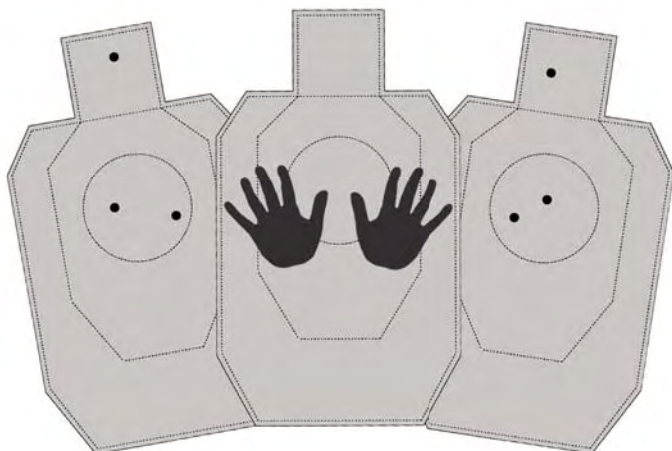




# **Guide and Competition Record**

**September 20 - 24, 2006**

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



**COMBAT  
HANDGUNS**

**DIGIlight**



PERFECTION

**GUNS WEAPONS**  
FOR LAW ENFORCEMENT



**Smith & Wesson**

Backyard  
Outfitter



SHOOTING SPORTS



**CZ-USA**



Quality Lubricants, Cleaners & Protectants

# **Welcome Shooters!**

**To the 2006  
International Defensive  
Pistol Association  
National Championship**

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

## IDPA Championship Participants,

Welcome once again to Little Rock and the 10<sup>th</sup> annual IDPA National Championship.

This will be the 4<sup>th</sup> and final year for the Championship to be in Little Rock. Every year has been better than the last and last year's match was said by many to have been the most fun and challenging Nationals to date. The men and women at the Central Arkansas Shooters Association have put their hearts, souls and a number of pounds of blood and sweat in to making their range better every year. They work very hard to make sure that your time there is fun and challenging. Please, as you meet them, let them know how much you appreciate their hard work and support of the sport. That being said, we are pleased to announce that a decision has been made as to the location of the 2007 Nationals. But to find out the location, you are going to have to wait till the awards ceremony; sorry. All I can say is that it is going to the East coast and we are very excited about the prospect.

John May has once more accepted the heavy mantle of match director. It can be a difficult and thankless job. Please take a moment to thank him for his work on your, and the sport's, behalf. He has done a great job the last three years and I expect that you will find this year's match no different. We will have 18 fun and challenging stages of fire this year requiring 269 rounds to complete. A new feature for this year will be the addition of a Back Up Gun Challenge side match. We will be awarding plaques for place of finish and each contestant in the BUG match will go into a drawing for the Smith revolver used. I hope that you find all of these stages challenging and entertaining as well.

The Board of Directors and headquarters welcomes your constructive input as a member on improvements we can make to the organization. Please, however, do this at the hospitality rooms or the dinner and not while we are in line to shoot or in the middle of administrating the match. We want you to help us build the sport but please keep in mind the needs of your fellow competitors and our desire to also shoot the match.

We hope that you all enjoy the match and different hospitality opportunities presented during this event. We also hope that you take the time to enjoy all that Little Rock and Arkansas has to offer. We will continue to try and make this a fun and memorable event, one that you will want to attend every year. Thank you for your participation.

Good Luck and Good Shooting,  
IDPA Headquarters

# Schedule of Events

## Wednesday

- 8 am Safety Officers shoot the match
  - 7 - 9 pm Competitor Sign-In at Hospitality Room
  - 7 - 9 pm Hospitality Room at Match Hotel
- Sponsored by Smith & Alexander**

## Thursday

- 7:30 am Shooter's Meeting at 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 at Match Hotel
- Sponsored by Wilson Combat**

## Friday

- 7:30 am Morning Shooter's Meeting at the range
- 8 am Shooting Begins
- 12 - 1 pm Lunch at the range
- 12:30 pm Afternoon Shooter's Meeting at 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 Dinner at Match Hotel
- Sponsored by Smith & Wesson**

## Sunday

- 9:30 am Coffee & Pastries
- 10:00 am Awards Ceremony at Match Hotel

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**

Combat Handguns/Guns & Weapons 888-226-6228

## **Shooter's Bag LOGO**

Combat Handguns/Guns & Weapons 888-226-6228

## **Barbecue**

Smith & Wesson 800-331-0852

## **Stats**

iShot 703-497-1935

## **SO/Staff Gift**

DigiLight 973-455-7899

## **SO/Staff Wardrobe**

Backyard Outfitters 800-972-2421

## **Hospitality Rooms**

Wilson Combat 800-955-4856

Smith & Alexander 800-SA2-1911

## **Water**

Combat Handguns/Guns & Weapons 888-226-6228

## **Expo Bays**

CZ-USA 800-955 4486

Glock 770-432-1202

Smith & Wesson 800-331-0852

Wilson Combat 800-955-4856

## **Back Up Gun Challenge**

Smith & Wesson 800-331-0852

Cor-Bon 800-626-7266

## **Perfect Attendees Gift**

DigiLight 973-455-7899

## **Targets**

Target Barn 419-829-2242

## **Lunch**

Molecular Metal Conditioners 888-MMC-OILS

## **Stage**

Competitive Edge Dynamics 888-628-3233

Guns of the Old West 888-226-6228

Guns & Weapons for LE 888-444-4953

Tactical Knives 888-856-4837

Maus Implement 501-354-3527

American Handgunner 858-605-0253

Cor-Bon 800-626-7266

Glock 770-432-1202

iShot 703-497-1935

Ajax Custom Grips 800-527-7537

Para Ordnance 416-297-7855

Handguns Magazine 800-800-4486

Section8 Tactical 919-469-2776

DigiLight 973-455-7899

CASA 501-681-4321

Ready Tac 256-350-4247

Combat Handguns 888-226-6228

W. C. Wolff 800-545-0077

## **Beverage Cart**

Smith & Alexander 800-SA2-1911

TK Custom 217-893-1035

Wilson Combat 800-955-4856

## **Table**

Decot Hy-Wyd Sport Glasses 800-528-1901

## **Scoring Software**

**Beach Bunny Software 805-773-1006**

### **Patron**

**Coca Cola 501-569-2729**

**Competition Electronics 815-874-8001**

**Target Movers 636-294-3263**

### **Contributing**

**Brownells 800-741-0015**

**DigiLight 973-455-7899**

**Don Hume Leathergoods 800-331-2686**

**Lone Wolf Distributors 208-437-0612**

**Molecular Metal Conditioners 888-MMC-OILS**

**Otis Technology 800-684-7486**

**Safe Direction 877-357-4570**

**Starline Brass 800-280-6660**

**Streamlight 800-523-7486**

**Trijicon 800-338-0563**

# **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 Distinguished Senior (65 and up)**

**High Junior**

**High Military**

**High Veteran**

**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 # C 10 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, effective April 15, 2005.

### **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.

<b>St. #</b>	<b>Stage Name</b>	<b>Scoring</b>	<b>Rounds</b>
1	Nationals Standards Sponsored by: Competitive Edge Dynamics	L. V.	42
2	Enough Sponsored by: Guns of the Old West	L. V.	12
3	Car Wreck Sponsored by: Gun & Weapons for Law Enforcement	Vickers	12
4	Guarding the Exit Sponsored by: Tactical Knives	Vickers	12
5	Knife to a Gun Fight Sponsored by: Maus Implement	Vickers	5
6	El Prez Sponsored by: American Handgunner	L. V.	12
7	Waste Removal Sponsored by: Cor - Bon	Vickers	18
8	Detroit Duo Sponsored by: Glock	Vickers	24
9	Clear the Deck Sponsored by: iShot	Vickers	6
10	DP at the Restaurant Sponsored by: Ajax Custom Grips	Vickers	6
11	Kitchen Remodel Sponsored by: Para Ordnance	Vickers	16
12	Fight Your Way to Cover Sponsored by: Handguns Magazine	Vickers	15
13	The Bar is Open Sponsored by: Section8 Tactical	Vickers	12
14	Dude, I Want Your Car Sponsored by: DigiLight	Vickers	12
15	Backwood Showdown Sponsored by: CASA	Vickers	12
16	Ambushed Sponsored by: Ready Tactical Products	Vickers	29
17	No Surrender Sponsored by: Combat Handguns	L. V.	12
18	Subway Surprise Sponsored by: W. C. Wolff	Vickers	12
Total Round Count			269

# Nationals Standards

Stage 1, Bay 4



**P1**

**P2**

**CSO: Curt Nichols**

SOs:

Ollie Hugo

Col. Jim Shearin

Chuck Owens

Ron Rundt

Jerry Mosher

**P3**

# Nationals Standards

Stage 1, Bay 4

**Designed by:** John May and Robert Ray

**Round Count:** 42 min.

**Target Distance:** 7 - 20 yards

**Scoring:** Limited Vickers

**Start Signal:** Audible

**Engagement:** Tactical Priority

## **Procedure:**

**String 1:** From P1, hands naturally at sides. On signal, draw and engage T1-T3 with 1 round to each body, then re-engage with 1 round to each head.

**String 2:** From P1, gun in weak hand with gun pointed at base of T1. On signal, engage T1-T3 with 2 rounds each, weak hand only.

**String 3:** From P2, hands naturally at sides. On signal, draw and engage T1-T3 with 2 rounds each, strong hand only.

**String 4:** From P2, hands naturally at sides. On signal, draw and engage T1-T3 with 2 rounds each, perform a Tactical Reload and re-engage T1-T3 with 2 rounds to each head.

**String 5:** From P3, hands naturally at sides. On signal, draw and engage T1-T3 with 4 rounds on each.

**Competitive Edge  
Dynamics**

# Enough

Stage 2, Bay 6

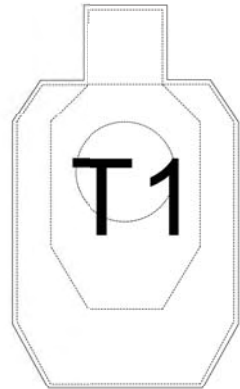
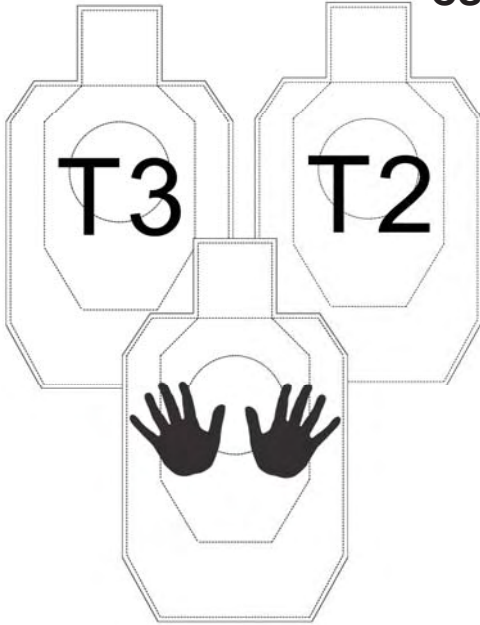
**CSO: Craig Buckland**

**SOs:**

Kim Buckland

Kyle Wood

Bill Beard



**P1**

# Enough

Stage 2, Bay 6

**Designed by:** John May and Robert Ray

**Taken From:** 2004 IDPA National Championship

**Round Count:** 12 min.

**Target Distance:** 2 - 5 yards

**Scoring:** Limited Vickers

**Start:** At P1, pistol placed in an IDPA box, hands on counter

**Start Signal:** Audible

## **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.

**Guns of the  
Old West**

# Car Wreck

Stage 3, Bay 6

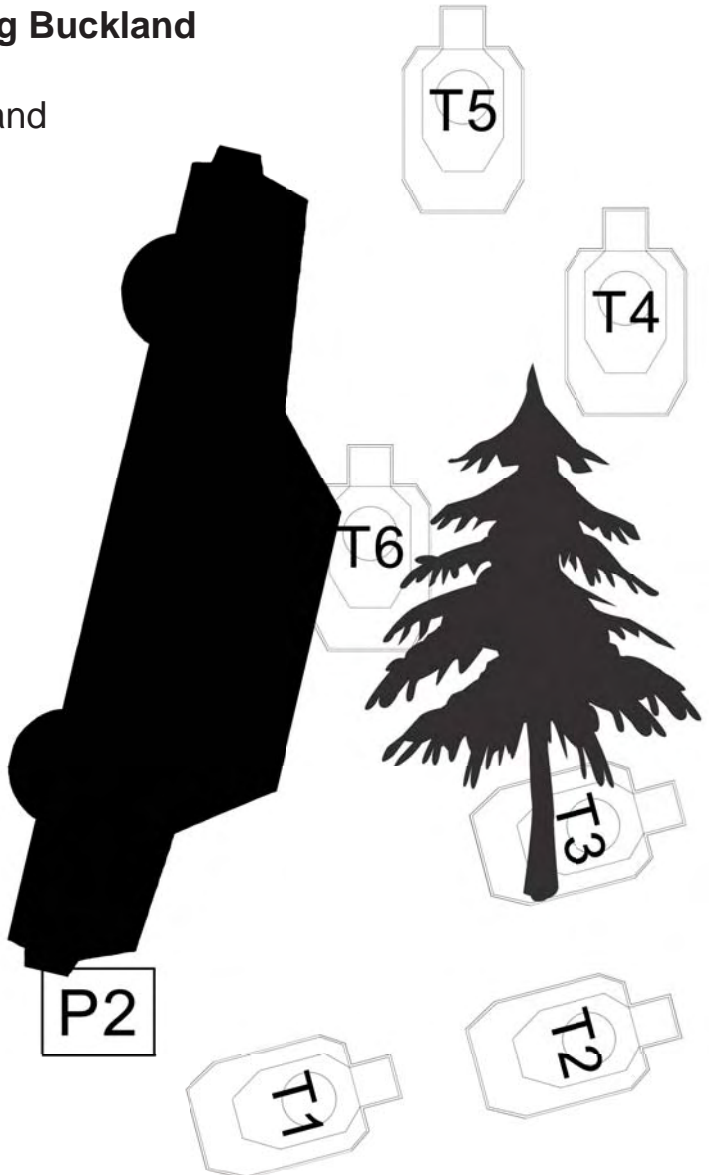
**CSO: Craig Buckland**

**SOs:**

Kim Buckland

Kyle Wood

Bill Beard



# Car Wreck

Stage 3, Bay 6

**Designed by:** Frank Glover

**Taken From:** 2006 Carolina Cup

**Round Count:** 12 min.

**Target Distance:** 4 - 10 yards

**Scoring:** Vickers

**Start:** At P1, concealed

**Start Signal:** Audible

## **Scenario:**

You stop to render aid at the scene of an accident. You determine that the drivers are drug dealers and the car is full of white powder. They see you as an expendable “witness”.

## **Procedure:**

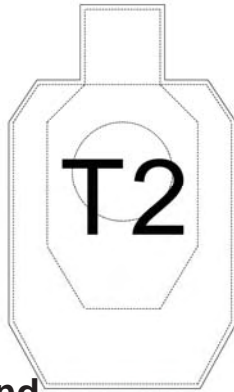
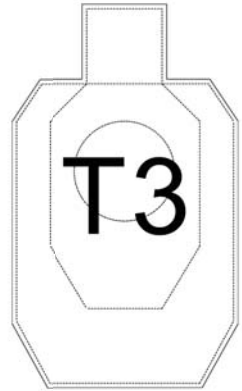
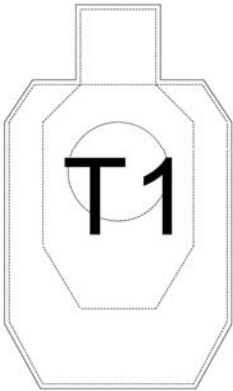
On signal, engage T1-T3 with 2 rounds each while advancing to cover at P2. Using low cover at P2, engage T4-T6 in Tactical Priority with 2 rounds each.

All reloads per IDPA rules.

**Guns & Weapons for  
Law Enforcement**

# Guarding the Exit

Stage 4, Bay 6



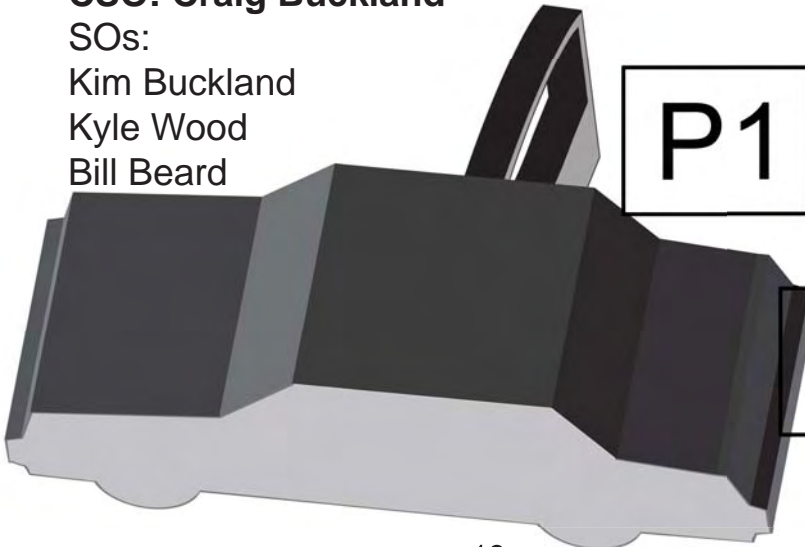
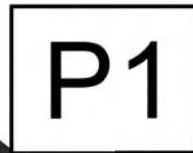
**CSO: Craig Buckland**

**SOs:**

Kim Buckland

Kyle Wood

Bill Beard



# Guarding the Exit

Stage 4, Bay 6

**Designed by:** Robert Ray

**Taken From:** 2003 IDPA National Championship

**Round Count:** 12 min.

**Target Distance:** 3 - 10 yards

**Scoring:** Vickers

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

**Start Signal:** Audible

## **Scenario:**

The Dignitary you are protecting is leaving the hotel where he has made his speech. Just as he enters the auto to leave, bad guys appear from nowhere.

## **Procedure:**

On signal close the door, turn, draw and engage T1-T3 with 2 rounds each in tactical priority while moving to cover at P2. After performing a tac-load/reload with retention re-engage T1-T3 with a minimum of 2 rounds each.

P2 is considered low cover with one knee on the ground.

All reloads per IDPA rules.



**Tactical  
Knives**

# Knife to a Gun Fight

Stage 5, Bay 7

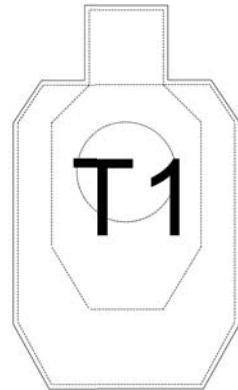
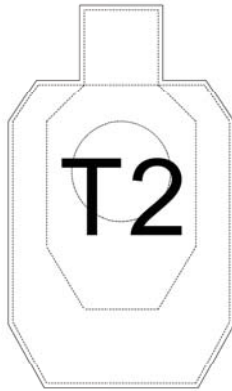
**CSO: Ted Murphy**

SOs:

Melissa Kreutz

Mike Grant

Mike Holland



Low Cover



# Knife to a Gun Fight

Stage 5, Bay 7

**Designed by:** Jim Higginbotham

**Taken From:** 1999 IDPA National Championship

**Round Count:** 5 min.

**Target Distance:** 2 - 8 yards

**Scoring:** Vickers

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

**Start Signal:** Audible

## **Scenario:**

A pair of druggies taking up a collection, turn violent when you refuse to fund their habit. Both pull edged weapons and start to advance. The first is so stoned that two body hits do not take him down.

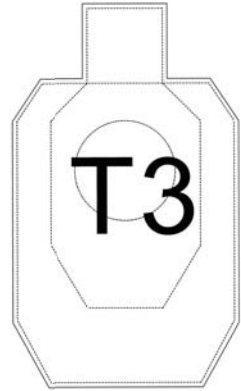
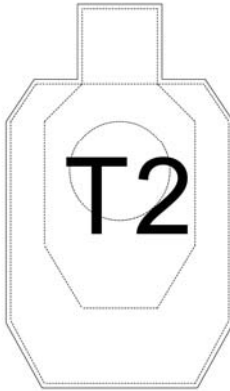
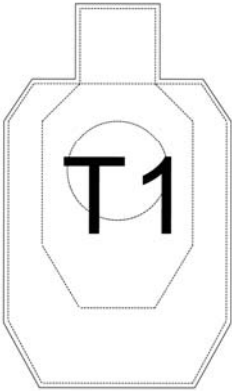
## **Procedure:**

On signal, retreat toward P2, firing a minimum of two body shots at each target. Re-engage T1 with a minimum of one head shot from low cover at P2.

**Maus Implement**

# El Prez

Stage 6, Bay 7



**CSO: Ted Murphy**

SOs:

Melissa Kreutz

Mike Grant

Mike Holland



# El Prez

Stage 6, Bay 7

**Designed by:** Jeff Cooper

**Round Count:** 12 min.

**Target Distance:** 10 yards

**Scoring:** Limited Vickers

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

**American  
Handgunner**

# Waste Removal

Stage 7, Bay 7



**CSO: Ted Murphy**

**SOs:**

Melissa Kreutz

Mike Grant

Mike Holland

# Waste Removal

Stage 7, Bay 7

**Designed by:** John May & Robert Ray

**Round Count:** 18 min.

**Target Distance:** 3 - 20 yards

**Scoring:** Vickers

**Start:** At P1, concealed, both hands holding trash bags

**Start Signal:** Audible

## **Scenario:**

While carrying out the trash, you are accosted by three vagrants brandishing knives. After dealing with the first three, you find out they have friends that are willing to help rob you.

## **Procedure:**

**String 1:** On signal, drop trash bags, draw and engage T1- T3 with 2 round each in tactical sequence (1-1-2-1-1) while retreating to cover. Perform a Tac-load off the clock.

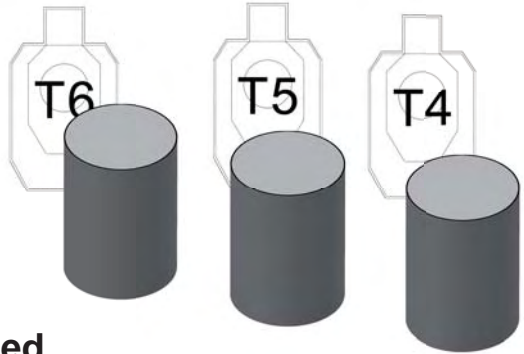
**String 2:** From point in at P2, on signal, engage T4- T9 with 2 rounds each in tactical priority using all available cover.

All reloads per IDPA rules.

**Cor - Bon**

# Detriot Duo

Stage 8, Bay 8



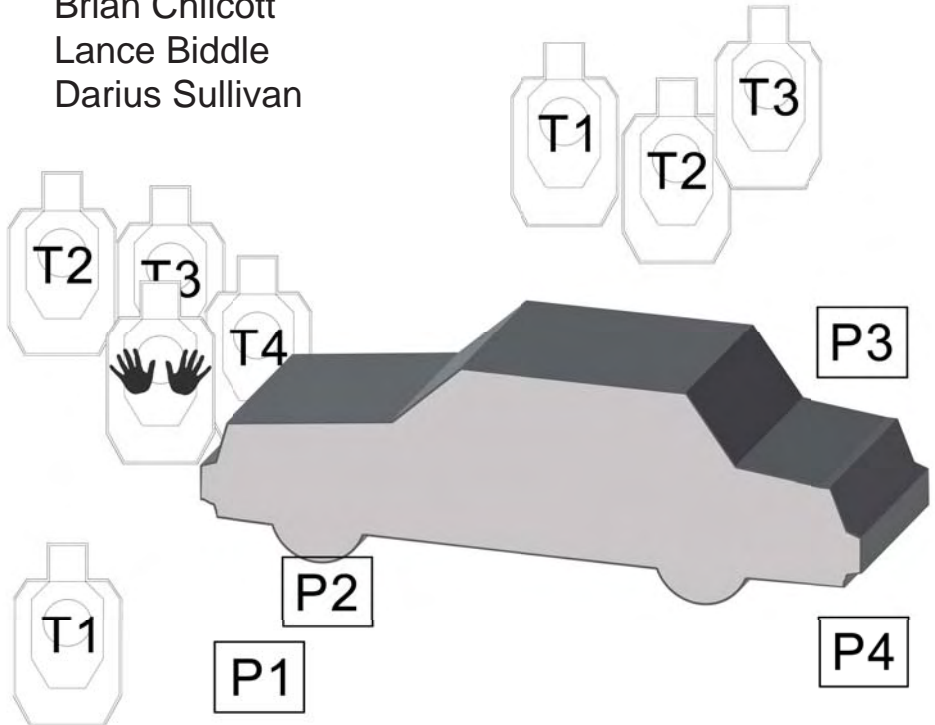
**CSO: Patrick Holsted**

SOs:

Brian Chilcott

Lance Biddle

Darius Sullivan



# Detroit Duo

Stage 8, Bay 8

**Designed by:** Charles Riggs & Mike Oberman

**Taken From:** 2000 IDPA National Championship

**Round Count:** 24 min. (2 strings)

**Target Distance:** 3 - 35 yards

**Scoring:** Vickers

**Start:** Concealed. At P1, standing, hands naturally at sides. At P3, one knee on ground, strong hand on tire

**Start Signal:** Audible

## Scenario:

**1:** As you approach your car to meet your son, a lone gang member attacks you. As you retreat, you nearly empty your weapon into him before realizing he is wearing armor and you finish with a shot to the head. You assume a position of low cover and reload. You scan and notice your son is approaching, but so are 3 more gang members; deal with them.

**2:** You are checking your tire when 3 gangbangers approach you from behind; you deal with them while moving to use your car for cover while reloading. From here, a scan reveals more gang members at a distance behind cover.

## Procedure:

**1:** On signal, from P1, engage T1 with 5 rounds to the body and 1 round to the head while moving to P2. Drop to a knee and engage T2-T4 with 2 rounds each in Tactical Priority from low cover.

**2:** On signal, from P3, turn and engage T1-T3 with 2 rounds each while moving to P4. Drop to a knee and engage T4-T6 with 2 rounds each in Tactical Priority from low cover.

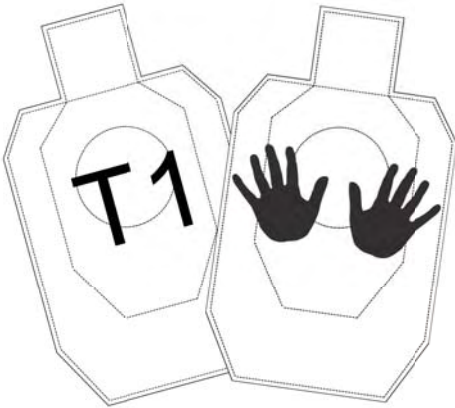
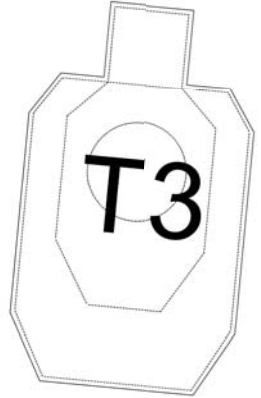
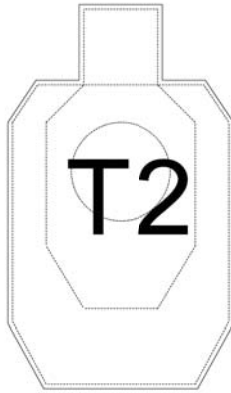
All reloads per IDPA rules.



**Glock**

# Clear the Deck

Stage 9, Bay 8



**CSO: Patrick Holsted**

SOs:

Brian Chilcott

Lance Biddle

Darius Sullivan



# Clear the Deck

Stage 9, Bay 8

**Designed by:** John May & Robert Ray

**Taken From:** 2005 IDPA National Championship

**Round Count:** 6 min.

**Target Distance:** 2 - 5 yards

**Scoring:** Vickers

**Start:** At P1, concealed, seated with hands on dummy

**Start Signal:** Audible

## **Scenario:**

You are getting married. Your closest friend and about 50 others you do not know are giving the big send off. A passerby loses his balance and falls into your lap just as some serious customers decide to rob the place. It is your party, it is up to you.

## **Procedure:**

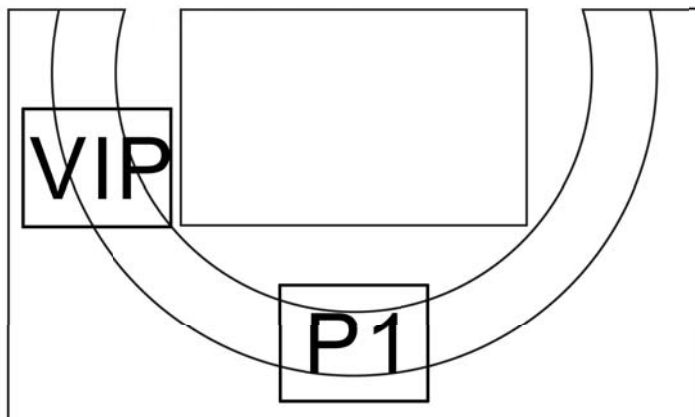
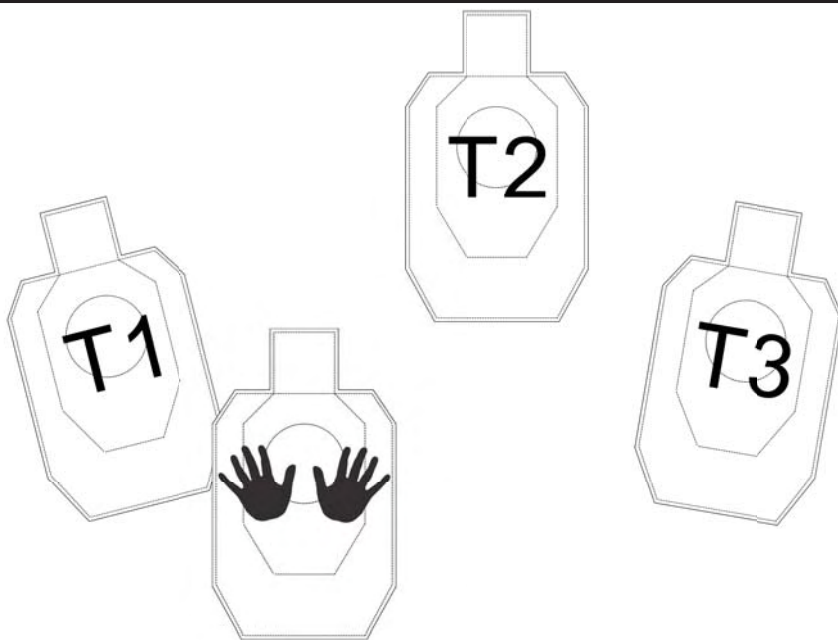
On signal, remove dummy and engage T1-T3 with 2 rounds each while retreating.



**iShot**

# DP at the Restaurant

Stage 10, Bay 8



# DP at the Restaurant

Stage 10, Bay 8

**Designed by:** Dean Brevitt

**Taken From:** 2006 Carolina Cup

**Round Count:** 6 min.

**Target Distance:** ?

**Scoring:** Vickers

**Start:** At P1, concealed, seated

**Start Signal:** Audible

## **Scenario:**

You are a bodyguard of a VIP at a restaurant

## **Procedure:**

On signal, pull the VIP to cover and engage T1-T3 in any order. There will be a non-threat target that varies in position from shooter to shooter.

**CSO: Patrick Holsted**

**SOs:**

Brian Chilcott

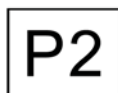
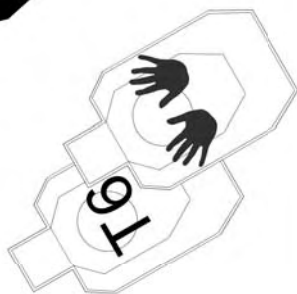
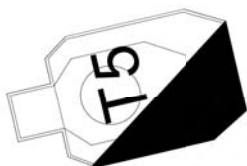
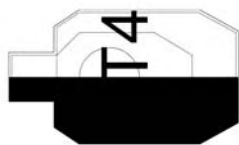
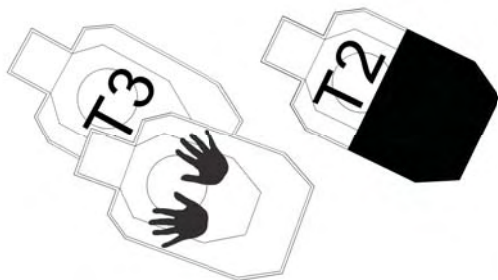
Lance Biddle

Darius Sullivan

**Ajax Custom Grips**

# Kitchen Remodel

Stage 11, Bay 9



# Kitchen Remodel

Stage 11, Bay 9

**Designed by:** John May

**Round Count:** 16 min.

**Target Distance:** 2 - 10 yards

**Scoring:** Vickers

**Start:** At P1, concealed, seated with hands on the X's

**Start Signal:** Audible

## **Scenario:**

While sanding new cabinet doors in your garage, you hear screams from the main part of the house. After engaging most of the bad guys, you see the last BG going for your kid. He must be taken out.

## **Procedure:**

On signal, draw and engage T1 with 6 rounds while advancing to the doorway. From the doorway, engage T2-T6 with 2 rounds each in tactical priority using all available cover.

All reloads per IDPA rules.

**CSO: Jerry Biggs**

**SOs:**

J. D. Knapp

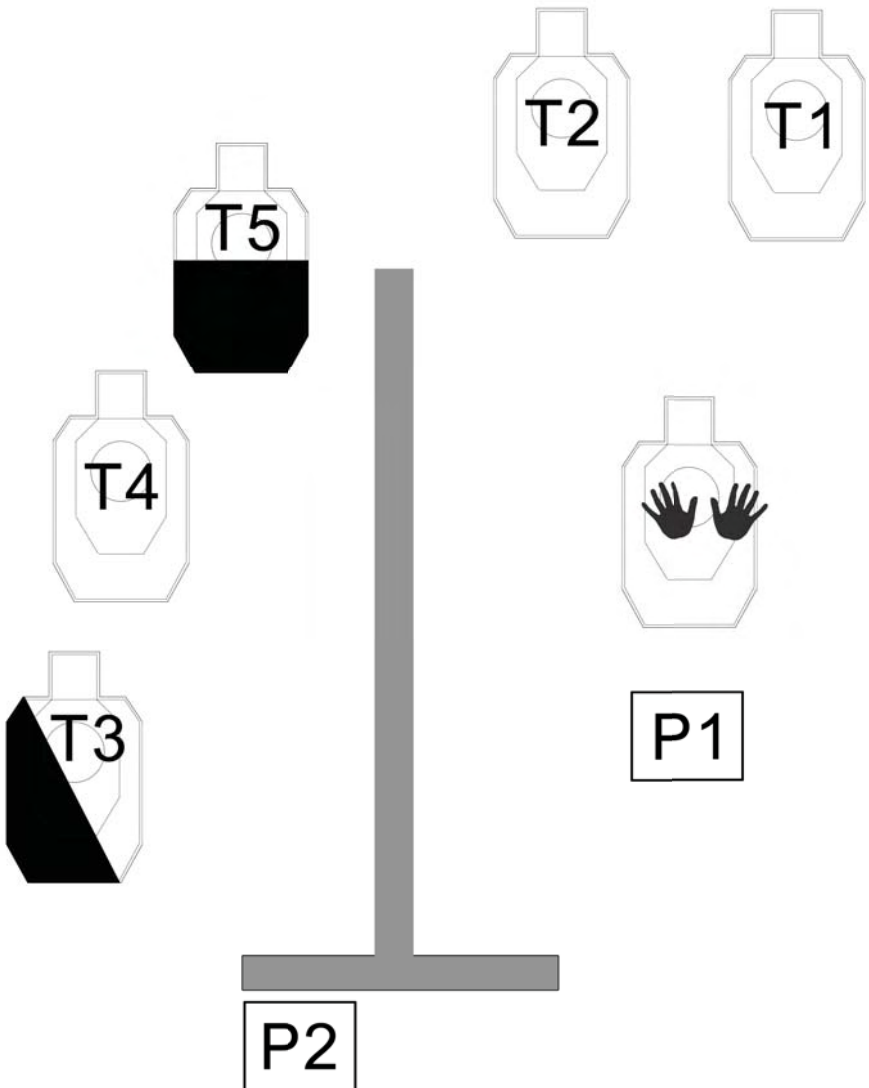
George Shoji

Keith Templeton

**Para Ordnance**

# Fight Your Way to Cover

Stage 12, Bay 9



# Fight Your Way to Cover

Stage 12, Bay 9

**Designed by:** J. D. Knapp

**Taken From:** 2001 IDPA National Championship

**Round Count:** 15 min.

**Target Distance:** 5 - 12 yards

**Scoring:** Vickers

**Start:** At P1, concealed, hands naturally at sides, facing non-threat

**Start Signal:** Audible

## **Scenario:**

While walking across a parking lot, you are attacked by two thugs. When the two draw knives and advance, you must fight your way to cover. Once at cover, you find that they have friends.

## **Procedure:**

On signal, from P1, engage targets T1 and T2 with 3 rounds each while retreating to P2. From cover at P2, engage T3-T5 with three rounds each.

All reloads per IDPA rules.

**CSO:** Jerry Biggs

**SOs:**

J. D. Knapp

George Shoji

Keith Templeton

**Handguns Magazine**

# The Bar is Open

Stage 13, Bay 10

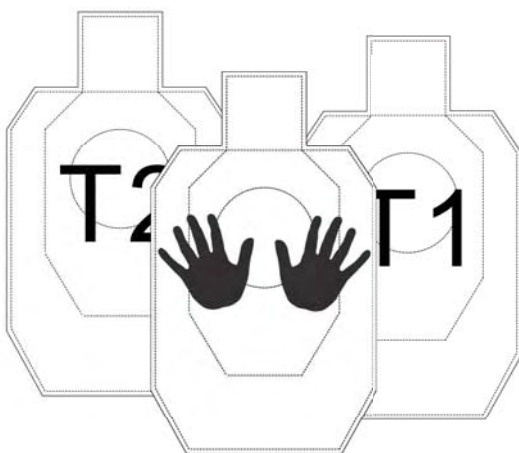
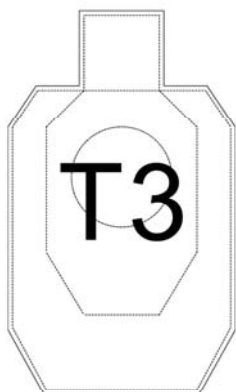
**CSO: Wayne Ritchie**

**SOs:**

Joe McGinty

Mark Boeckman

Jack Knight



**P1**

# The Bar is Open

Stage 13, Bay 10

**Designed by:** John May

**Round Count:** 12 min.

**Target Distance:** 1 - 5 yards

**Scoring:** Vickers

**Start:** At P1, concealed, both hands on the bar

**Start Signal:** Audible

## **Scenario:**

You are helping a buddy out at his place of business. While waiting on a customer at his bar, you are held up. You have little choice.

## **Procedure:**

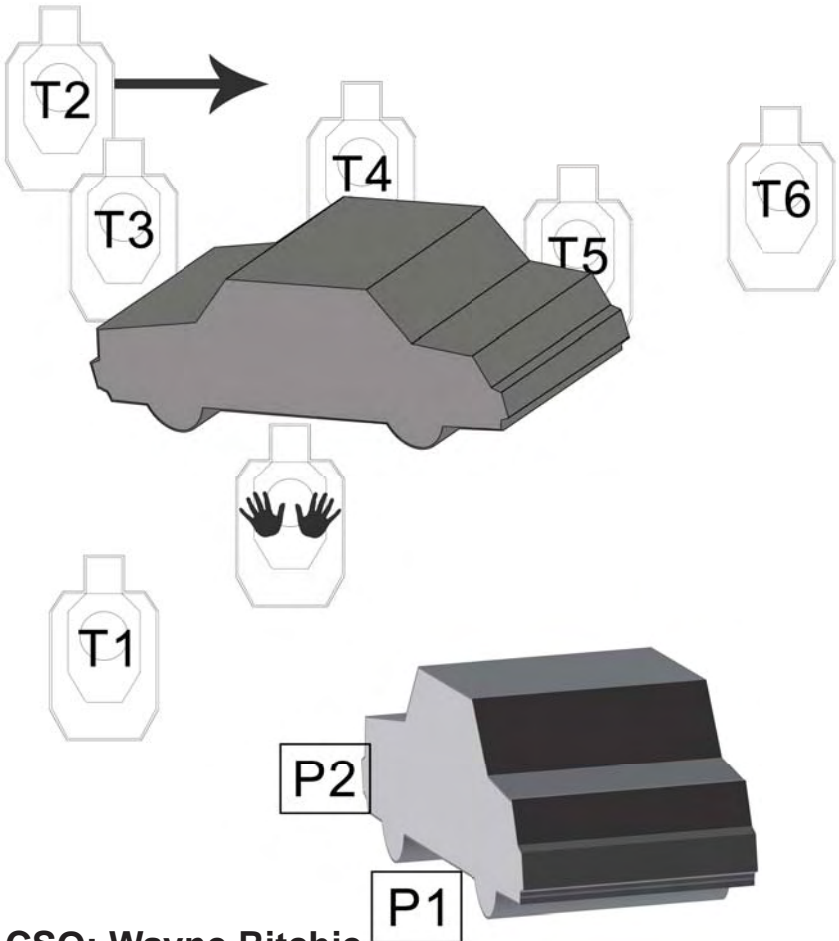
On signal, draw and engage T1-T3 with 3 rounds each in Tactical Priority. Re-engage T1-T3 with 1 round to each head, reloading as necessary.

All reloads per IDPA rules.

# **Section 8 Tactical**

# Dude, I Want Your Car

Stage 14, Bay 10



**CSO: Wayne Ritchie**

**SOs:**

Joe McGinty

Mark Boeckman

Jack Knight

# Dude, I Want Your Car

Stage 14, Bay 10

**Designed by:** Keith Templeton and Robert Ray

**Round Count:** 12 min.

**Target Distance:** 2 - 15 yards

**Scoring:** Vickers

**Start:** At P1, concealed, left hand on the door and right hand on the steering wheel

**Start Signal:** Audible

## **Scenario:**

While trying to enter your car, bad guys arrive to let you know they like it more than you do.

## **Procedure:**

On signal, draw and engage T1 with two rounds while advancing to the cover of the engine block. From P2, using low cover, engage T2-T6 with two rounds each in tactical priority.

All reloads per IDPA rules.

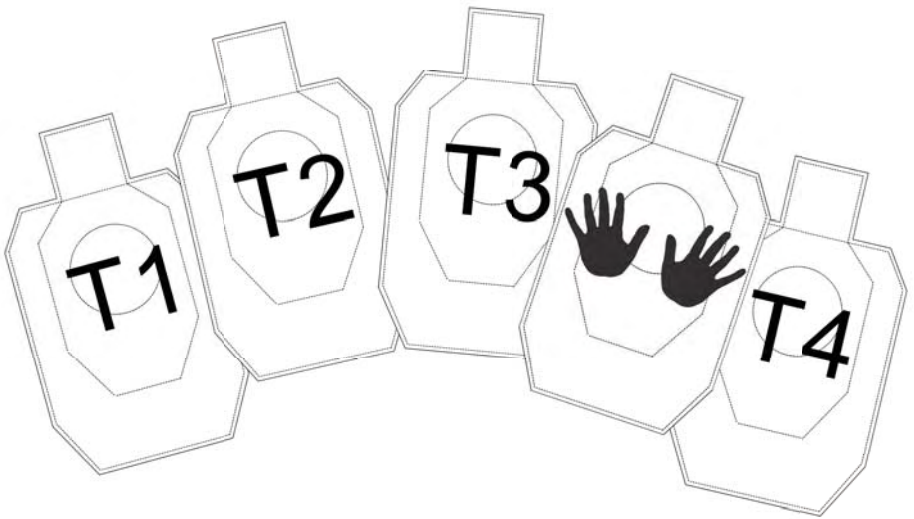


**DigiLight**

# Backwood Showdown

or  
(Match Director's Revenge)

Stage 15, Bay 10



**CSO: Wayne Ritchie**

SOs:

Joe McGinty

Mark Boeckman

Jack Knight

**P1**

# Backwood Showdown

or

(Match Director's Revenge)

Stage 15, Bay 10

**Designed by:** Scott Warren

**Round Count:** 12 min.

**Target Distance:** 2 - 4 yards

**Scoring:** Vickers

**Start:** At P1, concealed, seated on 4-wheeler, hands on handle bars

**Start Signal:** Audible

## **Scenario 1:**

For those of you that follow the rulebook word for word; to keep this defensive, you are traveling through the woods on your 4 wheeler when you're attacked by someone cooking methamphetamine. Four of them have guns.

## **Scenario 2:**

This is for all of you that have ever ran a shooting match of any kind; you're the Match Director at a large sanctioned IDPA match. Four competitors have been complaining to you all day long about everything; the stages, the moon, the stars, everything. They have all ganged up on you at the end of the day... and you've had enough.

## **Procedure:**

On signal, engage T1-T4 with 1 rounds to each body. Coupe-de-grace (or re-engage) with 2 rounds to each head.

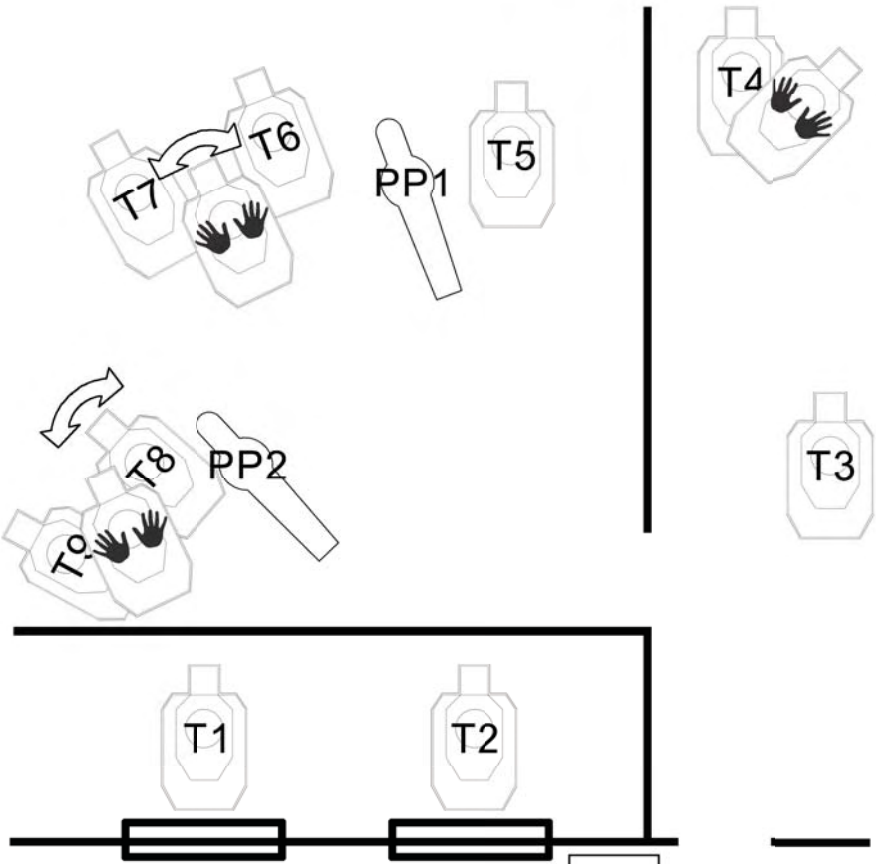
All reloads per IDPA rules.



**CASA**

# Ambushed

Stage 16, Bay 13



CSO: Gary Burris

SOs:

Tom Skuse

Ted Smethers

Paul Davis

P1

P2

# Ambushed

Stage 16, Bay 13

**Designed by:** Robert Ray

**Round Count:** 29 min.

**Target Distance:** 3 - 18 yards

**Scoring:** Vickers

**Start:** At P1, concealed, briefcase in support hand and strong hand holding car keys

**Start Signal:** Audible

## **Scenario:**

You have just arrived home from work and are heading towards the front door when you are ambushed from the windows of your home. You would just leave but your family is inside crying for help.

## **Procedure:**

**String 1:** On signal, drop briefcase and keys, draw and engage T1-T2 with 3 rounds each while moving to cover at P2. Perform a Tactical Reload off the clock.

**String 2:** From point in at P2, engage T3-T4 with 3 rounds each in Tactical Priority using all available cover. Perform a Tactical Reload off the clock.

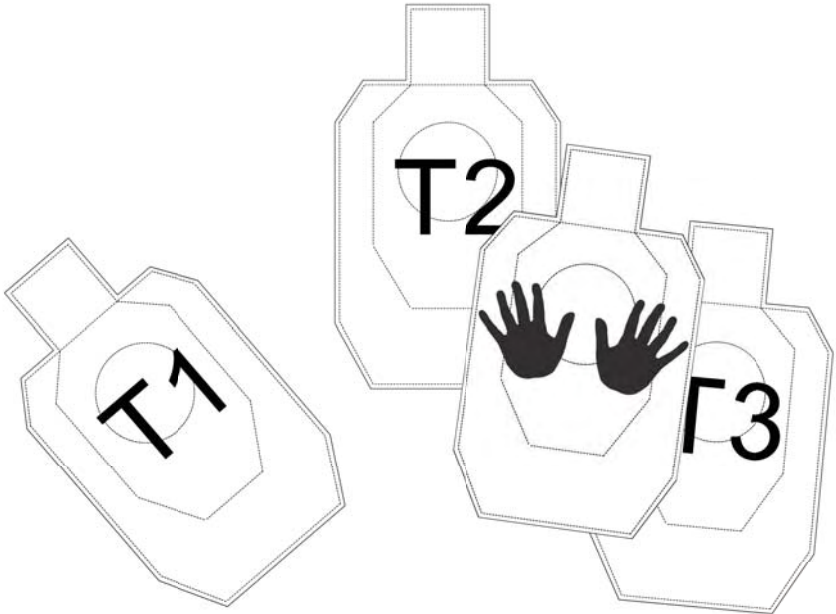
**String 3:** From point in at P2, on signal, engage T5-T9 with 3 rounds each and PP1-PP2 until they fall, in Tactical Priority, using all available cover.

All reloads per IDPA rules.

**Ready Tactical  
Products**

# No Surrender

Stage 17, Bay 14



**CSO: Mike Webb**

SOs:

Charles Cothren

Paul Stiedle

Fred Haring



# No Surrender

Stage 17, Bay 14

**Designed by:** John May

**Round Count:** 12 min.

**Target Distance:** 3 - 5 yards

**Scoring:** Limited Vickers

**Start:** At P1, concealed, kneeling, hands on top of your head

**Start Signal:** Audible

**Scenario:**

You are caught in a hold up and it is going from bad to worse. It is time to deal with it.

**Procedure:**

**String 1:** On signal, draw and engage T1-T3 with 2 rounds in Tactical Sequence (1-1-2-1-1).

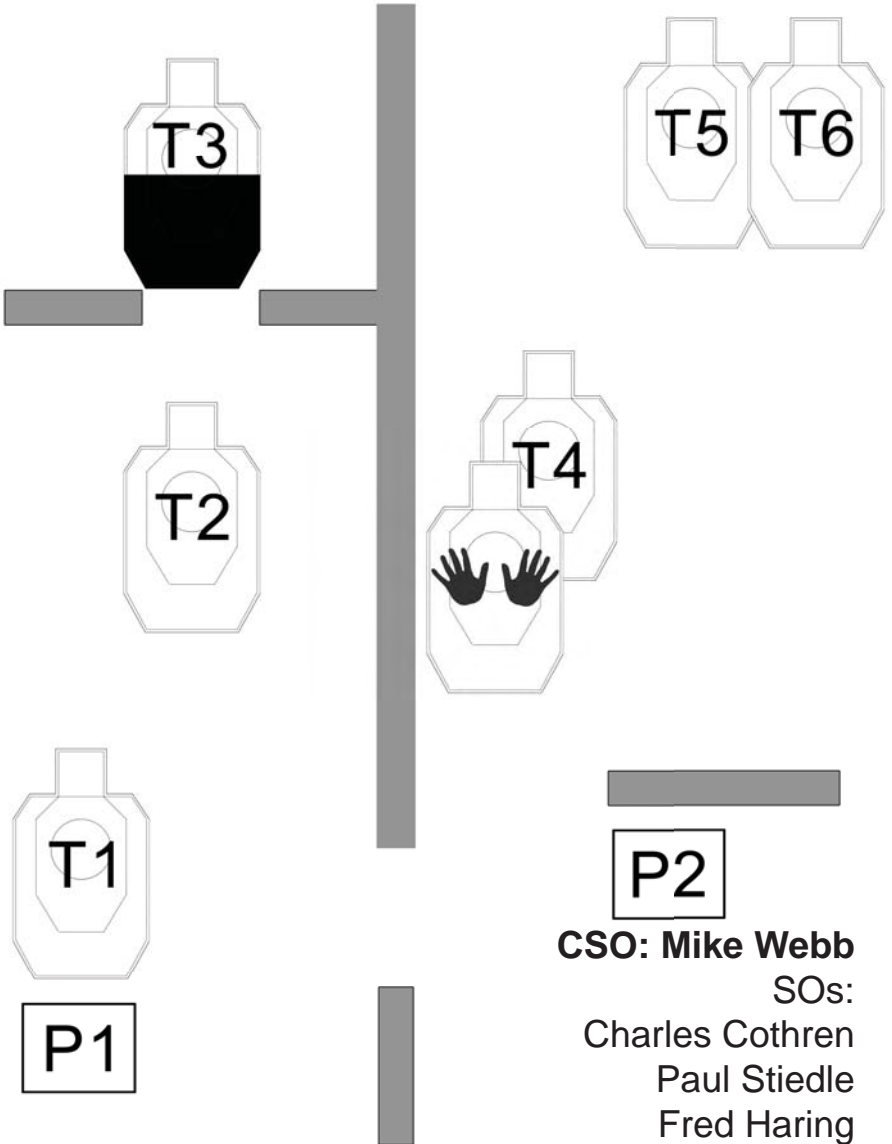
**String 2:** On signal, retrieve gun from carpet, engage T1-T3 with 2 rounds each in Tactical Sequence, strong hand only.



**Combat Handguns**

# Subway Surprise

Stage 18, Bay 14



**CSO: Mike Webb**

**SOs:**

Charles Cothren

Paul Stiedle

Fred Haring

# Subway Surprise

Stage 18, Bay 14

**Designed by:** Jerry Biggs

**Taken From:** 2002 IDPA National Championship

**Round Count:** 12 min.

**Target Distance:** 2 - 12 yards

**Scoring:** Vickers

**Start:** At P1, concealed, sitting on bench reading newspaper

**Start Signal:** Audible

## **Scenario:**

You are going home late at night and decide to finish reading the newspaper to pass the time. Suddenly, there are 3 armed robbers demanding wallets from the passengers in your subway car. They have timed the robbery to be completed just as the car pulls into the next station. One robber gets antsy and shoots a passenger, you react, then exit the car once the train pulls into the station and find their 3 friends.

## **Procedure:**

On signal, from P1, engage targets T1-T3 in Tactical Priority with 2 rounds each. Leave the car for P2 and engage T4 with 2 rounds while moving. From cover at P2, engage T5 and T6 with 2 rounds each.

All reloads per IDPA rules.

The logo for W. C. Wolff is presented in a large, bold, black serif font. The text is enclosed within a double-lined rectangular border, with the inner line being thicker than the outer line. The background within the border is white.

# **2006 IDPA National Championship Smith & Wesson/Cor-Bon Back Up Gun Challenge**

Thanks to the generosity of Smith & Wesson and Cor-Bon, we are proud to offer this year's competitors a chance to engage in a little extra shooting fun. For a small \$5 entry fee, each competitor will shoot an additional 4 courses of fire with the provided Smith & Wesson 640 revolver and Cor-Bon ammunition.

There will be a trophy presented for Champion, 1st, 2nd and 3rd places. Everyone entered in the Back Up Gun Challenge will also be entered in a drawing for the revolver used in this side match. You need not be present at the drawing to win, but you must participate in the BUG Challenge to be entered for the drawing.

Scores for the Back Up Gun Challenge will NOT affect your final placement in the 2006 IDPA National Championship.

The rules of the side match are the IDPA rules as found in the IDPA Official Rule Book, effective April 15, 2005.

## **All BUG Stages:**

**Designed by:** Robert Ray

**Round Count:** 5 max.

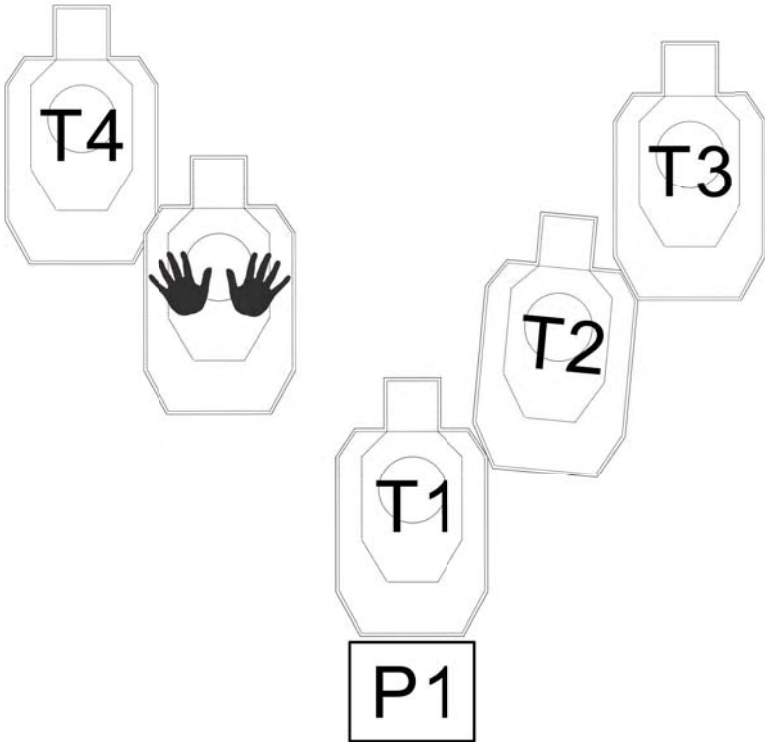
**Target Distance:** 2 - 7 yards

**Scoring:** Limited Vickers

**Start:** At P1, gun in hand, pointed at base of T1

**Start Signal:** Audible

# Stop & Rob



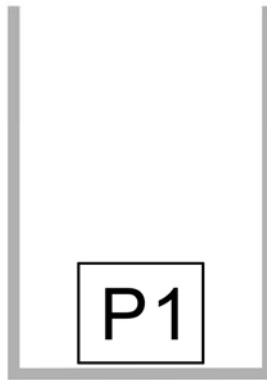
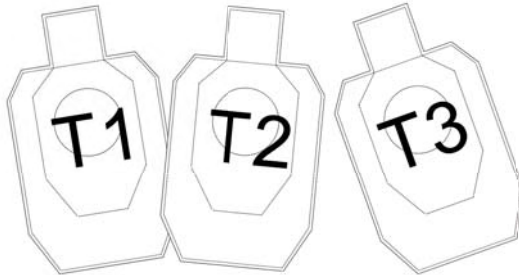
## Scenario:

You are standing at the counter of a local convenience store. Four punks walk in and produce weapons. They stab an innocent person and start moving your way. You have nowhere to retreat. You have to stand and fight it out.

## Procedure:

On signal, engage T1 with 2 rounds, then engage T2-T4 with 1 round each.

# Caught with your pants down



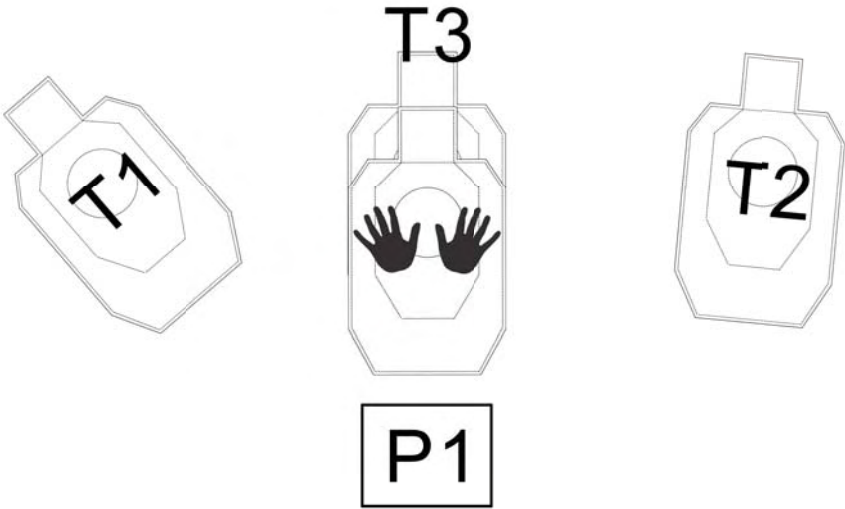
## **Scenario:**

You are forced to use a public restroom at the mall. You hear the door to the restroom open and voices, 1 of which says, "I'll kick in the door, you get his wallet. If he struggles, stab him". You have just enough time to draw your pocket gun before the stall door crashes open.

## **Procedure:**

On signal, engage T1-T2 with 2 rounds each, then engage T3 with 1 round to the head.

# Movie Madness



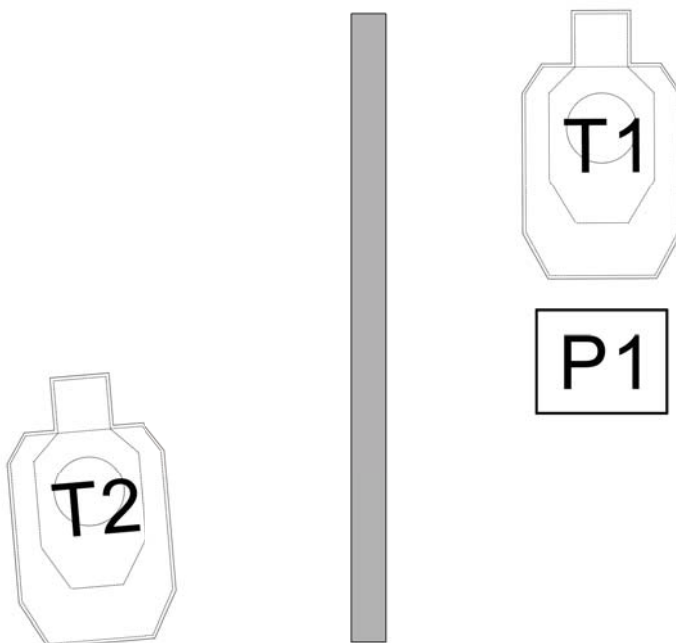
## Scenario:

You are leaving the movie theater with your significant other when you're attacked by 3 gang thugs. One of them takes your significant other hostage.

## Procedure:

On signal, engage T1-T2 with 2 rounds each, then engage T3 with 1 round to the head.

# Condition White



## Scenario:

You are walking down the street, completely oblivious to your surroundings, when you bump into a guy on the sidewalk. You look up to say "Excuse me", and see that he appears to be strung out on drugs. As you start to step backwards, the guy screams and produces a knife. You are still too close, but you have to deal with it.

## Procedure:

On signal, engage T1 with 2 rounds to the body and 1 round to the head while retreating. Engage T2 with 2 rounds using all available cover.

# 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>		



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**SECTION 8 tactical**



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

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

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

## Little Rock National airport to Holiday Inn Select

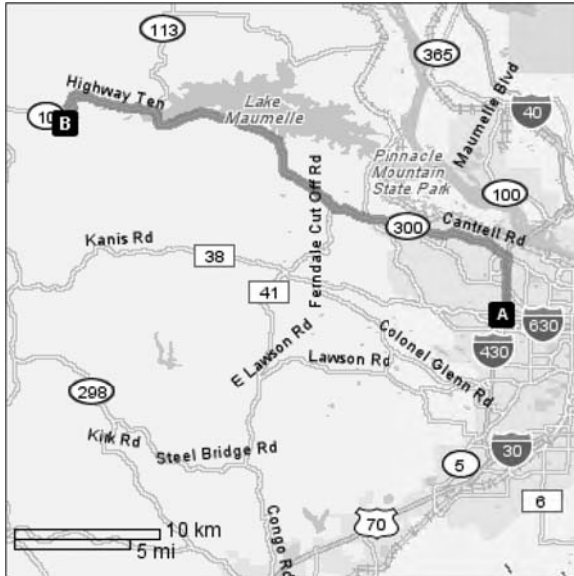
- Follow signs from terminal west onto Airport Rd. toward I-440 1.1 miles
- Right onto I-440 West toward I-30/Downtown 2.2 miles
- Right onto I-30 East/US-65 N via EXIT 138A toward Downtown 1.3 miles
- Merge onto I-630 West via EXIT 139B 8.0 miles
- I-630 ends at a traffic light, at that light turn RIGHT onto S. Shackleford Rd. 0.2 miles
- Hotel is on the right



## Holiday Inn Select to CASA

Summary: 26.8 miles

- |                                                        |            |
|--------------------------------------------------------|------------|
| Leave Holiday Inn LEFT (south) onto S. Shackelford Rd. | 0.2 miles  |
| Turn LEFT (east) onto I-630 E.                         | 0.2 miles  |
| Merge onto I-430 N. via EXIT 8A                        | 2.5 miles  |
| Take the AR-10/Cantrell Rd. EXIT 9                     | 0.4 miles  |
| Turn LEFT onto AR-10/Cantrell Rd                       | 22.1 miles |
| Turn LEFT onto Higginbotham Rd.                        | 1.1 miles  |





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# CASA Range Layout

