



**15th Annual
Wisconsin IDPA**

2015

State Championship

**Ripon, WI
August 8**



RIPON RIFLE AND PISTOL CLUB

www.ripongclub.com

Ripon, WI 54971

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Thank you for your interest in our 15th Annual Wisconsin State IDPA Match! We hope that you will have an enjoyable experience with us. This will be our largest IDPA State Match and, hopefully, the best. Ripon Rifle and Pistol Club members have been working hard to develop the newest portion of our shooting range and to make improvements to the old range. Great credit is owed to all of the volunteers, both of the Ripon Rifle and Pistol Club and all of the other volunteers who helped to make this match happen. The five Wisconsin IDPA Clubs have collaborated in the design and running of the match itself. The Ripon Rifle and Pistol Club members have contributed their time and talent in organizing the support infrastructure of the match.

The structure and format of the match is somewhat different than our past matches. We have 11 shooting stages. Stage 12 is the Chronograph/ equipment-check stage. Following the safety briefing, you will go either to the old or new range, according to your squad. Squads 4 through 11 will be on the NEW KORO Rd range; squads 12 through 15 will go to the OLD Cty FF range.

The range staff appreciates your cooperation and understanding in helping to make things run smoothly!

Match Overview

0730	Sign-in Begins
0830	Safety Briefing
0900	Match Begins
1200	Lunch and prizes
1300	Match resumes
1600	Match ends
1615	Gun raffle
1700	Awards Ceremony

Match Staff

Match Director	Gay Trepanier
Check-in	Nancy Trepanier
Scoring	Kea Schmidt
Equipment/Chrono	David Zimmerman

Food Service

**Nancy Trepanier, Dennis Krause,
Denise Musha**

Wisconsin Area Coordinator

Michael Herro

Chief Safety Officer

Joseph Kummerer

Match Logo/shirt design

Thomas Skoglund

Safety Officers & Scorekeepers

**Rik Rickerson, Chuck Wisler, Randy Heffner, Ed Schilling, Francisco Salas,
Don Zimmerman, Mark Slivinski, Ed Sendele, Robert Schwanz, William
Henry, Darrell Brown, Tom Grant, Patrick Scalise, John Alexander, David
Jones, David Zimmerman, Michael Ireton, John & Anne Bordeau, Stan Hein,
William Hatfield, Chad and Tina Anderson, Shane Marquardt, Adam & Tracy
Sievert, Dave Skofstad, Thomas Skoglund, Matt Bublitz John O'Hare.**

Prize Table

**Steve Van Dis, Tom Grant,
Don Zimmerman**

Match Photography

Tom Skoglund, Tracy Sievert

Miscellaneous

Ripon Gun Club Members

DIRECTIONS TO THE RANGE

**Sign-in will occur at our range club house on Cty Rd FF, fire
number N8969 starting at 0700.**

<http://maps.google.com/maps?q=43.868848,-88.870854&sl=43.823093,-88.826301>

We will be shooting on 2 adjacent ranges. One, at the above address. The other at N9089 Koro Rd.

Match Briefing

We will be using the NEW IDPA RULEBOOK dated March 2015.

I wish to especially point out the Safety Rules listed under the Table of Contents 02. It is expected that all shooters read and understand that entire section in order to participate in the match as well as Section 03.19, IDPA Shooter Responsibilities and Code of Conduct. Further more, you need to read Section 08, to make certain that your equipment complies with the equipment rules.

This match, as you are aware, is a Tier 3, 12 stage, lost brass match. Stage 12 is the chronograph stage, with the other 11 stages being the CoF. The match will be run in one flight on Saturday. Staff will have shot the day before.

Disputes over scoring will be handled by the Chief Safety Officer, Joseph Kummerer or the Match Director, Gay Trepanier.

Each competitor is expected to re-set/paint steel and tape targets to allow for an efficient flow of each CoF. No recreational drugs or alcohol are allowed during the match.

Dress appropriately. Inappropriate or offensive clothing or foul language is not in the best interest of promoting our sport and it will be the Match Director's discretion to determine what is inappropriate. Remember, ladies and juniors will be present.

The Match: If a competitor fails to attend the Safety Briefing, they will not be allowed to shoot the match. If a competitor is not present when his squad shoots a stage, and, has not obtained prior exception from the Match Director, he will be given a DNF for that stage.

Walk-throughs: IDPA rules will be followed. No individual walk-throughs are allowed. Shooters who violate this rule may be penalized significantly.

Safety Officers: they are here to help protect you from accidental injury, not to harass you. Listen to them and ask for their assistance to safely shoot the CoF, but not HOW to shoot it.

The Range/CoF: is closed to all except staff until the match begins.

Chronograph: 7 rounds will be collected at random from every shooter's ammunition source. Make certain that your ammo power factor meets the criteria in the new IDPA Rulebook under 8.3. The Chronographer will use the criteria on 8.3.2 to evaluate your ammunition.

NEW

Squad Safety Officers will be used. They will be moving with the squad. Their primary purpose is to ensure the smooth, safe, and timely flow of squads through each stage. They will be preparing score sheets, establish a rotation order, and to ensure that squad members equally sharing in re-setting, pasting and re-painting as appropriate.

Competitor Agreement:

By competing in this match, you agree to follow the IDPA Match rules and regulations.

Food Service is included in the competitor's match fee. A limited number of extra lunches are available for spectators for a fee.

Cold Range: If you are arriving at our range with a loaded firearm, there will be facilities provided to unload your firearm in the SAFE AREA. There will be a HOT TABLE to use to unload. The COLD TABLES are to be used ONLY for unloaded firearms, to unbag your firearm, check function of the firearm and drawing and holstering the gun. NO RELOAD PRACTICE IS ALLOWED AT THIS TABLE.

Parking: Ripon Rifle and Pistol Club members will assist and direct parking.

Prone Standards

RULES: IDPA RULES	COURSE DESIGNER: Gay D. Trepanier
START POSITION: Prone at P1	
SCENARIO: Standards stage, 3 strings.	SCORING: Limited Vickers
PROCEDURE: Begin prone with loaded handgun and 2 magazines loaded to IDPA capacity on the mat in front of the shooter. String 1: at the buzzer, shooter engages each target with 2 rounds, FREE-STYLE String 2: at the buzzer, engage each target with 2 rounds each STRONG-HAND ONLY String 3: at the buzzer, engage T1 ONLY WITH 4 ROUNDS WEAK-HANDED.	ROUND COUNT: 12
	TARGETS: 02
	DISTANCE: 5 & 10 yds
	SCORED HITS: 8 hits on T1; 4 hits on T2
	START/STOP:
	PENALTIES:
	CONCEALMENT: No
	NOTES: SCORE AFTER EACH STRING. Muzzle safe points: ORANGE CONES

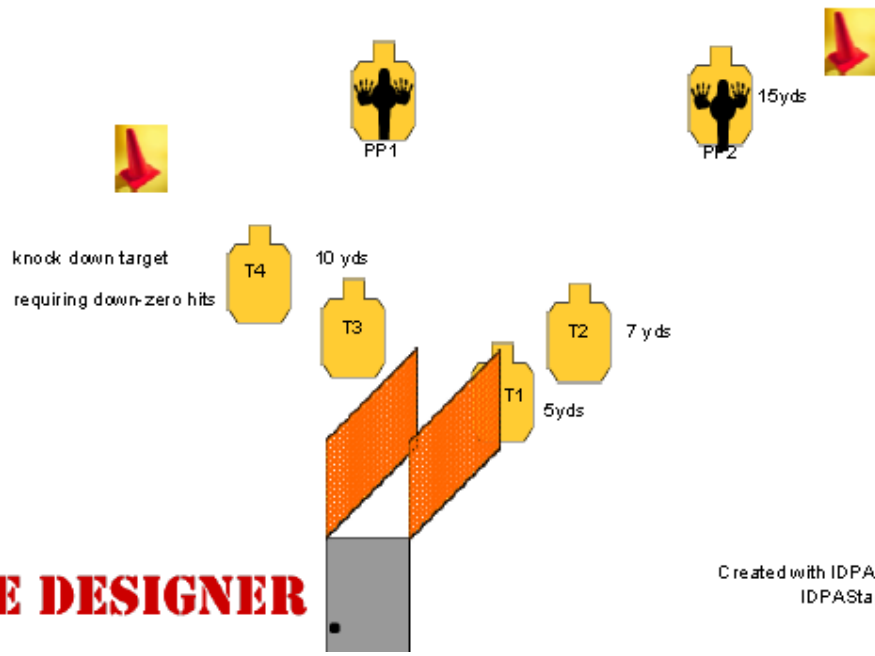


P1

IDPA
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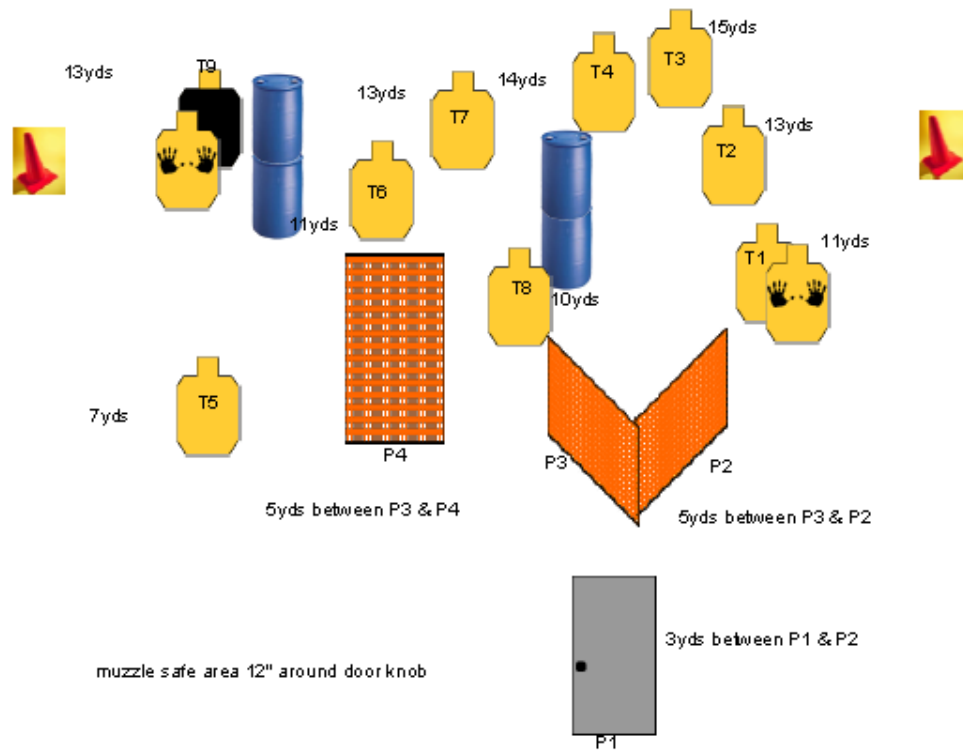
<h2>Kid-Nap</h2>	
RULES: IDPA RULES	COURSE DESIGNER: Gay D. Trepanier
START POSITION: P1, strong hand on door knob, weak hand relaxed at side	
SCENARIO: Your family has been targeted for kidnapping/ransom because you have just won \$1,000,000 at Powerball. Your child is sleeping in her bed and your wife is sleeping in a chair. Kidnappers enter through an unlocked window after neutralizing the security system. You open the door and THEN discover the situation.	SCORING: Vickers
	ROUND COUNT: 09
PROCEDURE: At the buzzer, open the door, THEN DRAW and engage the kidnappers as you see them.	TARGETS: 06
	DISTANCE: 5,7,10,15 yds
	SCORED HITS: 2 on T1,2, &3; PP till down; T4 till down
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: T4 requires a center mass or head shot to go down. Muzzle safe points are the ORANGE CONES.



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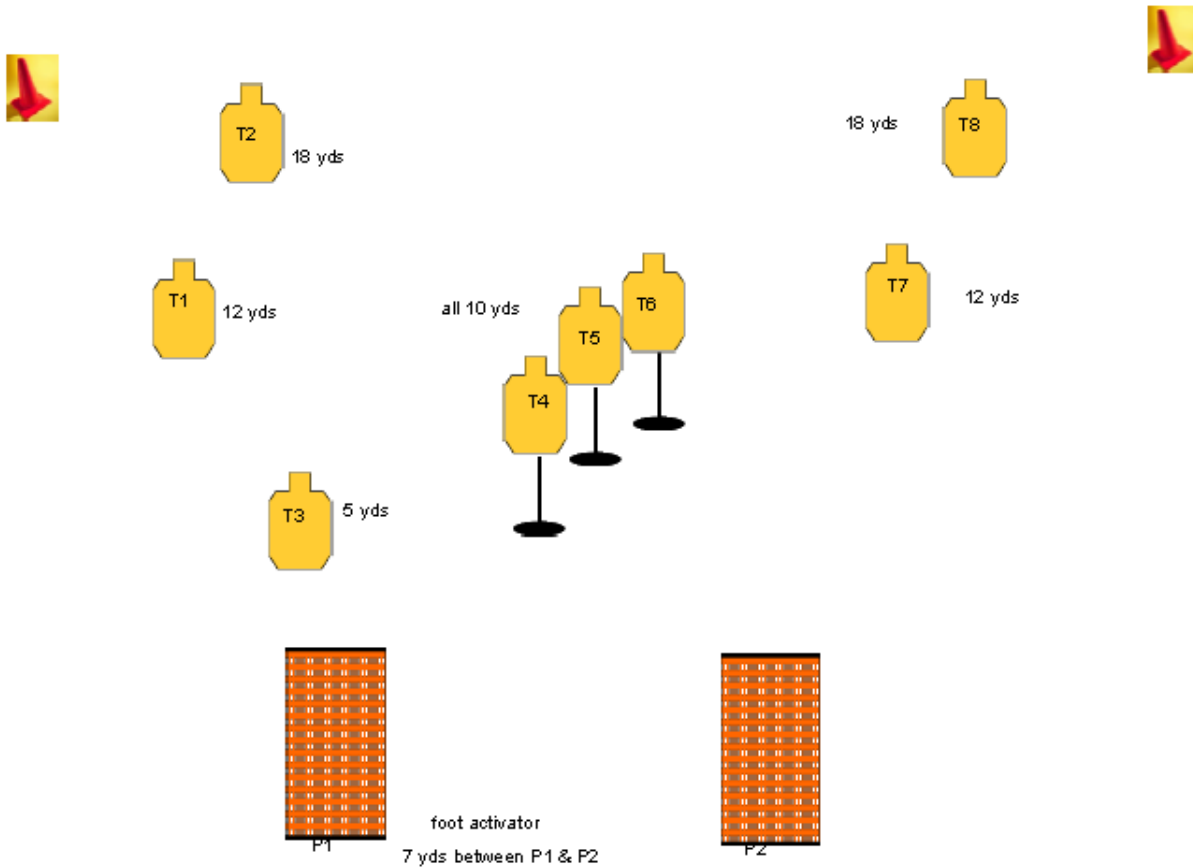
<h1>Skyfall</h1>	
RULES: IDPA RULES	COURSE DESIGNER: Patrick Scalise
START POSITION: Standing at P1, facing downrange, hands relaxed at sides	
SCENARIO: Your last assignment went badly, and new MI6 agents around the world have been exposed. MI6 HQ has been attacked. M herself was attacked, and you helped her escape to the Bond family estate, Skyfall. It's now up to you to defend M and the estate's caretaker, Kincaid, from rogue former MI6 agent Raoul Silva and his henchmen.	SCORING: Vickers
PROCEDURE: At the buzzer, open the door and advance to P2 and engage T1-T4. Move to P3 and engage T5-T8. Finally, move to P4 and engage T9.	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 3-15 yds
	SCORED HITS: All cardboard must have 2 hits
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: orange cones designate muzzle safe area



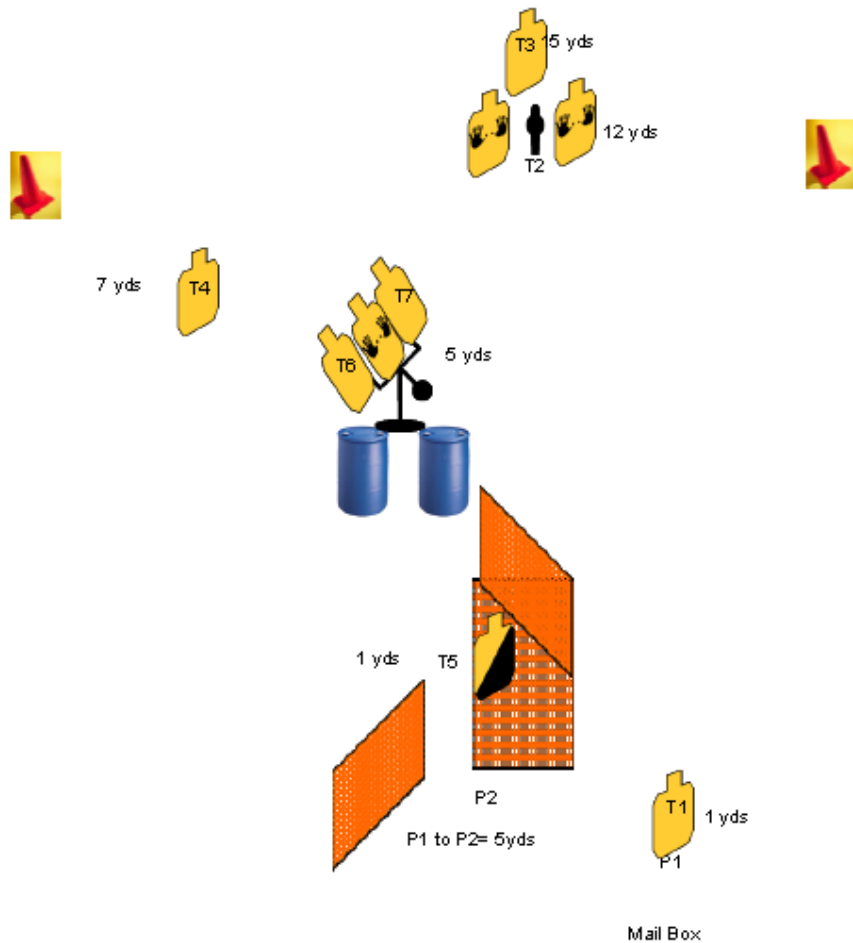
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Now You See Them

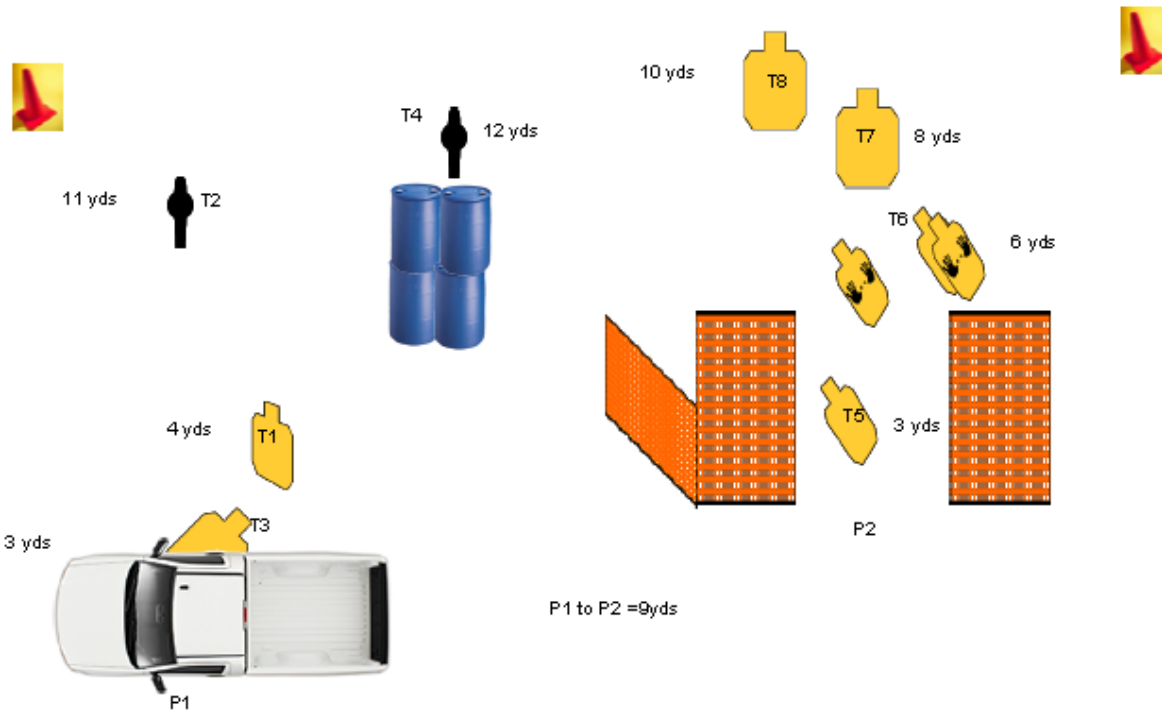
RULES: IDPA RULES	COURSE DESIGNER: Tom Ropers
START POSITION: P1, facing down range, loaded handgun, holstered, hands relaxed at sides	
SCENARIO: You're enjoying a nice day taking a hike through a forest preserve, when you're accosted by an armed gang in a marijuana grow area. They don't want any witnesses, so they come after you. You engage the immediate threats, and then try to get away, only to run into more armed thugs as you make your escape.	SCORING: Vickers
PROCEDURE: At the buzzer, draw and engage T1-T3 from the left side of the barricade at P1. Move to P2, stepping on the foot activator and engage T4-T6 once activated and while moving. At P2, engage T7 & T8 from the right side of the barricade.	ROUND COUNT: 16
	TARGETS: 08
	DISTANCE: 5-18 yds
	SCORED HITS: all cardboard must have 2 hits
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: T4-T6 are drop-turners activated in a chain sequence. Orange cones designate muzzle safe area.



Mail Call	
RULES: IDPA RULES	COURSE DESIGNER: Chad Anderson
START POSITION: P1, facing up range, with strong hand on mail box	
SCENARIO: You are picking up your mail when a heavily armed gang of mail thieves move in and threaten your life. defend yourself and eliminate the threats	SCORING: Vickers
PROCEDURE: At the buzzer, TURN, DRAW, and engage T1, then T2 & T3 while on the move to P2. At P2, engage T4-T7 using cover.	ROUND COUNT: 13
	TARGETS: 07
	DISTANCE:
	SCORED HITS: 2 per cardboard; steel must fall
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: T2 activates swinger T6&T7. Orange cones = muzzle safe points



Hostile Takeover	
RULES: IDPA RULES	COURSE DESIGNER: Chad Anderson
START POSITION: At P1, hands relaxed at sides, facing down range.	
SCENARIO: You arrive home, step out of your car, and notice that the front door of your house is wide open. You spot a group of armed thugs approaching, and realize that your home is being invaded. Eliminate the threats and save your family.	SCORING: Vickers
	ROUND COUNT: 14
PROCEDURE: At the buzzer, engage T 1- T3 through the car windows. Advance to P2 while engaging T4 on the move. At P2, engage T5- T8 using cover at the doorway. Do not advance through the door.	TARGETS: 08
	DISTANCE:
	SCORED HITS: 2 hits on cardboard; steel till down
	START/STOP:
	PENALTIES:
	CONCEALMENT: Yes
	NOTES: DO NOT ADVANCE THRU DOOR! T5 is a low-angle target. T3 is a pop-up activated by T2.
	Orange cones = muzzle safe points



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Horarders Nightmare designer David Jones

RULES: IDPA Rules

COURSE DESIGNER: Gay Trepanier

START POSITION:

At S1, with holstered empty gun, back to barrel in surrender position

SCENARIO:

You return from a day at the range with a friend and are in his/her garage reaching for something on a shelf when some bad guys ruin your day. Lucky for you, you were practicing reloads and shooting from behind cover.

PROCEDURE:

At the buzzer, advance to P1, then draw, load and fire 2 rds at T1. While advancing to P2, fire 2 rds at T2. From P2, engage T3 with 2 rds and then advance to P3 and engage T4 through T6 with 2 rds each in tactical priority from either side of the barrel.

SCORING: Unlimited

ROUND COUNT: 12

TARGETS: 06

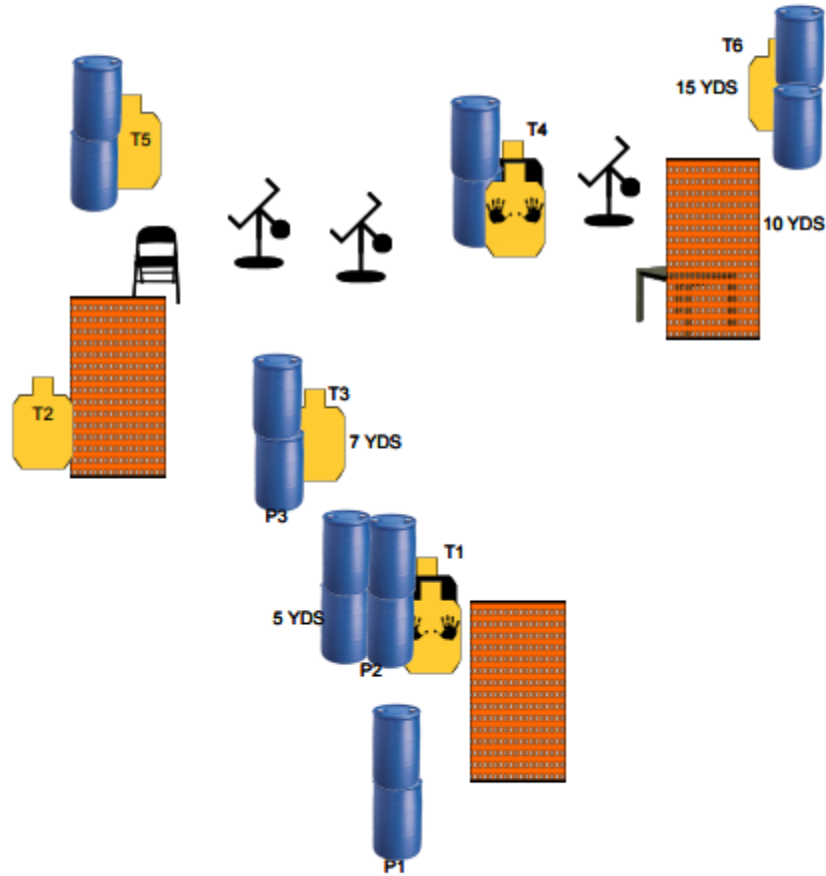
DISTANCE: 5 to 15 yds

SCORED HITS: best 2 on paper

PENALTIES:

CONCEALMENT: Yes

NOTES: Orange Markers are muzzle safe points.



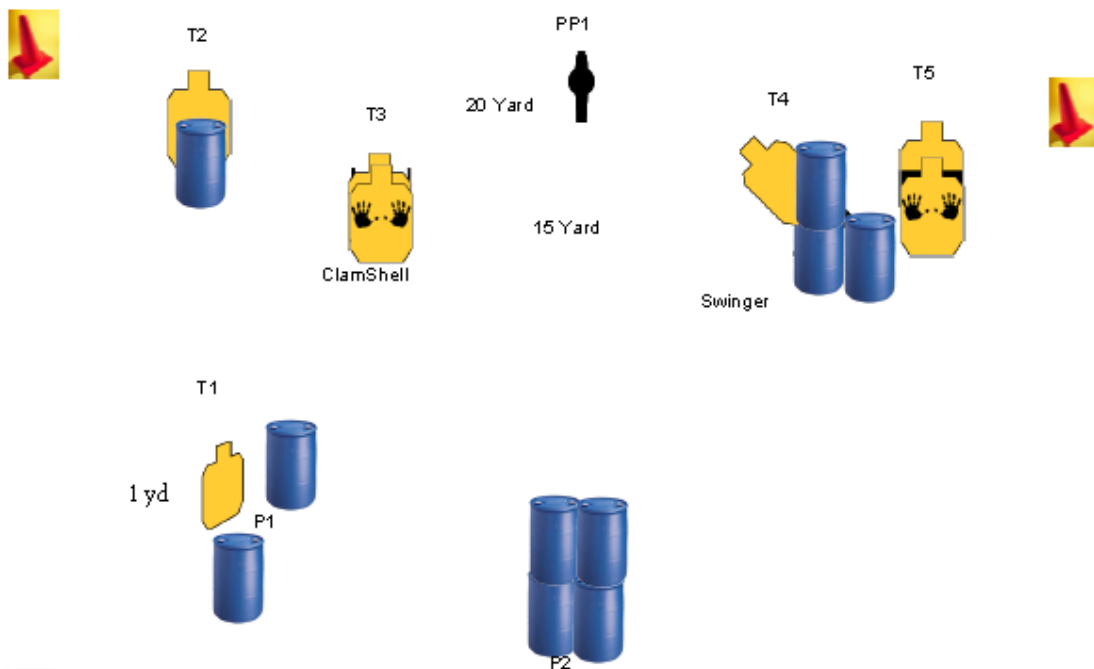
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S1

Action Faster Than Reaction

RULES: IDPA RULES	COURSE DESIGNER: David Jones
START POSITION: Standing at P1 with Strong side to threat. Weak Hand resting on chest. Strong hand on top of barrel. Gun Loaded to division capacity and holstered.	
SCENARIO: While fueling up your car you find yourself looking down the barrel of a gun. The rest of the gang has taken hostages or standing behind cover	SCORING: Vickers
PROCEDURE: At start signal engage T1 with 2 rds from retention. While retreating to P2 engage T2 with 2 rds on the move. From P2, engage PP1 until down. Engage T3, T4 or T5 with 2 rds each in any order. Can engage PP1, T3, T4, T5 from either side of barrel.	ROUND COUNT: 11
	TARGETS: 06
	DISTANCE: 1.5 feet to 20 yards
	SCORED HITS: 2 best per paper
	START/STOP:
	PENALTIES: Per IDPA Rules
	CONCEALMENT: Yes
	NOTES: At P1 Shooter must square up to the barrel (body and feet)

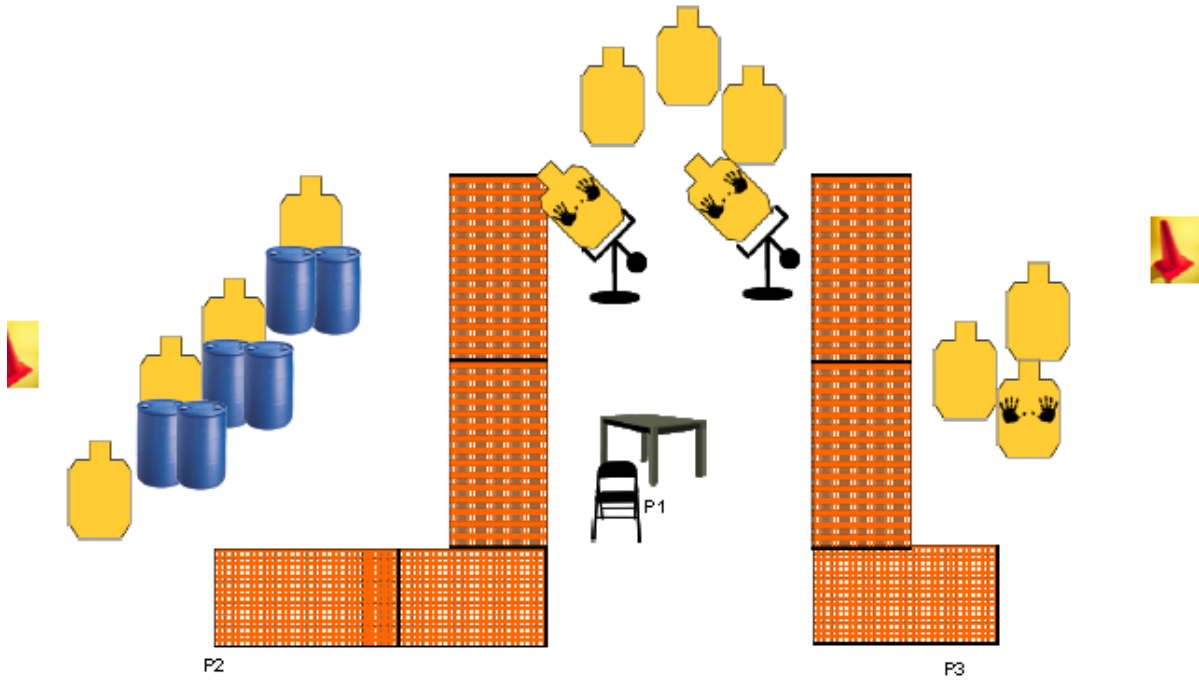
orange cones: muzzle safe points



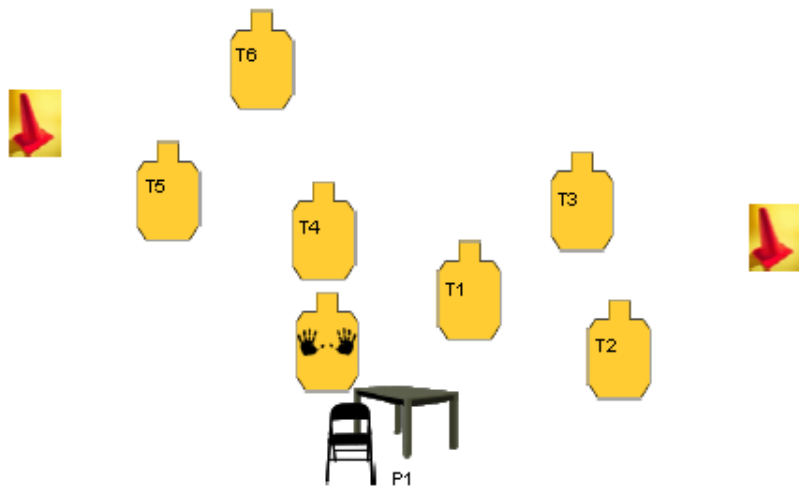
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STAGE DESIGNER

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BAD DAY AT THE OFFICE	
RULES: IDPA RULES and Stage Description	COURSE DESIGNER: Stan Hein
START POSITION: Seated at P1 with loaded gun to division capacity and in the drawer	
SCENARIO: Your working late at the office working on your important stage designs for your next match when a group of Bloomberg Freaks break in and want your laptop and are looking to teach you a lesson about gun ownership. Protect yourself and your co-workers.	SCORING: Vickers
	ROUND COUNT: 18
	TARGETS: 09
	DISTANCE: 5 to 15 yards
	SCORED HITS: best 2 hits on paper
	START/STOP:
	PENALTIES: Per current IDPA Rule Book and stage description
	CONCEALMENT: Yes
	NOTES: Seated Means that both cheeks remain on the chair.

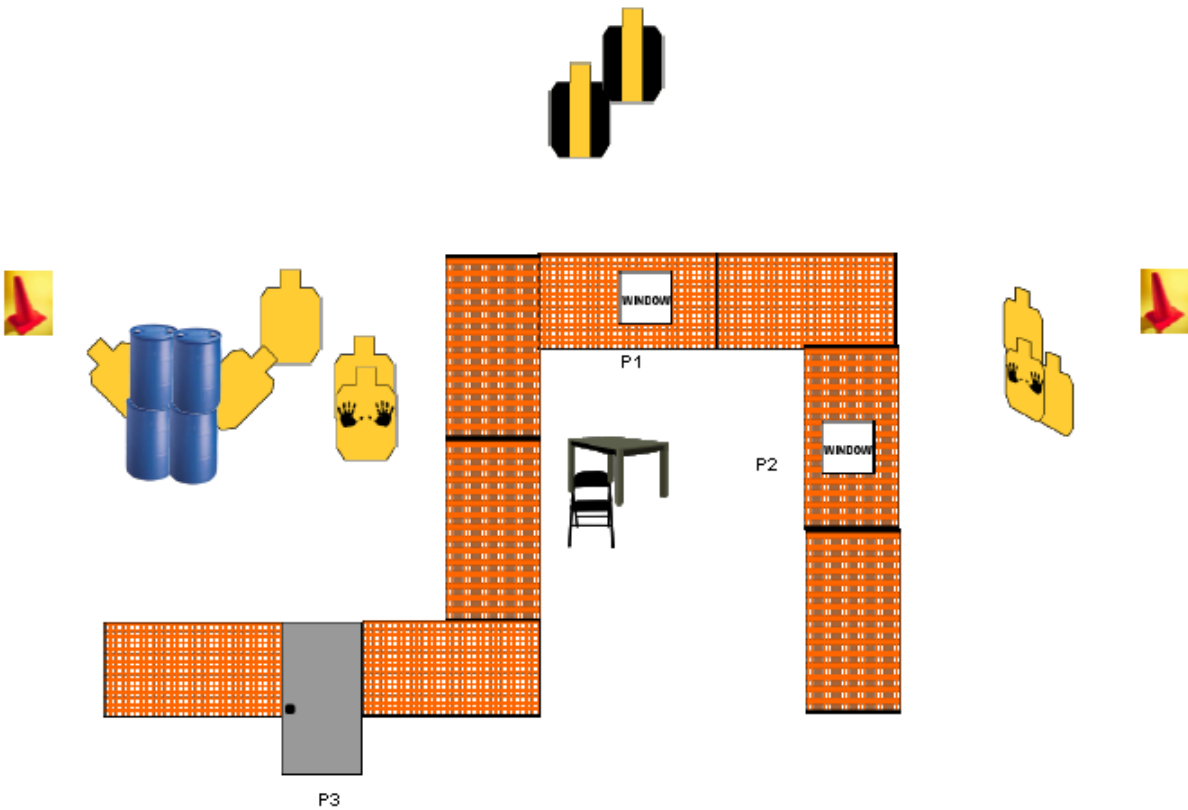


Cuffed But Not Out	
RULES: IDPA RULES	COURSE DESIGNER: Stan Hein
START POSITION: Hands Cuffed and in your lap. Gun will be on the table in the marked square loaded with 6 rounds. all spare magazines will be placed on the table in the other marked area.	
SCENARIO: You wake up from a nap as handcuffs are put on you by your Bloomberg loving neighbors. They break into your home in search of your guns. They take you and your spouse onto the kitchen to keep an eye on you while they search your house for guns. One of them absentmindedly puts his gun down on the table and you go for it. PROCEDURE: At signal engage T1 - T3 with 2 rounds each in Tactical Sequence (1-1-2-1-1). Than reload and engage T4 - T6 with 2 rounds each in Tactical Priority.	SCORING: Vickers
	ROUND COUNT: 12
	TARGETS: 06
	DISTANCE: 1 to 20 yards
	SCORED HITS: Best two on paper
	START/STOP:
	PENALTIES: per current IDPA rule book and stage description.
	CONCEALMENT: No
NOTES: All shot will be from the seated position while handcuffed	



Home Defense

RULES: IDPA RULES and Stage Description	COURSE DESIGNER: Stan Hein
START POSITION: Seated at P1 with unloaded gun (slide forward or cylinder closed) and 6 round magazine on the table. All remaining spare magazines stored on your person	
SCENARIO: You relaxing at home cleaning your new gun when you look out the window and see a gang of armed thugs running onto your property to break in and rob you, protect yourself and your property.	SCORING: Vickers
PROCEDURE: At signal load your gun than move to P1 and engage T1 and T2 with 3 rounds each, conduct a slide load reload than move to P2 and engage T3 and T4 with 2 rounds each, move to P3 open door and engage all remaining threats as you see them with 2 rounds each.	ROUND COUNT: 18
	TARGETS: 08
	DISTANCE: 7 to 20 yards
	SCORED HITS: T1 & T2 best 3 on paper, T3 - T8 best 2 hits on paper
	START/STOP:
	PENALTIES: Per current rulebook and stage description
	CONCEALMENT: Yes
	NOTES: T1 & T2 require 3 rounds each, and may be reengaged after slide load reload and before moving to P2. All other targets require 2 rounds each.



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