

2010 IDPA Postal Match

Introduction and Rules

Welcome to the 2010 IDPA Postal match

Rules are straightforward:

1. This is not a sanctioned match. It does not affect shooters' classifications nor count toward the two-match requirement for being eligible to shoot the Nationals.
2. You must set up the match stages as accurately as you can.
3. Concealment must be worn for all stages.
4. All competitors must be current IDPA members.
5. Scores may only be submitted by clubs with current IDPA affiliation.
6. All competitors must be classified Novice or above in the division in which they are shooting.
7. If a shooter is not classified in the division in which he is shooting but holds a current classification in another division, he may compete using the highest classification he presently holds per page 72 of the current rule book. The shooter's classification in the submitted results should show that classification, not "unclassified".
8. Each competitor may compete only once in any division. If more than one score for a division is submitted, the earliest match score will be used and other scores will be rejected.
9. Each competitor may compete in more than one division, as long as rules 6 through 8 are followed.
10. All scoring must be done using the software supplied on the IDPA website. This will generate a file that you can e-mail.

11. All scores must be submitted as an attachment to an email sent to postalmatch@idpa.com or saved to disk and mailed to the IDPA Postal Match address.
12. To be counted, matches must be shot no earlier than October 15, 2010 and no later than February 28, 2010.
13. To be counted, scores must be received no later than March 8, 2010.
14. Any rule and/or stage clarifications required will be posted on the IDPA Postal Match website, <http://idpapostalmatch.com>.
15. A summary of how many competitors have participated will be updated on a regular basis on <http://www.idpapostalmatch.com>
16. Following the final tallying of scores, match results will be posted on the IDPA website.
17. Printable award certificates for up to the top six (6) competitors in each division/classification and for category winners (High Senior, etc.) will be emailed to the match directors submitting the scores or will be available for download from the website. (Total awards limited to 160. Awards will be calculated by the IDPA formula of 1-per-three up to a maximum of 6 in each division/classification. If any division/classification has fewer than 16 competitors, fewer awards will be created. Check the IDPA website for confirmation as to how they'll be distributed.)
18. Ties will be broken by number of points down. If the score is still tied, then Stage 1 time, then Stage 2 time, then Stage 3 time will be examined. If it is still tied, a postal tiebreaker will be sent to the tied shooters.
19. The rules addendum from idpa.com will be in effect.

Set Up Details for the 2009 IDPA Postal Match

Stage 1- Square Drill.

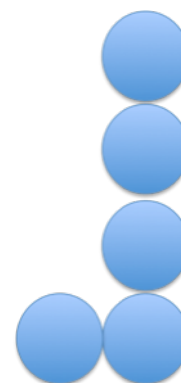
This is a single string Limited Vickers stage. This stage 4 barrels. If you are short on barrels, trash cans or cardboard boxes of similar dimensions may be used. Remember that shooters should stand to perform reloads, but have to begin moving before shooting again.

Stage 2- Practical El Pres

This stage requires three barrels. If you do not have the barrels, construct a solid wall 35" high and 6' long. All shots from low cover are to be around the side and the shooter must slice the pie.

Stage 4- Cleanup on aisle four..

Stage can be set up by using 4 walls, 8' long and 2 walls, 4' long by at least 6' high, or by using 20- 55 gallon barrels. The idea for use of the barrels is per the drawing on the right, except the 16' wall will need to be 8 barrels long. The barrels will be in this pattern and stacked two high. If you are confused as to the alignment of the Non Threat and 2 Threat targets, a photograph is available on the website, idpapostalmatch.com

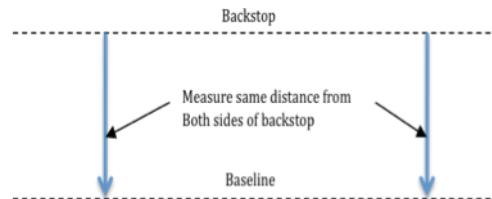


Stage 3- Postal Quick Draw .

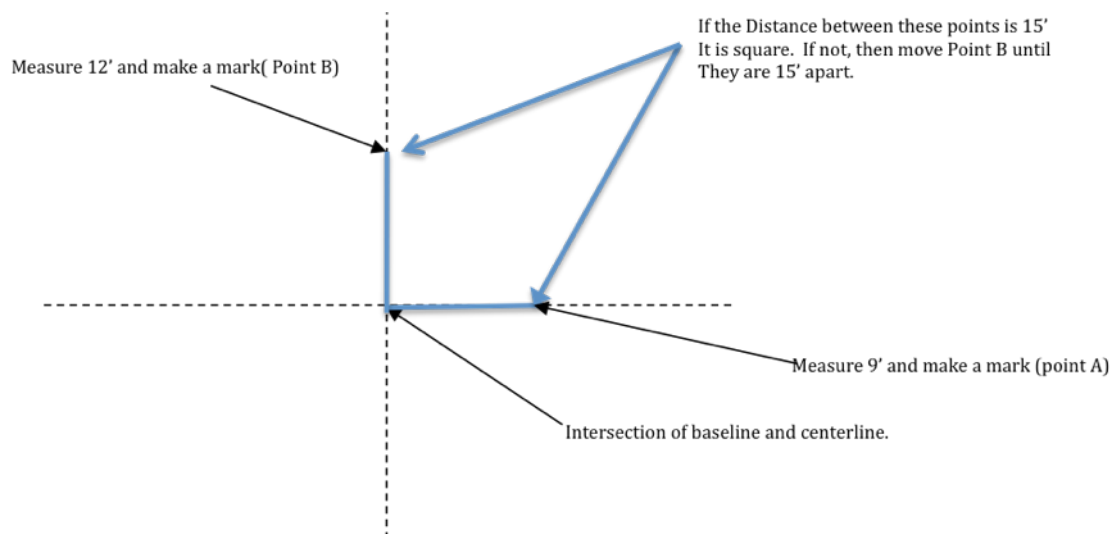
This is straightforward to set up, be sure to measure correctly. The -3 section of all the targets is to be blacked out and is hardcover. Only hits on the -1 and -0 will count.

Need Help with the Centerline and The Base Line?

To get your Centerlines and Base Lines square. Decide how far from your backstop your base line needs to be. From each side of the backstop, measure out that much and make a mark. Connect those two marks and you have a square base line.



Pick the point on the baseline where you want your stage centerline to intersect. Drive in a stake at that point. From that point measure down one side of your baseline 9 feet drive in a stake. Measure out a 12-foot piece of string and attach it at the intersection point. Measure out a 15-foot piece of string and attach it at point A. At the point where those two pieces of string intersect will be Point B. A line between your intersection point and point B will be perpendicular to the base line..



Once Point B has been established, the centerline is run from the intersection point through point b.



IDPA-PM-2010-001 Square Drill

SCENARIO: This is a relevant test of self defense shooting skills.

Props Required: 4 Barrels

Course Designer: Often attributed to Ken Hackathorn

SCORING: Limited Vickers, 12 rounds

TARGETS: 3 IDPA Targets

START-STOP: Audible - Last shot

Target Distance: 7-10 yards

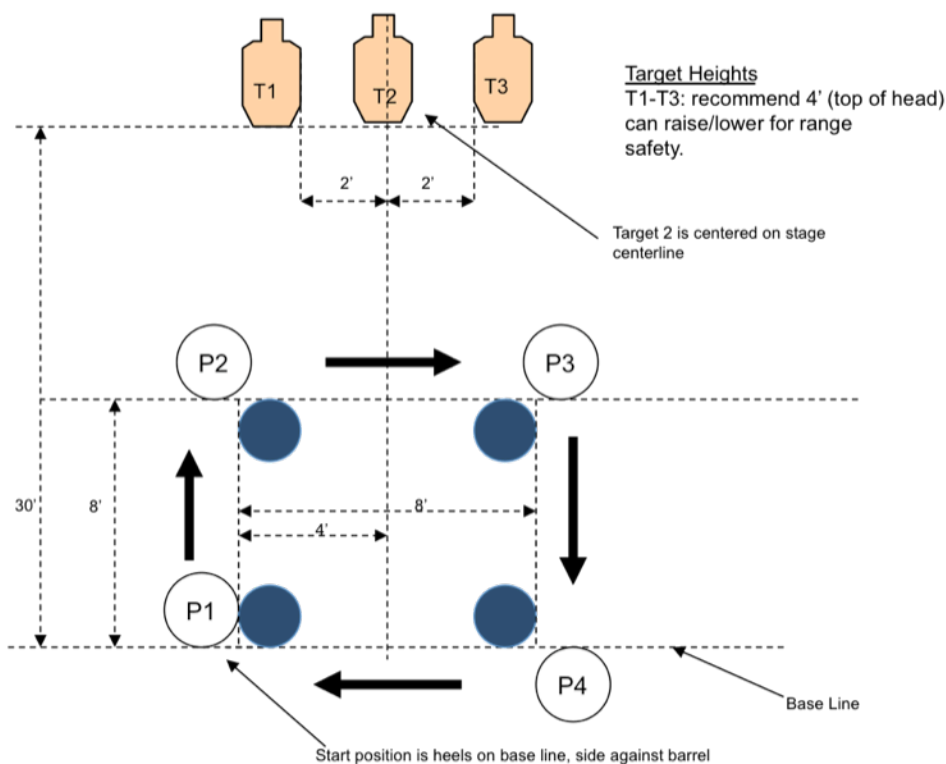
Procedure: At Start Signal, shooter will draw and engage T1-T3 with 1 shot each while moving to P2.

After passing P2, shooter will move towards P3 and engage T1-T3 with 1 shot each while moving.

After passing P3, shooter will move towards P4 and engage T1-T3 with 1 shot each while moving.

After passing P4, the shooter will move towards P1 and engage T1-T3 with 1 shot each while moving.

Shooter may stand still to perform any reload, but the shooter must start moving before shooting again. Shooters who take more than the three shots before changing direction will earn 1 Procedural Penalty.





IDPA-PM-2010-002
Practical EI Presidente
2000 IDPA Nationals Stage

SCENARIO: You are on 'Boss Dawg's' Protection Detail when thugs attack.

Props Required: Three Barrels

Course Designer: Frank Glover

SCORING: Vickers, 12 rounds

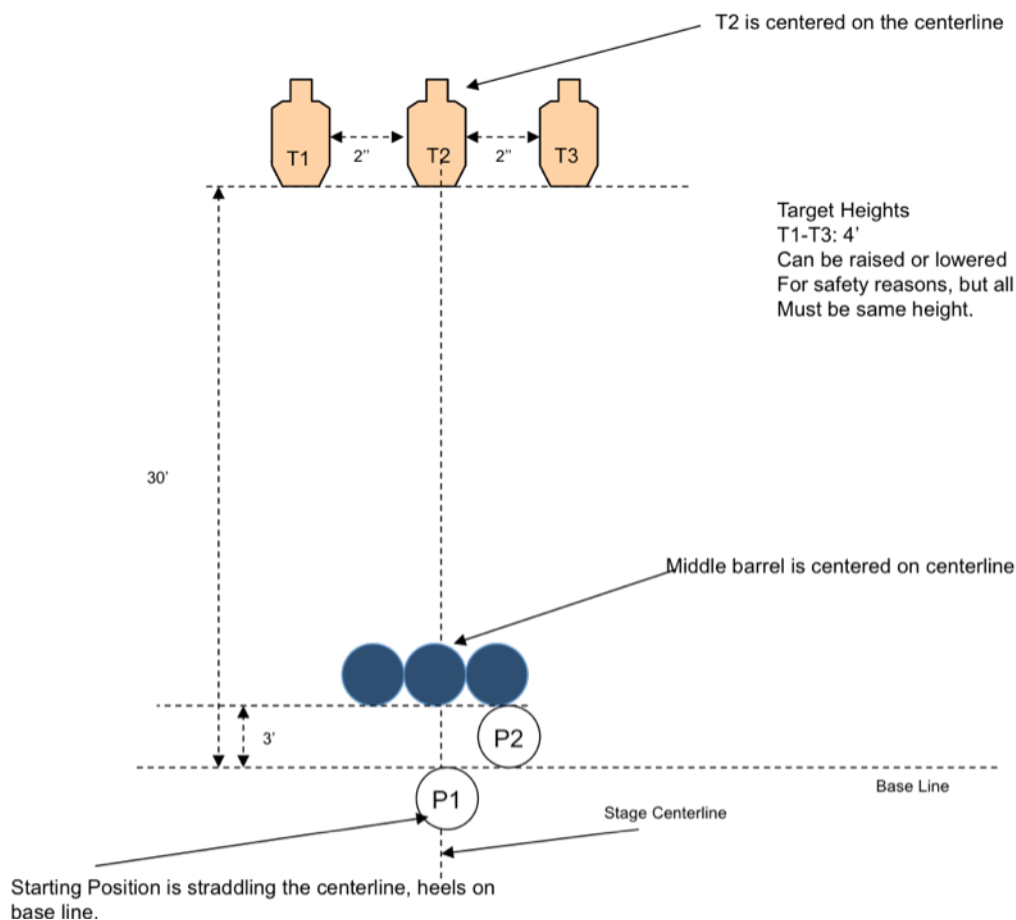
TARGETS: 3 IDPA Targets

START-STOP: Audible - Last shot

Target Distance: 10 Yards

Procedure: Starting at P1, facing **up-range** with Six (6) rounds loaded in gun. At Start Signal, turn draw, and engage T1-T3 with 2 rounds each. Go to low cover, perform a slide-lock reload, and engage T1-T3 again with 2 rounds each in tactical priority (slicing the pie)

Note: A 3 second Procedural Penalty will be earned if the shooter initiates the reload before taking low cover at P2.





IDPA-PM-2010-003 Postal Quick Draw

SCENARIO: You are caught out in the open and alone when you are attacked by a group of gang members	
Props Required: None	SCORING: Vickers, 6 rounds minimum TARGETS: 6 IDPA Targets, with -3 painted to simulate hardcover START-STOP: Audible - Last shot Target Distance: 3-15 Yards
Course Designer: Ted Murphy	

Procedure:

At Start Signal, shooter will draw and engage T1-T6 with 1 shot each. Hits in the hard cover section of the -3 will be scored as a miss.

Target Heights

T1-4'

T2-3.5'

T3-4'

T4- 3.5'

T5-4'

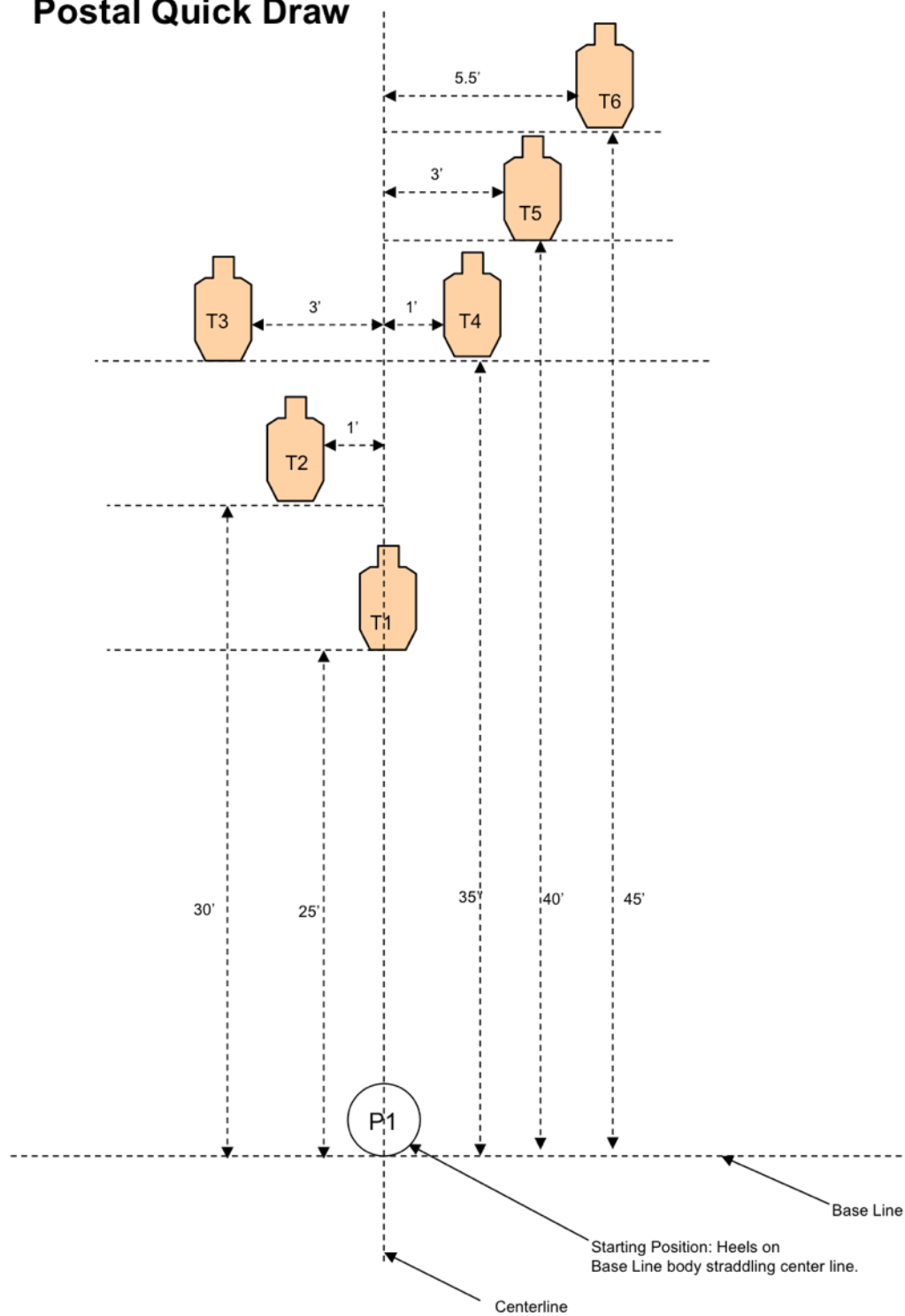
T6-3.5'


Targets may be raised or lowered to accommodate safety issues, provided the staggering of the heights is consistent. (i.e. T1-5.5', T2-5', T3-5.5', etc)

Targets will have -3 painted dark for hardcover. The line between the -1 and -3 will be considered the scoring border. Hits that break this line will be considered a -1 hit. Hits outside this line, will be considered a miss. A Photograph of a painted target will be available at <http://www.idpapostalmatch.com>

IDPA-PM-2010-003

Postal Quick Draw



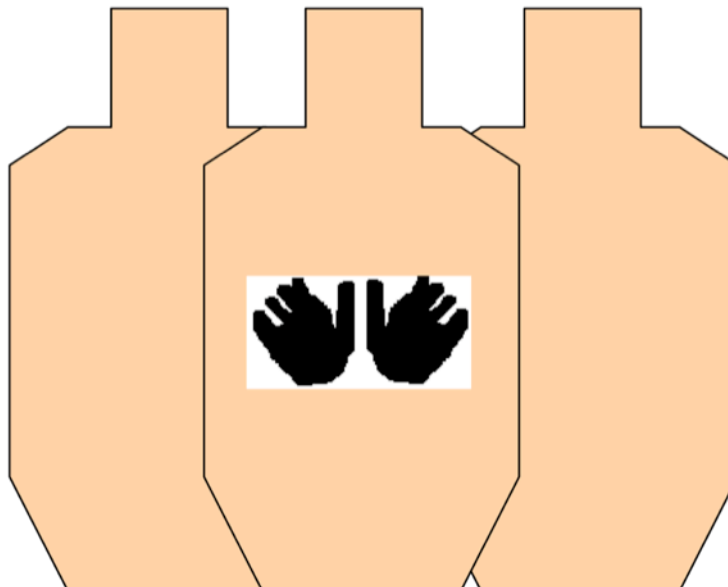
	IDPA-PM-2010-004 Clean up on Aisle Four
SCENARIO: You are shopping at the Grocery Mart when a gang of toughs attacks.	
Props Required: 2- 8' walls & 2-4' walls, or 20 55 gallon drums	SCORING: Vickers, 18 rounds minimum TARGETS: 6 IDPA Targets, 1 Non-Threat
Course Designer: Wm Lang	START-STOP: Audible - Last shot Target Distance: 7-10 Yards

Procedure:

Start at P1 facing targets. At start signal, draw and engage T1-T2 with three (3) rounds each while retreating to P2 OR P3. Engage targets from cover in Tactical Priority (slicing the pie) with three (3) rounds each then move to the remaining position and engage the targets from cover in Tactical Priority (slicing the pie) with three (3) rounds each.

Target Heights
 T1-T6 & non threat: 4'

Targets can be raised or lowered to accommodate safety issues, provided they are all the same height



Orientation of Non Threat and T1&T2. The edge of the Non –Threat target (edge, not scoring line) should line up with the scoring border of the -0 on both targets. (See FAQ for more details)

IDPA-PM-2010-004 **Clean Up On Aisle Four**

