

Official Match Book*

FLORIDA IDPA CCP SHEEPDOG TRIALS



**DECEMBER 1ST, 2018
FLAGLER GUN & ARCHERY CLUB**

***Any similarities between the stage descriptions in this book and the actual courses of fire are purely coincidental!**

2018 Match Staff

Florida Coordinator, John Hilterman

Rick Denny, Match Director

Joel Hodges, Assistant Match Director

Steve Canfield, Range Master

Lee Turner & Mark Compton, Scoring Administrators

Safety Officer Teams

Stage 10 (first shots, all bays)

Stage 1

Duane Charter (CSO)

Erica Stone

Stage 2

David Hopkins

Wayne Ramsey (CSO)

Stage 3

Eric Coberly (CSO)

Ricardo Quiroga

Stage 4

Dayton Zuccaro

Dan Kinnick (CSO)

Stage 5

Mark Few

Mark New (CSO)

Stage 6

Jim Watson (CSO)

Tom Minton

Stage 7

Aaron Wilcox (CSO)

Adam Crockett

Stage 8

Fred Johnson (CSO)

Ty Creason

Stage 9

Jeff Harrison (CSO)

Mike Osban

Stage Techs

Elliot Pardee

Barry Luxenberg

Keith Wiley/Reserve SO

Additional Staff

Larry Kaswan, Photography

Barry Luxenberg, Scoring/Registration

Jacki Hodges, Registration

Schedule

6:00 am Staff Reports

6:30 am Range Open, Registration

7:45 am Match Briefing

8:00 am First Shots

Noon Lunch

4:00 pm Awards

Meet Your Sheepdog Sponsors



Southern Trapper

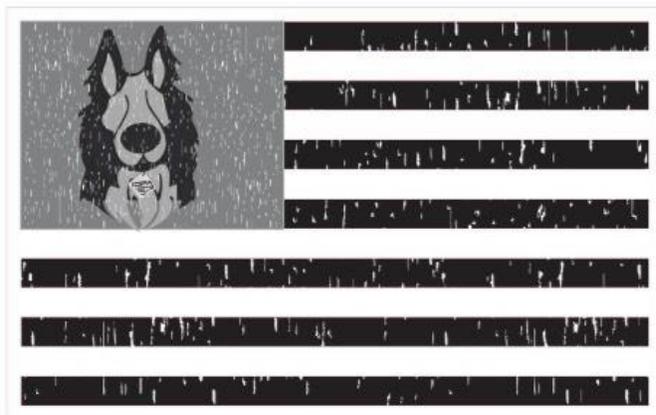
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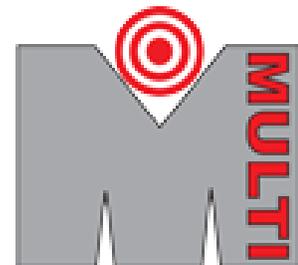
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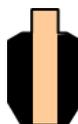


Stage 10 – Lone Wolf



Scenario: Standards	
Start Position: Standing at P1 facing T1, toes touching but not crossing fault line.	
Firearm Condition: IDPA weapon loaded to with 6 rounds, in the support hand and in the low ready position.	
Procedure: At the signal engage T1 with 6 rounds to the body, weak hand only, 6 rounds to the body strong hand only and then 6 shots to the head freestyle.	
Start/Stop: Audible, last shot. Strings: One	
Muzzle Safe Points: Floating 180 degree rule or defined by Orange Cones	
Scored Hits: 18 scored hits. [12 to the body and 6 to the head]	Scoring: Limited
Concealment: Optional	Notes: First Shots.

WILSON  COMBAT®



FAULT LINE



P1



Stage 1 Walkin' the Dog



Scenario: You are walking your dog at the park when you are approached by a gang of wolves seeking to do harm. Defend yourself.

Start Position: Standing at P1, holding the dog leash in your weak hand with enough tension to keep flag off of the ground.

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

Procedure: At the signal, draw and engage T1-T5 with at least 3 rounds each from P1 while keeping flag off of the ground while shots are fired. Then engage T6 with at least 3 rounds. T6 may be engaged with or without tension on the leash, Flag must be off of the ground while firing until T1-T5 are fully engaged or until the first mag runs empty.

Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 15 yards.

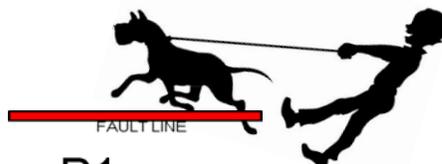
Muzzle Safe Points: Floating 180 degree rule.

Scored Hits: 18 scored hits. 6 paper targets with 3 non-threats. **Scoring:** Unlimited

Concealment: Required. **Notes:** Marker must be off of ground when holding the leash while engaging T1-T5 or until first mag runs empty at slide lock.



T6



P1

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Stage 2 Cross Roads

Scenario: As you enter your office building, you hear a violent commotion from inside. Neutralize the threats.

Start Position: Standing at P1 facing down range.

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

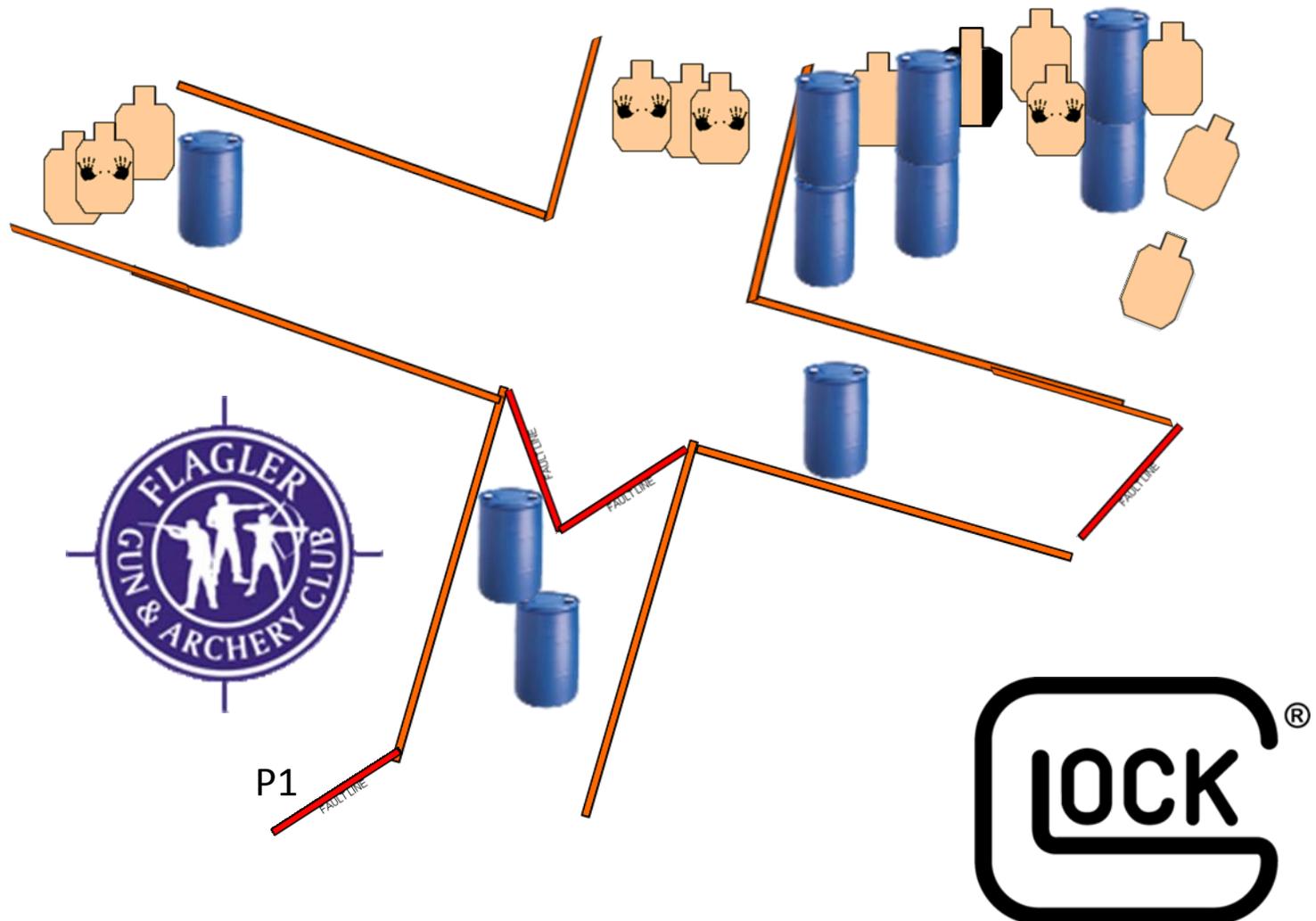
Procedure: At the signal engage targets with 2 rounds each from available positions of cover.

Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** up to 15 yds

Muzzle Safe Points: Floating 180 degree rule or defined by Orange Cones

Scored Hits: 18 scored hits, 9 paper targets with 4 non-threats. **Scoring:** Unlimited

Concealment: Required. **Notes:**





Stage 3 Watch Dog

Scenario: You are patrolling the dock when you discover armed threats are invading to do you and others harm. Protect yourself.

Start Position: Standing at P1 facing down range.

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

Procedure: At the signal engage targets with 2 rounds each from positions of cover along the dock.

Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 15 yards.

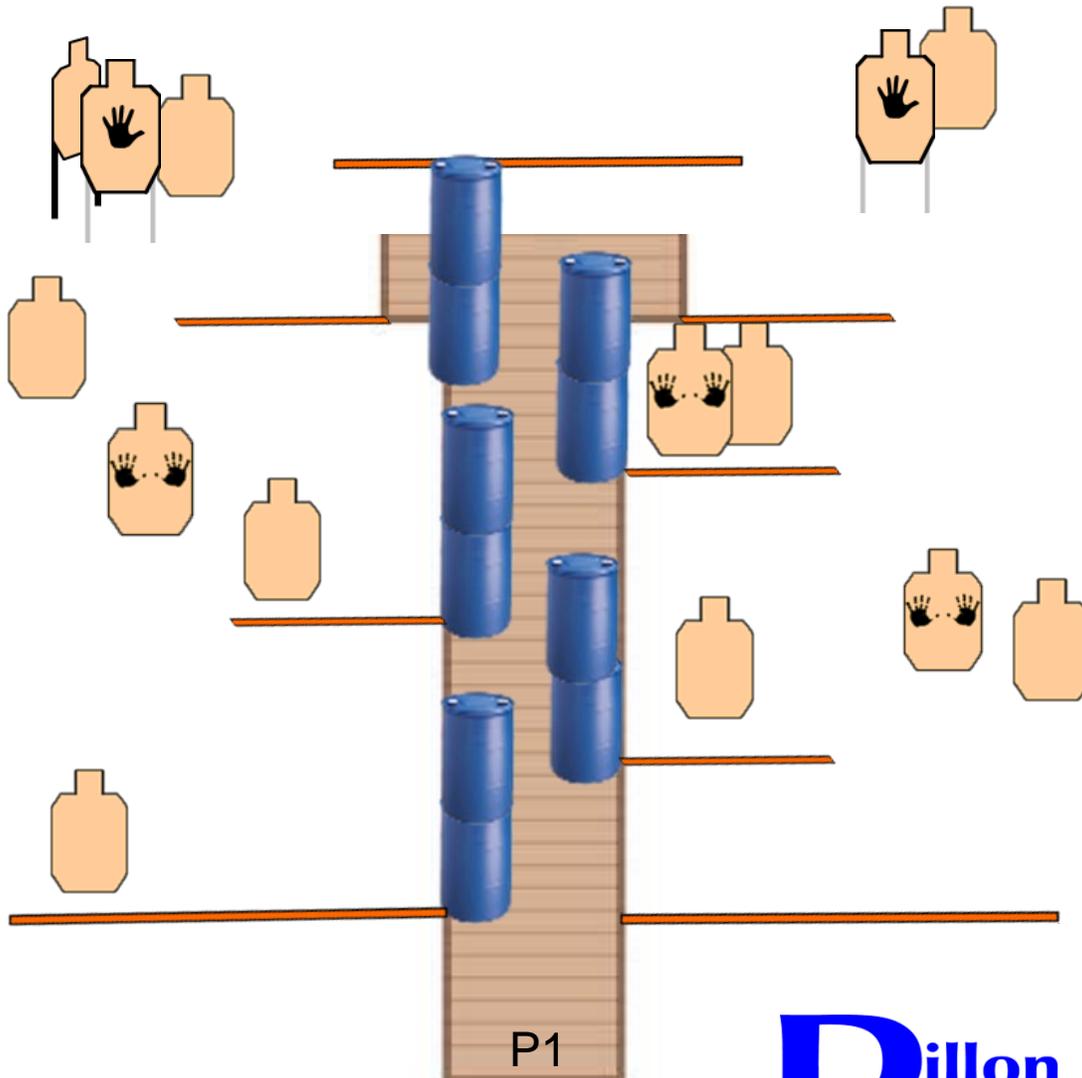
Muzzle Safe Points: Floating 180 degree rule or defined by Orange Cones

Scored Hits: 18 scored hits. 9 paper targets with 5 non-threats.

Scoring: Unlimited

Concealment: Required.

Notes: This stage will have specific exit points for a safe unload and show clear after the course of fire is concluded..



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Billon
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Stage 4
Barrels, Walls and People
Course Designer: Larry Wheeler

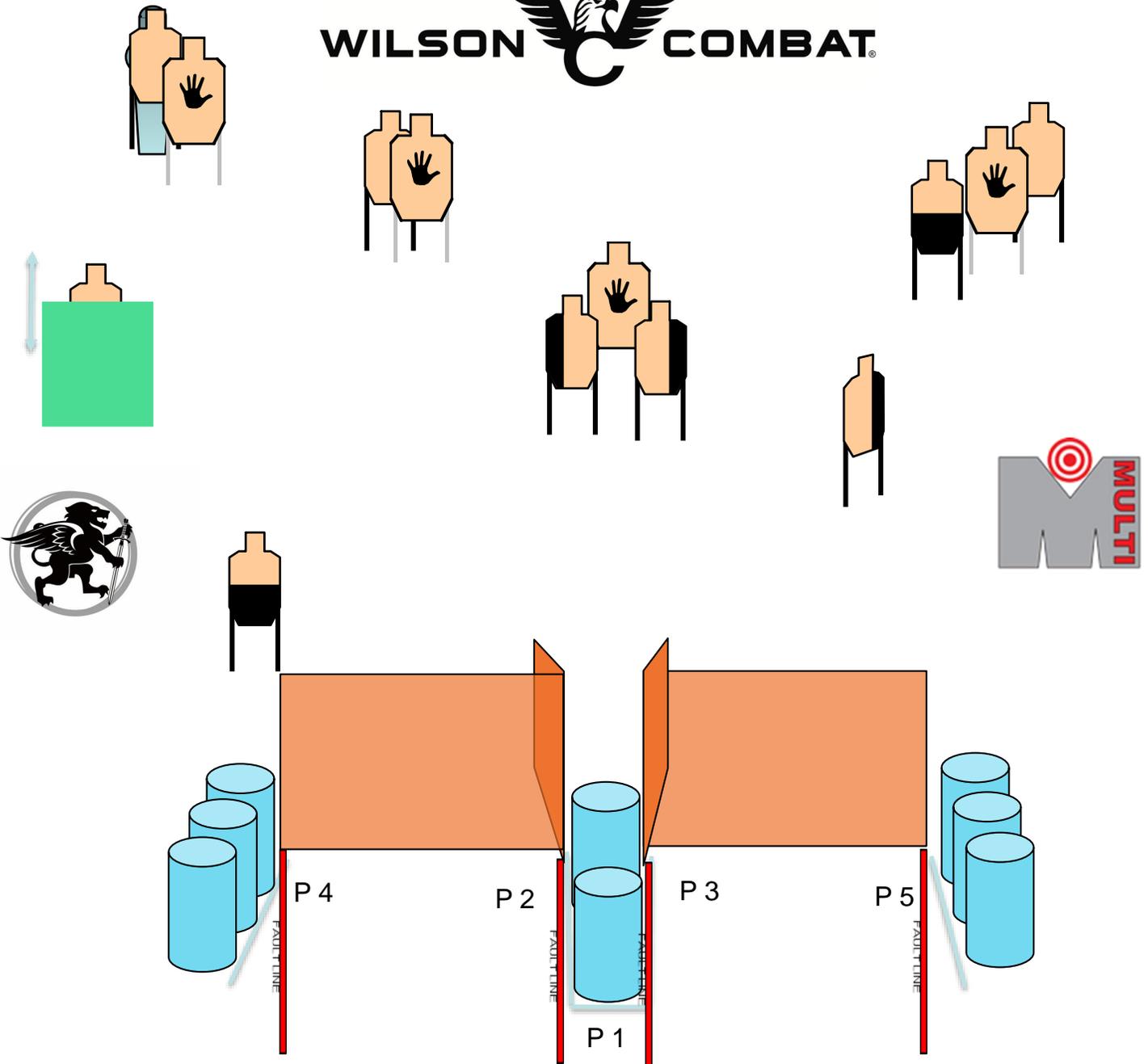


SCENARIO: You find yourself in cramped spaces with good and bad people everywhere

START POSITION: P 1, gun concealed and at division capacity, hands at side

STRINGS: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 4 non threat
SCORED HITS: 18 scored hits, 1 unscored steel activator.
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

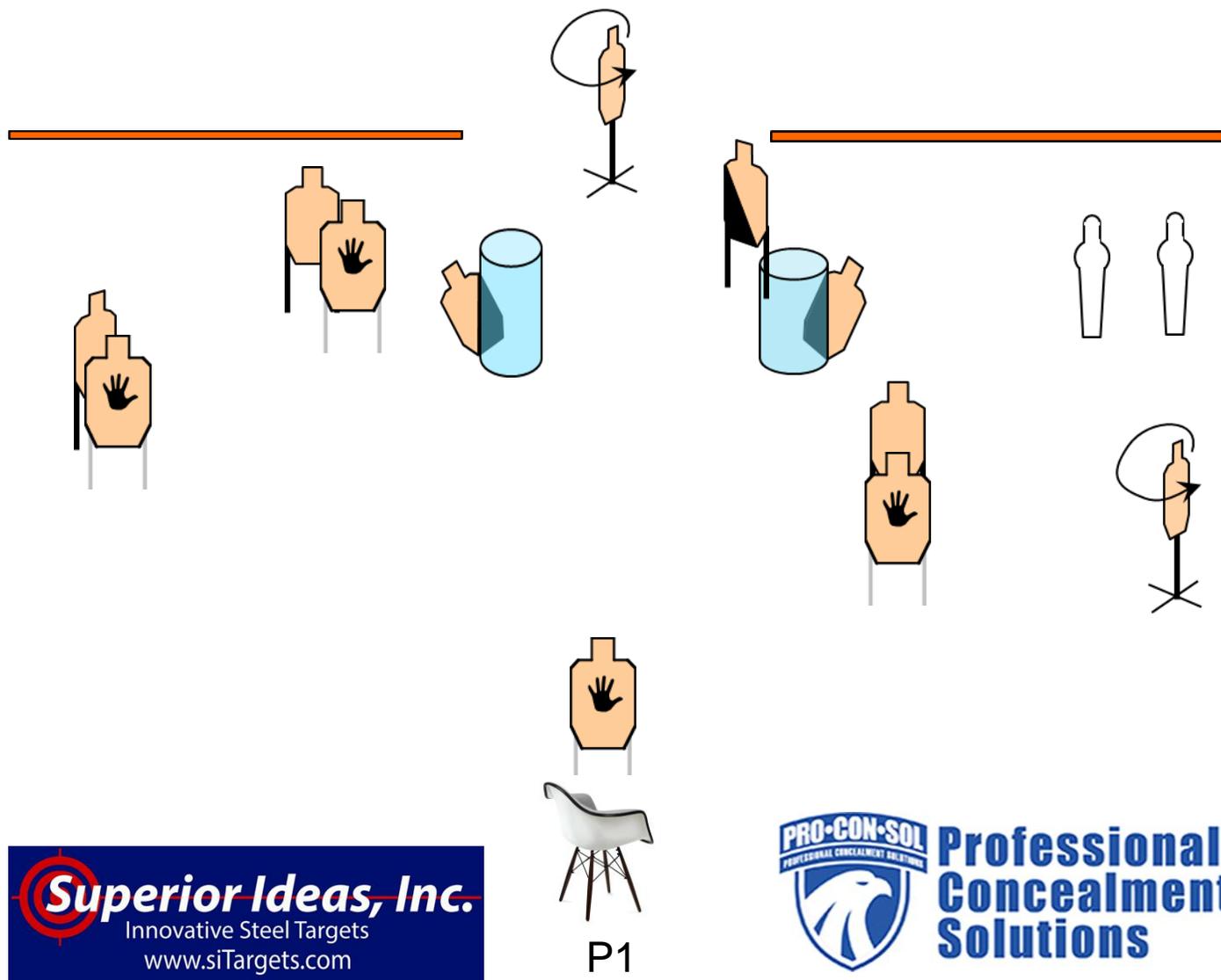
STAGE PROCEDURE: Engage all targets from cover





Stage 5 A Day at the Groomer

Scenario: You love pedicures and you have slipped away to the most discreet nail salon you could find. Unfortunately, it is not the safest. The salon is under attack and you are the only help around.
Start Position: Sitting at P1, feet on stool, hands on knees.
Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.
Procedure: At the signal, draw and engage visible threats with at least 2 rounds for each paper target and steel until it falls all whiled seated at P1.
Start/Stop: Audible, last shot. Strings: One Target Distances: Up to 15 yards.
Muzzle Safe Points: Floating 180 degree rule.
Scored Hits: 18 scored hits. 8 paper targets, 2 steel with 4 non-threats. Steel must fall. Scoring: Unlimited
Concealment: Required. Notes: Feet may come off of stool after the start signal, but shooter must remain seated for the entire COF.





Stage 6 Home CCP Test

Scenario: At home, you decide to check your CCP pistol in the test box one last time before heading out to the Sheepdog. As fate would have it, wolves break in seeking your gun, your money and your life! Sheepdog Up!

Start Position: Standing at P1, hands on the closed test box, gun legally inside box and loaded to division capacity. Spare ammo on your belt and concealed.

Firearm Condition: IDPA weapon loaded to division capacity and legally inside of box.

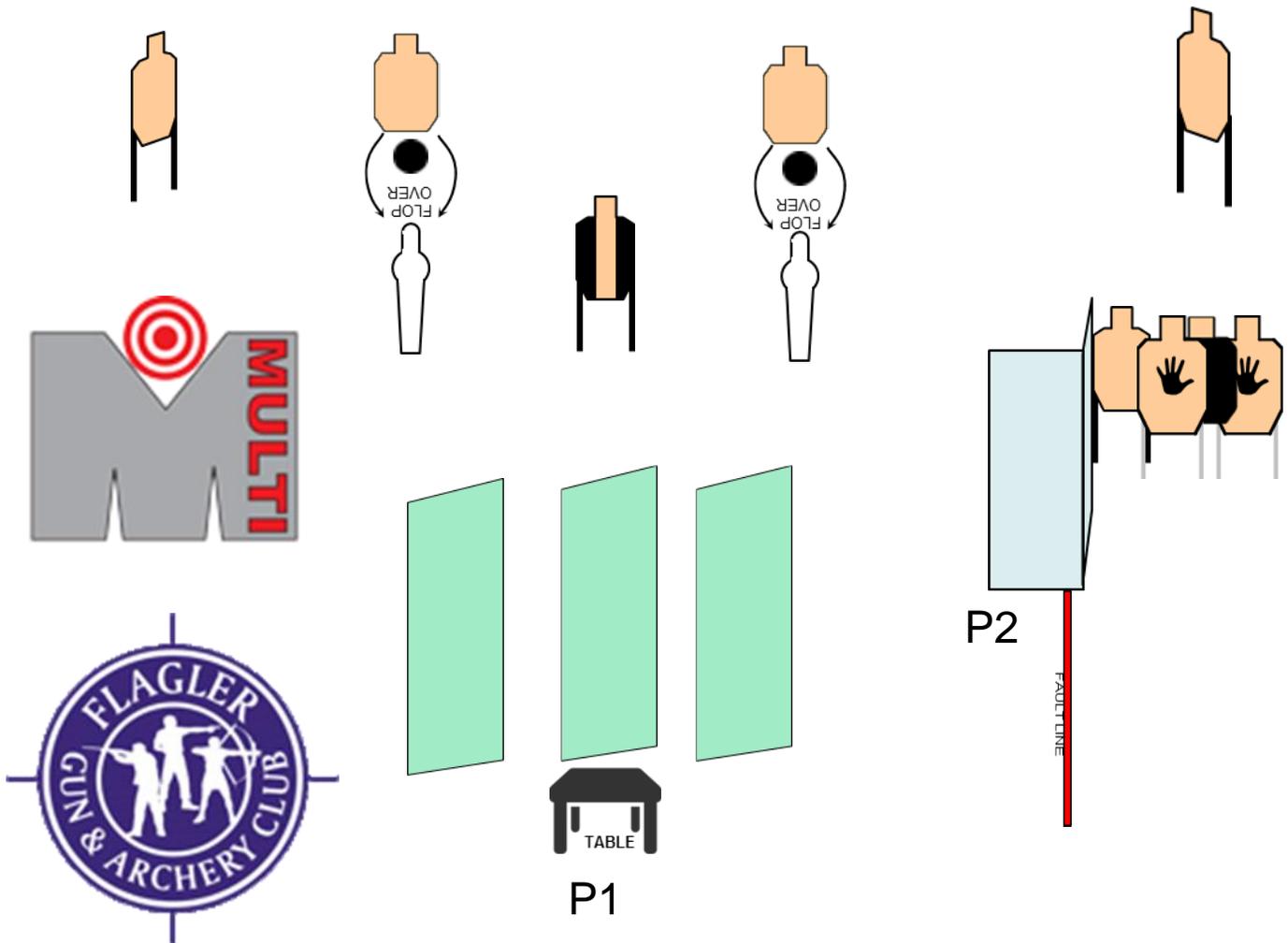
Procedure: At the signal, draw from box and engage visible threats with at least 2 rounds for each paper target and steel until it falls from P1. Then proceed to P2 and engage remaining targets from cover with at least 2 rounds each.

Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 15 yards.

Muzzle Safe Points: Floating 180 degree rule.

Scored Hits: 16 scored hits. 7 paper targets, 2 steel with 2 non-threats. **Steel must fall.** **Scoring:** Unlimited

Concealment: Required. **Notes:** Gun must completely fit in the DPA test box.





Stage 7 Road Dawgs

Scenario: The family homestead is under attack. Granny is driving the escape truck will all of your kin folk in the back. Neutralize the attackers and help your kin folks get to safety.

Start Position: Standing at P1 facing the back of the truck cab

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

Procedure: At the signal engage targets with 2 rounds each.

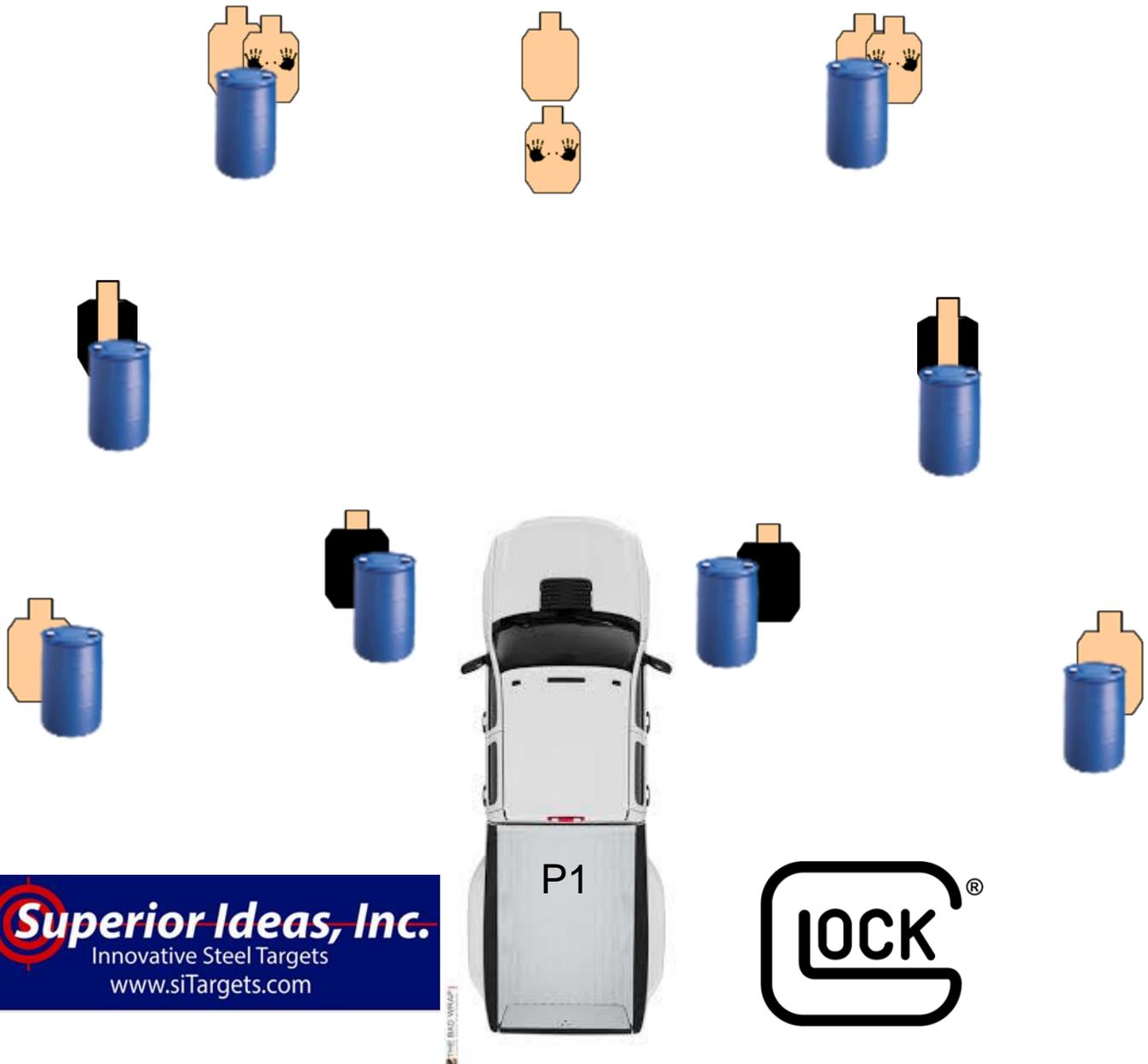
Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 20 yards.

Muzzle Safe Points: Floating 180 degree rule,

Scored Hits: 18 scored hits. 9 paper targets with 3 non-threats.

Scoring: Unlimited

Concealment: Required. Notes: Targets are not in the open. Positions of cover will be established within the truck bed.





Stage 8 Fork in the Road

Scenario: Your business is being invaded by armed criminals and safe outcome is up to you. Act.

Start Position: Standing at P1 facing down range.

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

Procedure: At the signal engage T1 and T2 with two rounds each. Engage remaining paper targets with two rounds each and steel until target falls from available positions of cover.

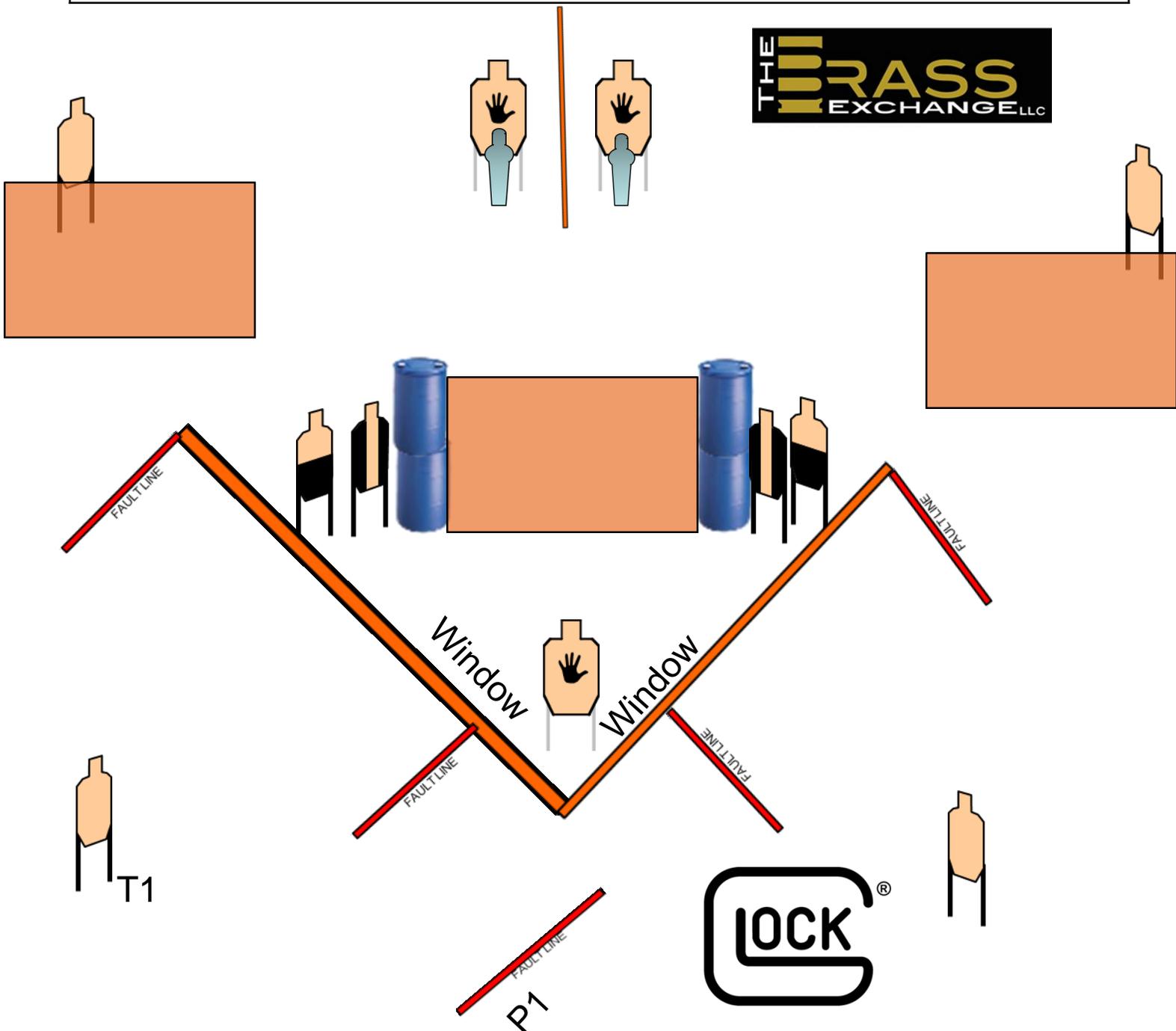
Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 15 yards

Muzzle Safe Points: Floating 180 degree rule

Scored Hits: 18 scored hits. 8 paper target and two steel.

Scoring: Unlimited

Concealment: Required.





Stage 9 Cutting Corners



Scenario: You are hired as the junkyard dog for a local salvage yard. Something violent is going down and you hear cries for help. Take action.

Start Position: Standing at P1 facing T1.

Firearm Condition: IDPA weapon loaded to division capacity, holstered and concealed.

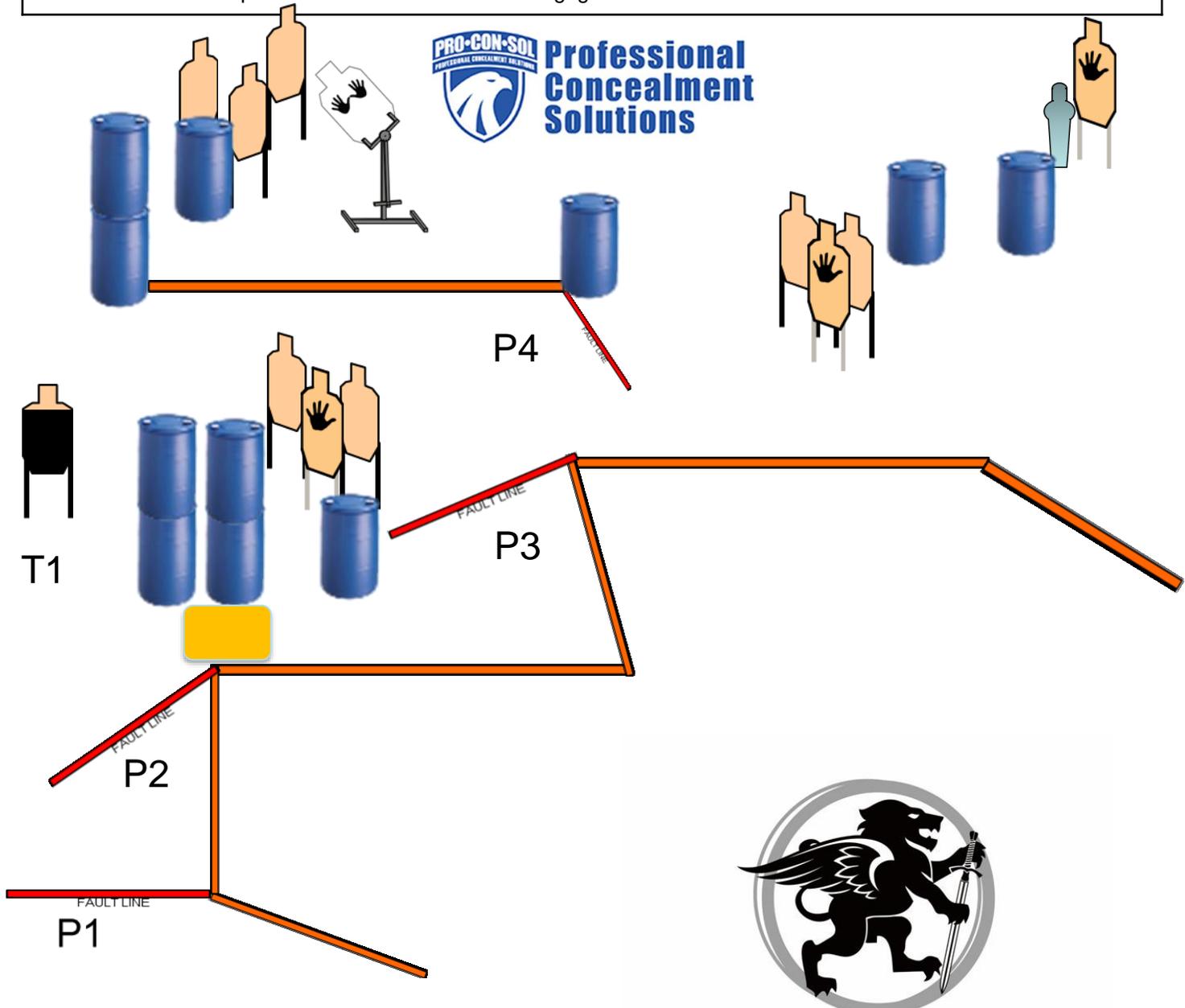
Procedure: At the signal engage T1 with at least 2 rounds from P1. Then, engage remaining targets from available positions of cover. Activate stomp box between P2 and P3.

Start/Stop: Audible, last shot. **Strings:** One **Target Distances:** Up to 15 yards

Muzzle Safe Points: Floating 180 degree rule

Scored Hits: 17 scored hits. 8 paper targets, 1 steel and 4 non-threats. **Scoring:** Unlimited

Concealment: Required. Notes: Steel must be engaged from P3.



Things to know:

Parking is limited and space will be tight. Please follow instructions for parking on match day.

Flagler Gun and Archery Club is a **COLD RANGE**.

You **MAY NOT** holster or unholster your firearm at your vehicle.

Safe tables are clearly marked and can be found in and around designated shooting bays.

Squad starting assignments are as follows:

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9
Squad 11	Squad 12	Squad 13	Squad 14	Squad 15	Squad 16	Squad 17	Squad 18	Squad 19

Squads will shoot the match by stage order from their respective starting stage.

Please do not change squads or shoot stages out of your assigned order.

Lunch is scheduled for around noon. Lunch will be delivered to your squad.

All Saturday shooters will receive a poker chip in their registration packet. Please give your poker chip to the Safety Officer team that you feel was the “most outstanding” SO team for this match. The SO tandem receiving the most chips will be recognized at the awards ceremony.

THANK YOU FOR SHOOTING THE MATCH AND SUPPORTING TRINITY RESCUE MISSION!

Remember Jeff Cooper’s Four Rules:

All guns are always loaded.

Never let the muzzle cover anything you are not willing to destroy.

Keep your finger off the trigger until your sights are on the target and you are ready to fire.

Be sure of your target and what is behind it.

IDPA Standard Range Commands:

Range is hot, eyes and ears

Load and make ready

Are you ready?

Standby

If finished, unload and show clear

If clear, slide forward or close cylinder

Pull the trigger

Holster

Range is clear

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A special thanks to **Flagler Gun & Archery Club** for allowing this match to benefit Trinity Rescue Mission.



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