

Welcome Shooters,

We are very excited to welcome you to our first Guns & Gushers Regional match. With the Permian Basin IDPA club, our number one goal is safety, fun being the second.

We have some very challenging and exciting stages planned for this event. Hopefully, you brought the little bumps on the top of your gun (aka sights), you will need them. Our volunteers are great, friendly folks, but don't be mistaken, they aren't afraid to throw a few procedurals here and there ;-). Be prepared to have a blast, walk away with great memories and a belly full of delicious food.

Thanks,
Zach Carter, Match Director
Teak-Allen Barry, Co-Match Director
Charlie Barry, Co-Match Director



2011 Guns & Gushers Schedule of Events

May 13th

9:00 AM Safety Officer & Staff Competition
4:00-8:00 PM Registration at the Midland Hilton

May 14th

7:15-8:15 AM Final Registration
Equipment Check
9:00 AM Safety Briefing for ALL shooters, *ALL must attend*
9:30 AM Hammer Down
11:30 AM-1:30 PM Lunch
4:30 PM Prize Table and Awards

May 15th

Clean up range (start as soon as possible)
12:00ish Lunch provided by IDPA

May 16th

Clean up range, if necessary

Match Points and Rules

!!! SAFETY FIRST !!!

Firearms must be unloaded at all times until you are under the direction of a Safety Officer (S.O.) on the firing line. This includes all designated safe areas.

All designated safe areas will be clearly marked on the range. Handling of firearms in any other area will be grounds for immediate disqualification from the entire match. Live ammunition is not allowed in the safe areas
- Holstering at your vehicle is allowed.

This is an open squading match. When three or more shooters are at a stage, the shooting will begin. Once you give your score sheet to the time keeper please do not leave the stage.

The S.O. is in charge of the stage and is your friend.

If you don't understand a stage course of fire or want clarification ask before the buzzer goes off not after.

Check your score card copy, be sure the stage time, penalties and questionable entries are discussed with the Safety Officer or scorekeeper before you leave the stage.

Help tape the targets. Don't wait to be asked. The stages will go smoother and quicker.

All disputes and individual stage re-shoots will be immediately addressed to one of the Match Directors. Their decision is final.

This is a "LOST BRASS" match (JR-ROTC will pick up brass)

If a competitor points his firearm in an un-safe direction, at self or others, the shooter will be disqualified from the entire match. This includes accidental discharges and/or shooting over safety berms.

Unsportsmanlike like conduct, by competitors or their guests will be grounds for immediate disqualification and/or removal from the match/range.

Park only in the designated parking areas. All stages are within walking distance of each other. Individual driving to stages is not permitted on the range for safety purposes.

Persons in or near the shooting bays must wear eye and ear protection. This is mandatory.

Consuming Alcoholic beverages is NOT permitted. Doing so will be grounds for disqualification and you will be asked to leave.

All Federal firearm laws will be followed for any firearm won from the prize table or any drawings that follow the match.

Competitors and parents are responsible for the conduct and safety of their children and guests.

Midland Shooters Association is a non-profit 501 (c)(7) members only shooting range. Visitors are welcome to watch the match but must first sign a liability release form.



Personal Safety Tips

Use sunscreen and drink plenty of fluids, including water.

Do not handle, tease or shoot snakes if encountered. Report sightings to Match Directors.

WEST TEXAS STANDARDS!

**BAY
E**

SCENARIO: Standards.

GUN READY CONDITION: Loaded to division capacity and holstered.

STAGE PROCEDURE: At buzzer draw and engage T1—T6 with 1 round each freestyle. Reload.
Re-engage T1—T6 with 1 round each strong hand only. Reload.
Re-engage T1—T6 with 1 round each weak hand only.

Note: You may move left or right between barrels as needed.

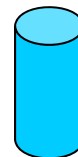
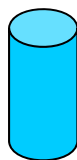
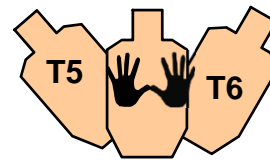
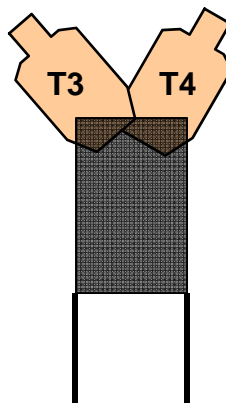
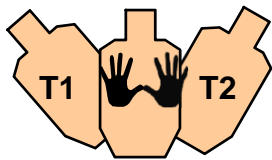
ALL IDPA RULES APPLY

SCORING: 18 rounds, Limited Vickers

TARGETS: 6 IDPA, 2 non-threat

START-STOP: Audible— last shot

NOTES: Concealment required.



**“007”
Bond, James Bond**

**BAY
1**

SCENARIO: Mission; Retrieve very important documents and return safely to M.I.6

GUN READY CONDITION: Loaded to division capacity and holstered.

ALL IDPA RULES APPLY

STAGE PROCEDURE: At buzzer step on activator box and engage T1 with 2 rounds while retreating. At P2 engage T2—T4 with 2 rounds each then pick up brief case and move to P3. At P3 engage T5 and T6 2 rounds each strong hand only while holding brief case..

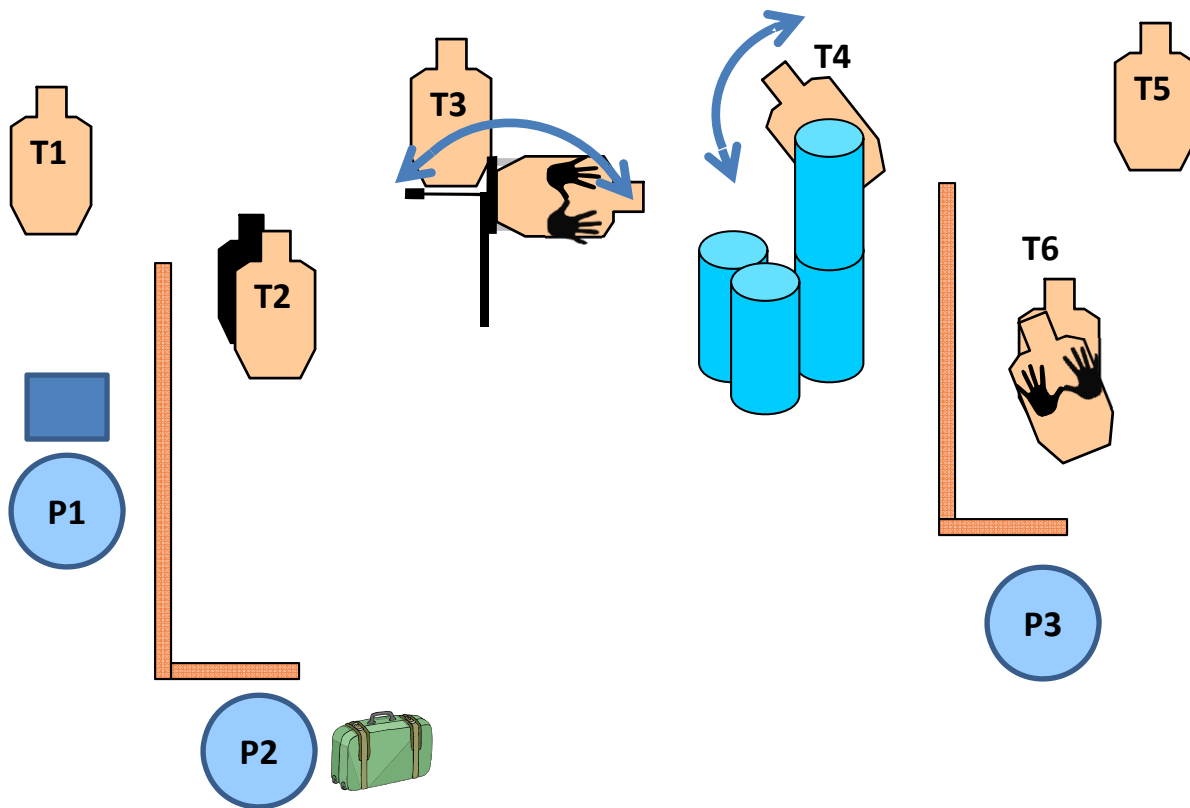
SCORING: 12 rounds, Vickers count, best 2

TARGETS: 6 IDPA, 2 non-threat

START-STOP: Audible— last shot

NOTE: Box at P1 activates T3 (swinger). Popper behind T2 engages T4 (Peek-A-Boo)

NOTES: Concealment required.



NO MORE TAXES!

**BAY
2**

SCENARIO: You are working at your desk at the INTERNAL REVENUE SERVICE office when some crazed IRS employees decide NO MORE TAXES and take it to the extreme threatening you and other employees

GUN READY CONDITION: Loaded to division capacity and in the drawer.

ALL IDPA RULES APPLY

STAGE PROCEDURE: Seated at your desk with knees under the desk and both hands on top. At buzzer retrieve hand gun from drawer and engage T1 and T2 while seated with 2 rounds each in Tactical Sequence. Move to P2, engage T3 and T4 2 rounds each. Move to P3, engage T5—T7 with 2 rounds each. Move to P4, engage T8 and T9 with 2 rounds each in tactical sequence.

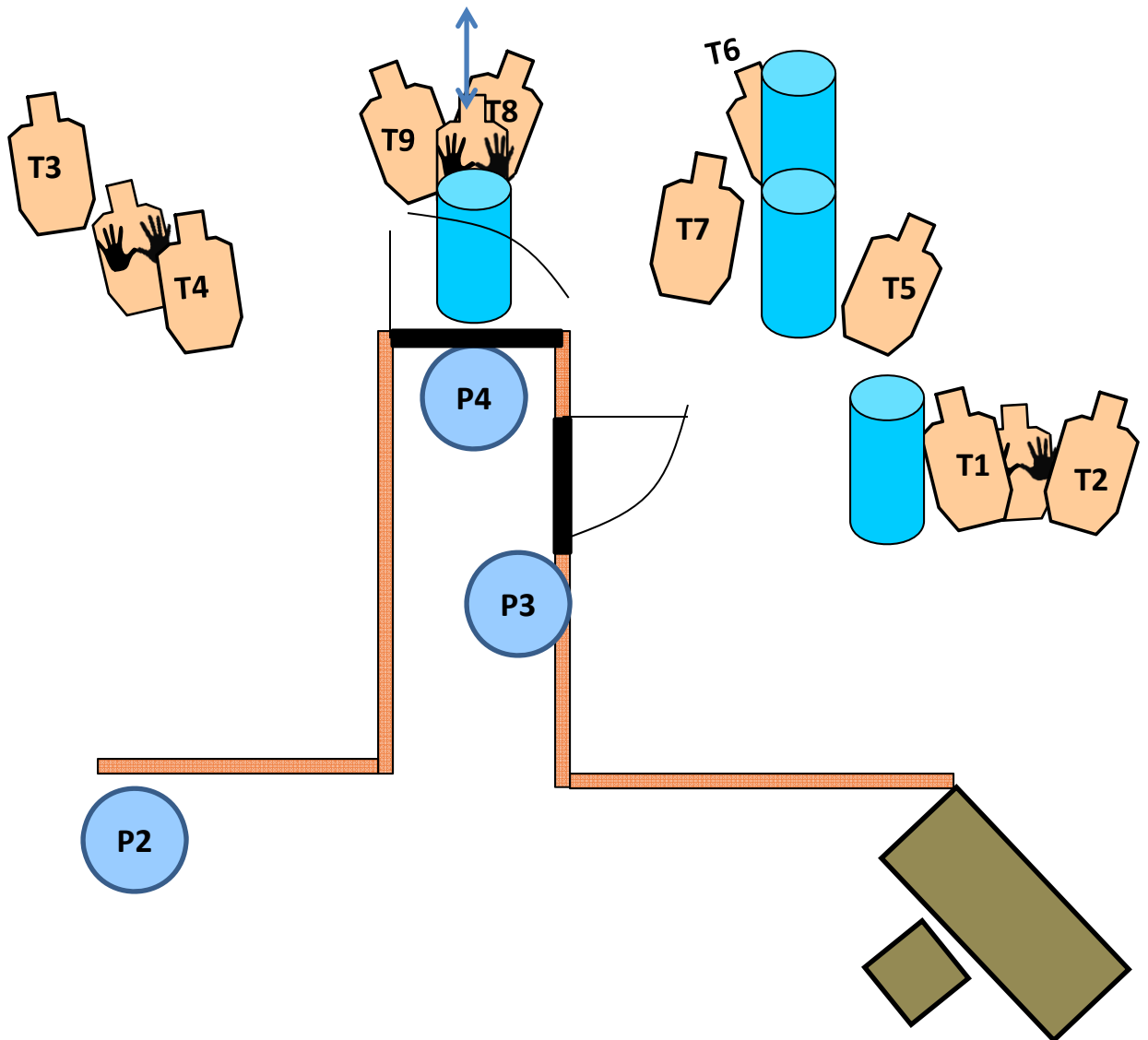
SCORING: 18 rounds, Vickers count, best 2

TARGETS: 9 IDPA, 3 non-threat

START-STOP: Audible— last shot

Note: Door will activate the non-threat up down.

NOTES: Concealment required.



U-Turn

**BAY
3**

GUN READY CONDITION: GUN LOADED AND HOLSTERED

STAGE PROCEDURE: At buzzer engage T1 thru T3 in tactical sequence while retreating. At P2 engage T4 & T5. 2 rounds each

Move to P3 engage T6 & T7. 2 rounds each

Move to P4 engage T8 & T9. 2 rounds each

Note: Engaging T4 will activate T7. You will have the option to shoot it from P2, P3 or P4.

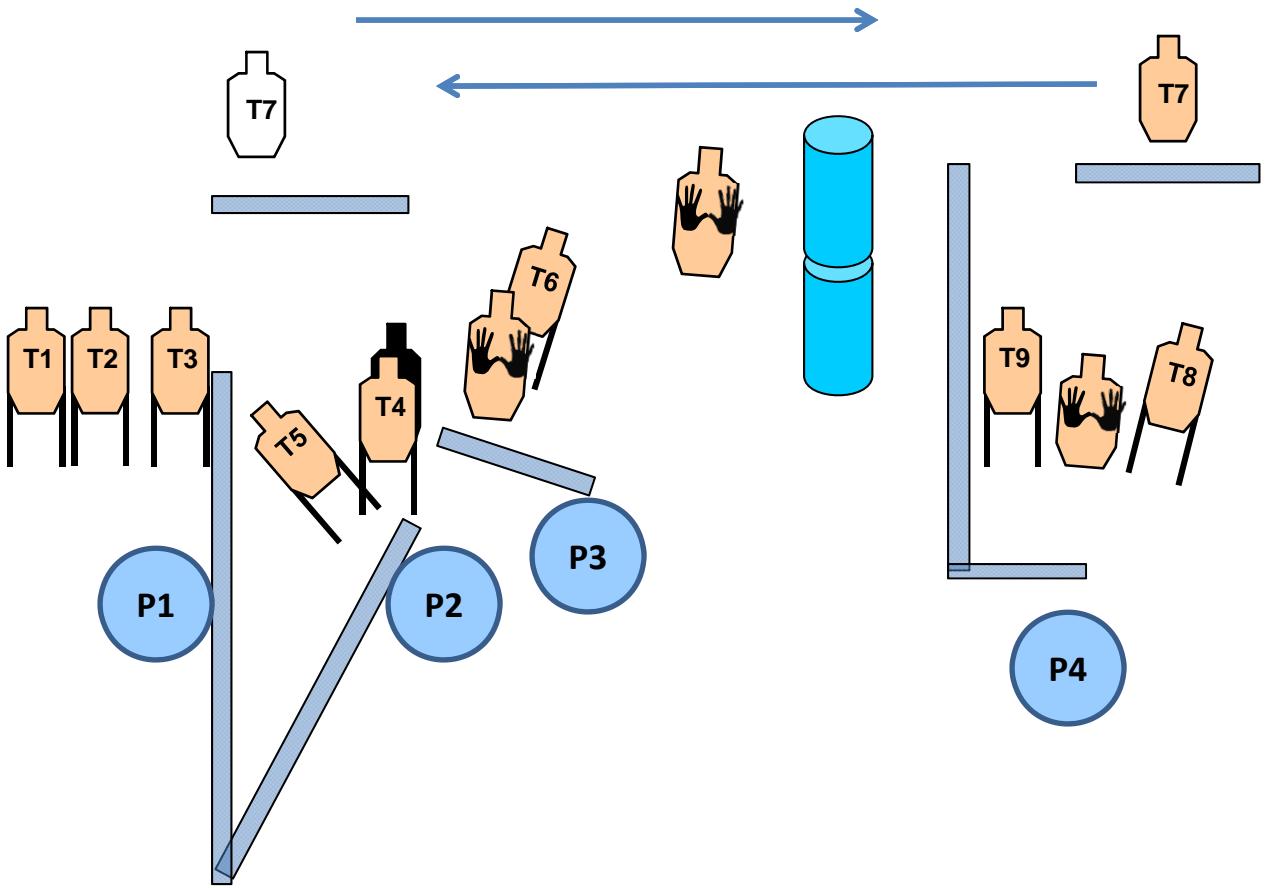
ALL IDPA RULES APPLY

SCORING: 18 rounds, Vickers count, best 2

TARGETS: 9 IDPA, 3 non-threat

START-STOP: Audible— last shot

NOTES: Concealment required.



NEVER SURRENDER!

BAY 4

SCENARIO: You are leaving your local bank when bank robbers try to high jack your truck because their getaway car wouldn't start. They have you at gun point and tell you to get out of the truck.

GUN READY CONDITION: Loaded to division capacity and holstered.

ALL IDPA RULES APPLY

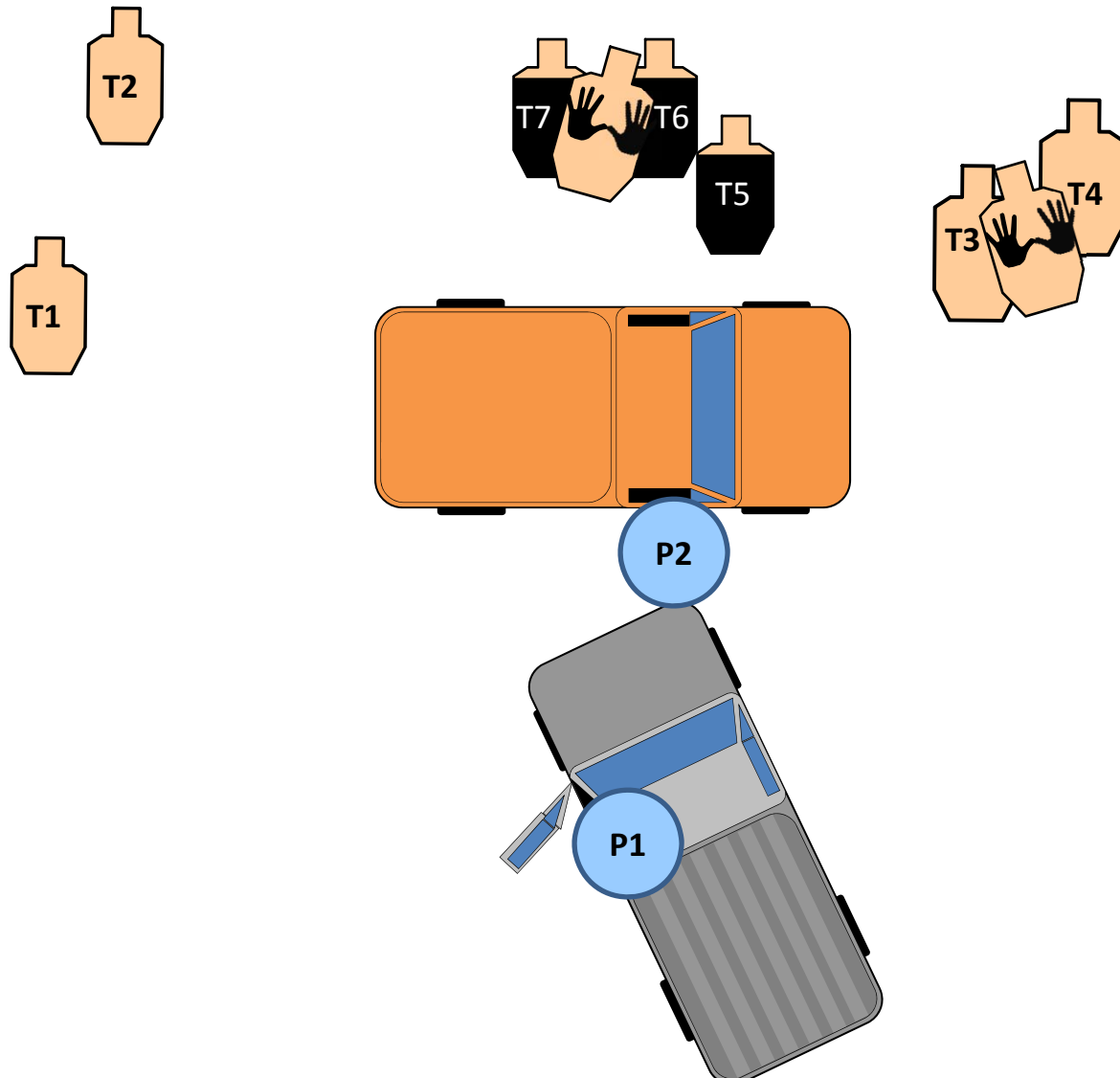
STAGE PROCEDURE: Start with hands over your shoulders. Surrender position.
At buzzer get out of truck then draw and engage T1—T4 with 2 rounds each.
Move to P2 and engage T5—T7 with 2 rounds each.

SCORING: 14 rounds, Vickers count, best 2

TARGETS: 7 IDPA, 2 non-threat

START-STOP: Audible— last shot

NOTES: Concealment required.



Christmas at Wal-Mart

**BAY
5**

SCENARIO: As you are heading into the store, bad guys grab your family and are trying to steal your vehicle. As you try to help your family the chase is on.

GUN READY CONDITION: GUN LOADED AND HOLSTERED
Start at P1 hands on shopping cart facing up range.

ALL IDPA RULES APPLY

STAGE PROCEDURE: At buzzer turn into strong hand side, draw and engaging T1 with 2 rounds before reaching P2. At P2 engage T2 & T3 with 2 rounds each. At P3 engage T4. At P4 engage T6 through the window and then T5 with 2 rounds each. Go prone at P4 and engage T7 (1to the leg and 2 to the body).

SCORING: 15 rounds, Vickers count, best 2

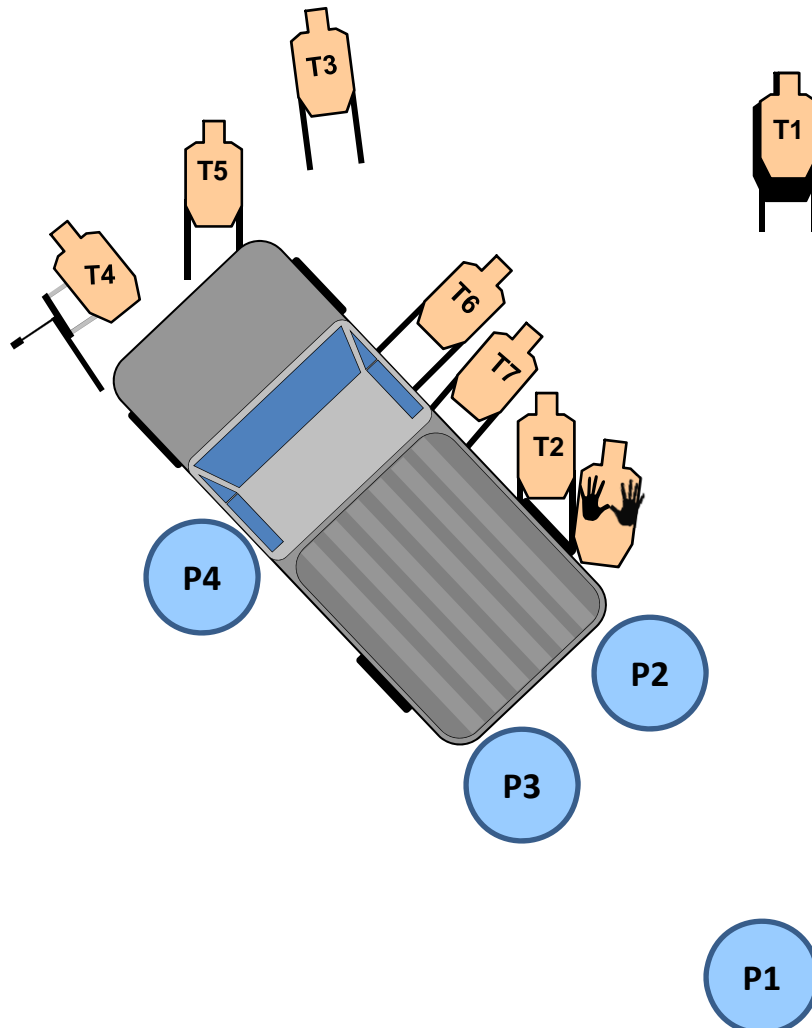
TARGETS: 7 IDPA, 2 non-threat

Note: Popper behind T1 activates T4 swinger. Shoot the bowling pin out from under T7 to see the target.

START-STOP: Audible– last shot

Additional no shoot in passenger's seat of vehicle.

NOTES: Concealment required.



The Steve

BAY

6

GUN READY CONDITION: GUN LOADED AND HOLSTERED

STAGE PROCEDURE: At buzzer open door and engage T1 with 2 rounds.

Move to P2 and engage T2, T3 with 2 rounds & popper.

Move to P3 and engage T4. with 2 rounds

Move to P4 and engage T5, T6 with 2 rounds & popper.

Move to P5 and engage T7 with 2 rounds

NOTE: Door opening will engage T1 (swinger). Poppers will activate T7 and T4 to appear.

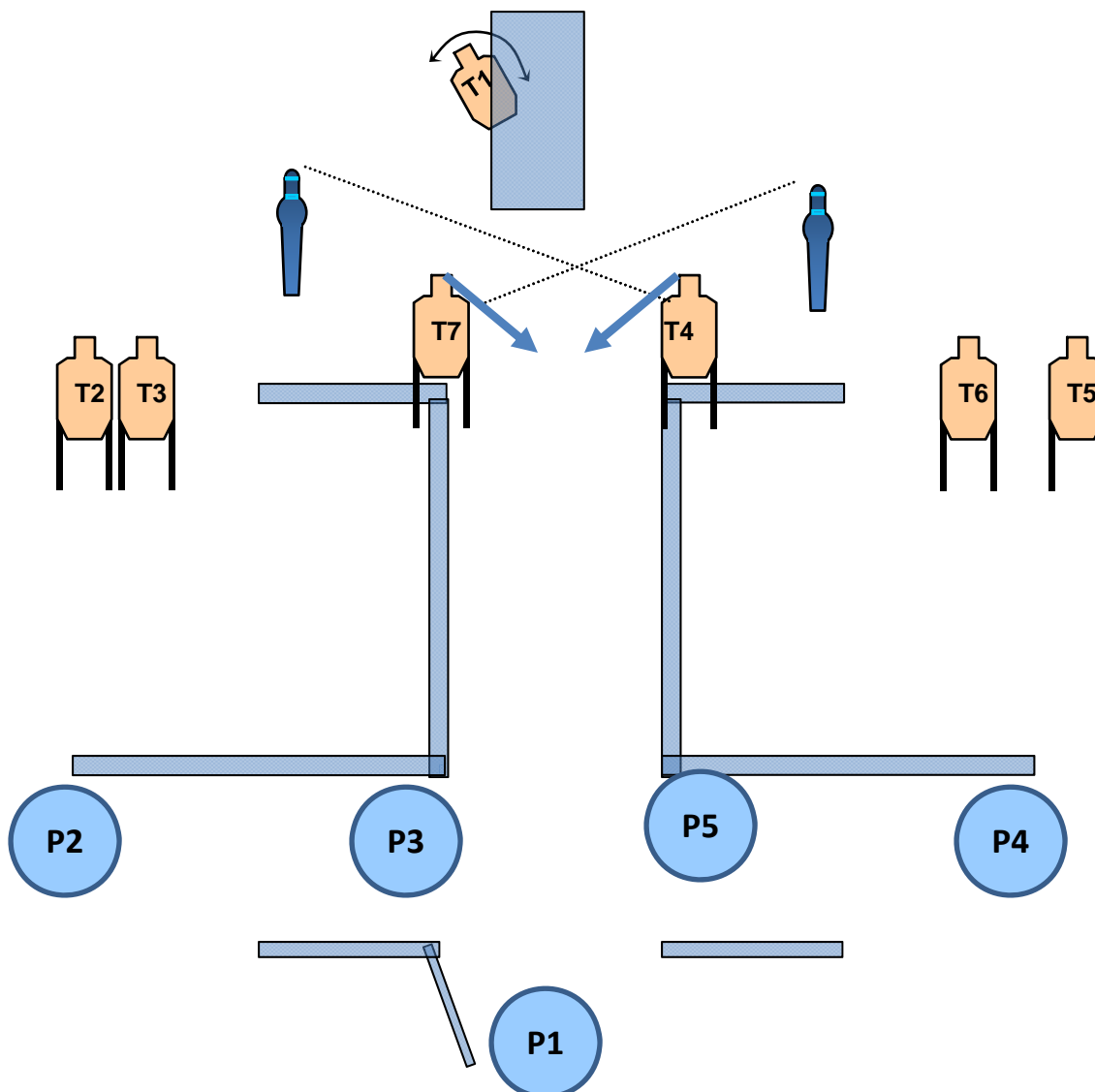
ALL IDPA RULES APPLY

SCORING: 16 rounds, Vickers count, best 2

TARGETS: 7 IDPA, 2 steel poppers

START-STOP: Audible— last shot

NOTES: Concealment required.



BUMP IN THE NIGHT
or
MY SLEEP NUMBER IS 7

BAY
7

SCENARIO: You are sound asleep when you hear a scream from your kid's room. You retrieve your firearm to see what is up.

GUN READY CONDITION: In drawer loaded to division capacity. Magazines on dresser .

ALL IDPA RULES APPLY

STAGE PROCEDURE: Start hands at side under blanket. At buzzer sit up, retrieve your firearm and engage T1 with 2 rounds from the bed (at least one foot must be on activator box).

SCORING: 14 rounds, Vickers count, best 2

Pick up and stow your magazines and move to P2. Engage T2--T4 with 2 rounds.

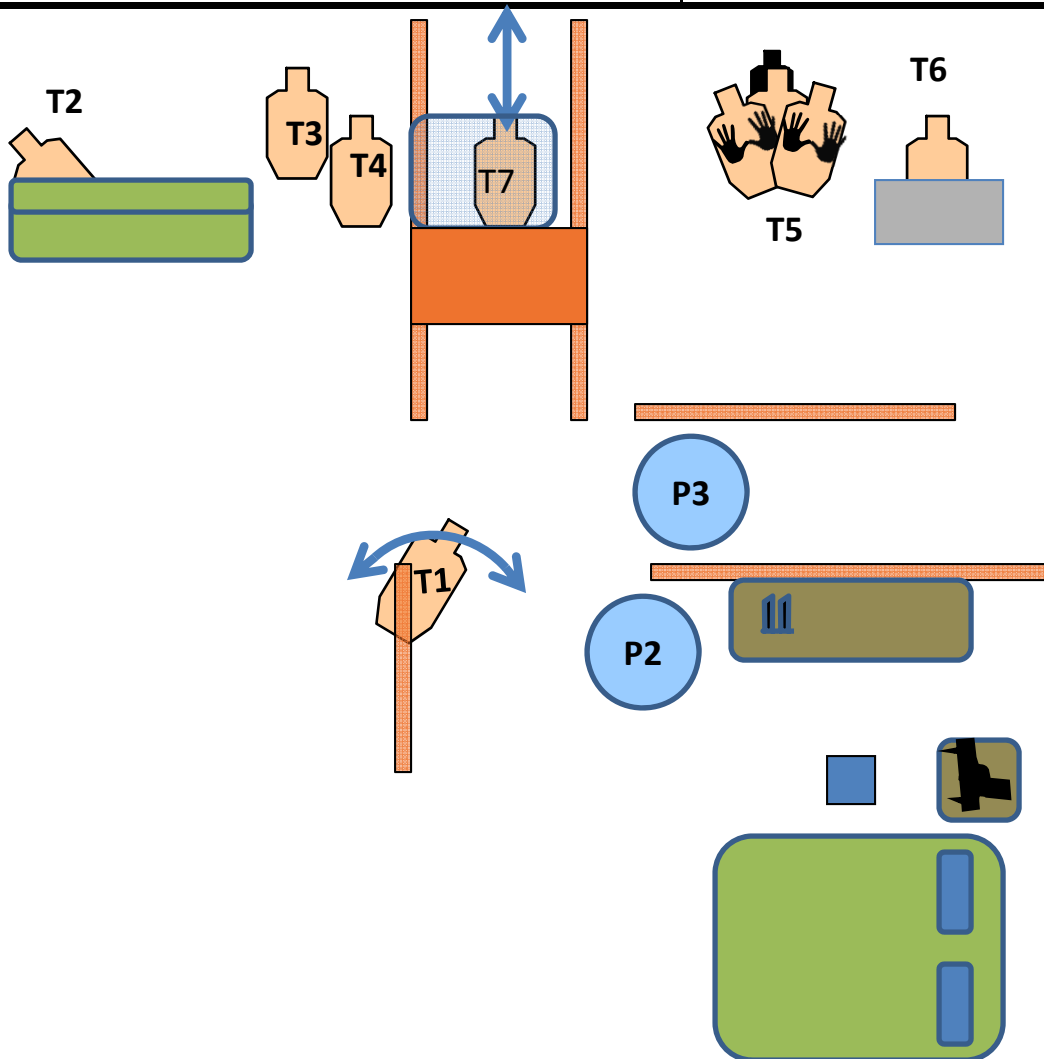
TARGETS: 7 IDPA, 2 non-threat

Move to P3 and engage T5—T7 with 2 rounds each.

START-STOP: Audible— last shot

NOTE: Activator box activates T1 peek-a-boo. T5 has an activator behind it to expose T7 thru window.

NOTES: Concealment required.



PIRATES OF LAKE AMISTAD

**BAY
8**

SCENARIO: Fishing on Lake Amistad

GUN READY CONDITION: Standing in boat with gun loaded and holstered. Fishing pole in hand.

ALL IDPA RULES APPLY

STAGE PROCEDURE: At the buzzer drop the fishing pole and draw your pistol.

Engage T1—T5 with 2 rounds each

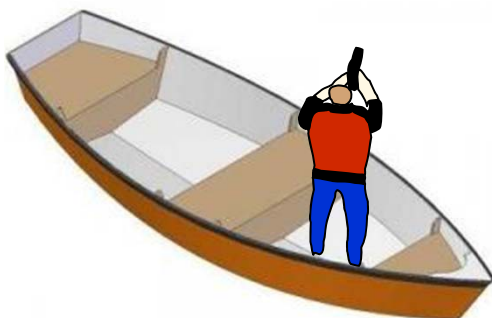
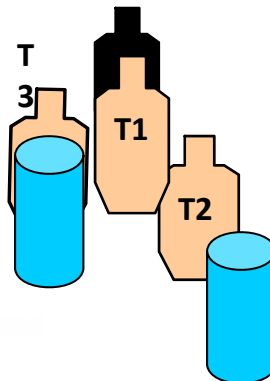
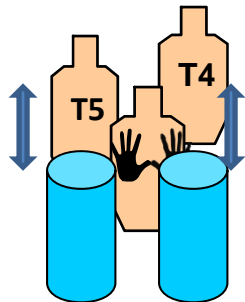
SCORING: 10 rounds, Vickers count, best 2

TARGETS: 5 IDPA, 1 non-threat

START-STOP: Audible— last shot

NOTE: T1 activates T4 and T5 Boppers

NOTES: Concealment required.



DANGEROUS JOB BEING A BOOKIE

**BAY
9**

SCENARIO: You are our local bookie. It seems you took bets from sore losers and they have come to take what is not theirs...

GUN READY CONDITION: Loaded to division capacity and stowed in drawer.

ALL IDPA RULES APPLY

STAGE PROCEDURE: Seated with both hands in surrender position. At buzzer retrieve your firearm from drawer and engage T1 and T2 in tactical sequence with 2 rounds each.

SCORING: 14 rounds, Vickers count, best 2

Move to either side and engage targets with 2 rounds.

TARGETS: 7 IDPA, 2 non-threat

Then move to opposite side and engage remainder of targets with 2 rounds each.

START-STOP: Audible— last shot

NOTE: Drawer will activate swinger. Popper behind T6 will activate peek-a-boo T7. And don't forget the hog dog!

NOTES: Concealment required.

