

2016 Pine City Sportsmen's Club International Defensive Pistol Association (IDPA), Glock Sport Shooting Foundation (GSSF), Action Handgun, and 2-Gun/Steel Match Schedule & Guide

Contact: Alan Stephens at pinecity@rochester.rr.com

Club website: <https://pinecitysportsmensclub.com>

187 Mountain View Drive, PO Box 110, Pine City, NY 14845

Date	Event	Cost	Match Director
1/9	IDPA Match (10am start)	\$10	Alan Stephens
2/13	IDPA Match (10am start)	\$10	Alan Stephens
3/12	Action Handgun Match (10am start)	\$10	Alan Stephens
4/9	IDPA Classifier Match (10am start)	\$10	Alan Stephens
5/14	2-Gun w/Pistol-Only Option (10am start)	\$20	Alan Stephens
6/11	Action Handgun Match (10am start)	\$10	Alan Stephens
6/25	NY State IDPA Match (Sanctioned)	\$75	Denice Hamm
6/26	NY State IDPA Match (Sanctioned)	\$75	Denice Hamm
7/9	Action Handgun Match (10am start)	\$10	Alan Stephens
8/13	2-Gun w/Pistol-Only Option (10am start)	\$20	Alan Stephens
9/10	Glock Sport Shooting Foundation Match	\$25	Alan Stephens
9/11	Glock Sport Shooting Foundation Match	\$25	Alan Stephens
10/8	IDPA Match (10am start)	\$10	Alan Stephens
11/12	Action Handgun Match (10am start)	\$10	Alan Stephens
12/10	IDPA Match (10am start)	\$10	Alan Stephens

ALSO – NEW FOR 2016!!!

We will be hosting a 1-2 stage “challenge-match” every Tuesday evening starting at 6pm.

The match director will be Greg Snyder – cost is \$4 (or less).

(Note: All matches are NRA sanctioned so out of state shooters can participate!)

Please try to arrive at least 45 minutes before match start times!

Squads will be determined at ~9:45am so that shooting can start promptly at 10:00am.

Setup assistance is always appreciated – please arrive any time after 8:00am to help...

Directions to the club...

Take I-86 to Exit 56 (Water/Church St exit). Go 1.0 mile west on Church Street and turn left onto Clemens Center Pkwy. Proceed 3.1 miles south to Broadway St. Just past this intersection, take small off-ramp (on right) to Pennsylvania Ave. Turn left onto Pennsylvania Ave. Proceed 1.2 miles and turn right onto Mt. View Dr. Go up the hill about 3/4 of a mile - the club is on the left. Go thru the gate and straight up the hill.

IDPA Match Information

Cost: \$10

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Typically 5-6 stages with 12-18 rounds per stage for a total of 75 - 90 rounds for the match (*bring ~150 rounds to ensure you have enough*). Also, you will need a minimum of three magazines with a belt-mounted holster and the ability to carry two additional magazines.

Note: *We may go "rogue" (not necessarily adhering to IDPA stage rules) on a few stages from time to time just to keep things interesting! Shooters at other clubs seem to enjoy the variety... Also, we frequently have one stage that we also shoot with a Back-Up Gun (10-15 rounds).*

Handgun Divisions: SSP, ESP, CDP, CCP, REV, and BUG (*only used for one stage as a side match*)

Questions: Contact Alan Stephens at pinecity@rochester.rr.com

What is IDPA? *IDPA is the use of practical equipment to solve simulated "real world" self-defense scenarios. Scenarios typically require shots from 2 - 20 yards and often require the shooter to change firing locations and shoot from awkward positions. Please refer to <http://www.idpa.com> for complete rules.*

Action Handgun Match Information

Cost: \$10

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Typically 5-6 stages with 18-32 rounds per stage for a total of 125-150 rounds for the match (*bring ~200 rounds to ensure you have enough*). Also, you will need a *minimum* of five 8-10 round magazines - revolver shooters should plan accordingly.

Handgun Divisions:

- Production – Identical to IDPA definitions of SSP, CCP, and REV. Must utilize IDPA legal holsters and magazine pouches (with ability to carry at least 4 magazines).
- Limited – Identical to IDPA definitions of ESP and CDP. May also utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- Open – Anything that does not fit into Production or Limited (optics, lasers, comps, etc).
- Caliber/Power – Major is $\geq 165\text{PF}$ **and** $\geq 40\text{S\&W}$. Minor is $< 165\text{PF}$ and 9mm minimum.

Targets/Scoring: We will utilize standard IDPA targets for these matches, but they will be scored as done in USPSA (i.e. Alpha/Bravo = 5, Charlie = 4 (3 for minor), Delta = 3 / 1, Miss = 0).

Rules: Procedural penalties (10 points each) are imposed when a competitor fails to comply with procedures specified in a written stage description. Ammo may be dropped on ground.

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2-Gun / Steel Match Information

Cost: \$20 for 2-Gun, \$15 for Steel -or- the “Pistol-Only Option” at a 2-gun match.

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Typically 75-100 rounds for the pistol and 50-75 for the shotgun (bring extra for both!). If shooting the pistol-only option, then bring at least 150 rounds.

Rules: We will utilize standard IDPA rules for penalties, procedural errors, unsportsmanlike conduct, etc. Refer to <http://www.idpa.com> for complete rules.

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Divisions:

Stock or Open: Any ‘open’ item below places you in the OPEN division

Pump or Semi: A semi-auto shotgun puts you in the SEMI division

- **Pistols:**
 - Stock – SSP, ESP, CDP, REV, CCP, no BUG allowed (*according to IDPA rules*).
 - Open – Anything that doesn’t comply with IDPA rules (optics, lasers, comps, etc).
 - Holsters/Pouches – All divisions may utilize belt-mounted drop/offset holsters. The use of speed rigs, drop-leg holsters, etc, puts you in the **OPEN Division**. Note - your gun must be securely retained in the holster while moving, kneeling, going prone, etc. If the gun falls out of the holster....you will be DQ’d.
 - Caliber – must be 9mm minimum
- **Shotguns - *bird shot only (9, 8, 7.5 or 6 lead shot only)***
 - Stock Shotgun (Pump/Semi) – No scopes/optics, no extended tubes (4+1 max)
 - Open Shotgun (Pump/Semi) – Anything that is not stock

2-Gun/Steel Rules:

Scoring:

- The scoring for these matches will be in accordance with IDPA rules.
- Clay targets must break to score - one pellet is sufficient - doesn't have to fall.
- Steel must fall to score, no exceptions.
- You must fire the minimum number of rounds required at each array on each stage. For example, if you hit two clays with one shot or a clay accidentally falls, then you must pretend it was not hit or did not fall and discharge a round at the clay. If you do not, you will incur a procedural error (3 seconds).

Penalties:

- Penalties for these matches will be in accordance with IDPA rules.
- You must fire at least one round from your shotgun or rifle before reloading or you will incur a procedural error (3 seconds).
- An allowed exception to IDPA rules will be that ammo may be dropped on the ground!

Pistols:

- All center-fire pistols (no rim-fire allowed) will be loaded a maximum of 10 plus 1; or the number of rounds outlined in the course of fire. If your gun can only hold 9, 8, or 7 rounds then you will load that number of rounds, plus 1.

Shotguns:

- All shotguns will start with 4+1 rounds OR the number of rounds outlined in the course of fire (whichever is less). If your shotgun holds less than 4+1, then your starting capacity is what you can load.
- Bird shot only (9, 8, 7.5 or 6 lead shot).

Miscellaneous:

- Note: these are *LOST BRASS MATCHES* to keep the match moving (pick up the spent shotgun shells after each shooter and put them in the trash to avoid trip hazards).
- 'Low-Ready' is defined as having butt-stock in shoulder with muzzle pointed 45° toward ground. Failure to start at low ready when required will incur a procedural error.
- No reloads can come from stage props (i.e. you cannot set rounds on the table and reload from the table).
- Slings for long guns are permitted, but not required.
- All long guns must utilize **empty chamber indicators**. Since all long guns will have an empty chamber indicator, you will not be required to hammer down on the long guns. However, you will be required to show clear before inserting the chamber indicator.

Firearm Transitions:

- All pistols will go in the designated drop box with safety on (if equipped).
- All long guns will go on a table or in a barrel with safety on. If you fail to put the safety on a gun when required, you will be warned. Repeated warnings will incur a procedural.

Reflex sights: The reflex (or red-dot sight) takes the place of the rear sight on the pistol. If you run this type of handgun sight, regardless of long guns, **you are in the OPEN division.**

Transport of guns to/from/at the range:

- Pistols - unloaded and holstered; no magazines in gun at any time
- Long guns - bagged or mounted on a cart. **If you do not have a bag, you must carry your gun vertically with the muzzle in the air at all times and the chamber indicator must be inserted at all times.**