

2018 Greater Yellowstone Section Championship Match

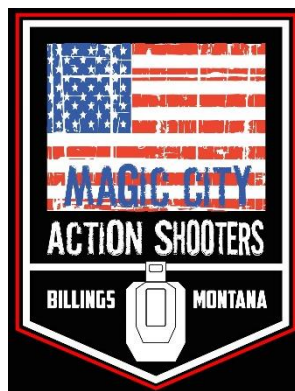
Hosted by

Magic City Action Shooters

Billings Rod & Gun Club

Billings, MT

September 14-15, 2018



The 2018 Greater Yellowstone Section Championship Match is a USPSA Level II match, consisting of six stages with a minimum round count of 147 rounds.

Match Officials:

Match Director – Tami Waite

Range Master - Matt Waite

Range Officers:

Jen Adams
Ty Adams
Craig Boyd
Mac Clark
John Clayton
Joe Desson
Dan Dooley
Caleb Horner
Scott Nielsen
Nick Tibesar

Magic City Action Shooters would like to thank everyone that helped to set up this match, worked as staff, helped with registration and prizes, and helped to tear down the stages. Also, a big THANK YOU to our match sponsors. Please be sure to think of them the next time you are looking for a shooting-related item – support the people that support us.

Matt and Tami Waite

Match Sponsorship:



<https://www.facebook.com/Beartooth-Guns-376520639210266/>



<https://www.dillonprecision.com/>



<https://www.starlinebrass.com/>



<http://www.vortexoptics.com/>



<https://www.trijicon.com/>



<http://babeswithbullets.com/>

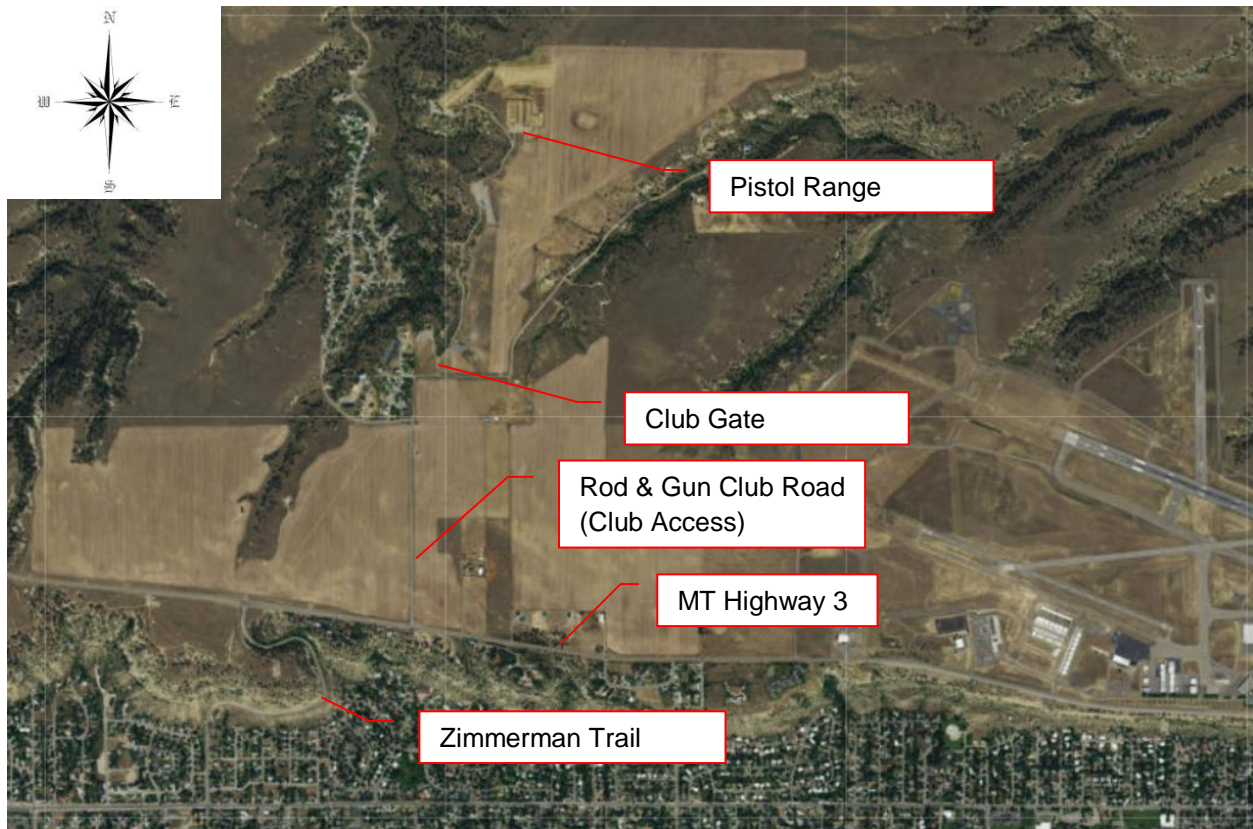


<https://www.gungoddess.com/>

Trophy Case Awards and Specialties

<http://awardsmt.com/>

Map to the Billings Rod & Gun Club



Remember that Zimmerman Trail will be closed during the match; use an alternate route to get to the range.

Range Map:



2018 Greater Yellowstone Section Championship

Safety Requirements & Match Procedures

GENERAL HOUSEKEEPING: We are guests of the Billings Rod and Gun Club and expect that competitors will behave accordingly. Observe the 15 mph speed limit on Club roads, be courteous to Club members that may not be participating in this match, and do not leave trash or debris on the range.

ALCOHOL: Consumption of alcoholic beverages at the Billings Rod and Gun Club is prohibited.

SMOKING: Smoking on the grounds of the Billings Rod and Gun Club is prohibited other than inside vehicles.

MATCH RULES: This match is a Level II USPSA match and is conducted under the most current edition of the USPSA Handgun Competition Rules. All competitors must be current members of USPSA.

COLD RANGE: The Billings Rod and Gun Club is a cold range. Safety areas are located at the southwest corner of Bay 1 and to the east of the main pistol building. Firearms are not to be handled anywhere on the range except in a designated safety area or under the direction of a match official. Handling firearms in the parking area or inside a building is deemed unsafe gun handling.

SCORING AND SCORES: Scores will be collected and calculated using Practiscore. Results will be printed and posted to Practiscore.com. A paper backup log will be kept for each stage by the squad. Competitors must acknowledge their score on the scoring tablet and must initial the paper backup. Final scores will be printed and posted upon completion of shooting on each stage.

SCHEDULING: Competitors must compete for score according to the published match and squad schedule. A competitor who is not present at the scheduled time for any stage may not attempt that stage without the approval of the Match Director, failing which the competitor's score for that stage will be zero.

RANGE OFFICERS: Each stage will be staffed by two certified Range Officers for the duration of the match. The two dedicated ROs will be operating the timer and the scoring device; squad members will be expected to provide assistance with the backup paper scoring. These ROs have generously donated their time to ensure that everyone has a safe and fun match; please be sure to thank them for their efforts.

FUNCTION FIRE TESTING: Function fire testing can be done on the bench range located to the west of Bay 1. Note that this range is an active part of the Billings Rod and Gun Club facility. Club rules must be observed while using this range and your use of this range must be coordinated with Club members also using the range. Club rules are posted on the bulletin board behind the benches.

STAGE TIMELINES: The stage timelines are very tight. Please move between stages quickly and as a squad. However, if waiting for a stage, please stay off the stage until the previous squad is done. Wait until the stage briefing has been completed before bathroom breaks or other errands.

SQUADS STAY TOGETHER: Please remain with your squad and help reset the stage until everyone has finished shooting.

COME TO THE LINE PREPARED: Please be ready to shoot when your name is called.

PCC CASING AND UNCASING: Tables will be provided for PCCs to be cased or uncased with the muzzle pointing into the side berm. These are staging areas for PCCs ONLY. No handgun handling is allowed in these areas. Failure to point the muzzle at the side berm during casing/uncasing will result in a DQ. While transporting PCCs from the staging areas to the start position and back to the staging area from where the shooter unloads and shows clear, the gun must be carried muzzle up with the bolt closed on a chamber safety flag. Chamber flags are available at check-in if you do not have one.

PLEASE HELP RESET THE STAGE: Please help paint and reset steel and tape paper targets as your squad shoots the stage. Setting steel and taping targets isn't a spectator sport! Steel targets need to be painted between each shooter. Make sure the targets have been scored before taping or resetting them; pay attention to the direction of the range officers. Several stages have moving targets; please follow the directions of the ROs regarding resetting these targets to ensure match consistency and to avoid reshoots. Squad members are also encouraged to retrieve the shooter's brass, but resetting targets is the priority. Everyone on the squad has a job – if you are not one of the next three shooters, your job is to help with paper scoring, taping and resetting the targets, or picking brass.

BERMS: No one is to go onto the berms or down range of the berms. Anyone beyond the berms will prompt a cease fire in all bays.

GUESTS AND MEDIA: Guests and members of the media are welcome but MUST check-in with match staff prior to accessing the competition area and/or competitors. Guests and members of the media will not be allowed on the range without proper eye and ear protection.

AWARDS AND PRIZE TABLE: Competitors are asked to stay until all shooting is complete and the results are made final; match staff greatly appreciates your help with removing the stage equipment from the bays once the results are final. Awards and prize table drawings will be completed as soon as results are final and the stage equipment is stored.

STEEL TARGET CALIBRATION: The Range Master has a dedicated firearm and calibration ammunition for any challenges to the calibration of steel targets. A Range Officer will contact the Range Master for any challenges.

PAPER TARGETS: Match Staff will replace paper targets at approximately the midpoint of the match (i.e. during the lunch break). If certain targets need more frequent replacement, a Range Officer will contact the Range Master for a replacement target.

INCLEMENT WEATHER: Match staff will provide transparent cover for paper targets in the event of expected precipitation. Installation and removal of the covers will be at the direction of the Range Master.

WATER: Match staff will provide coolers with water from which you can refill a water bottle; please bring your own bottle to the match. Bottled water will not be provided.

PARKING: Parking areas are designated on the map above, but space is limited. Please carpool if you can, park courteously, and be aware of other users of Club facilities.

Schedule Thursday, September 13:

1600 Setup Stages 3, 4, and 5

Schedule Friday, September 14:

0800 Setup Stages 1 and 2

1000 Registration

1030 Staff Match Begins

1500 Staff Match Complete

Range and stages are open for viewing during the staff match.

Schedule Saturday, September 15:

0630 Range Opens and Final Setup

0700 Check-In Opens

0800 Check-In Closes

0815 Pledge and Prayer

0830 Shooting Begins

1215 Lunch

1300 Shooting Resumes

1530 Shooting Completes

1630 Awards and Prize Table

Squad Matrix:

| Time | Squad 1 | Squad 2 | Squad 3 | Squad 4 | Squad 5 |
|-----------|---------|---------|---------|---------|---------|
| 0830-0945 | Bay 1 | Bay 2 | Bay 3 | Bay 4 | Bay 5 |
| 0945-1100 | Bay 2 | Bay 3 | Bay 4 | Bay 5 | Bay 1 |
| 1100-1215 | Bay 3 | Bay 4 | Bay 5 | Bay 1 | Bay 2 |
| 1215-1300 | Lunch | Lunch | Lunch | Lunch | Lunch |
| 1300-1415 | Bay 4 | Bay 5 | Bay 1 | Bay 2 | Bay 3 |
| 1415-1530 | Bay 5 | Bay 1 | Bay 2 | Bay 3 | Bay 4 |

Stage Summary:

| Bay | Stage Name | Rounds | Points | Scoring |
|----------------|--|---------------|---------------|----------------|
| 1L | Shake 'N Bake | 16 | 80 | Virginia |
| 1R (Cl. 99-56) | On The Upper Pad II | 12 | 60 | Comstock |
| 2 | If You Ain't First, You're Last | 32 | 160 | Comstock |
| 3 | I Don't Know What To Do With My Hands | 28 | 140 | Comstock |
| 4 | I'm All Jacked Up On Mountain Dew | 27 | 135 | Comstock |
| 5 | I'm Gonna Come At You Like A Spider Monkey | <u>32</u> | <u>160</u> | Comstock |
| | Total: | 147 | 735 | |

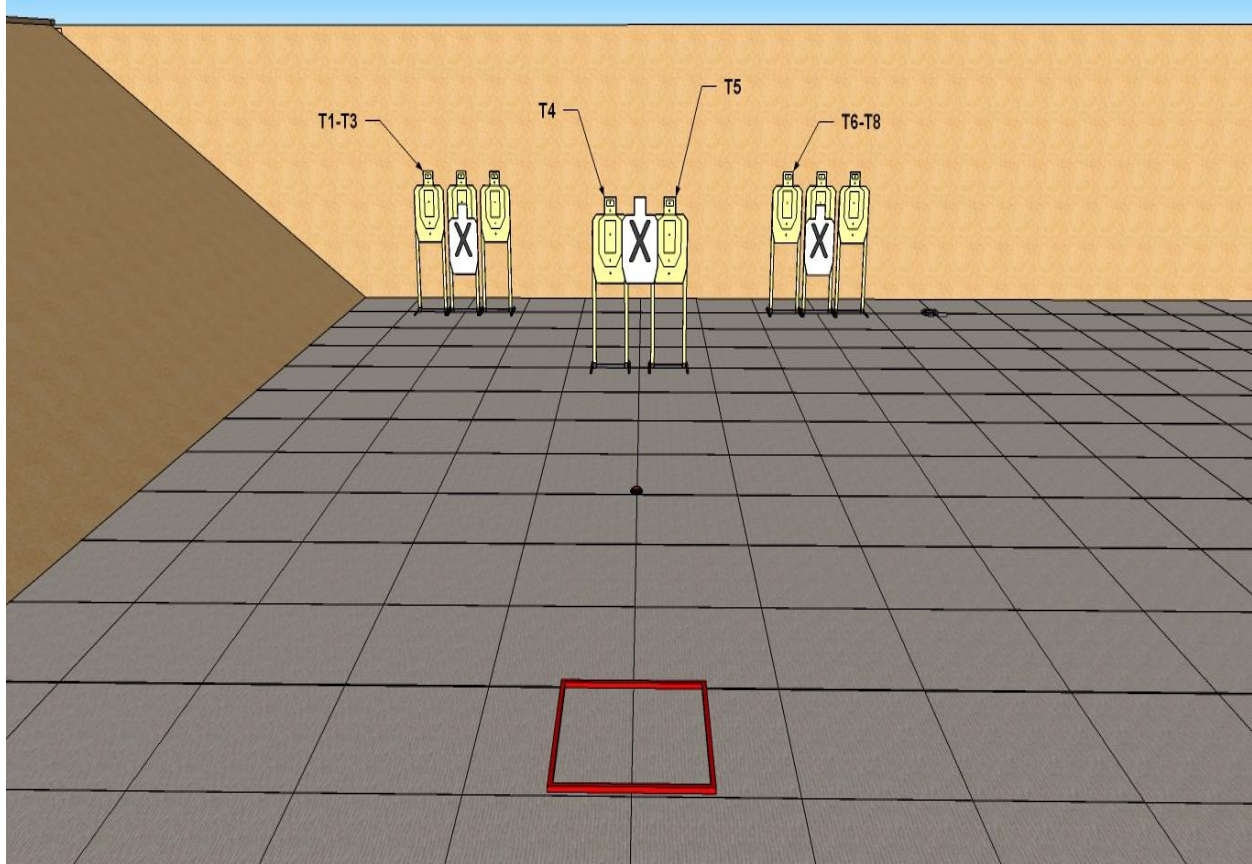
Craft Services:

Lunch will be provided as part of your match entry fee. Additional lunches may be purchased for \$8.00 each.

The Well-Armed Woman Billings Chapter will be providing muffins and fruit for breakfast as well as snacks and drinks. These items are available for a suggested donation to their organization.

Prize Table:

Competitors will be issued two raffle tickets: one for the "blue" prize table and one for the "red" prize table. Put (half) of your ticket into the bucket corresponding to the prize on each table that you most want. Your ticket must be deposited by the time lunch is over and you must be present to win – no proxies.



Shake 'N Bake is a 16 round Virginia Count speed shoot with 8 metric targets. Scoring is best two hits per paper target. Time start is audible and time stop is last shot.

Handgun ready condition is loaded and holstered per Section 8.1.1 or 8.1.2. Competitor start position is standing inside the shooting area facing squarely uprange with wrists above shoulders.

Pistol Caliber Carbine ready condition is loaded with safety on per Section PCC 8.1.6. Competitor start position is standing outside the shooting area with toes touching the rear fault line facing downrange with PCC held in both hands with stock touching belt and muzzle facing downrange and pointed at the flag.

Stage procedure: upon start signal, from within the shooting box, engage targets T1-T4, perform a mandatory reload, and engage targets T5-T8. Arrays may be engaged in either order.



CM 99-56

On The Upper Pad II

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Murray Gardner

START POSITION: Standing in Box A facing targets with both palms pressed to ears or ear muffs. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

Upon start signal, from Box A, engage only T1, T2, PP1 and PP2. Then engage only T3-T5 only through Port B.

SCORING

SCORING: Comstock, 12 rounds, 60 points

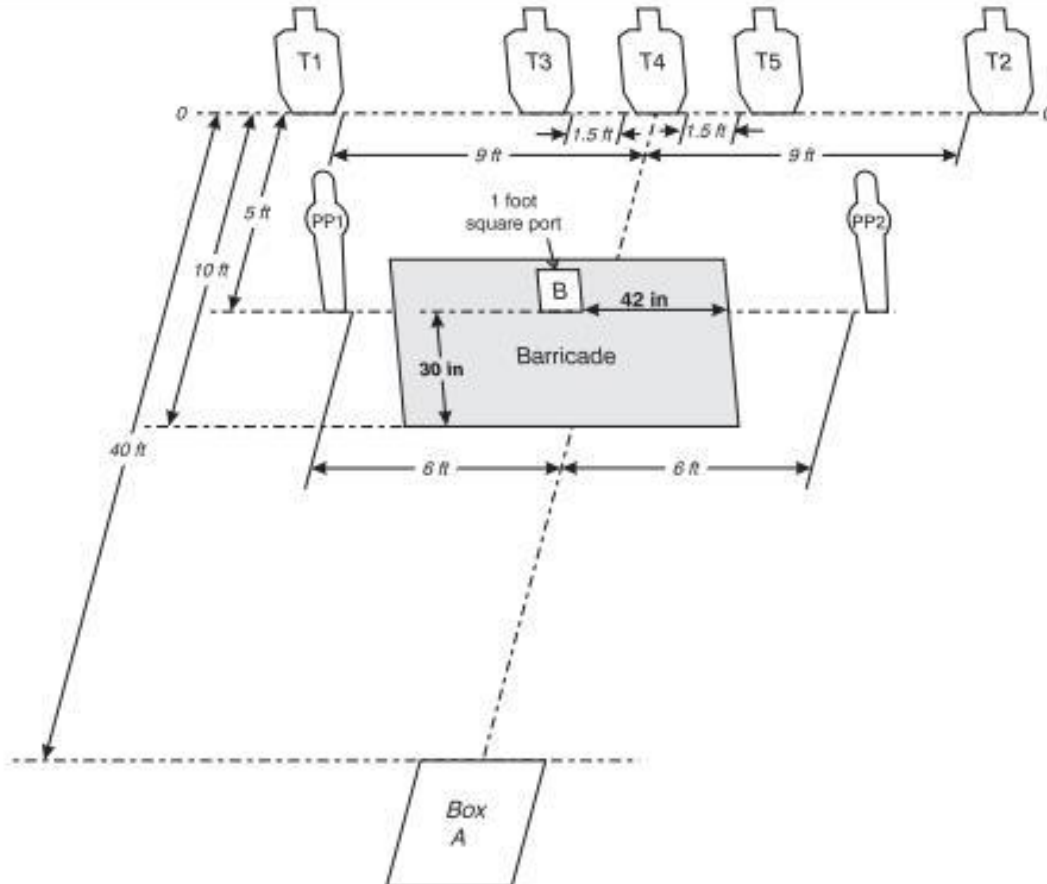
TARGETS: 5 IPSC, 2 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

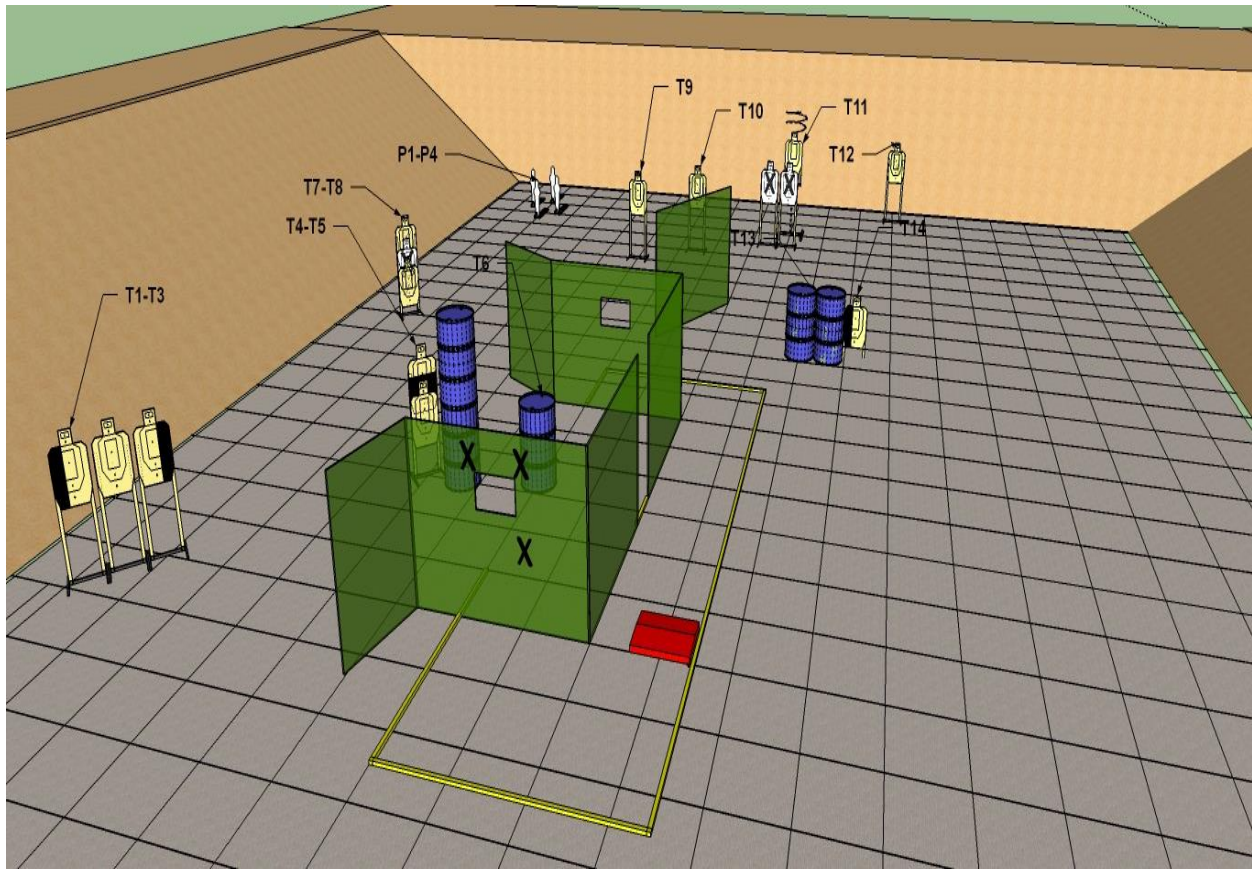
PENALTIES: Per current edition of USPSA Practical Shooting Handbook.

Assess one penalty per shot fired at T3-T5 which do not pass through Port B.



SETUP NOTES: Set paper targets to 4 feet 6 inches high at shoulders. Barricade is 8 feet by 4 feet. Box A is 3 feet by 3 feet.



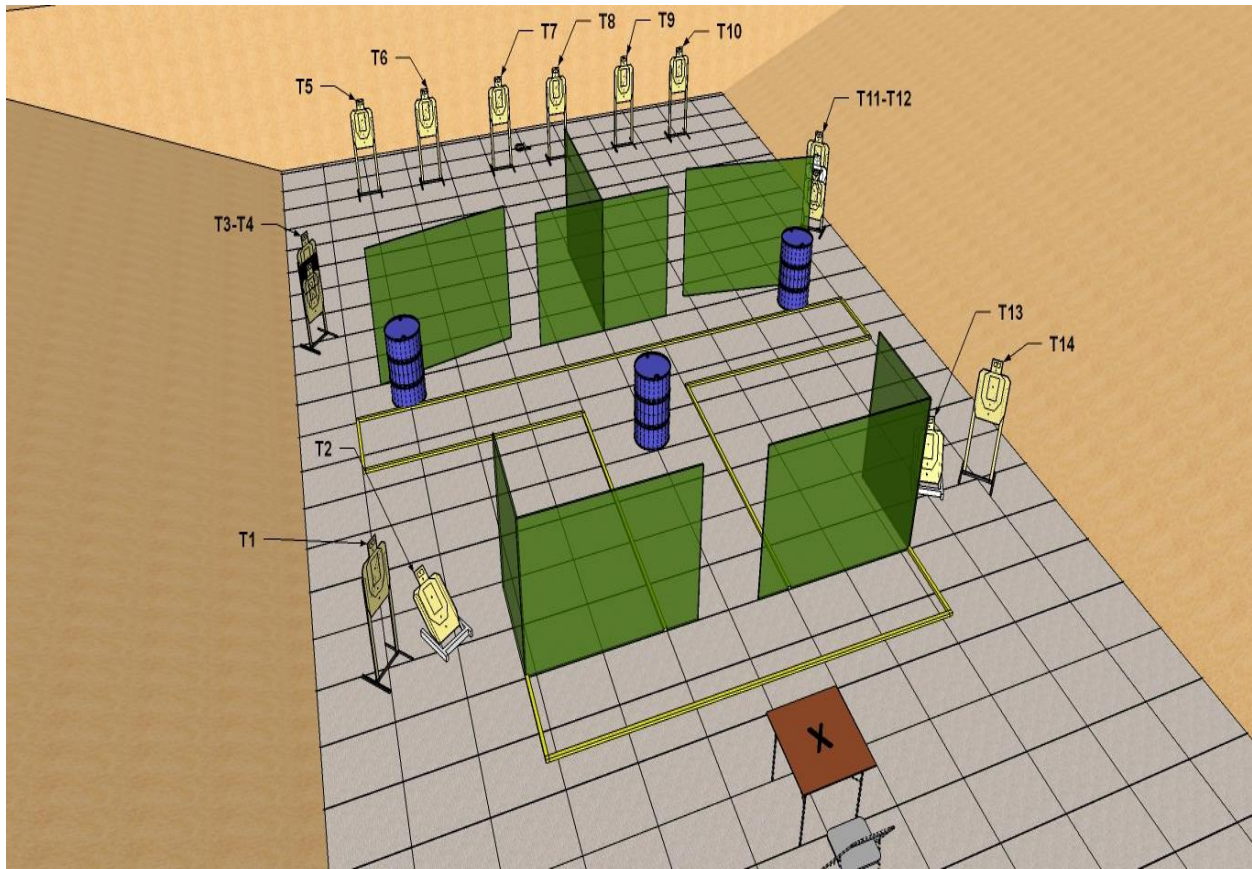


If You Ain't First, You're Last is a 32 round Comstock long course with 14 metric targets and 4 poppers. Scoring is best two hits per paper target; steel must fall to score. Time start is audible and time stop is last shot.

Handgun ready condition is loaded and holstered per Section 8.1.1 or 8.1.2. Competitor start position is standing inside the shooting area with hands touching the upper marks.

Pistol Caliber Carbine ready condition is loaded with safety on per Section PCC 8.1.6. Competitor start position is standing inside the shooting area, facing downrange, with PCC held in both hands with stock touching belt and muzzle touching the lower mark on the wall.

Stage procedure: upon start signal, engage targets from within the shooting area. The activator box activates T11, which remains visible at rest.

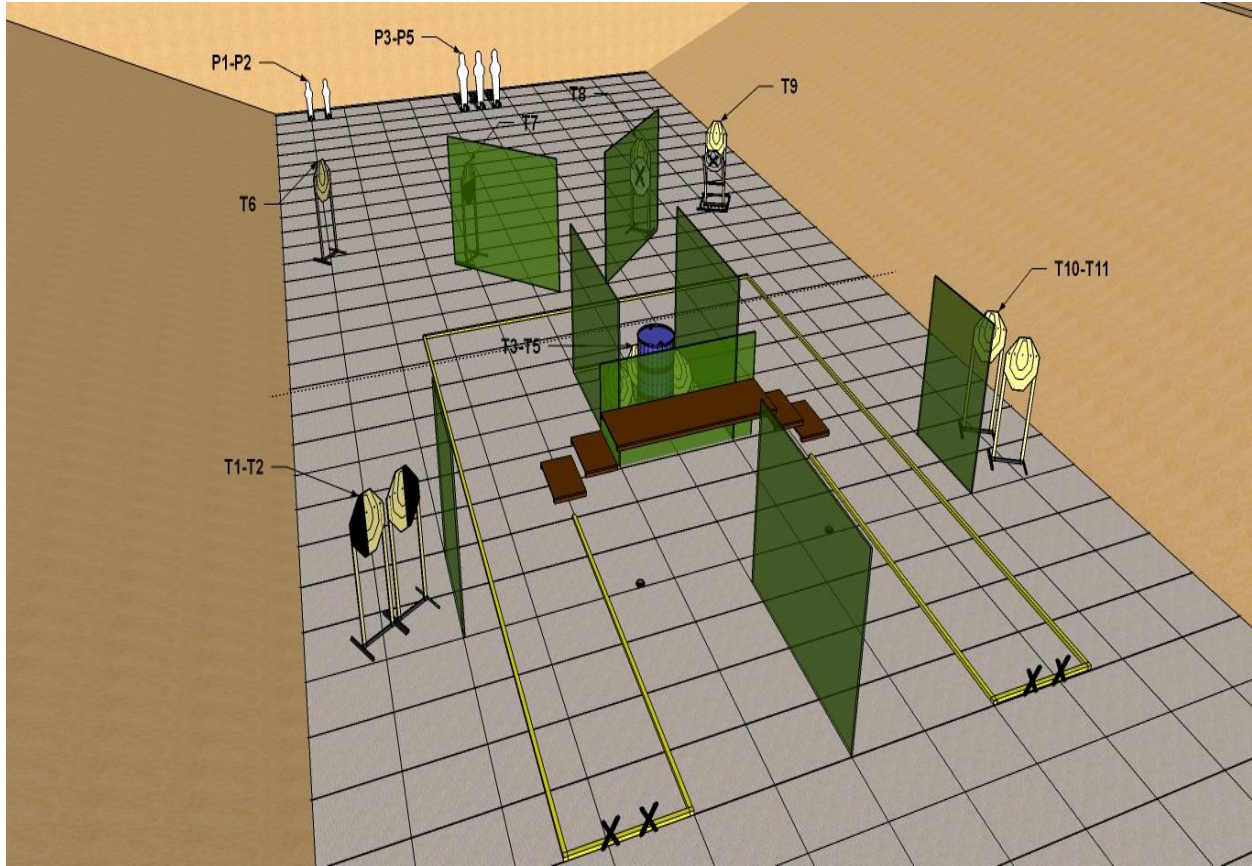


I Don't Know What To Do With My Hands is a 28 round Comstock long course with 14 metric targets. Scoring is best two hits per paper target. Time start is audible and time stop is last shot.

Handgun ready condition is loaded and lying unsupported on the table, trigger guard centered on the mark, per Section 8.1.3. Competitor start position is seated in chair, back against the backrest, palms flat on knees.

Pistol Caliber Carbine ready condition is loaded and lying unsupported on the table, trigger guard centered on the mark, per Section PCC 8.1.6. Competitor start position is seated in chair, back against the backrest, palms flat on knees.

Stage procedure: upon start signal, engage targets from within the shooting area. Spare magazines used within the course of fire must begin on one of the barrels.

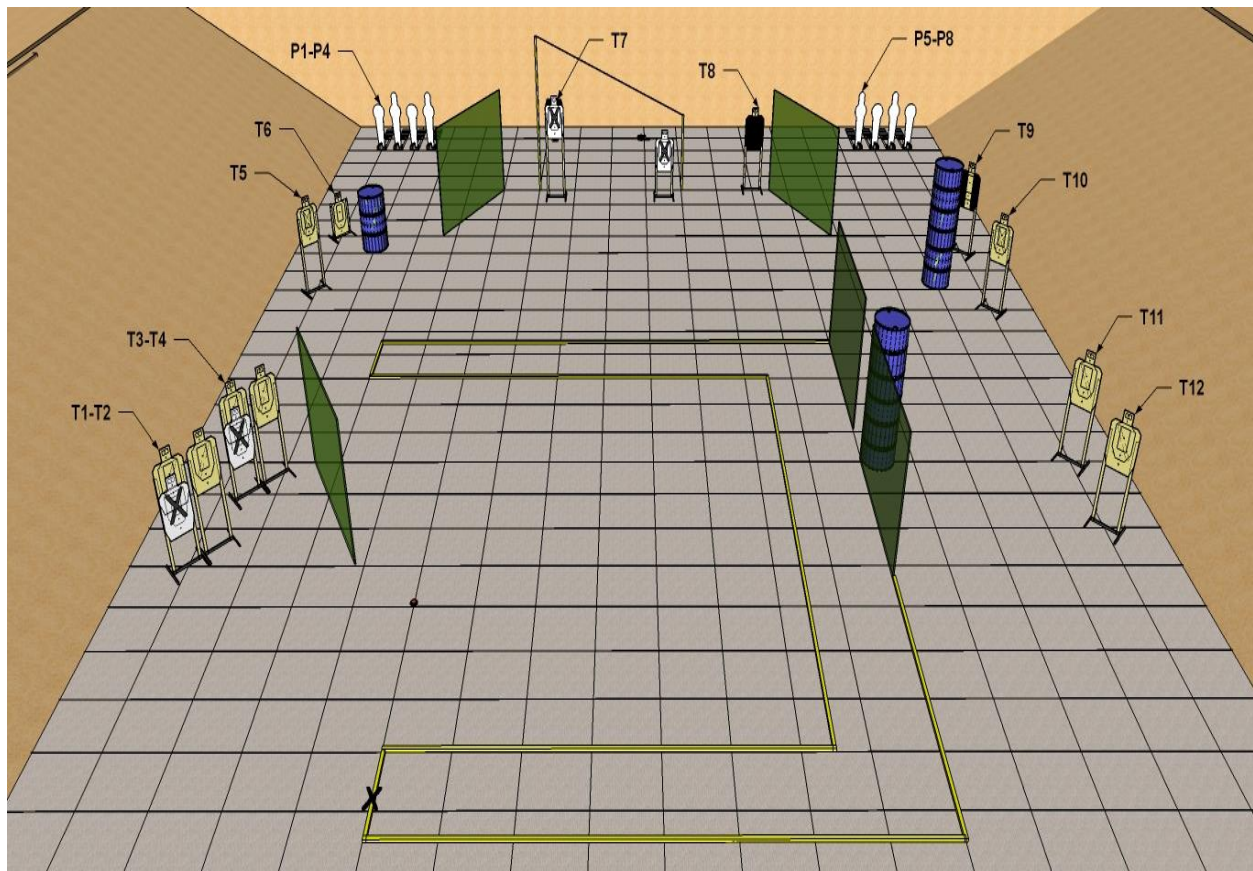


I'm All Jacked Up On Mountain Dew is a 27 round Comstock long course with 11 classic targets, 3 poppers, and 2 mini poppers. Scoring is best two hits per paper target; steel must fall to score. Time start is audible and time stop is last shot.

Handgun ready condition is loaded and holstered per Section 8.1.3. Competitor start position is standing inside the shooting area, facing downrange, with heels on either set of marks, hands hanging naturally at sides.

Pistol Caliber Carbine ready condition is loaded with safety on per Section PCC 8.1.6. Competitor start position is standing inside the shooting area, facing downrange, with heels on either set of marks, PCC held in both hands, stock touching belt, with muzzle pointed at the flag.

Stage procedure: upon start signal, engage targets from within the shooting area. P5 activates Peek-a-Boo T9, which remains visible at rest.



I'm Gonna Come At You Like A Spider Monkey is a 32 round Comstock long course with 12 metric targets, 4 poppers, and 4 Colt Speed Steel. Scoring is best two hits per paper target; steel must fall to score. Time start is audible and time stop is last shot.

Handgun ready condition is loaded and holstered per Section 8.1.3. Competitor start position is standing straddling the mark (one foot inside the shooting area and one foot outside the shooting area), facing downrange, hands hanging naturally at sides.

Pistol Caliber Carbine ready condition is loaded with safety on per Section PCC 8.1.6. Competitor start position is standing straddling the mark (one foot inside the shooting area and one foot outside the shooting area), facing downrange, PCC held in both hands, stock touching belt, with muzzle pointed at the flag.

Stage procedure: upon start signal, engage targets from within the shooting area. Either P4 or P5 activates T7, which remains visible at rest.