7 yards

**Scoring:** Vickers

**Start:** At P1, concealed, facing T1, hands naturally at sides

**Start signal:** Audible

**Scenario:** The Dignitary you are protecting is leaving the hotel where he has made his speech. Just as he exits the hotel a, raging nut produces a shotgun and you must go to work.

**Procedure:** On signal, draw and engage T1 with 5 rounds to the body and 1 round to the head. Move to the front of the vehicle and engage T2- T4 with 2 rounds each in tactical priority. Targets T2-T4 must be engaged from low cover at the front of the car (one knee on the ground). All reloads per IDPA rules.

**CSO:** Ted Murphy

SOs:

Charles Cothren

Frederick Haring

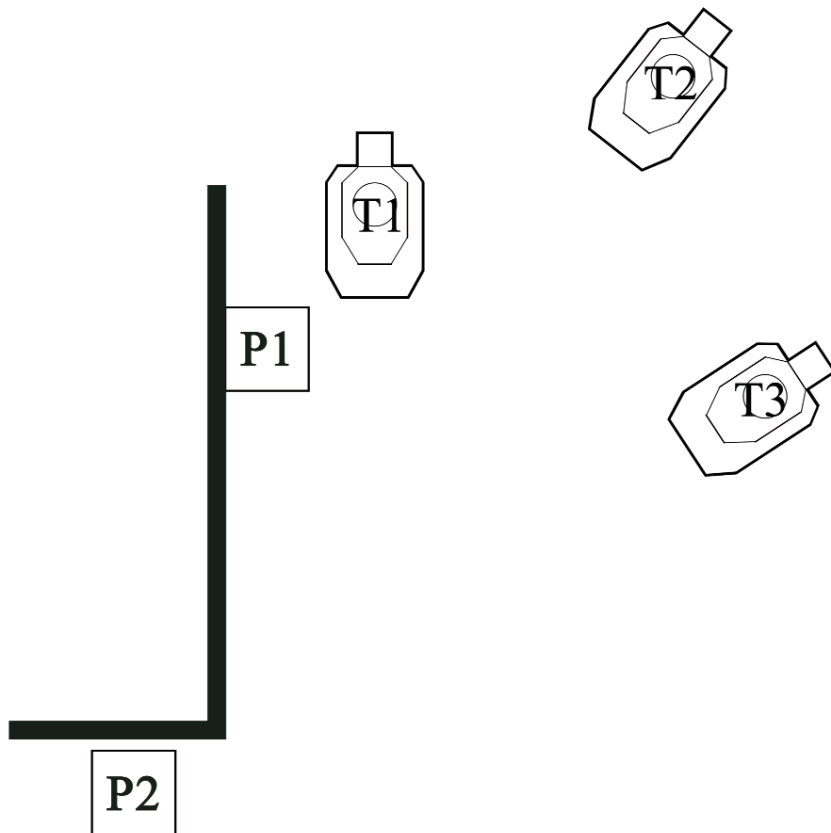
Melissa Kreutz

Wayne Ritchie

BERETTA USA

## Should Have Had a Cell Phone

Stage 9, Bay 8



## Should Have Had a Cell Phone Stage 9

Designed by: John May and Robert Ray

**Round Count:** 12 rounds minimum

**Target Distance:** 2- 7 yards

**Scoring:** Vickers

**Start:** At P1, concealed, strong hand holding the receiver to your ear

**Start signal:** Audible

**Scenario:** Your cell phone was stolen from your car and you need to make a call. You find a pay phone and trouble ensues.

**Procedure:** On start signal, drop the receiver, draw and engage T1 - T3 with 3 rounds each in tactical priority while retreating to P2. After all targets are engaged, reengage T1 - T3 with 1 round to each head in tactical priority using all available cover. All reloads per IDPA rules

**CSO:** Larry Pogue

SOs:

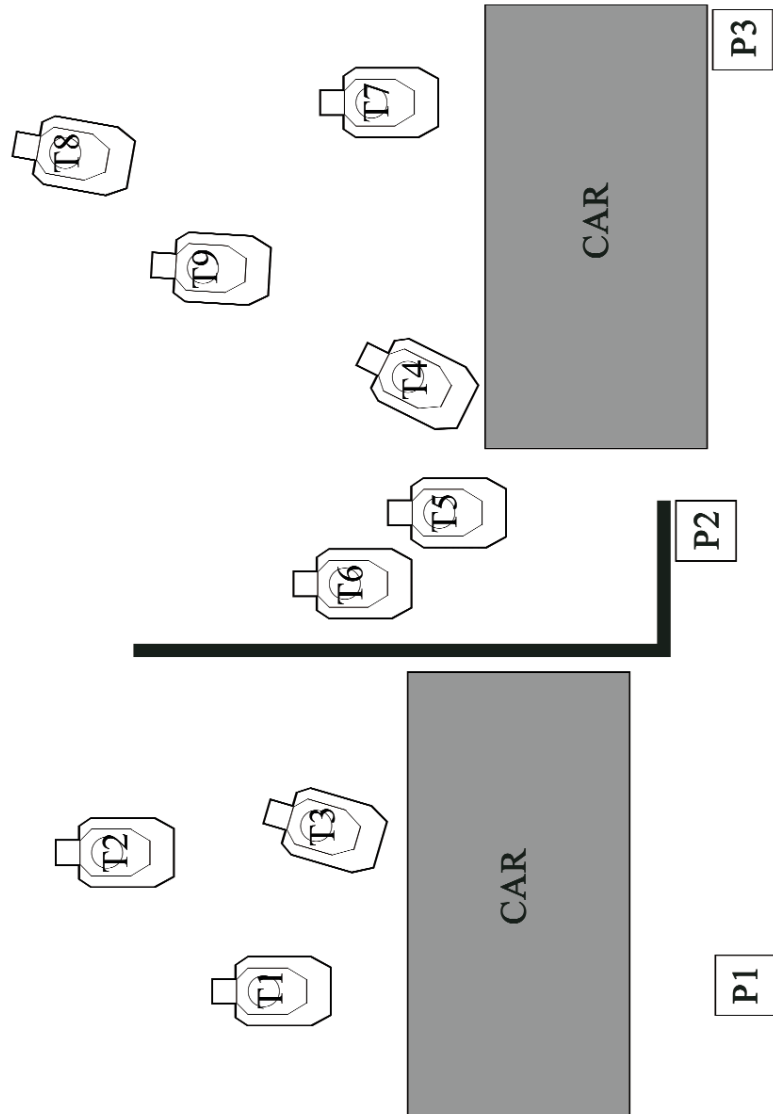
Jack Allen

Darko Logar

Rajko Roseto

BERETTA USA

**Parts Pickup**  
Stage 10, Bay 8



## Parts Pickup

### Stage 10

Designed by: John May and Randall Randolph

**Round Count:** 18 rounds minimum

**Target Distance:** 7- 18 yards

**Scoring:** Vickers

**Start:** At P1, concealed, carrying your parts to the truck

**Start signal:** Audible

**Scenario:** You were sent to pick up some parts for your office. The store is in a bad part of town and you can not park anywhere close. While returning to your truck, you are attacked and must defend yourself.

**Procedure:** On signal, from P1, draw and engage T1 - T3 with 2 rounds each in tactical priority while moving to P2. From P2, engage T4 - T6 with 2 rounds each in tactical priority using all available cover. Move to P3 and engage T7 - T9 with 2 rounds each in tactical priority from low cover at your vehicle. Reload as necessary per IDPA rules.

**CSO:** Larry Pogue

SOs:

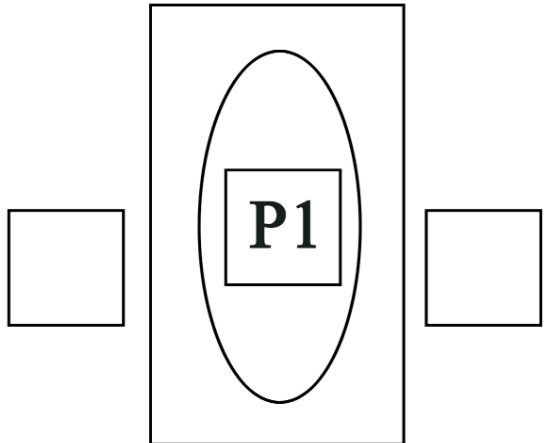
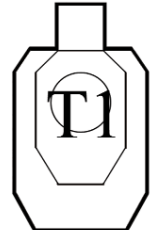
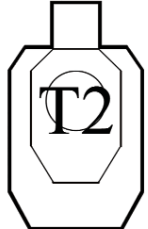
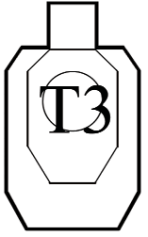
Jack Allen

Darko Logar

Rajko Roseto

BERETTA USA

**Mr. Bubbles**  
Stage 11, Bay 9



**Mr. Bubbles**  
Stage 11

Designed by: Ken Williamson

**Round Count:** 12 rounds minimum

**Target Distance:** 2-10 yards

**Scoring:** Vickers

**Start:** At P1, seated in the tub, pistol placed on table of your choosing, hands holding your favorite book

**Start signal:** Audible

**Scenario:** While enjoying your visit with Mr. Bubbles, three home invaders come to join in your bath. Since you have a one person tub they are going to do you harm.

**Procedure:**

**String 1:** On signal, retrieve your pistol and engage T1-T3 with 2 rounds in tactical priority, strong hand only.

**String 2:** On signal, retrieve pistol and engage T1-T3 with 2 rounds each in tactical priority, support hand only.

**CSO: Mike Webb**

SOs:

Michael Plato

Ed Stines

Keith Templeton



## Camping Out

Stage 12, Bay 9

## Camping Out

### Stage 12

Designed by: John May and Robert Ray

**Round Count:** 15 rounds minimum

**Target Distance:** 2-10 yards

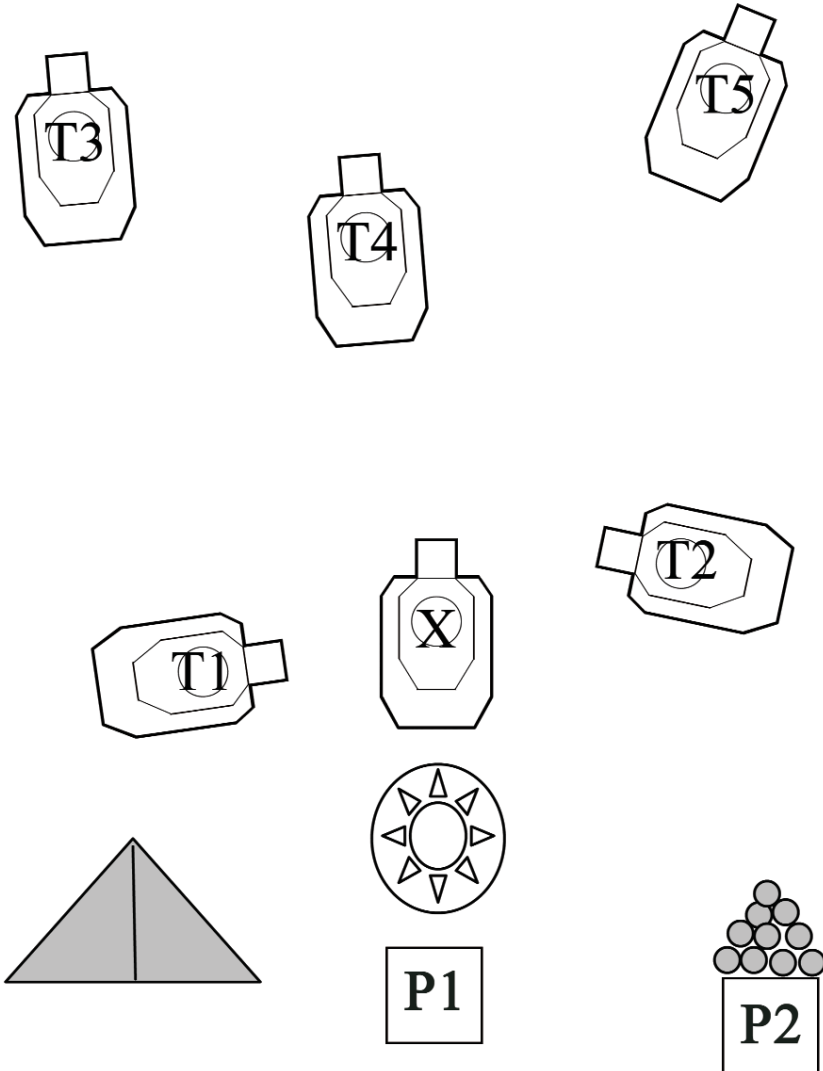
**Scoring:** Vickers

**Start:** At P1, concealed, seated, hands on knees

**Start signal:** Audible

**Scenario:** While camping with your friend, some dope growing rednecks turn their dogs on you before joining the fight themselves.

**Procedure:** On signal, draw and engage T1 & T2 with 3 rounds each in tactical priority while moving to cover behind the wood pile at P2. From P2, engage T3 - T5 with 3 rounds each in tactical priority using all available cover. All reloads per IDPA rules.



**CSO: Mike Webb**

SOs:

Michael Plato

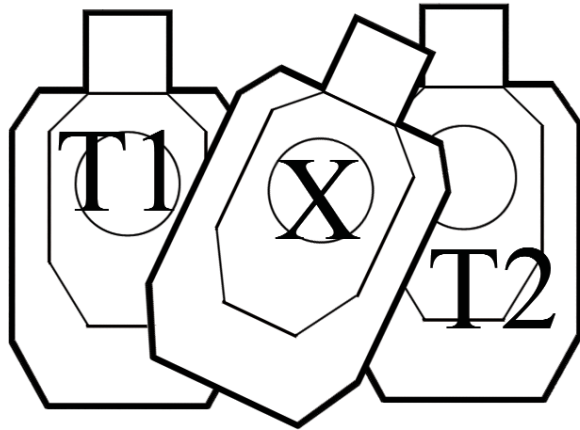
Ed Stines

Keith Templeton

BERETTA USA

## No Time to Think

Stage 13, Bay 9



P1

## No Time to Think

### Stage 13

Designed by: John May and Robert Ray

**Round Count:** 6 rounds minimum

**Target Distance:** 5 yards

**Scoring:** Vickers

**Start:** At P1, concealed, hands naturally at your sides

**Start signal:** Audible

**Scenario:** While walking home, you are replaying the meeting you have just left, when two bad guys grab your co-worker and demand you both go with them.

**Procedure:** On signal, draw and engage T1 & T2 with minimum 2 rounds each to the body then reengage with one round to each head.

**CSO:** Mike Webb

SOs:

Michael Plato

Ed Stines

Keith Templeton

BERETTA USA

## Tactical Sequence with a Twist

Stage 14, Bay 10



P1

## Tactical Sequence with a Twist

### Stage 14

Designed by: Keith Templeton

**Round Count:** 6 rounds minimum

**Target Distance:** 17-20 yards

**Scoring:** Vickers

**Start Position:** At P1, concealed, hands naturally at your sides

**Start signal:** Audible

**Procedure:** On signal, draw and engage T1 - T3 with 2 rounds to each in tactical sequence (1-1-2-1-1).

**CSO:** Johnny Van Etta

SOs:

Gary Burris

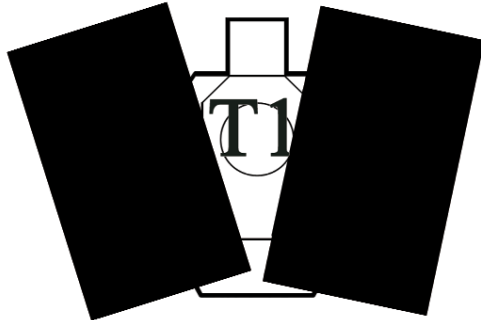
John Forsyth

Archie Kirchner

BERETTA USA

# Aim Small, Miss Small

Stage 15, Bay 10



P1

# Aim Small, Miss Small

## Stage 15

Designed by: John May and Robert Ray

**Round Count:** 6 rounds minimum

**Target Distance:** 15 yards

**Scoring:** Vickers

**Start Position:** At P1, concealed, hands naturally at sides

**Start signal:** Audible

**Procedure:** On signal draw and engage T1 with 5 rounds to the body and 1 round to the head.

**CSO:** Johnny Van Etta

SOs:

Gary Burris

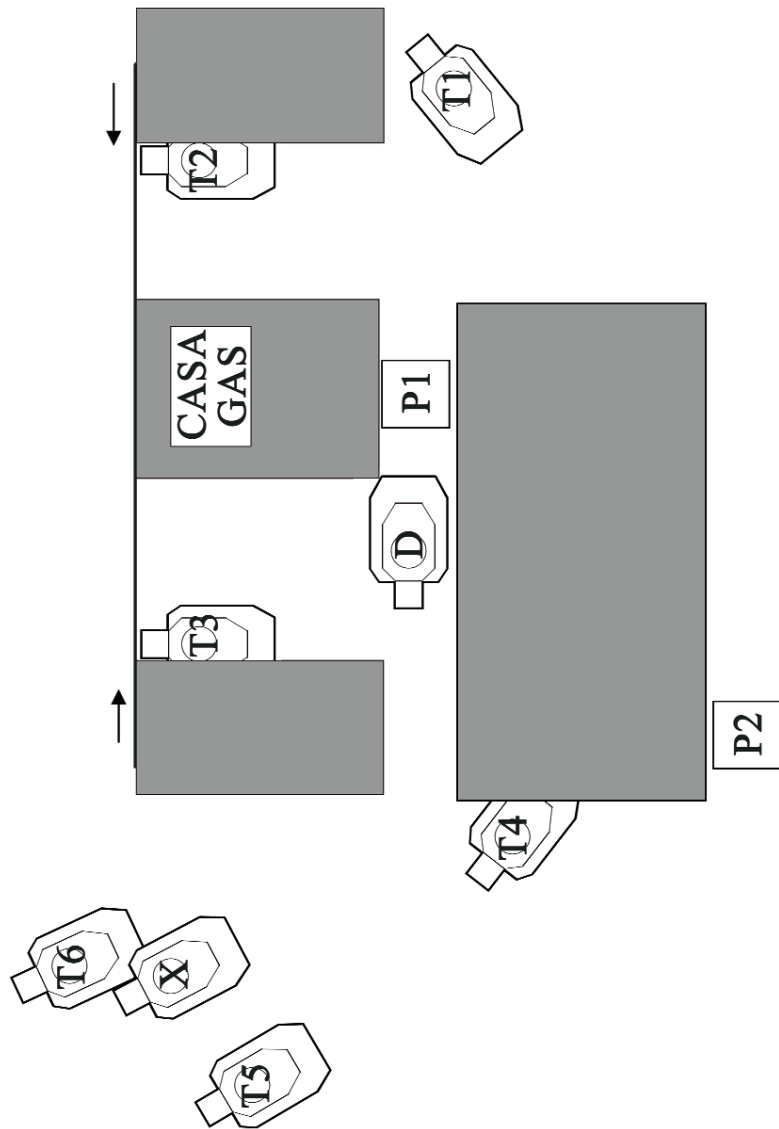
John Forsyth

Archie Kirchner

BERETTA USA

## Paying at the pump

Stage 16, Bay 10



42

## Paying at the pump

Stage 16

Designed by: John May and Robert Ray

**Round Count:** 12 rounds minimum

**Target Distance:** 2- 10 yards

**Scoring:** Vickers

**Start:** At P1, concealed, one hand on the Gas card.

**Start signal:** Audible

**Scenario:** While trying to pay at the pump, bad guys decide they want more than you are willing to give.

**Procedure:** On the start signal, retrieve Gas card to start the movers. Strike the closest bad guy to get him away, draw and engage T1-T3 with 2 rounds each while retreating to cover. While approaching P2, engage T4 with 2 rounds. From P2, engage T5 & T6 with 2 rounds each from low cover with one knee on the ground. All targets must be engaged using all available cover. All reloads per IDPA rules.

**CSO: Johnny Van Etta**

SOs:

Gary Burris

John Forsyth

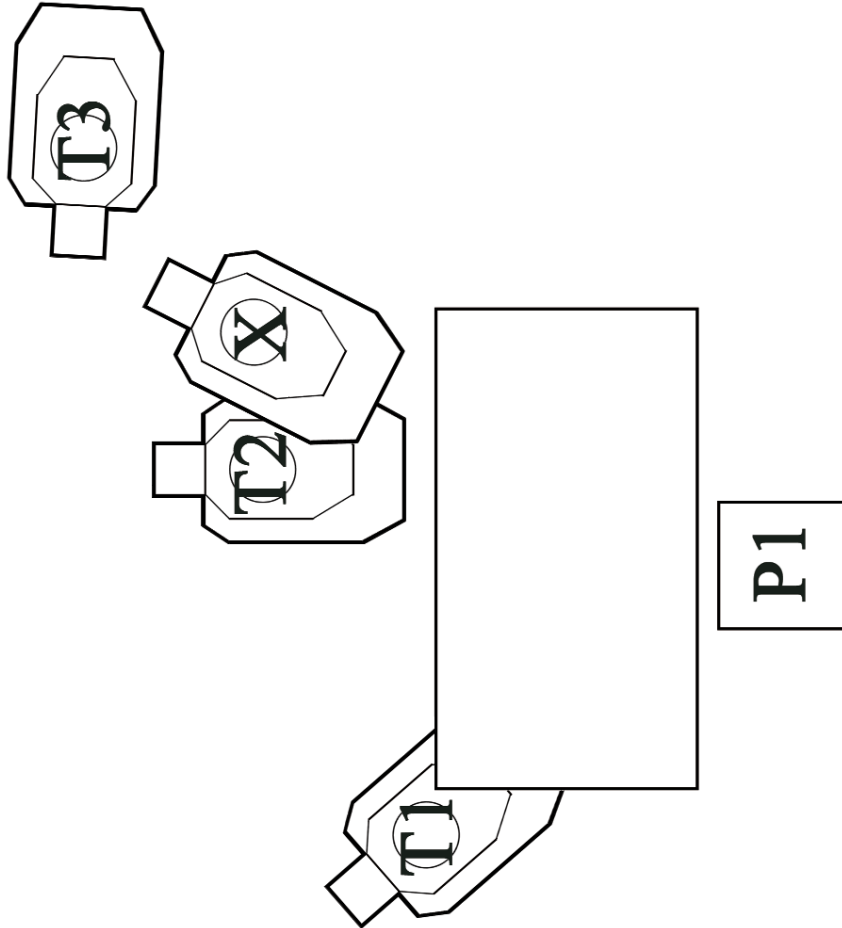
Archie Kirchner

BERETTA USA

43

## Should have gone to Vegas

Stage 17, Bay 14



## Should have gone to Vegas

### Stage 17

Designed by: John May and Robert Ray

**Round Count:** 6 rounds minimum

**Target Distance:** 2-10 yards

**Scoring:** Vickers

**Start:** At P1, concealed, seated with hands on the table holding cards

**Start signal:** Audible

**Scenario:** Instead of going to Vegas with your friends, you went to play poker with a less than upstanding group who has decided to rob you.

**Procedure:** On signal, draw and engage T1-T3 with minimum 2 rounds each in tactical sequence (1-1-2-1-1).

**CSO:** Paul Stiedle

SOs:

J. D. Knapp

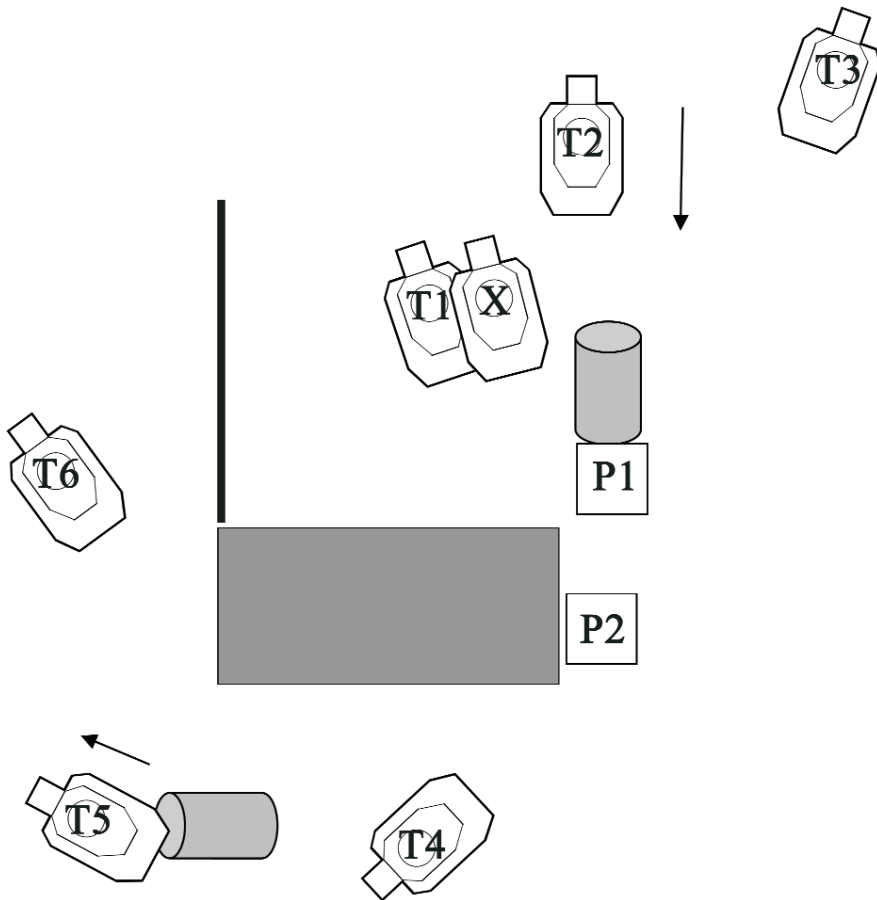
Charles Owens

George Shoji

BERETTA USA

## Taking out the Trash

Stage 18, Bay 14



## Taking out the Trash

### Stage 18

Designed by: J. D. Knapp

**Round Count:** 12 rounds minimum

**Target Distance:** 3-15 yards

**Scoring:** Vickers

**Start:** At P1, concealed, hands naturally at sides

**Start signal:** Audible

**Scenario:** While moving your trash cans to the road for pickup, a group of gang bangers, who are passing by, decide that they will rob you and let you know that your entire family is in danger. You must act to save the day.

#### Procedure:

**String 1:** On start signal, draw and engage T1-T3 with 2 rounds each in tactical priority while retreating to P2. Perform a tactical reload or reload with retention off the clock.

**String 2:** From "point in" at P2, on signal, engage T4-T6 with 2 rounds each in tactical priority using all available cover. All reloads per IDPA rules.

#### CSO: Paul Stiedle

SOs:

J. D. Knapp

Charles Owens

George Shoji

BERETTA USA

**Wednesday SAFETY OFFICERS and STAFF**

<b>Times</b>	<b>Bay 4</b>	<b>Bay 5</b>	<b>Bay 6</b>	<b>Bay 7</b>	<b>Bay 8</b>	<b>Bay 9</b>	<b>Bay 10</b>	<b>Bay 14</b>
9:00 AM	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8
9:30 AM	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
10:00 AM	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6
10:30 AM	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5
11:00 AM			----- Lunch -----					
12:00 PM	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4
12:30 PM	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3
1:00 PM	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2
1:30 PM	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1

**Thursday**

<b>Times</b>	<b>Bay 4</b>	<b>Bay 5</b>	<b>Bay 6</b>	<b>Bay 7</b>	<b>Bay 8</b>	<b>Bay 9</b>	<b>Bay 10</b>	<b>Bay 14</b>
8:00 AM	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8
9:00 AM	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7
10:00 AM	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6
11:00 AM	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4	Squad 5
NOON			----- Lunch -----					
1:00 PM	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3	Squad 4
2:00 PM	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2	Squad 3
3:00 PM	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1	Squad 2
4:00 PM	Squad 2	Squad 3	Squad 4	Squad 5	Squad 6	Squad 7	Squad 8	Squad 1

**Friday**

<b>Times</b>	<b>Bay 4</b>	<b>Bay 5</b>	<b>Bay 6</b>	<b>Bay 7</b>	<b>Bay 8</b>	<b>Bay 9</b>	<b>Bay 10</b>	<b>Bay 14</b>
8:00 AM	Squad 9	Squad 10	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16
9:00 AM	Squad 16	Squad 9	Squad 10	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15
10:00 AM	Squad 15	Squad 16	Squad 9	Squad 10	Squad 11	Squad 12	Squad 13	Squad 14
11:00 AM	Squad 14	Squad 15	Squad 16	Squad 9	Squad 10	Squad 11	Squad 12	Squad 13
NOON			----- Lunch -----					
1:00 PM	Squad 17	Squad 18	Squad 19	Squad 20	Squad 21	Squad 22	Squad 23	Squad 24
2:00 PM	Squad 24	Squad 17	Squad 18	Squad 19	Squad 20	Squad 21	Squad 22	Squad 23
3:00 PM	Squad 23	Squad 24	Squad 17	Squad 18	Squad 19	Squad 20	Squad 21	Squad 22
4:00 PM	Squad 22	Squad 23	Squad 24	Squad 17	Squad 18	Squad 19	Squad 20	Squad 21

**Saturday**

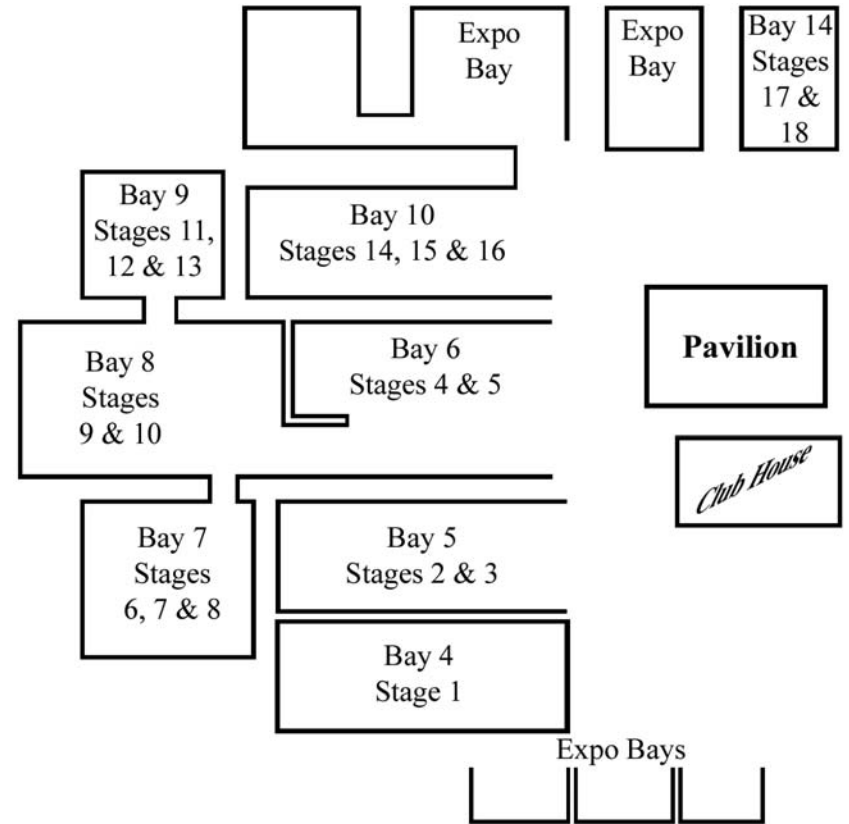
<b>Times</b>	<b>Bay 4</b>	<b>Bay 5</b>	<b>Bay 6</b>	<b>Bay 7</b>	<b>Bay 8</b>	<b>Bay 9</b>	<b>Bay 10</b>	<b>Bay 14</b>
8:00 AM	Squad 21	Squad 22	Squad 23	Squad 24	Squad 17	Squad 18	Squad 19	Squad 20
9:00 AM	Squad 20	Squad 21	Squad 22	Squad 23	Squad 24	Squad 17	Squad 18	Squad 19
10:00 AM	Squad 19	Squad 20	Squad 21	Squad 22	Squad 12	Squad 24	Squad 17	Squad 18
11:00 AM	Squad 18	Squad 19	Squad 20	Squad 21	Squad 22	Squad 23	Squad 24	Squad 17
NOON			----- Lunch -----					
1:00 PM	Squad 13	Squad 14	Squad 15	Squad 16	Squad 9	Squad 10	Squad 11	Squad 12
2:00 PM	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 9	Squad 10	Squad 11
3:00 PM	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 9	Squad 10
4:00 PM	Squad 10	Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 9

# Scoring Record

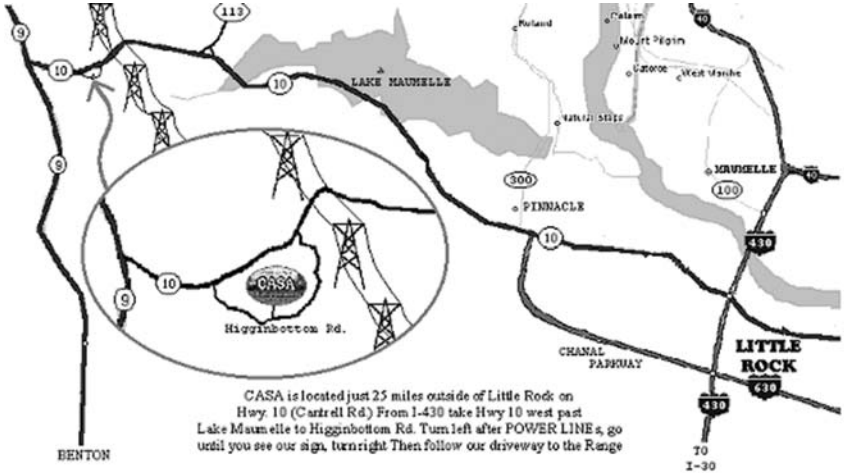
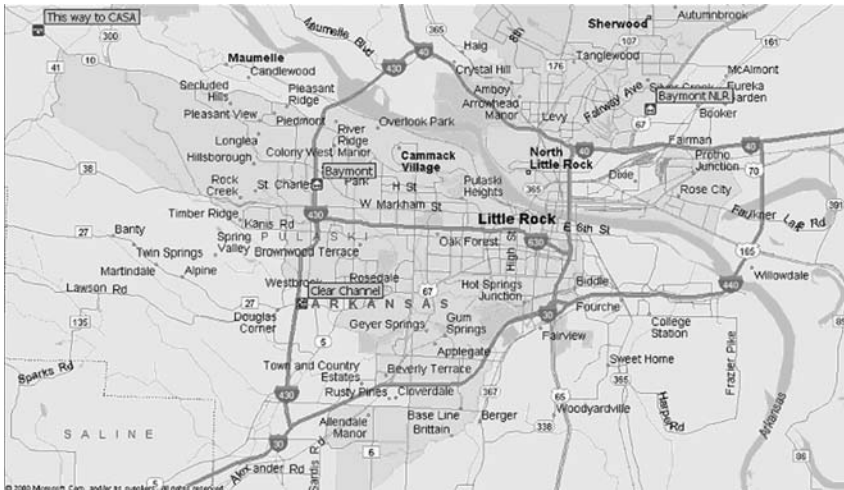
Stage	Time	Points Down
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
<b>Total</b>		

50

# CASA Range Layout



51



<b>Baymont Inns LR to CASA</b> 25.5 miles (49 minutes)	
Instructions	For
Depart Baymont Inns [1010 Breckenridge Dr, Little Rock, AR 72205, Tel: (501) 225-7007] on Breckenridge Dr (East)	0.4 mi
Turn LEFT (North-West) onto N Rodney Parham Rd	0.4 mi
At I-430 Exit 8, bear RIGHT (North) onto I-430	1.3 mi
At I-430 Exit 9, turn LEFT (West) onto SR-10 [Cantrell Rd]	6.1 mi
Continue (West) on SR-10 [Hwy 10]	4.1 mi
Bear LEFT (West) onto SR-10	0.5 mi
Continue (North) on SR-10 [Hwy 10]	11.4 mi
Bear LEFT (South) onto Higginbotham Rd	1.3 mi
Arrive 43060 Higginbotham Rd, Perryville, AR 72126	

<b>Baymont Inns NLR to CASA</b> 35.8 miles (58 minutes)	
Instruction	For
Depart Baymont Inns [4311 Warden Rd, Sherwood, AR 72116, Tel: (501) 758-8888] on Warden Rd (South-West)	0.4 mi
Turn LEFT (East) onto McCain Blvd	65 yds
At US-67 Exit 1, turn RIGHT (South-West) onto US-67 [US-167]	0.9 mi
At I-40 Exit 155/US-67 I-40 Exit, bear RIGHT (West) onto I-40 [US-67]	7.2 mi
At I-40 Exit 147/I-430 Exit 13, bear LEFT (South-West) onto I-430	3.9 mi
At I-430 Exit 9, turn RIGHT (West) onto SR-10 [Cantrell Rd]	6.1 mi
Continue (West) on SR-10 [Hwy 10]	4.1 mi
Bear LEFT (West) onto SR-10	0.5 mi
Continue (North) on SR-10 [Hwy 10]	11.4 mi
Bear LEFT (South) onto Higginbotham Rd	1.3 mi
Arrive 43056 Higginbotham Rd, Perryville, AR 72126	

<b>Baymont Inns LR to Baymont Inns NLR</b> 14.5 miles (20 minutes)	
Instruction	For
Depart Baymont Inns [1010 Breckenridge Dr, Little Rock, AR 72205, Tel: (501) 225-7007] on Breckenridge Dr (East)	0.4 mi
Turn LEFT (North-West) onto N Rodney Parham Rd	0.4 mi
At I-430 Exit 8, bear RIGHT (North) onto I-430	5.1 mi
At I-40 Exit 147/I-430 Exit 13, bear RIGHT (East) onto I-40 [US-65]	6.9 mi
At I-40 Exit 155/US-67 I-40 Exit, continue (East) on US-67 [US-167]	1.2 mi
At US-67 Exit 1, turn LEFT (West) onto McCain Blvd	65 yds
Turn RIGHT (North-East) onto Warden Rd	0.4 mi
Arrive Baymont Inns [4311 Warden Rd, Sherwood, AR 72116, Tel: (501) 758-8888]	

# GUNS & WEAPONS FOR LAW ENFORCEMENT



## Arizona Shooters

