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Ubi Libertas Habitat...



... Nostra Patria Est.!



Brazosland Pistoleros

NEXT MATCH: October 28, 2007

MATCH SET-UP: 8:30 a.m.

SHOOTING STARTS: 10 a.m. or When the Match is Set-up

October 2007

Anybody that doesn't love this match needs to find a new hobby! All I can say about this months match designed by our very own Rusty Hoffpauir is...Wow!

Five stages and a side match. Counting the 8 rounds in the side match (not likely, it's all steel) the match is 95 rounds. After that, I don't even know where to start...we have a couple of field courses that are very well laid out, one with a door and two ports...normally that would be interesting enough...but the door triggers two targets on an automatic mover across the back of the stage...yeah, you read that right.

Designed and built by one of our own (Fred Q.), it moves two targets across the stage from opposite sides and stops them behind barricades on stage right and left (IPSC lawyers need not apply...upper A/B zones will be exposed, meaning these are not disappearing targets and must be engaged...). I haven't seen any thing like this before except at very large national matches, it will be fun.

Fred and Rusty will be setting up and testing the equipment and stages on Saturday...check out our forum to see how you can best help them out, I know they will need some help.

95 rounds, moving targets, lots of steel (that Texas Star thingy again...) side match...

Oh, Side Match! Do you have a .22? We have some custom made plates, two sets actually, and two custom poppers, so that we can have a steel challenge with .22's! Check out the stage below. No holster is required...we will start with the pistol loaded and in your hand. Did I say Wow? Wow!

Rusty has also included a layout for the stages in our two bays so that during set-up everyone will know what goes where...it's included below with the stages. Help is always greatly appreciated on Sunday morning!

So who wants to be a Match Director? Paul is up in November but I need some volunteers for Dec, Jan and February.

If anyone is interested in doing a 3 Gun match after the first of the year I'd like to form a committee to get it planned. I love shooting them and I'll draw the stages if you like, but for us to do it again I'll need some help.

Don't forget we have changed our December match date, check the calendar at BP .com

I sure hope you can make it out on Sunday, I checked the weather and the forecast looks like a great October day.

Shoot safe,

Kevin J.

Walking The Berm Title

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** A-58505 - Rusty H.

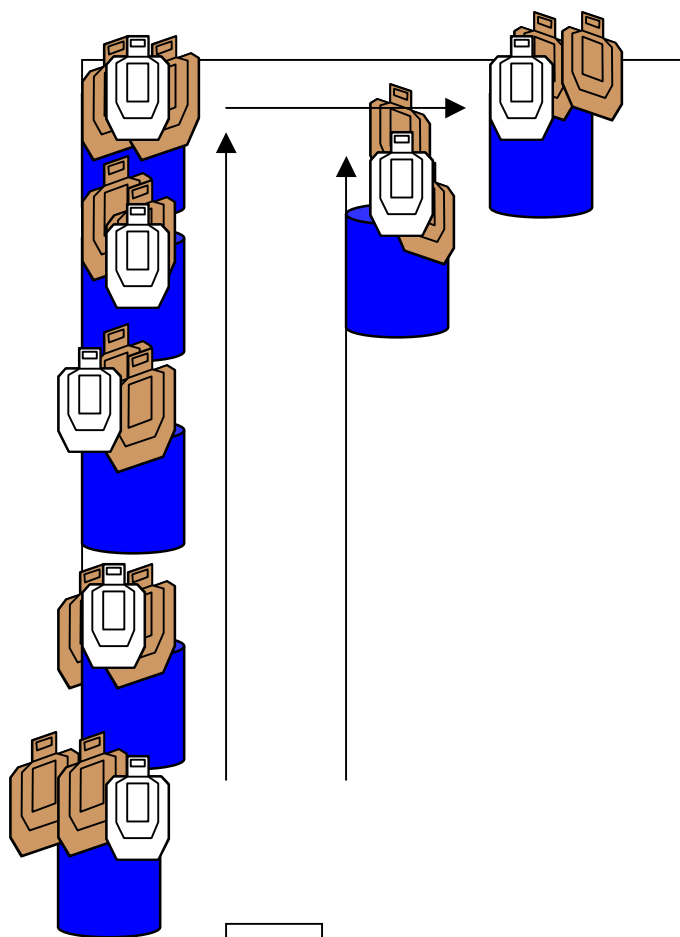
START POSITION: Standing in box, hands at surrender per ready position 8.1/8.2

STAGE PROCEDURE

Upon signal, walk the berm to shoot targets as they present themselves.

SCORING

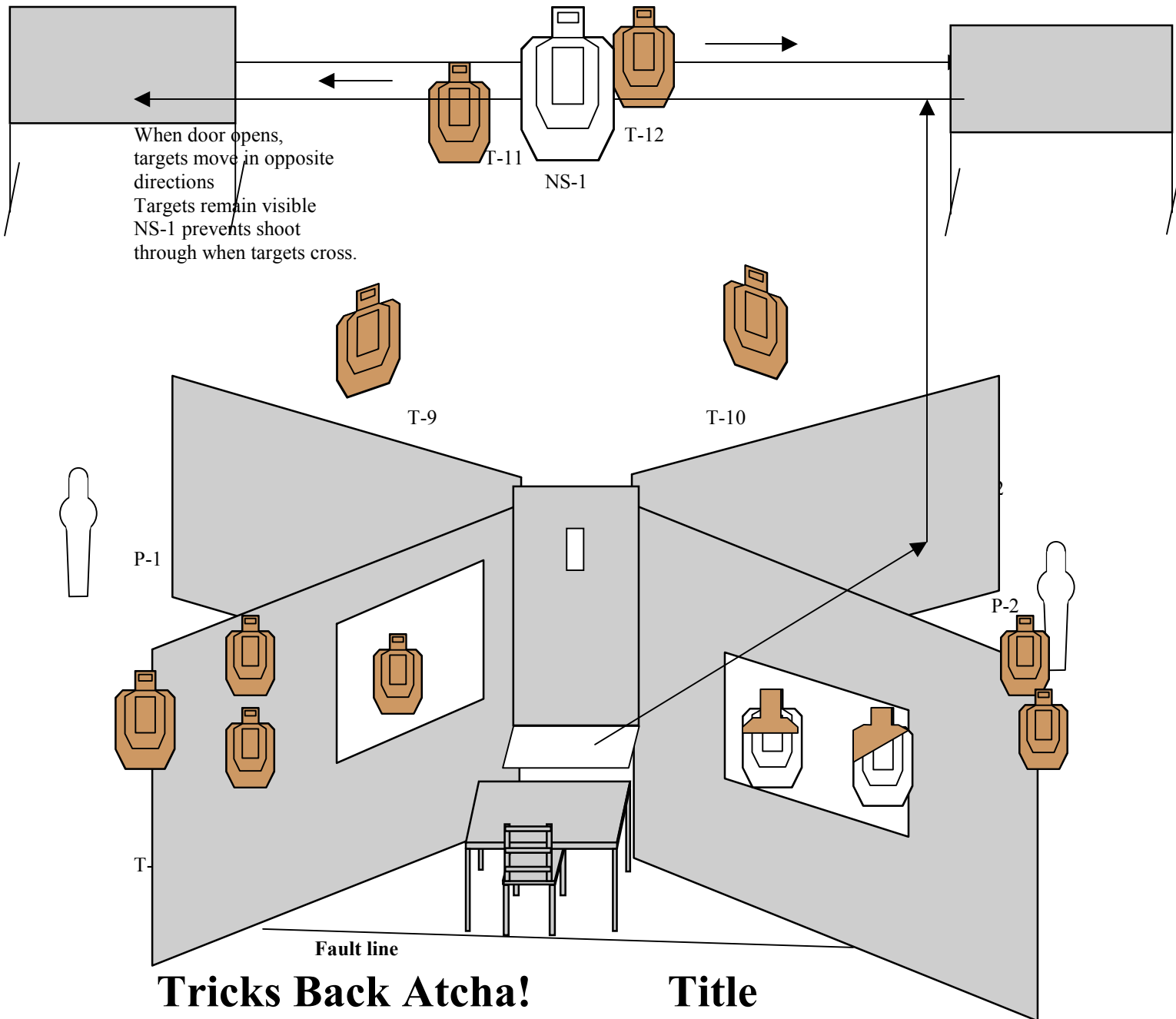
SCORING: 28 Comstock, rounds, 140 points
TARGETS: 14 IPSC
SCORED HITS: Best per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Set up barrels (or NS) to block view of 2 targets hiding behind each barrier. Intersperse 1 NS white IPSC per pair of targets, varying the way targets are blocked. Design is to make the shooter walk the berm before targets present themselves and have a variety of target zones as blocked by NS. Make them start walking and keep moving to find those targets.

RO NOTES: Set up on extreme left side of bay.

Warn all shooters not to break the 180!



RULES: Pract Shoot Hdbk , Latest Ed. **COURSE DESIGNER:** A-58505 – Rusty H.

START POSITION: . Begin seated at the table with both knees under table, elbows on table, with a piece of Halloween candy in your mouth. Gun is in holster per ready position (see 8.1.1 and 8.1.2)

STAGE PROCEDURE

At start signal, begin clearing your yard of goblins that are there to take your candy. Engage T-1-T-12 and PP1-2 as they appear. Opening the door activates the moving targets in 2 different directions. The single “no-shoot” prevents a shoot-thru to hit both targets at once
 T-1 through T-8 are down low (tilted) and you must be up at the window looking down to see them. PP must be shot through the windows.
 Moving targets heads remain visible. **MUST SHOOT**

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 12 IPSC, 2 PP, 1 NS
SCORED HITS: Best 2 per IPSC, KD = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10

Don't be Skeered! Title

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** A-58505 – Rusty H.

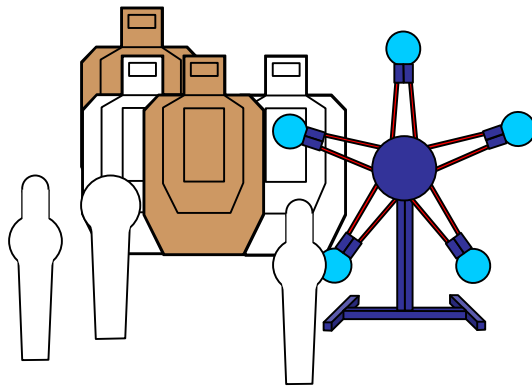
START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon signal, draw and engage targets as they appear.

SCORING

SCORING: Comstock, 12 rounds, 60 points
TARGETS: 2 IPSC, 3 PP, 5 plates-star
SCORED HITS: Best per IPSC, steel down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



Shooter
Box 22'
From
Nearest
steel

SETUP NOTES: Left side of star should be in front of NS. 2 of 3 PP should be in front of no shoots. 1 IPSC should present head shot with 1 IPSC showing full frontal nudity.

RO NOTES:

Get Em Quick! Title

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** A-58505 – Rusty H.

START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon signal, draw weapon and hit 3 attacking dogs with 2 shots each.

Black painted (hardcover) either side of A line running length of target denotes size of dog.

SCORING

SCORING: Timed , 3 seconds, 6 rounds, 30points

TARGETS: 3 IPSC

SCORED HITS: Best per IPSC

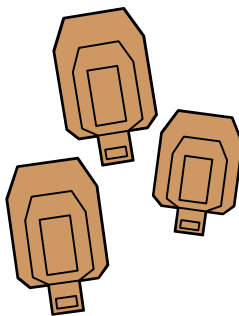
START-STOP: Audible - Audible

PENALTIES: Procedural. -10

Extra hits -10

Stacked shots -10

Each shot after 3.3 seconds -5



Box A
14 ft from c
12 ft from b
10 ft from a

SETUP NOTES: Targets are mounted on **slanted target stands with head down**. Black hardcover paint runs along edge of "A" front to rear on each target to simulate width of a dog. Target heads are mounted head down for realism. Measure distance from front of box to rear of targets.

RO NOTES: US 9.4.6.1 Overtime shots (i.e. shots fired after the audible stop signal), will each be penalized the value of the maximum scoring hit available on that target, If the time runs more than .30 seconds over the set time, it will be considered overtime. Any shots timed at 3.31 and later will be considered overtime.

22 cal pistol steel challenge

Title

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** A-58505 – Rusty H.

START POSITION: Elimination bout. Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is at low ready on barrel with safety on or hammer down.

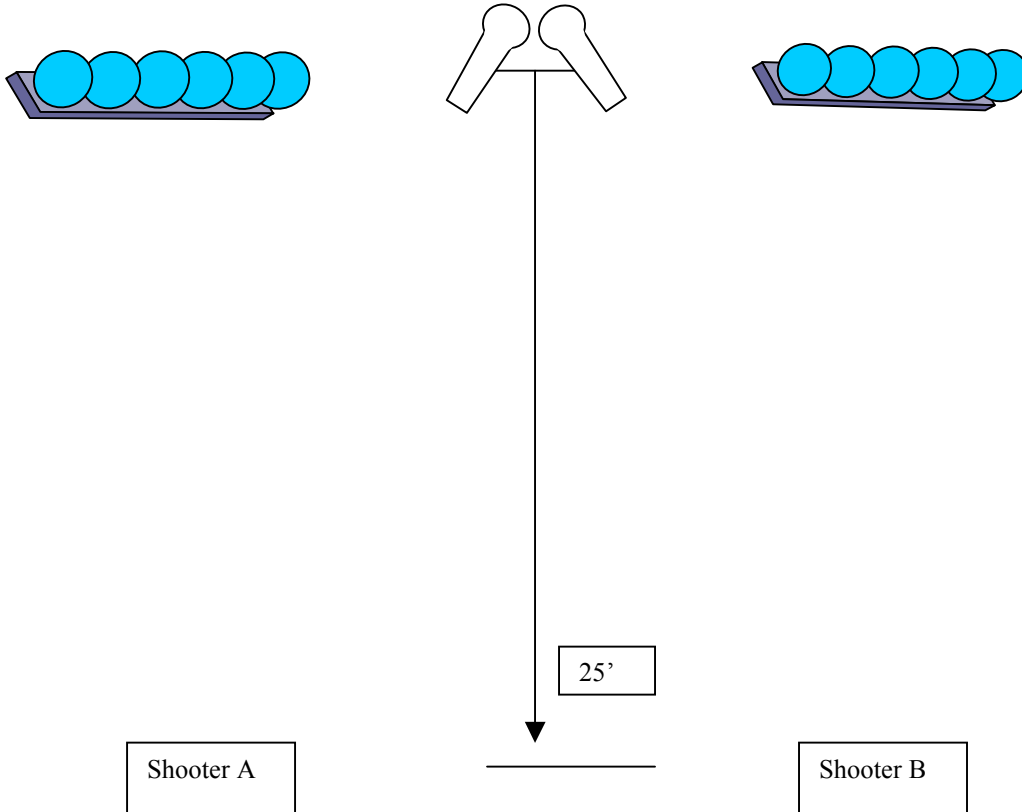
STAGE PROCEDURE

Steel challenge – drop the plates and the last shot crossover to determine the winner.

SCORING

SCORING: Plates first then crisscross

TARGETS: 6 plates, 1 steel criss-cross



SETUP NOTES:

We will determine the maximum round count in revolvers to determine the number of plates to be knocked down (allowing for a revolver miss) so revolvers can compete with autos.

RO NOTES:

If plates don't fall...it is NOT considered Range Equip Failure. Plates must fall to count.



CM 99-47

Triple Choice

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Jean Johnson—Modifications by US Design Team

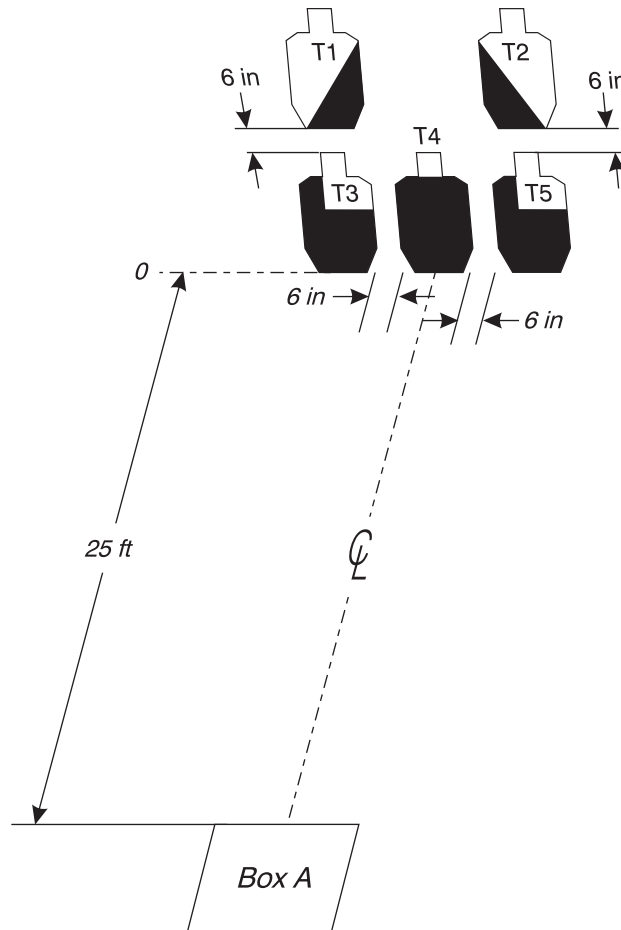
START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A, engage T1-T5 with only one round per target.
 - String 2. Upon start signal, from Box A, engage T1-T5 with only one round per target using strong hand only.
 - String 3. Upon start signal, transfer gun to weak hand and from Box A engage T1-T5 with only one round per target using weak hand only.
- Jams may be cleared with both hands.

SCORING

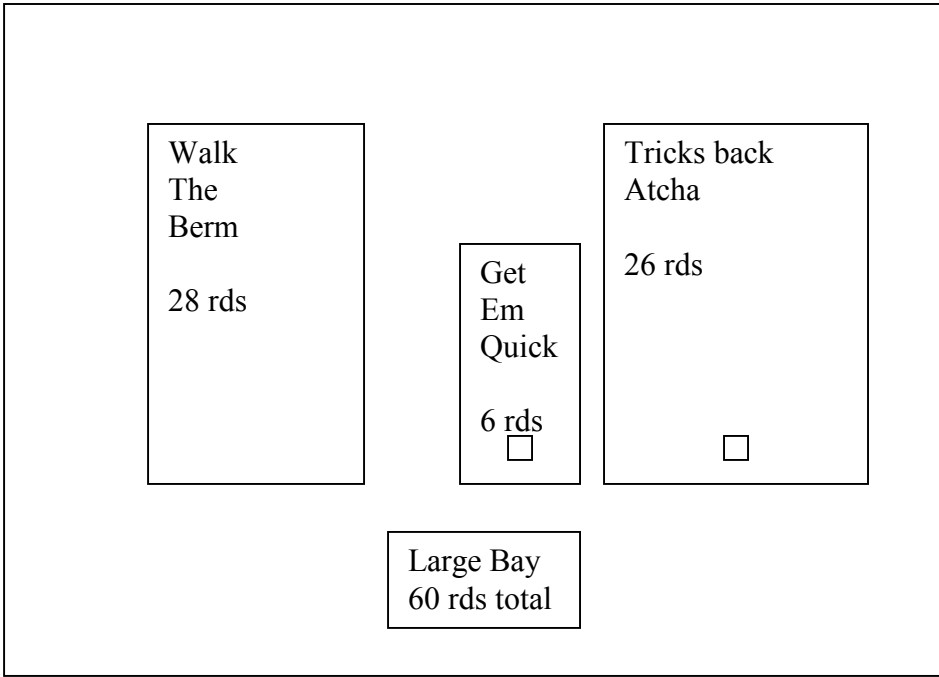
SCORING: Virginia Count, 15 rounds, 75 points
TARGETS: 5 IPSC
SCORED HITS: Best 3/paper
START - STOP: Audible - Last shot
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.



SETUP NOTES: Targets T1 & T3 and T2 & T5 are mounted above each other on one target stand. The bottoms of T3, T4, and T5 are 14 inches above ground.



Hard cover on T3 and T5 covers from top of shoulder downward along left edge of A zone to 5 inches below top of A zone. Box A is 3 feet by 3 feet.



95 rounds
total for
October
(8 rds 22)

