



League Night

Gold Members \$10, everyone else \$40..



Open to those who have completed the IPSC Black Badge Course,
Law Enforcement Officers and Armed Security Personnel.

Document prepared by; Mike Russnak

Match Directors: Your name here

Match copy is modified each match

Setup time 18:00 and finish before 22:00

2018/2019 Remaining Dates

Month	Dates
December	15,29
January	5,19
February	2,16
February	17 th ., Qualifier 11
March	2,16,30
April	23 rd ., Qualifier 13

Range and match etiquette:

- Treat the person who is stepping up as Match Director with respect and assist to get the stages built in a timely manner.
- Treat other shooters with respect and educate one another
- Always offer assistance to new shooters
- The entitled can stay home
- If you have a complaint think about how you can help fix it

The rules we follow at league night:

- For the most part – IPSC rules, exceptions would be target arrays, creative starts, no CRO, and no one gets an overlay
- Phoenix Range Rules
- The R.O.'s enforce the rules and they may choose to be more lenient with their rulings or allow reshoots to occur which would not normally happen at a sanctioned Qualifier
- R.O's may also allow D.Q'd shooters to "practice" with the rest of the group - it's totally up to them.

What to do when you arrive:

- Arrive at 17:45 or earlier and register at the gun counter
- Standby until the range is cleaned up and we get the o.k. to setup.
- If you are waiting for the range to be cleaned or to register, load your mags
- Put your gloves on. You do not want to come into contact with copper jacketing. the slivers are nasty
- Decide if you will build, make targets, move targets and props.
- Ensure both bays have a range box with tape, including black and white tape, a timer and a stapler.
- If you need tools, tape or targets ask the Phoenix employee at the gun counter for same
- Ensure that drills and screws are on both ranges
- If you are done, help in the other bay
- After the stages are built – and if you have not already done so. load your mags
- Gun up (This is always the second last activity)
- Listen for your name to be called to go to your assigned range.

What to do during the Match

- Pay attention during the WalkThru
- You will be doing one or more of R.O'ing, running the Tablet, taping, picking up mags, sweeping brass from shooting and traffic areas
- The only time you will not be working is when you are shooting, on deck, or you just finished shooting or you are reloading.
- If you want to learn how to run a Tablet, please step up and let the R.O. or M.D. know

What to do once you have completed all the stages in the Match

- Thank your R.O., T.O. and your squad for a great night
- If you have finished your last stage of the night **in the rifle bay**, tear it down and put it away – that's everything but the steps and platforms. They are one of the last things to be put away
- if you are finished **in the pistol bay**, stack and arrange the targets and props so that they can be easily moved to rifle for storage when the rifle bay is clear.
- With 25 to 30 shooters it is best to take the targets apart and get rid of the cardboard. Keep all of the lathe as it can be reused.
- Sweep both ranges, take/share or place brass into the pails on each range
- Removed as much wood debris from the backstop as you can

What to do on the way out the door headed for home, Boston Pizza or wherever

- Thank Len or Dillan from Phoenix, without them staying on a Saturday night – we would not have a League Night.
- Do I have to write it down – Check Practiscore



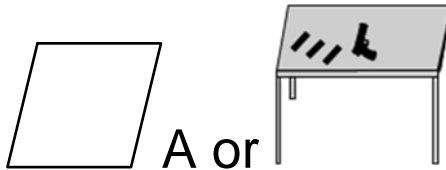
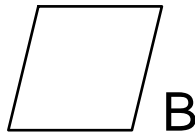
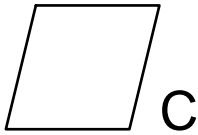
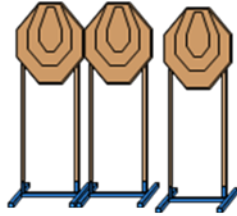
MATCH TOTALS

Stage	Round Count	Points	Location
1	12-18	60-90	Pistol
2	18	90	Pistol
3	20	100	Pistol
Sub total	50-56	250-280	Pistol
4	8	40	Rifle
5	24	120	Rifle
6	24	120	Rifle
Sub total	56	280	Rifle
Match total	106-112	530-560	Both

Pistol Bay Stage # 1– Usual/Unusual

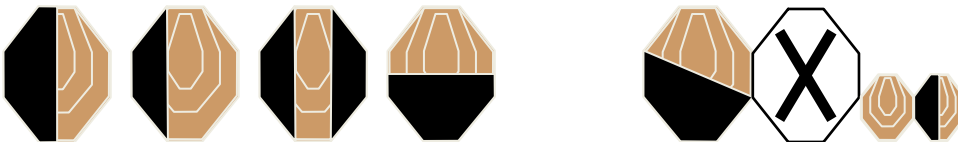
RULES: Phoenix League Night, Latest Edition **COURSE DESIGNER:** It varies

START POSITION: Gun unloaded and holstered, standing in Box A, facing uprange	
STAGE PROCEDURE: On signal engage targets as they become visible; 1,2 or 3 rounds per target. Mandatory reload before entering next shooting position.	SCORING: Comstock 9-27 suggest 12-18 because of time., SCORING HITS: Best shots TARGETS: 3 IPSC, plus IPSC N.S. at Match Directors discretion START-STOP: Audible start, last shot. PENALTIES: Procedural -10 NO SHOOT HIT: -10 MISS: -10



Set up 3 targets and shooting areas/boxes at 5, 10 and 15 yards. To change it up you can go to 2 boxes. You can also use a table start or fingers/hands on the X's wall next to A. Ditto loaded and holstered, unloaded, facing downrange table start, all mags on the table, seated start, or do first shoots under the table,....

For target variation use any of any of the following or no-shoots.:



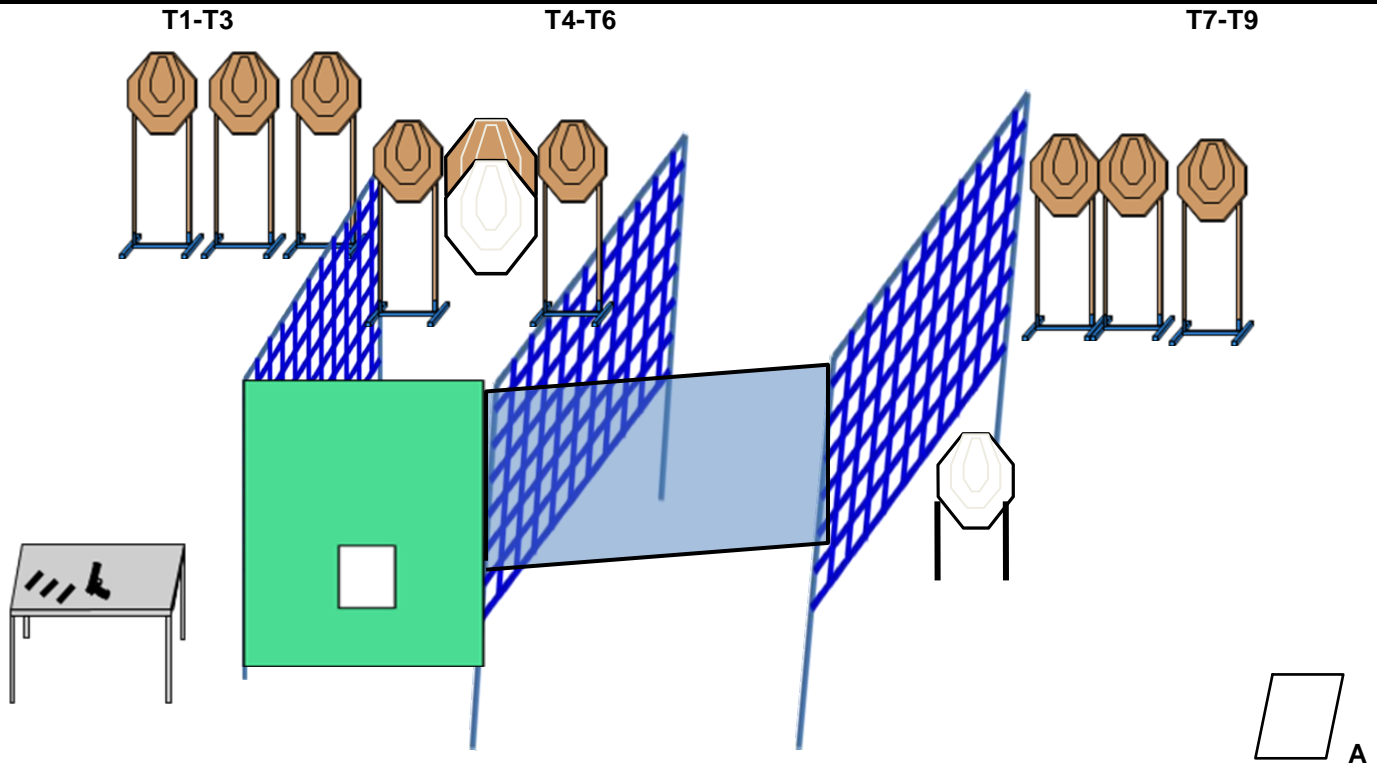
IPSC Mini's can also be used

SETUP NOTES: 3 or more targets, 2 or less shooting areas. Use your imagination?	RO NOTES: 1,2, or 3 shots per target, choose freestyle, strong and off hand. Suggest mandatory reloads and sequence must be followed no engaging 1 st . single target with all rounds from a single shooting area..
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Pistol Bay Stage # 2– Move it, move it!

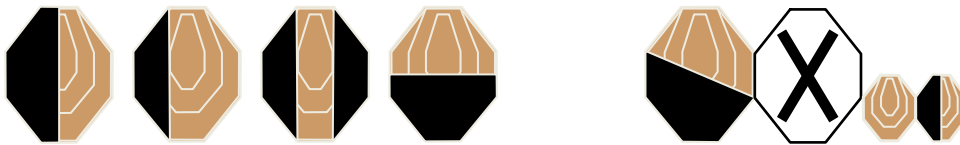
RULES: IPSC Handgun Rules, Latest Edition **COURSE DESIGNER:** Name

START POSITION: Gun unloaded, trigger on the X, facing downrange, wrists above shoulders. Option - start in Box A	
STAGE PROCEDURE: All mags to be used must be on the table. On signal engage T1-T3 2 rounds each from table or T7-T9 from A freestyle.	SCORING: Comstock, 18 rounds, 90 points SCORING HITS: Scoring hits TARGETS: 9 IPSC, 2 IPSC N.S. START-STOP: Audible start, last shot. PENALTIES: Procedural -10 NO SHOOT HIT: -10 MISS: -10



You can also go with fingers/hands on the X's walls on either side of the stage or on any of the hard walls Ditto loaded and holstered, unloaded, table start, all mags on the table, first shoots under the table, seated start....

For target variation use any of any of the following or no-shoots.:



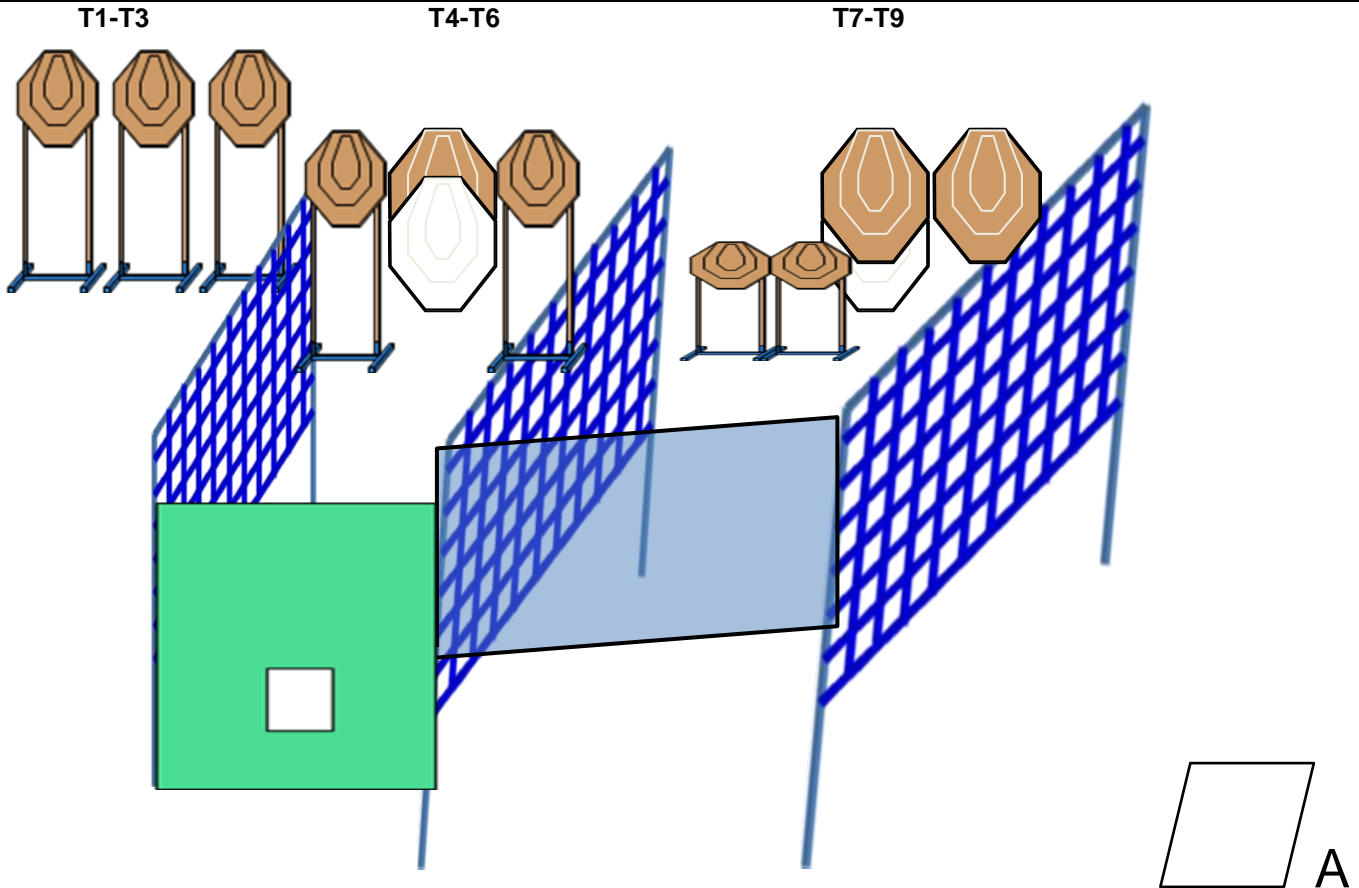
IPSC Mini's can also be used

SETUP NOTES: 3 Barriers, table or box, 1 or 2 walls with ports or solid wall positioned approx. 30" off the floor.	RO NOTES:
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Pistol Bay Stage # 3– Get Down

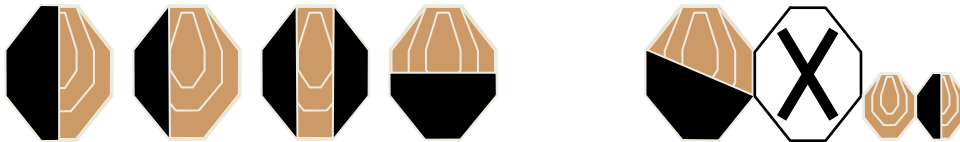
RULES: IPSC Handgun Rules, Latest Edition **COURSE DESIGNER:** Name

START POSITION: Gun loaded and holstered, standing in area A, facing the wall with palms flat on the X's.	SCORING: Comstock, 20 rounds, 100 points SCORING HITS: Best 2 shots TARGETS: 10 IPSC, 2 IPSC NS START-STOP: Audible start, last shot. PENALTIES: Procedural -10 NO SHOOT HIT: -10 MISS: -10
STAGE PROCEDURE: On signal engage T1-T10 3 rounds each minimum, as they become visible.	



You can move the A start wherever, or go with fingers/hands on the X's walls on either side of the stage or on any of the hard walls Ditto loaded and holstered, unloaded, table start, all mags on the table, first shoots under the table, seated start....

For target variation use any of any of the following or no-shoots.:



IPSC Mini's can also be used

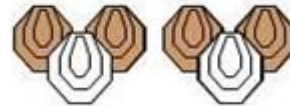
SETUP NOTES: 3 Barriers, box, 1 or 2 walls with ports or solid wall positioned approx. 30" off the floor. Use a pallet to staple the 2 or more lower targets to and place in on the back stop.	RO NOTES
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Rifle Bay Stage # 4– Start me up

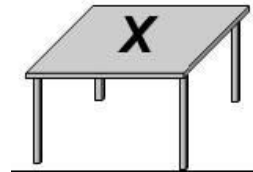
RULES: IPSC Handgun Rules, Latest Edition **COURSE DESIGNER:** Name

START POSITION: Gun loaded and holstered, back pressed flat against X on the wall, or box A or Table Start	
STAGE PROCEDURE: On signal engage T1-T4 2 rounds each minimum, as they become visible.	SCORING: Comstock, 8 rounds, 40 points SCORING HITS: Best 2 shots TARGETS: 8 IPSC START-STOP: Audible start, last shot. PENALTIES: Procedural -10 NO SHOOT HIT: -10 MISS: -10

T1-T4



OR



X
X

For target variation use any of any of the following or no-shoots.:



IPSC Mini's can also be used

SETUP NOTES:	RO NOTES: .
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Rifle Bay Stage # 5– Stair Master

RULES: IPSC Handgun Rules, Latest Edition **COURSE DESIGNER:** Name

START POSITION: Gun loaded and holstered, standing in A or B, facing downrange.

STAGE PROCEDURE: On signal engage from B engage T1-T4 or from A engage T5-T8, proceed up the stairs and onto the platform and engage T9-T12 through the port. Engage all targets with 2 rounds each minimum.

SCORING: Comstock, 24 rounds, 120 points

SCORING HITS: Best 2 shots

TARGETS: 12 IPSC, 6 – IPSC N.S.

START-STOP: Audible start, last shot.

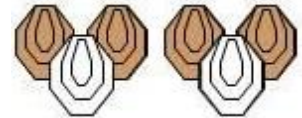
PENALTIES: Procedural -10

NO SHOOT HIT: -10

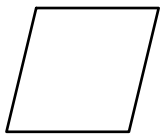
MISS: -10



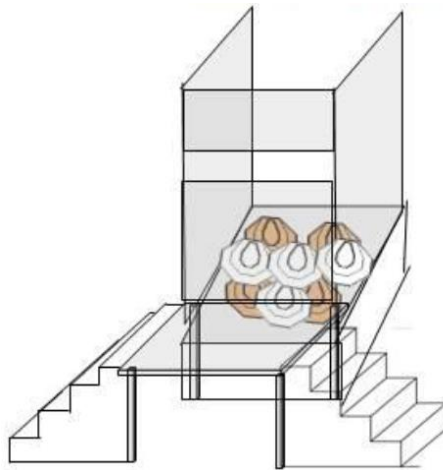
Or Peacock T1-T4



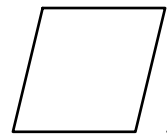
T5-T8 TRIPLE for EI Prez or Bill Drill



B



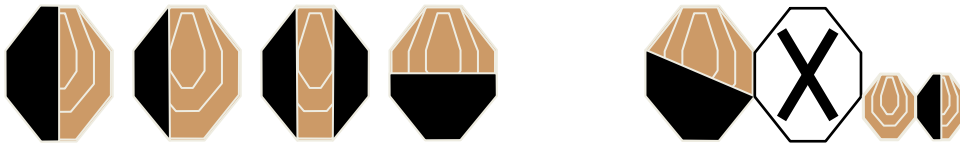
T9-T12



A

OR SANDBOX

For target variation use any of any of the following or no-shoots.:



IPSC Mini's can also be used

SETUP NOTES: A&B should be placed forward of trap. Ensure the port is securely mounted in front of the platform.

RO NOTES:

Rifle Bay Stage # 6– Long and gone

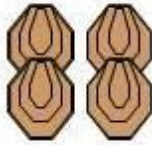
RULES: IPSC Handgun Rules, Latest Edition **COURSE DESIGNER:** Name

START POSITION: Gun loaded and holstered, palms on the XX on the wall (Optional starts in box A or C)	
STAGE PROCEDURE: On signal engage T1-T12 as they become visible. 2 rounds minimum. Note T5-T8 cannot be shot from position A or B	SCORING: Comstock, 24 rounds, 120 points SCORING HITS: Best 2 shots per IPSC, TARGETS: 11 or 12 IPSC, at least 2 – IPSC N.S. START-STOP: Audible start, last shot. PENALTIES: Procedural -10 NO SHOOT HIT: -10 MISS: -10

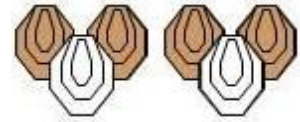
T1-T4



T5-T8

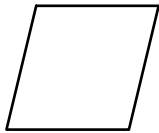
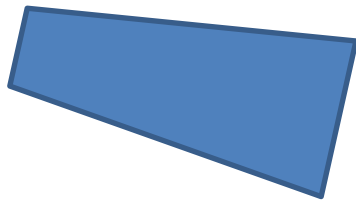


T9-T12

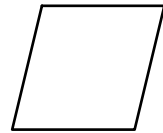


Or Peacock, add No-Shoots to either for more fun

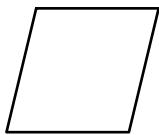
Or TRIPLE for El Prez or Bill Drill



B



C



A

X

X

UP NOTES: Set targets B&C forward of trap and ensure the wall blocks the view from A&B.	RO NOTES:
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