

Bench Rest Rifle Club of St. Louis



March 2021 Matchbook

Hello Shooters, and welcome back!

We have a few things to talk about.

1. 22LR Divisions, great for big caliber conservation or bringing new shooters to the sport!
2. End of Year Prize table for helping out. Be among the first dozen people to show up and do work, and you get an entry for each time.
3. Community Updates, GatewayIDPA.com, ARPC Piloting Changes, BSP next weekend.

We have 6 stages in 5 bays, with a 93 round count minimum. The classifier takes up 25 rounds so we tried to make some exciting stages with enough shooting to make it worth the effort, but also making it possible to get something out of it without going overboard.

We hope you enjoy it.

Stay safe, shoot straight, and good luck!

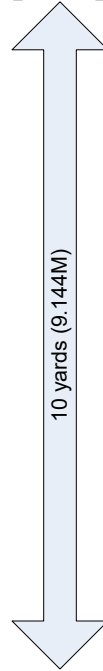
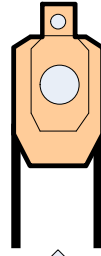
Equipment Distribution

This includes the additional equipment required by the extra stage in each bay.

Total	Item	Bay 1	Bay 2	Bay 3	Bay 4	Bay 5
32	Target	5	7	8	6	6
5	Target - Tuxedo	3	0	1	0	1
2	Target - Head	0	0	1	0	1
1	Target - Diagonal Left	0	0	0	0	1
1	Swinger	0	0	0	0	1
1	Drop Turner - Double	0	0	1	0	0
2	Pepper Popper - Large	0	0	1	0	1
3	Steel Plate - 8" Circle	0	3	0	0	0
3	Non-Threat	0	3	0	0	0
78	Furring Strip	14	18	24	8	14
38	Target Stand	6	9	11	5	7
3	Steel Stand	0	3	0	0	0
21	Fault Line	5	5	3	5	3
16	Barrel	2	5	5	0	4
20	Wall - Solid	6	4	4	0	6
1	Wall - Windowed	0	0	0	0	1
1	Chair	1	0	0	0	0

Might be worthwhile to leave extra targets in Bay 4 for the (5x5) Classifier.

IDPA 5x5 Classifier



P1

String 1: Draw and fire 5 shots freestyle.

String 2: Draw and fire 5 shots using Strong Hand Only.

String 3: Start with only 5 rounds in your gun. Draw and fire 5 shots, emergency reload and fire 5 additional shots freestyle.

String 4: Draw and fire 4 shots to the body and one shot to the head freestyle.

*** Notes:**

- 1) Target height set at 5'
- 2) Cover garment optional
- 3) Scoring is Limited

Times

_____ String 1

_____ String 2

_____ String 3

_____ String 4

_____ Raw Time

_____ + Points

_____ + Penalties

_____ Score

Thanks to Charlie Mops - Stage 1 All Bays

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Standing at P1, firearm loaded to 3 rounds in support hand at low ready. Loading devices stored on body per rules. Strong hand holding cup (PCC and 22 PCC as well).

SCENARIO:

A long time ago, way back in history,
when all there was to drink was nothin but cups of tea.
Along came a man by the name of Charlie Mops,
and he invented a wonderful drink and he made it out of hops.

Also thanks to Charlie Mops, the one guy who is threatening your life, looks like blurry twins.
Shoot both of hims.

PROCEDURE:

At buzzer, draw and engage T1 or T2 with 2 rounds to the lower scoring area, and 1 to the upper scoring area, support hand only (drunk hand). Reload, and engage T2 with 2 rounds to the lower scoring area, and 1 to the upper scoring area, in any handedness. Any additional shots may be taken however the shooter chooses but the first magazine of 3 shots must be made from the support hand.

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 2

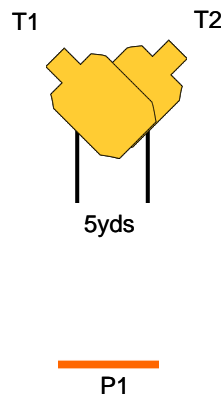
DISTANCE: 5 Yards

SCORED HITS: Best 2 on Lower Scoring Area, Best 1 on Upper Scoring Area

PENALTIES:

CONCEALMENT: No

NOTES: Stage 1 - All Bays. Cup must be in strong hand at start of buzzer.



- 2 Targets
- 1 Target Stand
- 2 Furring Strips
- 1 Fault Line (may be painted)

Set up in ALL BAYS

Whiskey in the Jar

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Sitting at SP1 facing uprange, firearm unloaded and holstered, PCC, 22 PCC, 22 CCP at low ready. Loading devices on either or both barrels.

SCENARIO:

I counted out his money, and it made a pretty penny.
I put it in my pocket and I took it home to Jenny.
She said and she swore, that she never would deceive me,
but the devil take the women, for they never can be easy
I went into my chamber, all for to take a slumber,
I dreamt of gold and jewels and for sure it was no wonder.
But Jenny took my charges and she filled them up with water,
Then sent for Captain Farrel to be ready for the slaughter.

PROCEDURE:

At start signal, move to cover and retrieve loading devices. Engage targets from cover, with 2 rounds each, in tactical priority. Barrels are retention. Mind the 180.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 6

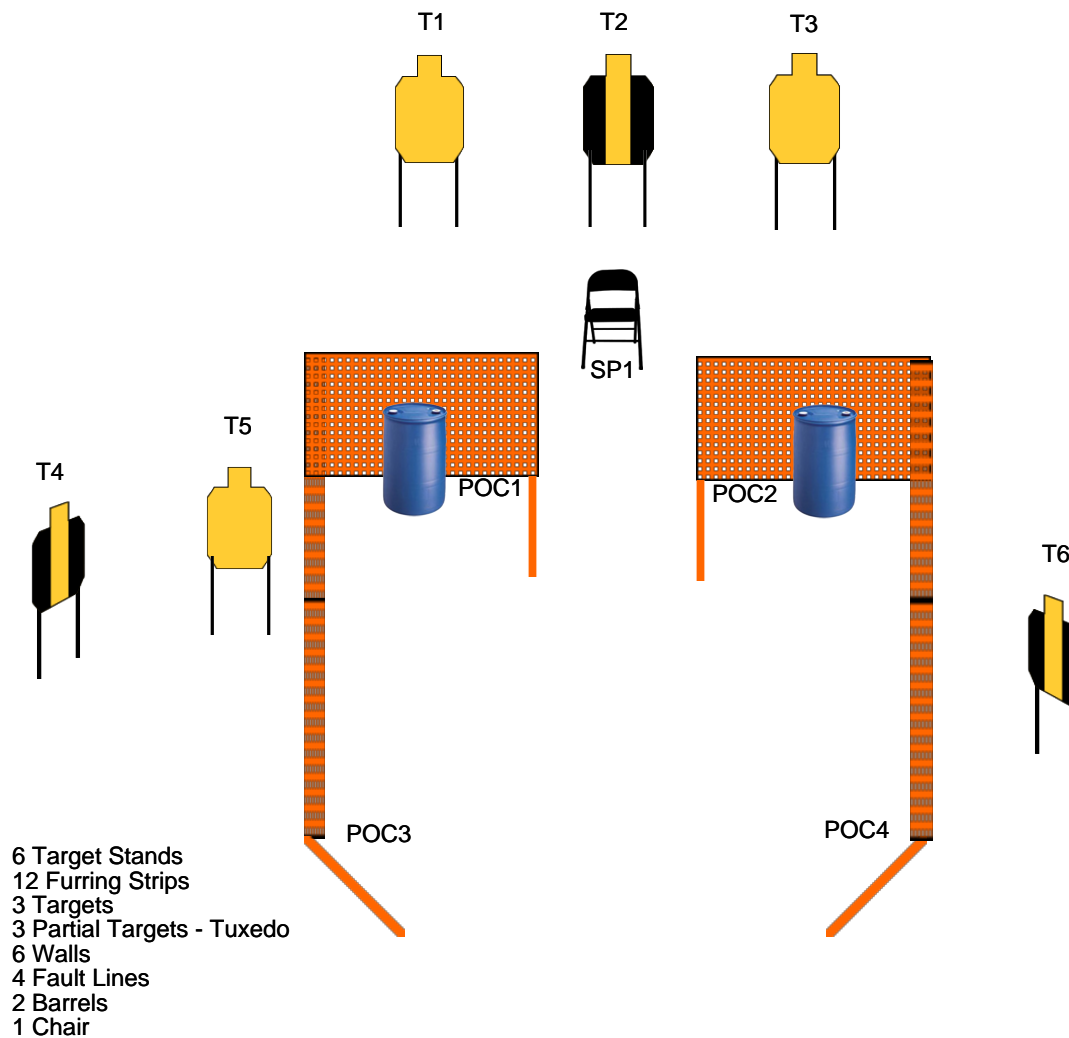
DISTANCE: 5-12 yards

SCORED HITS: 2 Per Paper

PENALTIES:

CONCEALMENT: Yes

NOTES: Recommend that shooters do not draw until they are at the barrel with their loading devices.



Shamrocks and Shenanigans

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Standing at SP, firearm loaded to division capacity and holstered, or at low read for PCC, 22 PCC, and 22 CCP. Hands in the surrender position.

SCENARIO:

Its a leprechaun attack. You knew it would happen.

Leprechauns get 2 their short little bodies, and 1 to there annoying little heads.

Free the three rainbow gold hunting hostages from behind the golden shamrocks (steel targets, not gold).

(Inspired by James Cantrell's "Something for Everyone")

PROCEDURE:

At the start signal, draw and engage targets T1-T5 with 2 to the lower scoring area, and 1 to the upper scoring area. Targets T1 and T2 are in the open, the rest must be engaged from cover.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 5

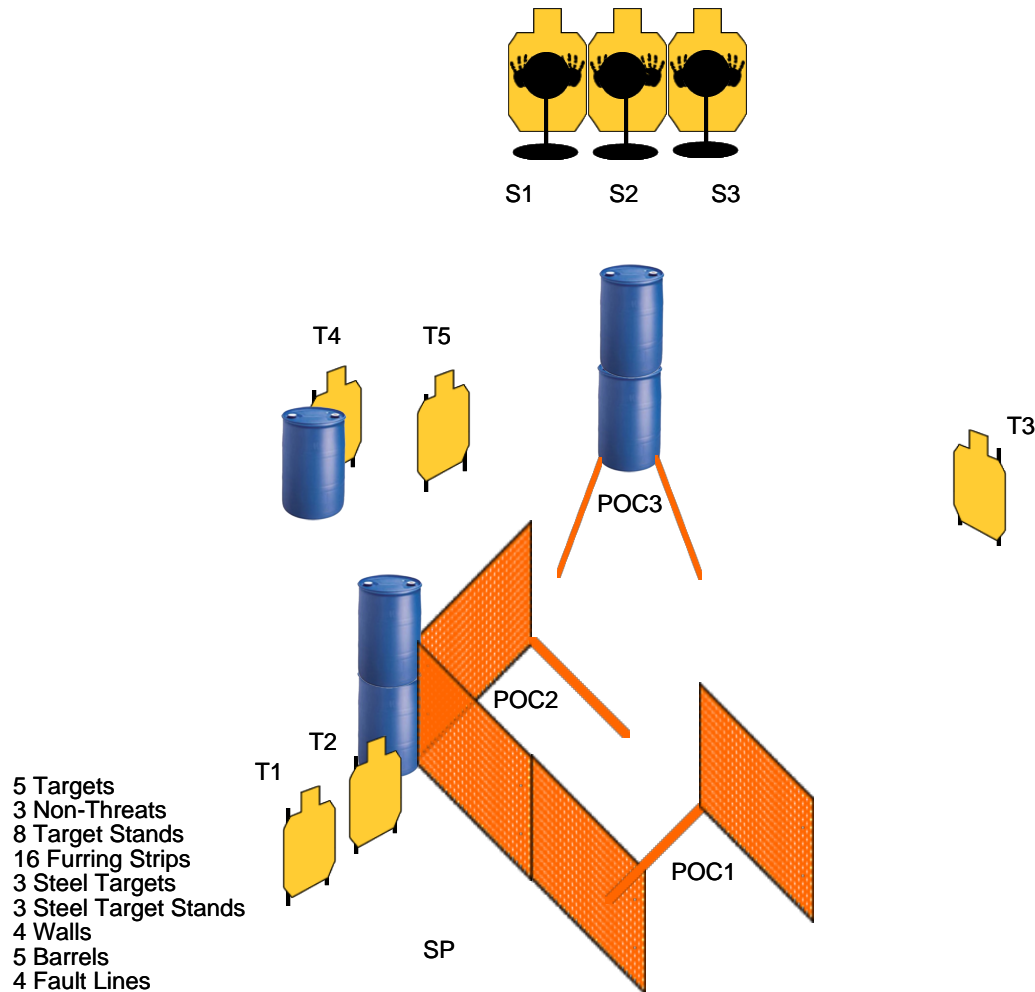
DISTANCE: 3-10yds

SCORED HITS: Best 2 on Lower Scoring Area, Best 1 on Upper Scoring Area, Steel Must Fall (or be hit for .22)

PENALTIES:

CONCEALMENT: Yes

NOTES: Targets should be mounted real low on the sticks.



Shillelagh Side-show

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Standing at SP, firearm unloaded and on barrel in front of you along with all loading devices, hands at side (below belt)

SCENARIO:

While waiting on your order of boxties at some kind of shady road-side carnival, you were killing time at the shooting gallery booth when you mentioned to your mate that everyone working there had small hands and smelled of cabbage. The whole place started coming after you with knobby clubs. Defend yourself, even if you started it by being a bit of an arse to begin with!

PROCEDURE:

At start signal, engage targets T1-T4 in tactical priority. T5-T7 and S1 need to be engaged from cover. S1 activates T8, a drop turner with TBD exposures. Barrel is Retention. Best 2 hits on paper, steel must fall.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 7

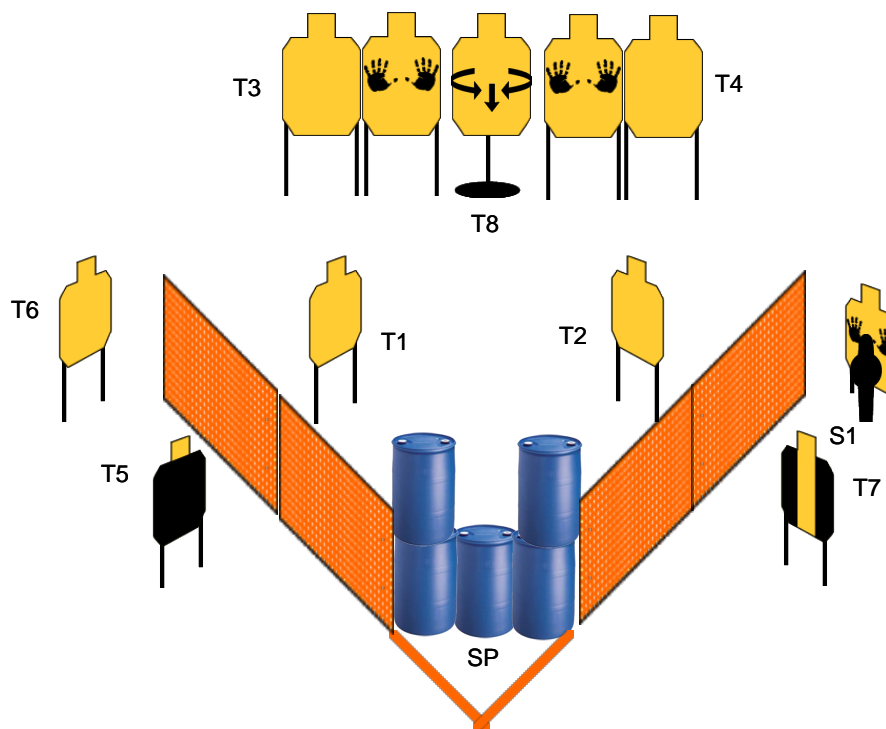
DISTANCE:

SCORED HITS: 2 Per Paper, Steel Must Fall

PENALTIES:

CONCEALMENT: No

NOTES: Targets in the open must be engaged first.



6 Targets
1 Partial Target - Tuxedo
1 Partial Target - Head
10 Target Stands
1 Drop Turner (2)
22 Furring Strips
1 Steel Popper

4 Walls
5 Barrels
2 Fault Lines

5x5

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Standing at P1, firearm loaded to division capacity and holstered

SCENARIO:

String 1: Draw and fire 5 shots freestyle.

String 2: Draw and fire 5 shots using Strong Hand Only.

String 3: Start with only 5 rounds in your gun. Draw and fire 5 shots, emergency reload and fire 5 additional shots freestyle.

String 4: Draw and fire 4 shots to the body and one shot to the head freestyle.

PROCEDURE:

See attached 5x5 Classifier Sheet

SCORING: Limited

ROUND COUNT: 25

TARGETS: 1

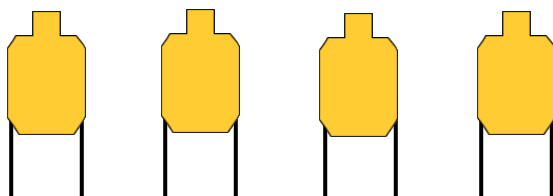
DISTANCE: 10yds

SCORED HITS: 25 on paper. At least 1 in upper scoring area, and 4 in lower scoring area.

PENALTIES:

CONCEALMENT: No

NOTES: Using separate target per string. Target needs to be 5ft tall, and 10yards from SP.



4 Targets
8 Furring Strips
4 Target Stands
4 Fault Lines

O'Reilly is Dead

RULES: IDPA Rules

Created By: Jason P Brown

START POSITION:

Standing at SP, facing down range, hands at side. Firearm loaded to division capacity, and magazines stowed on person. PCC and .22 Firearms at Low Ready, all others holstered.

SCENARIO:

O'Reilly is dead and his brother don't know it.
His brother is dead, and O'Reilly don't know it.
They are both dead, lying in bed, and neither one knows that the other is dead.
Aware that you've discovered the truth, the O'Reilly's' murderers are coming for you.
Defend yourself and avenge the O'Reilly's. When you are finished, don't forget to look out the window to make sure the coast is clear (Spoiler Alert: THE COAST IS UNCLEAR).

PROCEDURE:

At the Start Signal, engage targets T1 through T4 from the provided points of cover in tactical priority with 2 rounds each. The curtain covering the window is a vision barrier, and once exposed, all targets are surprise targets in the open. Engage accordingly with 2 rounds each. Muzzle safe point is the 180. Engaging targets from behind the stage boundary will be a DQ.

Targets 22A and 22B are for 22 Divisions ONLY (To make up for the lack of T7)

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 7

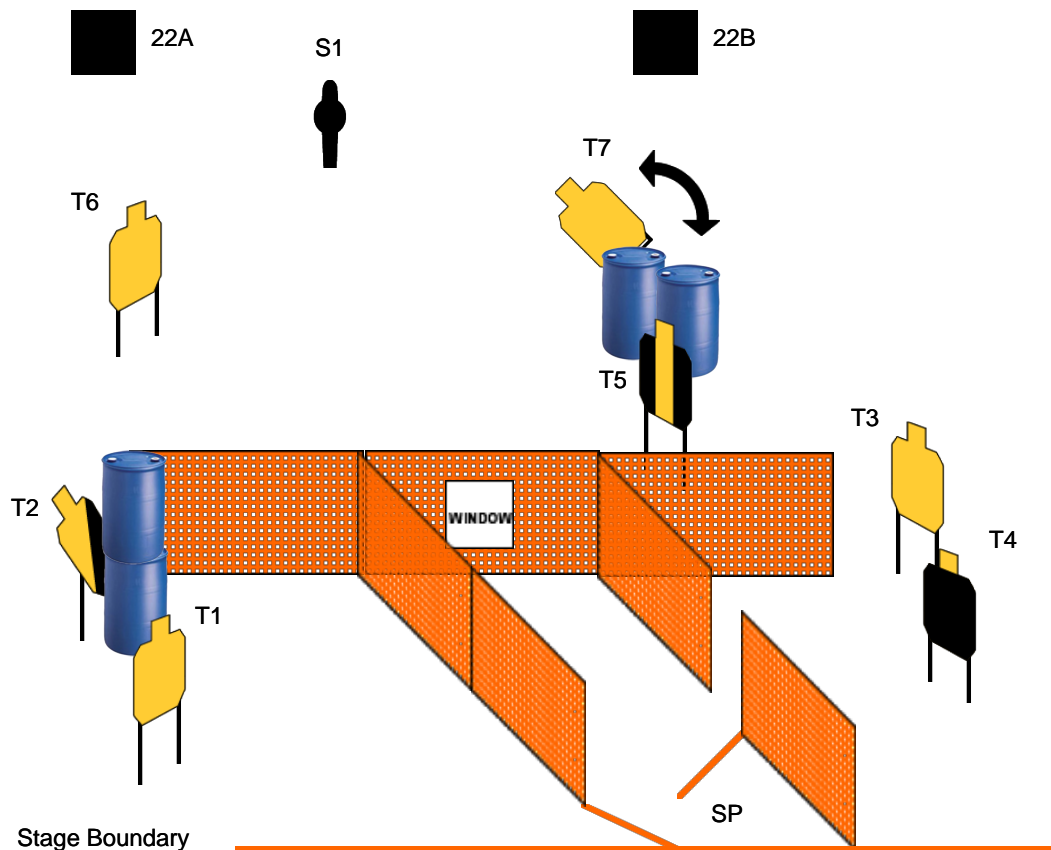
DISTANCE: 5-12

SCORED HITS: 2 Per Paper, Steel Must Fall

PENALTIES:

CONCEALMENT: Yes

NOTES: This is supposed to be a T Shape. Long hallway with window at the end. The wings at the end are to prevent engaging T5 - T7 and S1 from points of cover. Swinger should be hidden behind barrels until activated.



4 Plain Targets
1 Diagonal Left Partial Target
1 Tuxedo Partial Target
1 Head-Only Partial Target
1 Swinger
1 Steel Popper

6 Target Stands
6 Solid Walls
1 Windowed Wall
2 Fault Lines
4-6 Barrels

2 Square Steel Targets (SM/MD)
2 Steel Target Stands

See MD for Window Curtain
and Zip Ties

Created with Trident Stage Designer
TridentStageDesigner.com