2021 Official Match Book*



December 9 - 12, 2021

Little River Sportsman's Association Valdosta, GA

^{*} Any similarity between the stages depicted in this Match Book and what is actually set up is purely coincidental.

MATCH INFORMATION

Host Club: Little River Sportsman's Association IDPA

Address: 19925 Valdosta Highway

Valdosta, GA 31601

Shoot Date: December 9 (Leadership), December 10 (Staff and 2

squads), December 11 & 12 (10 squads each day)

Contact Information: Lee "TR" Turner - Match Director

Marc Schneider – Georgia State Coordinator

Nicky Carter - Area Coordinator

Range/MD Phone #: 229-269-2100

Welcome!

Little River Sportsman's Association IDPA is proud to host the 2021 SheepDog CCP Championship presented by Walther Arms. This is a 12 stage, Tier IV IDPA match that has drawn shooters from across the width and breadth of this country. Our goal is to provide competitors with a challenging day on the range in the 5th year of arguably the finest specialty match in IDPA.

Please take the time to read and understand the contents of this Match Book. Safety is our number one priority at the range. We want everyone to have a great time and do not want to see anyone go home early for a safety violation.

SCHEDULE

Match Registration Each Day: **7:00am – 8:00am**Early Registration Thursday, Friday and Saturday - **4:00pm – 5:00pm**Shooter's Meeting (at starting Bay) Each Day: **8:15am – (sunrise is at 7:00am)**

First Shots: ASAP after Match and Stage Brief

Last Shots: 3:00pm

Awards: **ASAP on Sunday**

Please get to the range early so you can get registered and we can get things moving. Early registration will be available Thursday, Friday and Saturday from 4pm till 5pm at the large pavilion.

The range closes and the gate will be locked at 5:00pm.

DETAILED SCHEDULE

Match Setup Begins – **Tuesday 9:00am** (Crockett, Creason, Wilcox, Turner)

Early Registration Thursday, Friday and Saturday - **4:00pm – 5:00pm (Large Pavilion)**

Range Opens Each Day – 7:00am (Parking crew arrives)

Match Registration Each Day: 7:00am – 8:00am (Large Pavilion)

CSO/SO Showtime – 7:00am (verify stage setup and staple targets) (CSOs/SOs/Lott/Roetelle)

CSO Brief – 7:30am (CSO for that day, AC, MD)

Thursday Shooter Showtime – 8:00am Friday, Saturday, Sunday Shooter Showtime – At Stage NLT 8:15am

Match Brief Each Day: 8:15am - AT SHOOTER'S 1st STAGE by CSOs

Stage Brief – at conclusion of Match Brief

First Shots: **ASAP after Stage Brief**

Working Lunch

Last Shots: as, required (hopefully NLT than 3:00pm)

Awards: **ASAP on Sunday**

DIRECTIONS

The Little River Sportsman's Association Ranges are located 1.4 miles West of Interstate 75 (Exit 18) in Valdosta GA. Going West on GA-133 towards Moultrie, the entrance to the ranges will be on the right (look for the sign and the gap in the guardrail).

The address for GPS mapping devices is 19925 Valdosta Hwy, Valdosta, GA 31602

Coming towards Valdosta, you'll drive past the ranges and make a U-Turn at the traffic light (Val-Tech Rd) and go back across the Little River bridge to the range entrance.



Parking

Follow the instructions of the folks assisting with parking. We can get everyone onto the Action Pistol Range so that you have easy access to your vehicle throughout the day; however, your cooperation is required.

Here's our guidelines:

- 1. Match Safety Officers will park in the bays.
- Competitors will fill in from the East. DO NOT LEAVE YOUR VEHICLE AT THE LARGE PAVILION.
- 3. Leave a space in front of the Porta-potties and the Chrono-Equipment Check Bay
- 4. You may get asked to move a little closer to the vehicle next to you. We will make sure you have plenty of room to get in and out of your vehicle.
- BE VERY CAREFUL WHEN BACKING OUT AND LEAVING.



Stage and Range Layout

The main Action Pistol Range is laid out in an East-West line with all shooting to the North. Each bay (except for Bay 1) is numbered (on the shelter) and will correspond to the stage number and the 2nd digit of the squad number (Squad 22 starts on Bay 2, Squad 18 starts on Bay 8).

The downrange edge of each shelter at each bay is designated as the stage boundary unless otherwise marked (Bay 1 is the exception).

Shooters may scout or observe from the shelters, but they may not enter the bay until it is time for your squad to shoot.



SAFETY RULES

LRSA IS A COLD RANGE

● Firearms MAY NOT be handled anywhere on the range except at designated safety areas or under the direct instruction and supervision of a staff Safety Officer. Leave your loaded carry firearm in your vehicle or ask an SO to supervise you unloading in a bay.

SAFE AREAS

- Safe Areas are located in Bays 2-10. Unloaded firearms may be handled at any time at the Safe Area tables. The Safe Area is used for bagging or unbagging a firearm, holstering, drawing, dry firing, or equipment adjustment.
- Shooters **CANNOT** handle ammunition, loaded ammunition feeding devices, loose rounds, dummy ammo, snap caps, or loaded firearms in the safety area. Any violation of this rule will result in a disqualification from the match.

180 DEGREE RULE

• Unless otherwise specified by the stage Safety Officer in the Written Stage Briefing, all stages will adhere to a 180 degree muzzle safe rule.

ALCOHOL & DRUGS

- Illegal drugs are not allowed at the range and any violation of this rule will result in a disqualification from the match, and you will be asked to leave the range **IMMEDIATELY**.
- Alcohol may not be consumed at any time before, during or after the match. If a shooter is found to be in violation of this rule, he/she will be immediately disqualified from the match, and you will be asked to leave the range **IMMEDIATELY.**

Safety is everyone's responsibility! If you EVER see an unsafe act or reason to stop the action, please do not hesitate to yell "STOP!"

MATCH RULES

RULEBOOK

- The 2021 SheepDog CCP Championship presented by Walther Arms is a sanctioned IDPA match and will be conducted within strict compliance with the current IDPA rulebook. It is the responsibility of the shooter to be knowledgeable of the rules and be incompliance of stated rules throughout the match.
- Current rulebook is 2017 Ver. 2017.3.

STAGE BRIEFING

- Prior to shooting each stage, a group walkthrough will be given by the CSO. During the walkthrough the CSO will verbally indicated to all shooters the points of cover, vision barriers, or any props required for use in the stage.
- Shooters will be given a reasonable amount of time (depending on stage complexity) for a group walkthrough and the opportunity to ask any questions and view the stage layout.

SCORING and DISPUTES

● Benefit of the doubt will go to the shooter, but there must be some doubt. Disputes will be handled IAW the current version of the Match Administration Rules and the IDPA Rule Book.

SET PROPS & PASTE TARGETS

- We are expecting the Valdosta ROTC cadets to support this match and paste and reset. In the event they are not available, competitors will be expected to paste targets and reset props after each shooter. There will be a lot of shooters and working as a team is the only way to keep the match moving at a quick pace.
- **DO NOT** paste targets until the targets have been scored and the SOs direct that targets are to be pasted.

LOST BRASS MATCH

● This is a "lost brass" match. We ask that shooters do not pick up brass. The brass at each stage is given to the Safety Officers in consideration for their hard work in running the stage.

Meet our 2021 SheepDog Sponsors



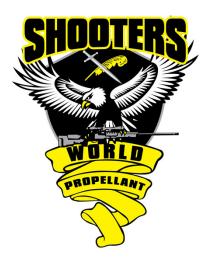
















































































Stage 1 – Sleepless in Valdosta

Sponsored by: Georgia Brass



Scenario: The bed is uncomfortable and you just can't get to sleep. Good thing...it's a home invasion and they already have your significant other and kid held hostage.

Start Position: On the bed (SP), lying on your back, feet off the ground. Hands flat on the bed.

Firearm Condition: Pistol loaded to division capacity, stowed in the nightstand drawer, pointed safely downrange. Spare ammunition stowed in the drawer uprange of the gun. Concealment optional.

Procedure: At the signal, engage all threats with 2 rounds each. Shooter may move without restrictions. All visible targets are equal threat. Steel must fall to score and activates surprise target. The surprise target is double presentation. The forward fault line is for the steel pepper popper only.

Identify points of cover (PoC) and fault lines: All targets are in the open and are equal priority.

Muzzle Safe Points: 180-degree rule

Scored Hits: 17 Scoring: Unlimited Start Signal: Audible Stop: Last Shot

SO Notes: Bay 1 Targets: 8 IDPA, 2 Non-threats, 1 Pepper Popper

















Stage 2 – You Can't Be Serious

Sponsored by: American Warrior Society



Scenario: Bad guys have taken over the office. Rescue your friends.

Start Position: Standing at either SP, straddling PVC pipe. If starting from SP1, shooter cannot start holding a rope.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

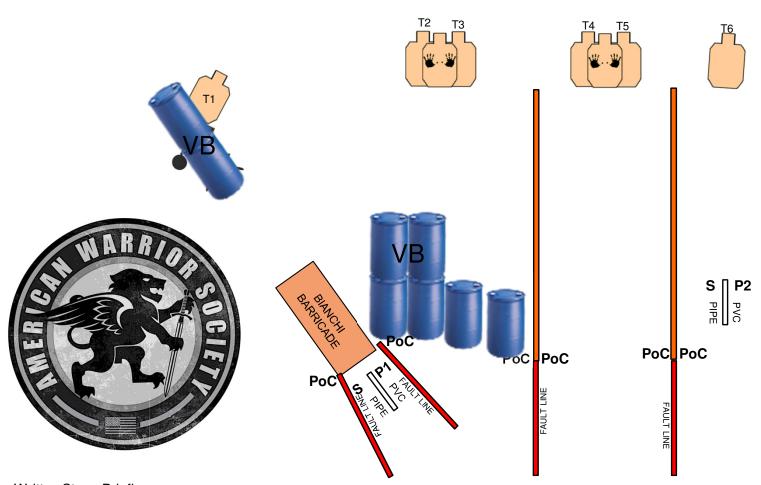
Procedure: At the signal, if starting at SP1, use either rope to make hidden target visible and engage with strong hand only from either Position of Cover behind the barricade with 4 rounds. Then engage remaining surprise targets in the open and targets from cover in tactical priority with 2 rounds each freestyle. If starting at SP2, engage target in the open, then targets from positions of cover in tactical priority with 2 rounds each freestyle. Use either rope to make hidden target visible and engage with strong hand only with 4 rounds from either Position of Cover behind the barricade.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 14 Scoring: Unlimited

SO Notes: Bay 2 Targets: 6 IDPA, 2 Non-threats Right rope exposes target on the right side of stacked barrels. Left rope exposes target to the left.



Written Stage Briefing on Match Day will be considered official and may differ from this diagram.



Stage 3 – Casino Attack

Sponsored by: Ruger



Scenario: Shots are fired in the casino and grandma is at the slots. Fight your way to save Grandma with a well-placed head shot.

Start Position: Standing at SP, straddling the PVC pipe.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

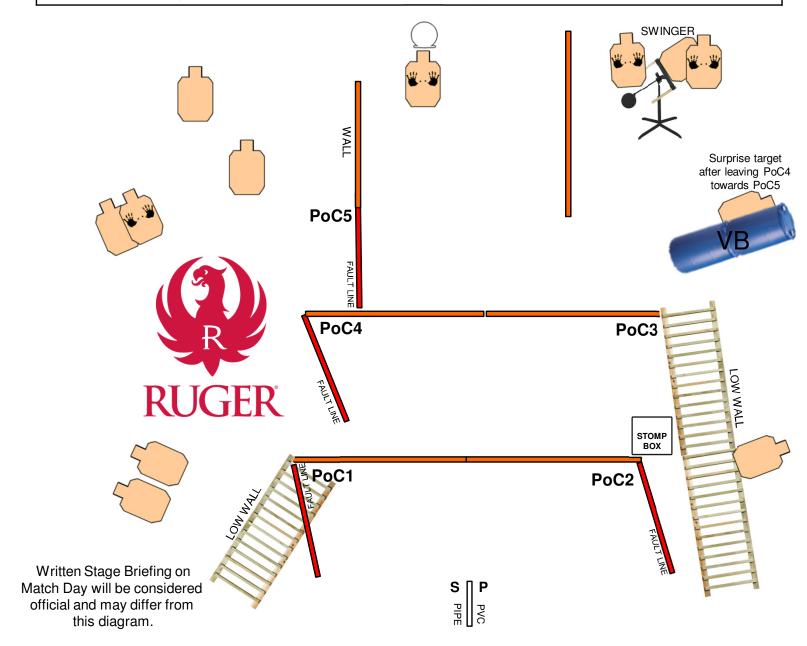
Procedure: At the signal, engage all threats in tactical priority from Positions of Cover with 2 rounds each. Steel must fall to score. The stomp box activates the swinging threat target.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 17 Scoring: Unlimited

SO Notes: Bay 3 Targets: 8 IDPA, 4 Non-threats, 1 scoring Steel Plate Target behind stacked barrels is not visible from PoC2 or 3, swinger is not visible from PoC5. Steel knockover target is behind and above non-threat.





Stage 4 – Suppress the Threat



Sponsored by: GSL Suppressors

Scenario: Walking down a peaceful street, you are suddenly confronted by a deadly riot.

Start Position: Standing at either SP.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

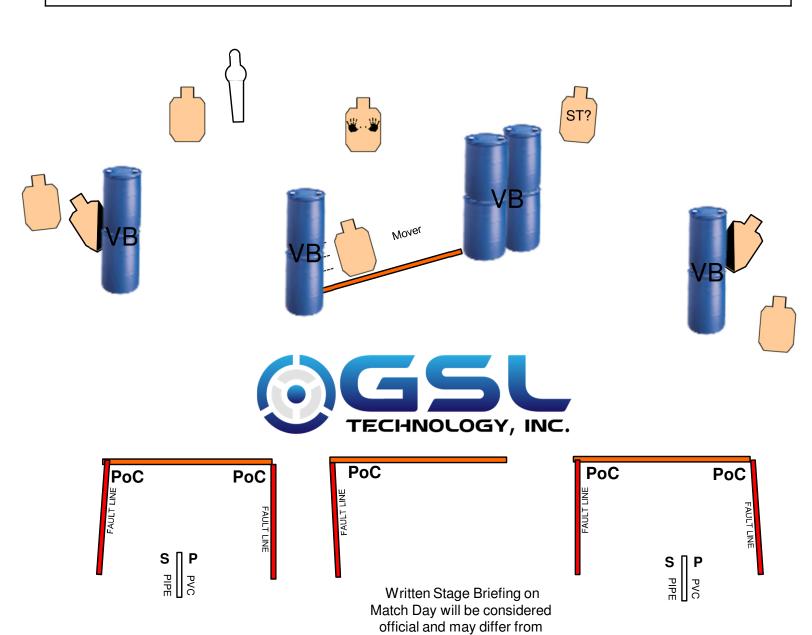
Procedure: At the signal, engage targets in tactical priority from Positions of Cover (PoC) with 2 rounds. Steel must fall to score and activates moving target. Depending on your SP, target labeled ST? may be a surprise target. Mover is a disappearing target.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 15 Scoring: Unlimited

SO Notes: Bay 4 Targets: 7 IDPA, 1 Non-threats, 1 scoring steel activator SO Notes:



this diagram.



Stage 5 – Hotel Chaos

Sponsored by: DGBullets.com



Scenario: You just checked in at the Match Hotel and your hallway is getting robbed.

Start Position: Standing behind the table, within the fault lines.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

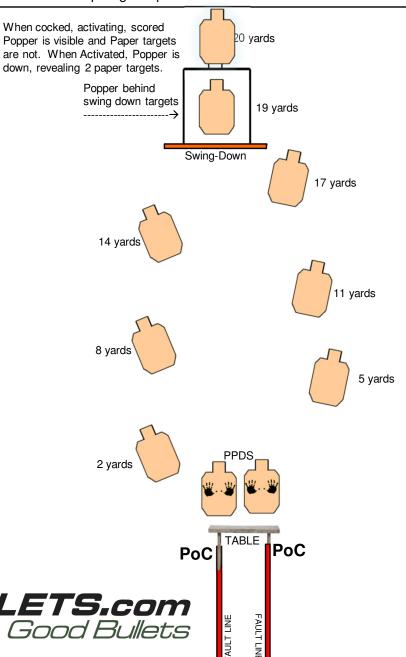
Procedure: At the signal, engage targets in the open in tactical priority from behind the table with 2 rounds. Fault lines are in place to limit lateral movement. Steel Popper at 20 yards activates the swing-down, displaying 2 additional threat targets and must fall to score.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 17 Scoring: Unlimited

SO Notes: Bay 5 Targets: 8 IDPA, 2 Non-threats, 1 Pepper Popper SO Notes: PPDS shooting position is downrange of non-threats as far uprange as possible.



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Stage 6 – Clean Your Gun



Sponsored by: Hunters HD Gold

Scenario: You just finished cleaning your gun when the local hoodlums want to take it from you.

Start Position: Standing at the SP behind the table straddling the PVC pipe.. Hands in the surrender position (wrist above shoulders) Concealment is optional.

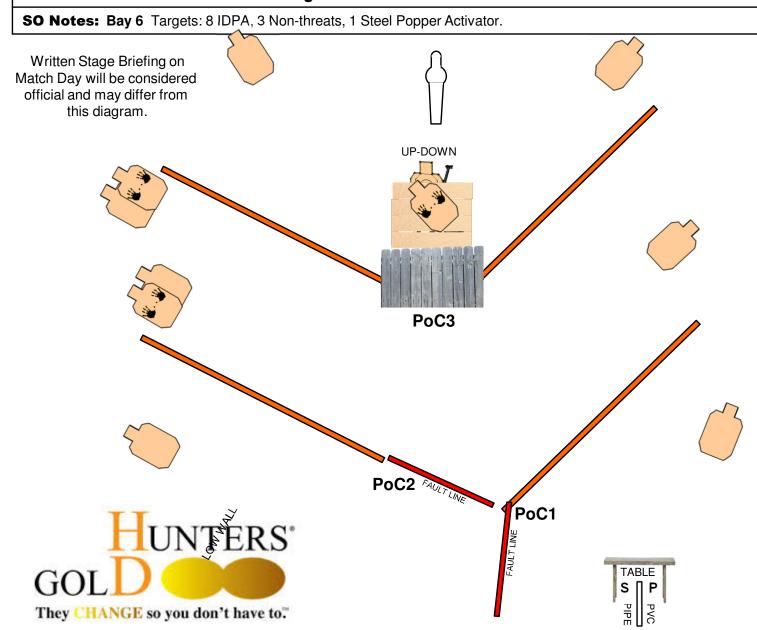
Firearm Condition: Unloaded pistol flat on table. Empty chamber, slide forward, Hammer de-cocked. No ammunition feeding devices inside of pistol. All ammunition feeding devices on table.

Procedure: At the signal, engage visible threats in the open with 2 rounds each. Engage remaining threats in tactical priority from Positions of Cover. Steel must fall to score and activates up/down target. Steel popper must be shot from POC1 and cannot be shot from closer (10yd DQ)

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: Floating 180-degree rule

Scored Hits: 17 Scoring: Unlimited





Stage 7 – Kill or Be Killed

Sponsored by: Glock



Scenario: The warehouse is being overrun by thieves. Protect your assets and your co-workers.

Start Position: Standing behind the table (SP) facing uprange, straddling the PVC pipe.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

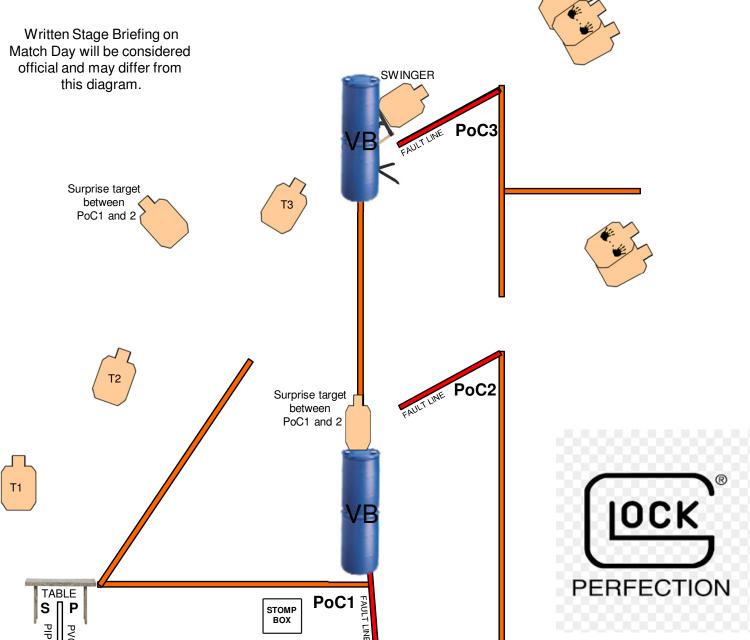
Procedure: At the signal, turn, draw and engage T1-3 in the open with 2 rounds each in tactical priority. Stomp box activates disappearing, swinging threat target. Engage remining targets with 2 rounds from Positions of Cover in tactical priority.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 18 Scoring: Unlimited

SO Notes: Bay 7 Targets: 9 IDPA, 3 non-threats PPDS Shooter starts with sandbag in lap to activate stomp box. At rest, swinger is hidden behind non-threat.





Stage 8 – Farrowing Barn Attack

Sponsored by: Shooter's World



Scenario: You are checking on your sows and piglets when armed animal rights activist want to release the herd and take you out.

Start Position: Standing at SP straddling the PVC pipe.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

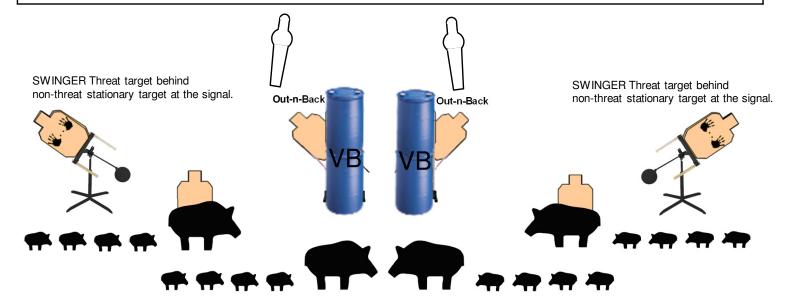
Procedure: At the signal, engage all threats in tactical priority from Positions of Cover with 2 rounds each. Left hand popper activates left swinger and left out and back. Right hand popper activates right swinger and right out and back. Out and back targets are disappearing targets. Steel must fall to score.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 18 Scoring: Unlimited

SO Notes: Bay 8 Targets: 8 IDPA, 3 non-threats, 2 steel poppers. Black is steel hard cover. Poppers are not visible from opposite PoC







Written Stage Briefing on Match Day will be considered official and may differ from this diagram.





PoC S P



Stage 9 – Carjacked!

Sponsored by: Daniel Defense



Scenario: You just arrived at the mall when carjackers decided your car is the one you want.

Start Position: Standing behind the partially open car door.

Firearm Condition: Pistol loaded to division capacity placed safely on the car seat, muzzle pointing safely downrange, trigger guard on the X. Concealment optional.

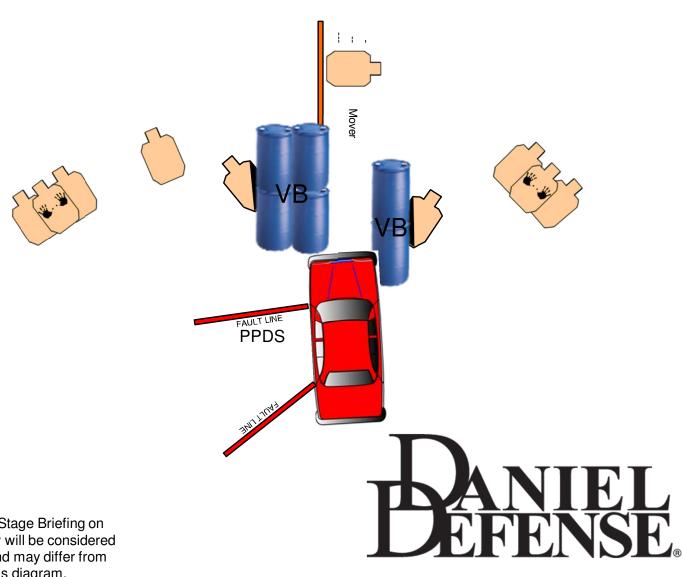
Procedure: At the signal, engage all threats with 2 rounds each from inside, outside, through or over the car. Fully opening the car door activates the disappearing mover. All threats are equal and either behind cover or surprise targets.

Identify points of cover (PoC) and fault lines: All targets are equal distance.

Muzzle Safe Points: 180-degree rule

Scored Hits: 16 Scoring: Unlimited

SO Notes: Bay 9 Targets: 8 IDPA, 2 Non-threats SO Notes:



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Stage 10 – Night-time Home Invasion

Sponsored by: Cosaint Arms



Scenario: Another home invasion. It's just not your day. Just about the time you clear your house, they cut the power. Now what?

Start Position: Standing (straddling) either SP (PVC Pipe). Flashlight starts in the default starting position.

Firearm Condition: Pistol loaded to division capacity and holstered. Concealment required.

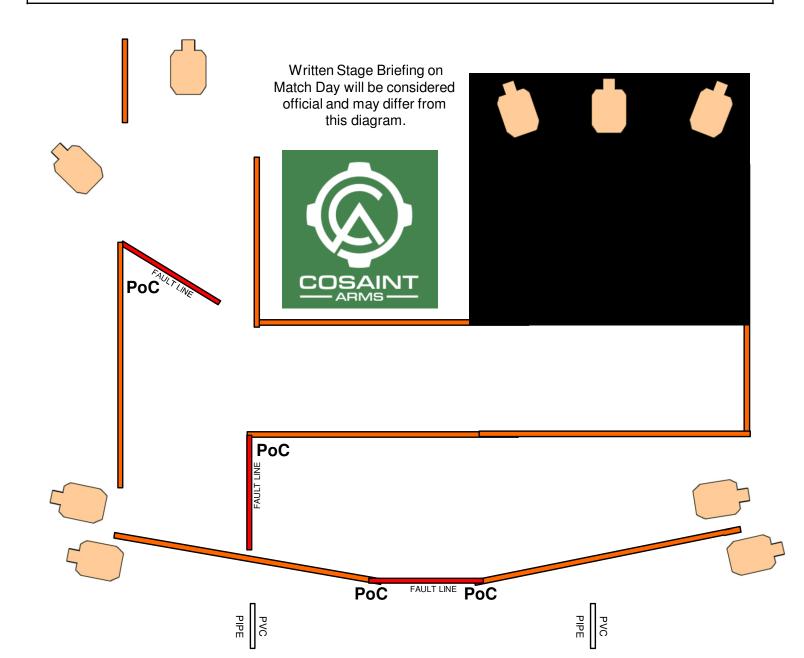
Procedure: At the signal engage all threats in tactical priority from PoC with 2 rounds each. The last 3 targets are engaged in a low-light/no-light room. Shooter may use a flashlight, if desired.

Identify points of cover (PoC) and fault lines: Refer to diagram below and identified in the walkthrough.

Muzzle Safe Points: 180-degree rule

Scored Hits: 18 Scoring: Unlimited

SO Notes: Bay 10 Targets: 9 IDPA targets SO Notes:





Stage 11 – Burn it Down!

Sponsored by: Holosun



Scenario: Standards (First Shots)

Start Position: Standing at the SP behind the fault line.

Firearm Condition: Pistol loaded to 5 rounds only, and holstered. Concealment required.

Procedure: At the signal, engage threat in the open with 5 rounds to the body and 3 to the head.

Identify points of cover (PoC) and fault lines: No cover on this stage.

Muzzle Safe Points: 180-degree rule

Scored Hits: 8 **Scoring:** Unlimited (best 5 to the body and best 3 to the head)

SO Notes: Bay ALL Targets: 1 IDPA target Target is 5' to the top of the head. Fault line is to restrict forward

movement only.





7 yards

FAULT LINE

SP



Stage 12 – Finish Strong!

Sponsored by: Vortex



Scenario: Standards (Last Shots)

Start Position: Standing at the SP behind the fault line.

Firearm Condition: Pistol loaded to 2 rounds only, and holstered. Concealment required.

Procedure: At the signal, engage threat in the open with 4 rounds to the body and 2 to the head.

Identify points of cover (PoC) and fault lines: No cover on this stage.

Muzzle Safe Points: 180-degree rule

Scored Hits: 6 **Scoring:** Unlimited (best 4 to the body and best 2 to the head)

SO Notes: Bay ALL Targets: 1 IDPA target Target is 5' to the top of the head. Fault line is to restrict forward

movement only.





7 yards

FAULT LINE

SP

2021 Match Staff

Match Director: Lee "TR" Turner Asst Match Director: Chris Young

Area Coordinator Delegate:

Safety Officer Teams

Stage 1

Aaron Brulc – CSO - PSO Bruce Reynolds – SO - SSO

Stage 2

Brent Sizemore - CSO - PSO Jim Johnson - SO - SSO

Stage 3

Ryan Hand- CSO - PSO Erica Stone - SO - SSO

Stage 4

Dusty Hester - CSO - PSO Ty Creason - SO - SSO

Stage 5

Tom Minton – CSO - PSO Chris Warren – SO - SSO

Stage Technicians

Randy Lott Steve Roetelle

Backup

Marc Schneider- CSO David Hopkins

Stage 6

Jeffrey Harrison- CSO - PSO Kurt Schlicht - SO - SSO

Stage 7

Mark Few- CSO - PSO Scott Meyer - SO - SSO

Stage 8

Fred Johnson – CSO – PSO Ben Watson – SO - SSO

Stage 9

Aaron Wilcox - CSO - PSO Joyce Hernandez - SO - SSO

Stage 10

John Hilterman - CSO - PSO Andrew Sims - SO - SSO

Equipment Check Zeke Held - SO

Chrono Adam Crockett - CSO

Why a Sheepdog?

In his essay, "On Sheep, Wolves and Sheepdogs", Marine LTC Dave Grossman writes of words spoken to him by a Vietnam War veteran:

"Most of the people in our society are sheep. They are kind, gentle, productive creatures who can only hurt one another by accident." This is true. Remember, the murder rate is six per 100,000 per year, and the aggravated assault rate is four per 1,000 per year. What this means is that the vast majority of Americans are not inclined to hurt one another.

Some estimates say that two million Americans are victims of violent crimes every year, a tragic, staggering number, perhaps an all-time record rate of violent crime. But there are almost 300 million Americans, which means that the odds of being a victim of violent crime is considerably less than one in a hundred on any given year. Furthermore, since many violent crimes are committed by repeat offenders, the actual number of violent citizens is considerably less than two million.

Thus there is a paradox, and we must grasp both ends of the situation: We may well be in the most violent times in history, but violence is still remarkably rare. This is because most citizens are kind, decent people who are not capable of hurting each other, except by accident or under extreme provocation. They are sheep.

I mean nothing negative by calling them sheep. To me it is like the pretty, blue robin's egg. Inside it is soft and gooey but someday it will grow into something wonderful. But the egg cannot survive without its hard blue shell. Police officers, soldiers, and other warriors are like that shell, and someday the civilization they protect will grow into something wonderful. For now, though, they need warriors to protect them from the predators.

"Then there are the wolves," the old war veteran said, "and the wolves feed on the sheep without mercy." Do you believe there are wolves out there who will feed on the flock without mercy? You better believe it. There are evil men in this world and they are capable of evil deeds. The moment you forget that or pretend it is not so, you become a sheep. There is no safety in denial.

"Then there are sheepdogs," he went on, "and I'm a sheepdog. I live to protect the flock and confront the wolf."

