



**2017 WISCONSIN STATE MATCH  
BADGERLAND SHOOTOUT**

06/17/2017

Schultz Resort Rod & Gun Club  
W146 S8106 Schultz Ln.  
Muskego, WI 53150

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## **Wisconsin IDPA Championship Participants,**

Welcome to the Wisconsin IDPA Championship!

We are very happy to be returning to Schultz Rod and Gun Club. Please take a moment to thank all those that helped make this match possible. A great number of people have put considerable effort into making sure you have a fun and memorable day.

Ed Sendele is the Match Director for this year's match. Again for 2017, all of the affiliated clubs in Wisconsin have pulled together to help grow the sport as a whole in the state. You will see some flavor from Badger IDPA, Ripon Defensive Pistol Shooters, Saukville Rifle And Pistol Club, Hollow Point Defensive Shooters, and Holmen Rod & Gun Club again this year. We have put together an extraordinarily fun and challenging IDPA match for your enjoyment. There will be 11 stages of fire for the match requiring a minimum of 163 rounds.

We have a great prize assortment from sponsors all across the industry. Please make sure to thank them in some way for their continued support of our sport.

Also please take a moment to thank all of the talented SO's and staff for all their hard work putting this match together. It is a hard job and a heavy responsibility and I know that your words of thanks will be much appreciated.

We hope that you enjoy the match and all the different hospitality opportunities available to you this year. We are committed to making this a fun, challenging and memorable event. We would love to hear your input and feedback about the match. We want you to help us continue to improve the sport, but please keep in mind the needs of your fellow competitors.

Have a great match and good luck!

# Match Schedule

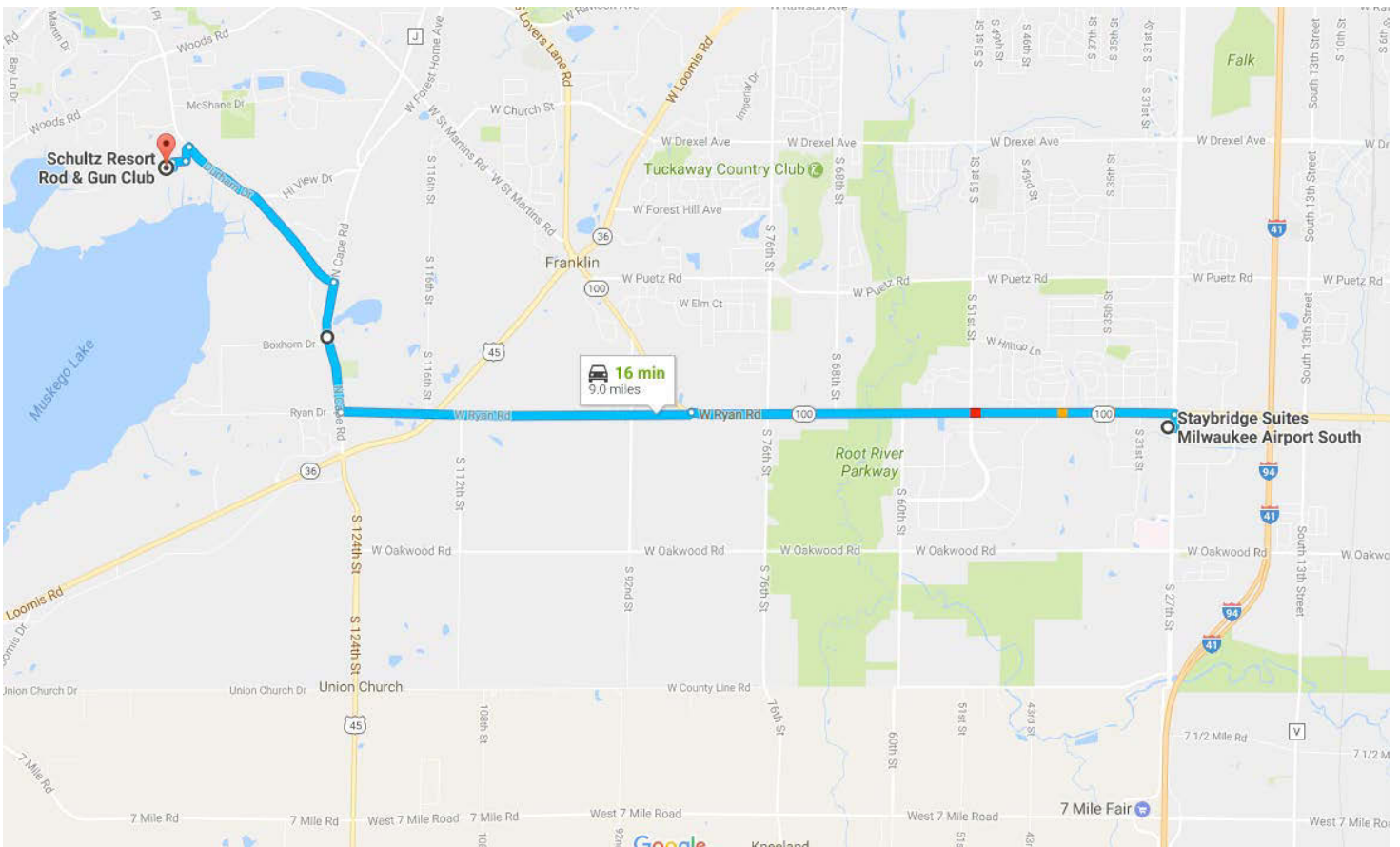
07:00 Registration Opens  
08:30 Competitor Safety Briefing  
09:00 Shooting Begins  
12:00 Lunch begins  
13:30 Lunch ends  
16:00 Match End  
15:15 Prize Table  
17:00 Awards Ceremony

## Match Staff

<b>Match Director:</b>	Ed Sendele
<b>Chief Safety Officer:</b>	Tom Ropers
<b>Registration:</b>	Anne Bordeau, Brian Hechel, John O'Hare, Gordon Planning
<b>Scoring:</b>	Anne Bordeau, Brian Hechel
<b>Equipment Check/Chrono:</b>	John O'Hare, John Landvatter, Luke Cao
<b>Match Book:</b>	Tom Ropers
<b>Prize Table:</b>	Mark Slivinski
<b>Safety Officers/Scorekeepers:</b>	John Alexander, John Bordeau, Darrel Brown, Don Chudnow, William Hatfield, Stan Hein, Chuck Henry, Will Henry, Eric Johannesen, Dave Jones, Joseph Kummerer, John Long, Shane Marquardt, Mike Musolf, Loren Pfeil, Patrick Scalise, Robbie Schwanz, Dave Skofstad, Jason Slattery, Mark Slivinski, Jason Sponholz, Perry Stevens, Jon Thompson, Dennis Wittman
<b>Stage Assistants:</b>	Craig Henderson, Gordon Planning, Paul Zima
<b>Squad Moms:</b>	Anne Bordeau, Tom Fucile, Jeff Figol, Cody Gharst, Becky Hatfield, Brian Hechel, Nathaniel Kadamian, Jodee Kulp, Karl Kulp, Dan Pfeil, Michael Wiley
<b>Area Coordinator:</b>	Mike Herro

Please take a moment to thank your Safety Officers, Scorekeepers, and Staff. They're working hard today!

# Area Map



## Match Hotel

Staybridge Suites Milwaukee Airport South  
9575 S 27<sup>th</sup> St.  
Franklin, WI 53132  
414-761-3800

## Match Sponsors



Springfield Armory  
[www.springfield-armory.com](http://www.springfield-armory.com)  
The First Name in American Firearms.



ACME Bullet Company  
[www.acmebullet.com](http://www.acmebullet.com)  
ACME Bullet Company is a manufacturer of lead cast bullets, and Hi-Tek coated bullets located in Germantown, WI.



Montana Gold Bullet Company  
[www.montanagoldbullet.com](http://www.montanagoldbullet.com)



Wilson Combat  
[www.wilsoncombat.com](http://www.wilsoncombat.com)



United States Concealed Carry Association  
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**Anderson**  
Home Inspection LLC

Anderson Home Inspection, LLC  
[www.anspect.com](http://www.anspect.com)

## Stage Sponsors



Starline Brass  
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Springer Precision  
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# General Sponsors



Hornady  
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Midway USA



Dillon Precision  
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Gun Goddess  
[www.gungoddess.com](http://www.gungoddess.com)



Columbia River Knife & Tool  
[www.crkt.com](http://www.crkt.com)



Sherper's  
[www.sherpers.com](http://www.sherpers.com)



[www.brownells.com](http://www.brownells.com)



Shooter's Connection  
[www.shootersconnectionstore.com](http://www.shootersconnectionstore.com)



Glock  
[us.glock.com](http://us.glock.com)

Our match could not function without the generous support of our sponsors.  
**Please thank them with your patronage.**

# Match Briefing

**THESE POLICIES ARE JUST AS IMPORTANT AS THE RULES. YOU ARE EXPECTED TO READ AND UNDERSTAND ALL THE CONTENTS OF THIS MATCH PUBLICATION. QUESTIONS WILL BE ANSWERED AT THE SAFETY BRIEFING.**

We will be shooting 11 stages in single flight, one day format. Most of the staff will have already shot on Friday. This will be a lost brass match, and all brass will go to the range staff. If you have a scoring dispute, please allow the range staff to continue running their stage and seek out the Chief Safety Officer, Tom Ropers, or the Match Director, Ed Sendele. If it is a target scoring issue, the target will be pulled and replaced with a new one so that shooting can continue. Per the rulebook, if the Shooter disagrees with the Chief S.O. and Match Director's ruling, the Shooter may initiate a written challenge to the ruling.

**RULES:** The match rules are found in the IDPA Rulebook ver. 2017-2, dated January 1, 2017. There are additional rules contained in this briefing.

**OBEY YOUR S.O.'s:** Safety Officers are here to assist you in completing a safe shooting contest. If there are indications that you are becoming unsafe, attempts will be made to warn you. If your gun handling has become unsafe, you will be stopped. When you hear STOP! You should immediately STOP with the gun muzzle pointing safely down range, finger outside the trigger guard, safety on, and await further instructions.

**TAPE TARGETS:** Competitors are expected to stay together as a squad, to tape targets after they are scored, and help maintain efficiency on each stage. DO NOT paste targets until they have been scored! The S.O.'s and Scorekeepers will set any moving targets.

**ALCOHOL/DRUGS:** Alcohol and recreational drugs may not be consumed anywhere on the range. Competitors violating this policy will be disqualified and asked to leave the range.

**DRESS CODE:** No items of dubious taste are to be displayed or worn. The Match Director will be the final arbiter of dubious taste.

**SCHEDULING:** Competitors must compete for score according to the published match schedule. *If a Competitor fails to attend the Safety Briefing, he or she will not be allowed to participate in the match.*

**WALK-THROUGHS:** When the entire squad is assembled, a brief stage walkthrough will be given. **Per IDPA rules, no individual rehearsals of a CoF will be permitted.** This includes the taking of sight pictures or using your hands to visualize angles, etc. Shooters who violate this rule will incur penalties ranging from Procedurals to a Match DQ. Please do not ask the S.O. or Scorekeeper for hints or strategy as to how to best complete the stage, as they will not be able to provide them. When called to the line,

competitors are expected to load and make ready quickly once given the command to Load and Make Ready. Shooters not ready within a reasonable time may be asked to move aside for the next competitor. Coming to the line and intentionally not being able to make ready may result in penalties.

**RANGE ACCESSIBILITY:** The range is closed to all regular competitors prior to the scheduled match opening on June 16th, 2017. Attempts to view the stages prior to the start of shooting may incur penalties.

**EYE & EAR PROTECTION:** All competitors and spectators must wear eye and ear protection while on the range.

**DISQUALIFICATION POLICY:** Violation of safety and sportsmanship rules *anywhere* in the facility will result in match disqualification. This applies to any side matches, vendor tents, function fire and sign-in areas, as well as the match stages.

**CHRONOGRAPH:** Each Competitor's ammunition will be chronographed following the rules as set out in the IDPA rule book. The following minimum power floors will be in effect, per IDPA rules:

CDP-	165
ESP-	125
SSP-	125
CCP-	125
BUG-	95
REV (Stock)-	105
REV (Enh.)-	155

Calculate the power factor by multiplying the bullet weight in grains by the bullet velocity in feet per second, divide by 1000, and ignore anything to the right of the decimal point. Any non-tracer, non-armor piercing ammunition meeting or exceeding the power floor for the Division being competed in will be acceptable. **The Official Chronograph Procedure from the rule book will be used.** Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match. *Please keep in mind that your ammunition must make power in your firearm.*

**EQUIPMENT:** Your equipment must be IDPA Legal per the current rules. Safety Officer's may require you to submit to inspection at any time. If the Safety Officer believes you are using illegal equipment, the Chief Safety Officer or Match Director will be called. Use of illegal equipment will result in a match disqualification.

**IMPENETRABLE:** All hard cover zones are impenetrable to a full bullet diameter. Bullets holes that are partially or fully in the non-scoring border will score according to the circumstance. All walls, barricades, vision barriers and other props are considered hard cover unless otherwise noted.

**TARGETS:** IDPA cardboard targets and steel Poppers will be used. Steel must fall to score. Non-Threat targets will have obvious markings per IDPA rules.

**METAL TARGET CALIBRATION:** If a steel target has failed to fall and appears to be out of calibration, follow the official calibration challenge procedure in the rule book.

**MATCH SCORING:** The match will use Practiscore as well as paper score sheets. Please verify your preliminary score when posted. Once scores are declared final, no challenges will be accepted.

**COMPETITOR AGREEMENT:** By competing in this event, you attest that you have read, you understand, and you agree to comply with the match rules and regulations.

**LIABILITY WAIVER:** All competitors and observers must sign a liability waiver.

**DRAWINGS & DIMENSIONS:** Drawings and dimensions shown in this booklet are approximate and may change due to safety or production considerations. There may be additional non-threat targets, vision barriers, or other changes. Listen to the CoF briefing at each stage, as it contains the final information about the stage.

**REST ROOMS:** Portable toilets are located near the barn and near the clubhouse.

**FOOD SERVICE:** Lunch is free to all competitors. Spectators may purchase lunch tickets at the registration desk for \$10. Lunch service will begin at 12:00 and end at 13:30. Squads will break for lunch as they complete the stage they are on at 12:00.

**PARKING:** Competitors may park in designated parking areas only. *GUN HANDLING IN THE PARKING AREA IS PROHIBITED.* Safety areas will be available to bag and unbag guns.

**SPECTATORS:** Spectators are welcome, however climbing on berms or otherwise interfering with the match is not allowed. Children must be under the direct supervision of a parent or guardian at all times.

**PRIZE TABLE:** Donated and purchased prizes will be awarded on a random basis. Prize drawings will take place before awards ceremony. You must be present to win.

**AWARDS:** Awards will be given per the IDPA rulebook. Plaques will be handed out at the awards ceremony to all winners.

**COLD RANGE:** This is a cold range. Firearms are to be handled only in a designated safety area or under the direct command and supervision of a Safety Officer. You will find safety areas clearly marked in convenient locations around the range. Do not handle ammunition *or ammunition carriers* in the safety areas. Handling firearms in the parking lot is considered unsafe gun handling. Handling ammunition *or ammunition carriers* in a safety area, or handling a firearm outside of a safety area and not under the direction of a Safety Officer will result in a match disqualification. If you are using a firearm that has a magazine disconnect safety, please contact a Safety Officer before manipulating the slide at a safety area.



# Stage 1: Warm Up



**Bay:** All

**Strings:** 1

**Round Count:** 4

**Scoring Method:** Limited

**Targets:** 1x Threat

**Starting Position:** Standing facing down range at position P1, feet on markers, hands relaxed at sides, maximum of 3 rounds loaded in handgun.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards stage.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the start signal, draw and fire 4 rounds at the target, 3 to the body and 1 to the head, in any order.

**Scoring:** T1 should have 3 hits to the body, and 1 hit to the head.



**Notes:** Stage 1 is set up in every bay, and will be the first stage shot by all competitors.

Original CoF design by Ed Sendele



# Stage 2: Horsing Around



**Bay:** 1

**Strings:** 3

**Round Count:** 18

**Scoring Method:** Limited

**Targets:** 3x Threats

**Starting Position:** Seated on saddle, feet off the ground.  
Loaded handgun held at low ready for String 1, loaded handgun in holster for Strings 2 and 3.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

**Scenario:** None. This is a Standards stage.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

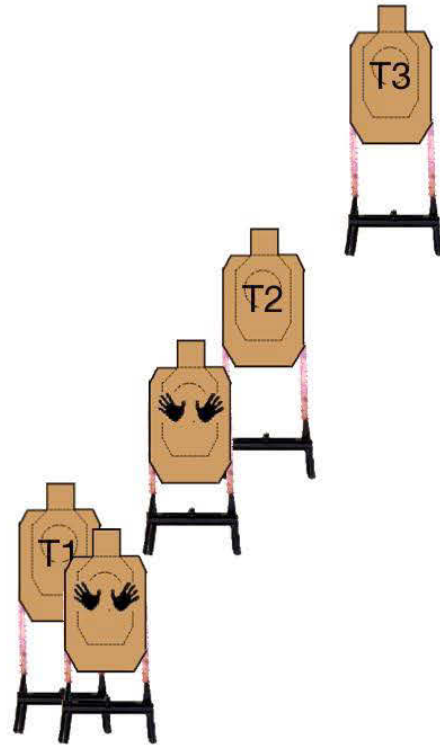
**Procedure:**

**String 1:** On the start signal, engage T1 with 5 rounds to the body and 1 round to the head, weak hand only.

**String 2:** On the start signal, draw and engage T2 with 5 rounds to the body and 1 to the head, strong hand only.

**String 3:** On the start signal, draw and engage T3 with 6 rounds.

**Scoring:** T1 and T2 should have 5 hits to the body, and 1 hit to the head. T3 should have 6 hits.



**Note:** Feet must stay off the ground during the entire stage.

Original CoF design by Stan Hein



# Stage 3: Trouble In The Alley.



**Bay:** 2

**Strings:** 1

**Round Count:** 18

**Scoring Method:** Unlimited

**Targets:** 9x Threats

**Starting Position:** Standing at position P1, hands relaxed at sides.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

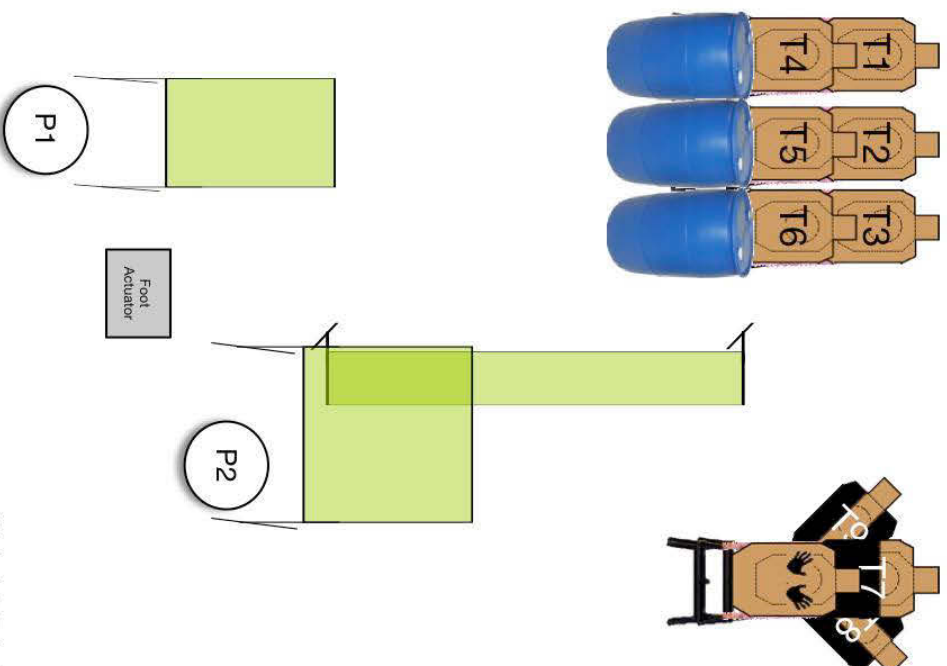
**Scenario:** You are taking a break by an alley when you hear screams. You look down the alley, a shot breaks out, and thugs tell you that you're next. They want no witnesses. Protect yourself and the victim.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the Start signal, draw and engage all visible threats from position P1. Move to P2, stepping on the foot actuator along the way, and engage all visible targets from position P2.

**Scoring:** T1 through T9 should have 2 hits each.

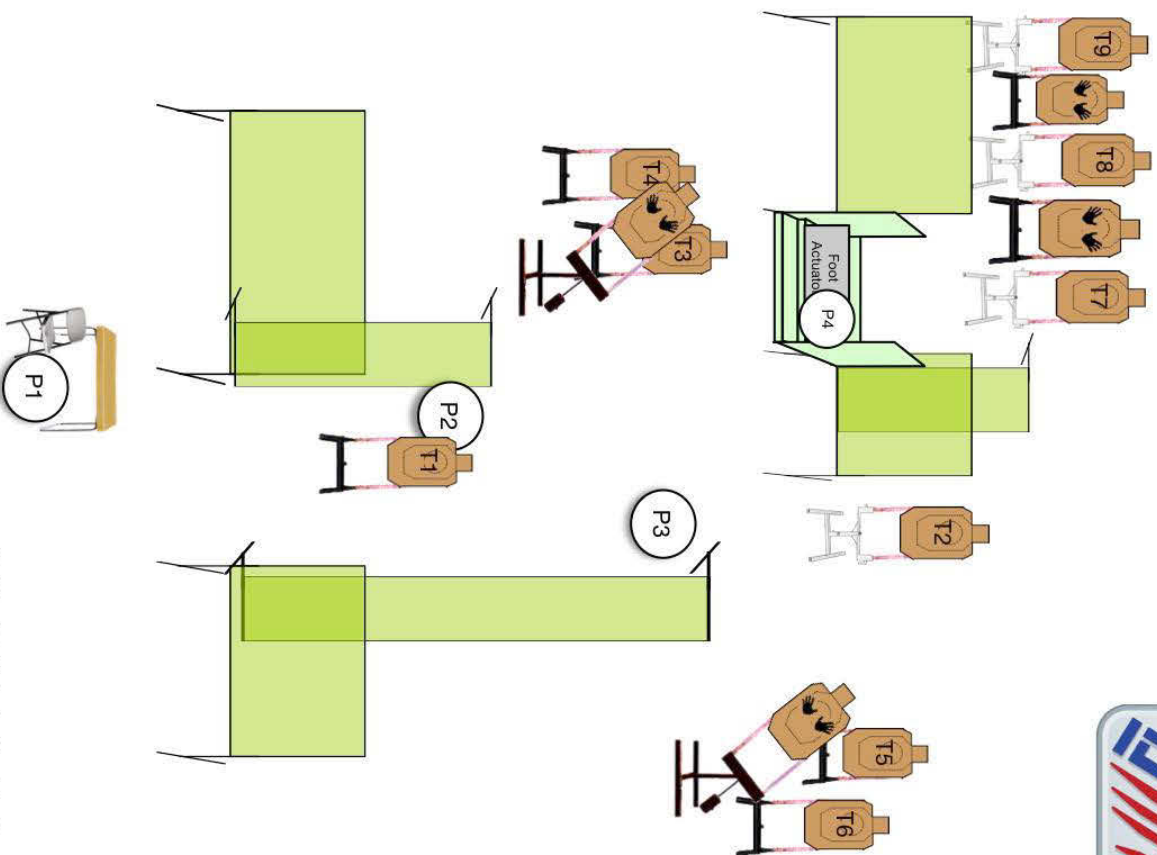




# Stage 4: Dinner Reservations



**Bay:** 3  
**Strings:** 1  
**Round Count:** 18  
**Scoring Method:** Unlimited  
**Targets:** 9x Threats  
**Starting Position:** Sitting in chair at position P1, hands flat on table, back against chair.  
**Start Signal:** Audible  
**Stop Signal:** Last Shot Fired  
**Scenario:** You're at a fancy new restaurant when all hell breaks loose. Save their bacon.  
**Concealment Garment:** Required  
**Muzzle Safe Points:** Orange Cones  
**Procedure:** On the Start signal, draw and engage all threats.  
**Scoring:** T1 through T9 should have 2 hits each.







# Stage 5: Deliverance



**Bay:** 4

**Strings:** 1

**Round Count:** 14

**Scoring Method:** Unlimited

**Targets:** 6x Threats, 2x Poppers

**Starting Position:** Seated in camp chair at Position P1, back against back of chair, can of soda held in strong hand against forehead. Handgun with closed slide/cylinder and loaded magazines/speedloaders/moonclips on lid of cooler. Firearms and ammunition may not be propped up or stacked on the cooler.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

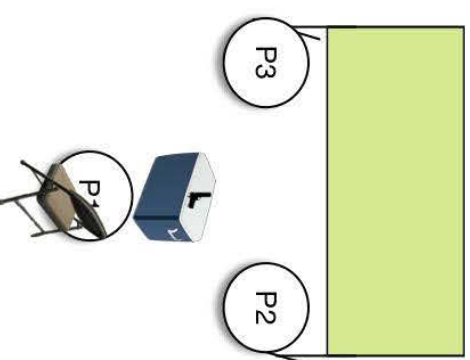
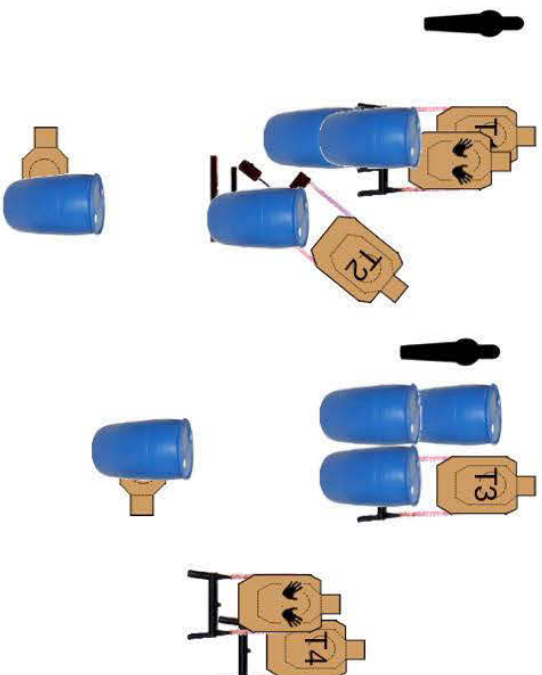
**Scenario:** You are sitting near your cooler just finishing up cleaning your gun after you fell into the lake while fishing. You're enjoying a tasty pop when a gang of locals and their dogs raid your camp.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the Start signal, pick up your handgun and all ammunition and engage all of the threats.

**Scoring:** T1 through T6 should have 2 hits each. Steel must fall.





# Stage 6: Bedtime Surprise



**Bay:** 5

**Strings:** 1

**Round Count:** 17

**Scoring Method:** Unlimited

**Targets:** 8x Threats, 1x Poppers

**Starting Position:** Loaded handgun and extra ammunition in nightstand drawer, muzzle pointed downrange. Shooter laying flat on cot with hands at sides at position P-1.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

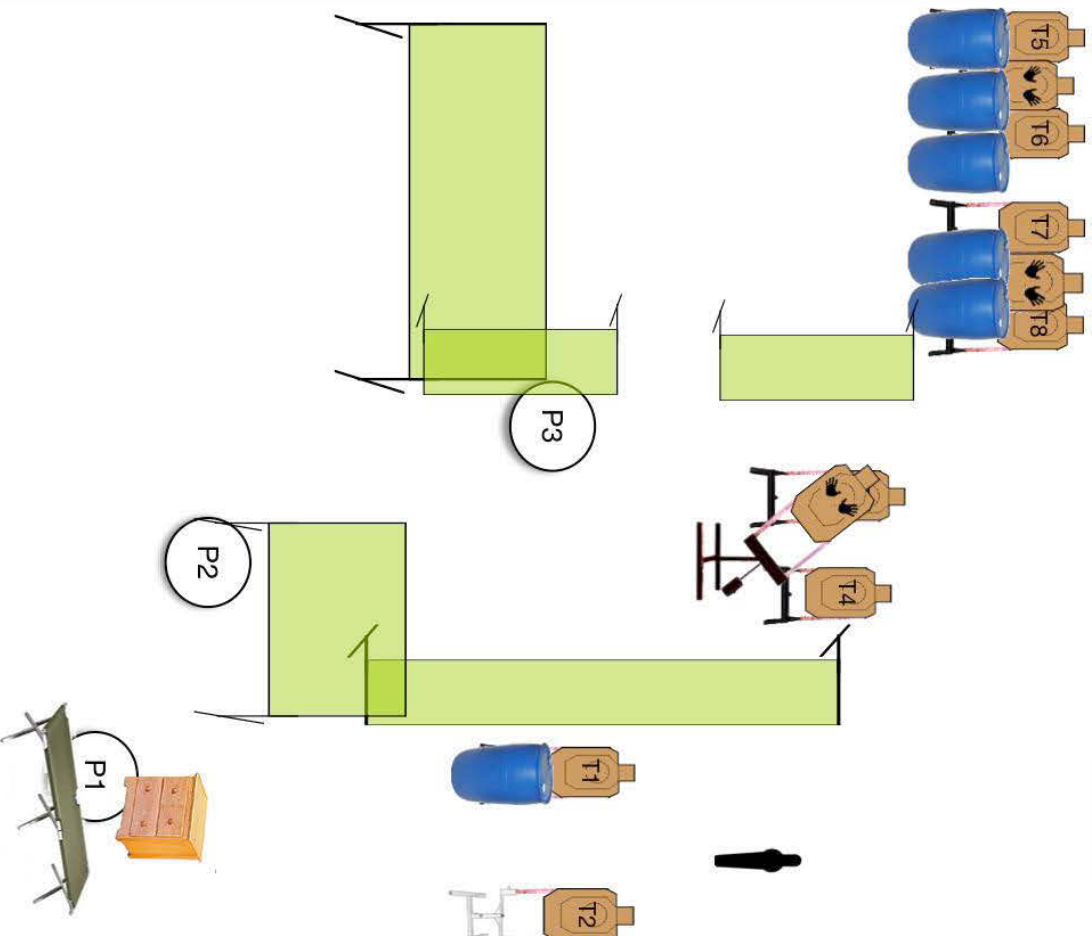
**Scenario:** You are trying to go to sleep the night before your Wisconsin State IDPA Championship when you hear a bump in the night.

**Concealment Garment:** Not Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the Start signal, retrieve your handgun and ammunition from the nightstand and engage all threats.

**Scoring:** T1 through T8 should have 2 hits each. Steel must fall.



Original CoF design by John Bordeaux



# Stage 7: Do Your Duty



**Bay:** 6

**Strings:** 1

**Round Count:** 15

**Scoring Method:** Unlimited

**Targets:** 6x Threats, 3x Poppers

**Starting Position:** Sitting on toilet holding a newspaper with both hands, unloaded handgun with muzzle down/range and all ammunition on stool.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

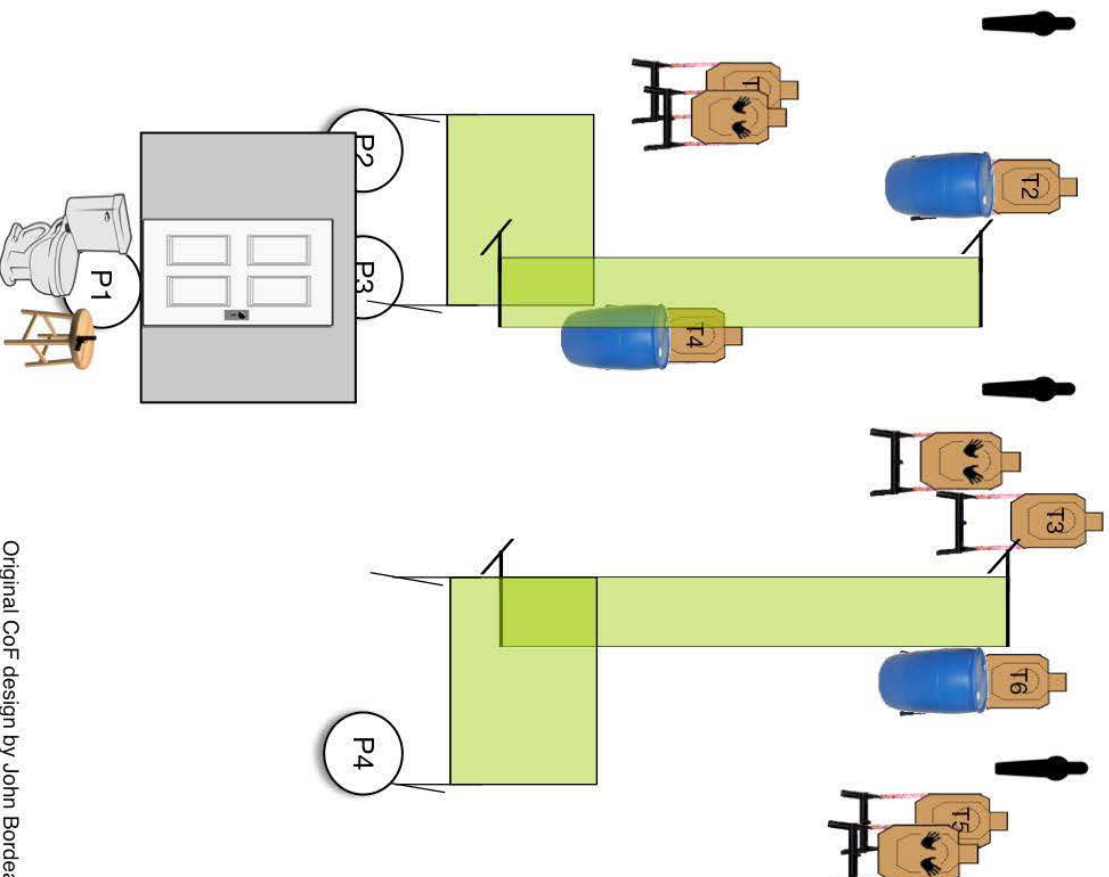
**Scenario:** You are in the only place where you get any peace and quiet when you hear a crash and screaming.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the Start signal, retrieve your handgun and ammunition from the stool and engage all threats.

**Scoring:** T1 through T6 should have 2 hits each. Steel must fall.





# Stage 8: Parking Lot Thugs



**Bay:** 7

**Strings:** 1

**Round Count:** 16

**Scoring Method:** Unlimited

**Targets:** 7x Threats, 1x Drop-Leg

**Starting Position:** Standing at position P1, feet on markers, holding wallet in weak hand.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

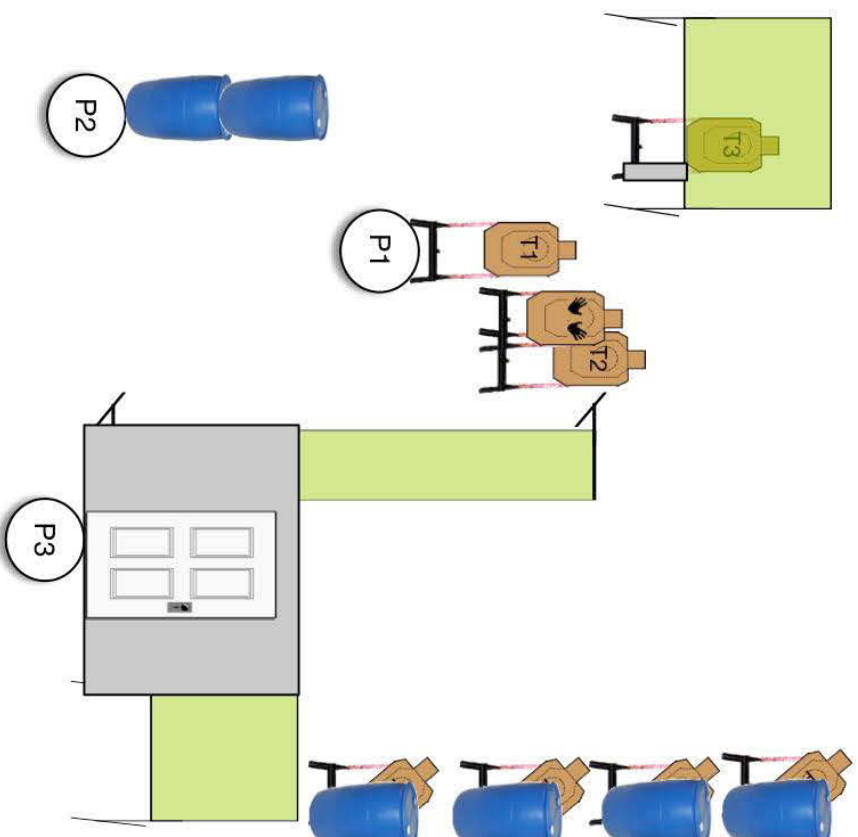
**Scenario:** You are walking to your car when a bunch of thugs try to muscle you out of your wallet. Show them they have messed with the wrong person!

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the start signal, engage T1 from close retention with at least 3 rounds. Engage T2 while moving to position P2. Engage any remaining threats visible from P2, then move to exit door and clear any threats after opening the door.

**Scoring:** T1 should have 3 hits. T2 through T7 should have 2 hits each. Steel must fall.





# Stage 9: Goodbye Old Friend



**Bay:** 7

**Strings:** 1

**Round Count:** 12

**Scoring Method:** Limited

**Targets:** 3x Threats

**Starting Position:** Standing at P1, feet on markers, hands relaxed at sides, handgun loaded with a maximum of 6 rounds.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

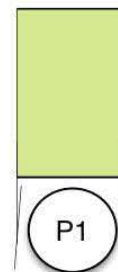
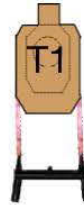
**Scenario:** None. This is a Standards stage.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the start signal, draw and engage all threats with 2 rounds each from position P1. Move to position P2 and re-engage all threats with 2 additional rounds each.

**Scoring:** T1 through T3 should have 4 hits.



Original CoF design by Ed Sendele



# Stage 10: Dishes Are The Worst



**Bay:** 8

**Strings:** 1

**Round Count:** 15

**Scoring Method:** Unlimited

**Targets:** 7x Threats, 1x Popper

**Starting Position:** Standing at P1, hands in dishpan with one hand holding a dishrag with all fingers and the other holding a utensil using all fingers.

**Start Signal:** Audible

**Stop Signal:** Last Shot Fired

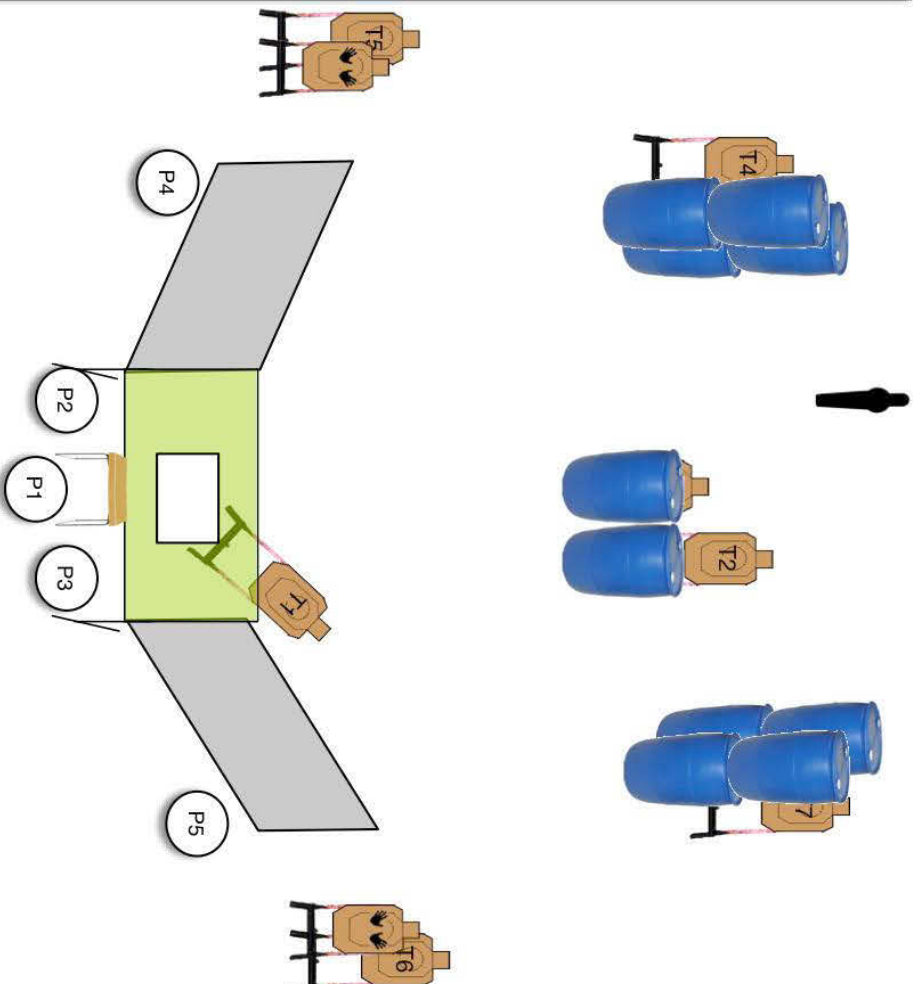
**Scenario:** You are doing dishes when you hear a commotion a few doors down. You look out your window and notice a group of vandals burning down the neighborhood and killing everyone in their path. Keep yourself and your family safe.

**Concealment Garment:** Required

**Muzzle Safe Points:** Orange Cones

**Procedure:** On the start signal, draw and engage all threats.

**Scoring:** T1 through T7 should have 2 hits. Steel must fall.





# Stage 11: Gas Station Nightmare



<b>Bay:</b> 9
<b>Strings:</b> 1
<b>Round Count:</b> 13
<b>Scoring Method:</b> Unlimited
<b>Targets:</b> 6x Threats
<b>Starting Position:</b> Standing at P1, feet on markers, one hand on gas nozzle and other hand relaxed at side.
<b>Start Signal:</b> Audible
<b>Stop Signal:</b> Last Shot Fired
<b>Scenario:</b> You are refueling your bike when a biker gang approaches you and threatens to take your bike and your life.
<b>Concealment Garment:</b> Required
<b>Muzzle Safe Points:</b> Orange Cones
<b>Procedure:</b> On the start signal, draw and engage all threats from low cover.
<b>Scoring:</b> T1 through T5 should have 2 hits. T6 should have 3 hits.

