



2023 IDPA Nebraska at ENGC

July 22, 2023

Welcome to the 2023 IDPA Nebraska outdoor match at Eastern Nebraska Gun Club, hosted by IDPA Omaha! This booklet contains the match schedule, stage diagrams, and additional information for the day.

This year's event will be a 7-stage Tier 1 IDPA match. Since this is a Tier 1, anyone may participate even if you are not an IDPA member or do not have an IDPA classification. There will be a full equipment check during sign-in so please be aware of the IDPA division and equipment rules. Also, we will perform a chronograph check as part of Stage 1. (If you do not pass the equipment check or chrono, you will be allowed to shoot the rest of the day, but your scores will not be entered.)

The match will take place the morning of Saturday, July 22, 2023. We expect to finish in time for everyone to take a late lunch, but there are no promises or guarantees on our timeline. Feel free to bring your own snacks or lunch if you want. We will provide plenty of water and Gatorade on the range.

If you have any questions, concerns, or feedback, don't hesitate to contact me at tj.mott@idpanebraska.com And if you want to get connected with IDPA events in our area, visit <https://www.idpanebraska.com> which has an event calendar and links to our local IDPA clubs.

Thanks,

TJ Mott

IDPA Omaha Match Director

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<https://www.idpanebraska.com>

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Safety Information

Cold Range

This match will observe a COLD RANGE. Firearms must be unloaded and either cased or holstered at all times, unless an IDPA Safety Officer has given you the “Load And Make Ready” command or you are at the table at the designated safety area. Violating the cold range rules will result in a match disqualification (DQ).

If you brought a loaded and holstered weapon to the range, that is fine. The Safety Officer at the equipment check station will have you unload your weapon during the equipment check and match sign-in. **DO NOT UNLOAD YOUR FIREARM AT THE SAFETY AREAS AS AMMO IS NOT ALLOWED THERE.**

Designated Safety Area

There are three designated safety areas, one near Bay 1, one between Bays 3 and 4, and one near Bay 5. You may handle your UNLOADED firearm at the safety areas, to bag/unbag your firearm, test your red dot, check function, clean your weapon, etc. **NO AMMUNITION IS ALLOWED IN THE SAFETY AREAS.**

You may handle ammunition or load magazines anywhere at anytime **EXCEPT AT THE SAFETY AREAS.**

180 Rule

Your muzzle must be pointed downrange at all times during your run. Unless specified otherwise, all bays observe the “180 Rule”. There is an invisible line running through the shooter that is parallel to the back berm. If your muzzle breaks that line, you will receive an immediate match disqualification (DQ).

Some bays/stages may use a modified 180. When that is the case, the Safety Officers will inform you during the stage briefing, and orange cones will be placed to give you a visual indicator of the muzzle limits.

Steel Targets

Some stages may use steel targets. Steel targets must NEVER be engaged within 10 yards. Engaging a steel target closer than 10 yards will result in an immediate match disqualification (DQ).

Heat Warning

It could be very hot and sunny on match day. Bring sunscreen, make sure you stay hydrated, and watch your fellow shooters for signs of dehydration or heat exhaustion. We will provide plenty of bottled water and a Gatorade cooler.

Additional Info/Frequently Asked Questions

If you are new to IDPA and are viewing this document electronically, here is a link to the FAQ page on the IDPA Nebraska website. This is a good primer and should get you up-to-speed on the basics.

<https://www.idpanebraska.com/faq/>

Range Info

Eastern Nebraska Gun Club is a private outdoor rifle range near Louisville, Nebraska. They host a number of matches for several shooting sports and disciplines, and are graciously hosting us for IDPA this year. For more information, visit <https://engc.us>

Location

The entrance is on the north side of Highway 66, 2.5 miles east of Louisville, NE at marker 12700. The entrance is easy to miss, but is just west of Glendale Cemetery. The IDPA match will be in Pistol Bays 1 – 5 located at the very end of the gravel drive.

If you are viewing this document electronically, here is a Google Maps link to the range:

<https://www.google.com/maps/place/Eastern+Nebraska+Gun+Club/@41.0096998,-96.1077966,2204m/data=!3m1!1e3!4m6!3m5!1s0x87940c55bc3772af:0x77a8e343f5e43062!8m2!3d41.0160598!4d-96.1096801!16s%2Fg%2F119vx05d6?entry=ttu>

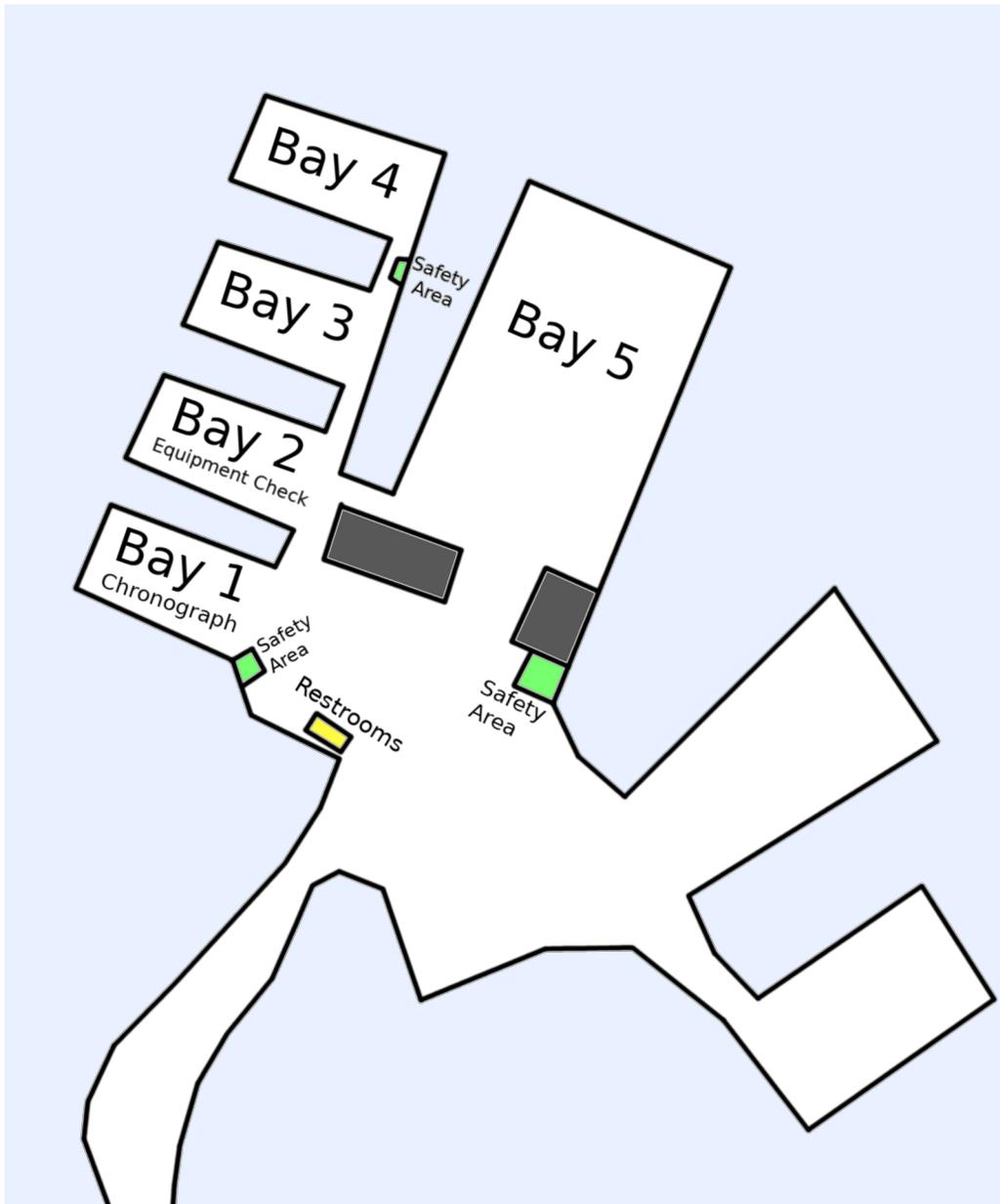


Detailed Map

Pistol Bays 1 – 5 are allotted to this match. Sign-in and equipment check are on Bay 2. The match briefing will take place on Bay 5.

Bays 1 – 4 will hold Stages 1 – 4 respectively. Bay 5 will hold Stages 5 and 6.

Bay 1 will have the chronograph station. After completing Stage 1, your squad will chrono before advancing to the next stage.



Match Schedule

The match is Saturday, July 22, 2023. Please consider showing up at 6:30 AM to help with match setup—any help is greatly appreciated and will keep us on schedule, make for a successful day, and prevent match staff from being grumpy. If you arrive at setup with a loaded firearm, please talk to a Safety Officer to properly unload.

During check-in, we will perform an equipment check to make sure your equipment follows IDPA rules. You will need your firearm, holster, one empty magazine, any magazine/speedloader holders, and your cover garment. During the equipment check, you will have the opportunity to unload your carry gun if necessary.

Here is our anticipated schedule. This isn't a guarantee and it may vary greatly on match day.

6:30 AM	Gates open, setup starts. (Please come help!)
7:45 – 8:30 AM	<p>Equipment check at the Safety Area near Bay 5 starts, as does Registration Check-In at the main shed.</p> <p>1) Go to Equipment Check FIRST. Bring your bagged firearm, an empty magazine, and be wearing your gear and concealment garment. They will ask your division, then check your firearm and gear. When you finish, they will give you a ticket.</p> <p>2) Take that ticket to the main shed and give it to the stats person. They will verify your division and member number (if applicable) for registration check-in.</p> <p>You MUST go through equipment check and then check in with the stats person in the shed by 8:30 AM to remain in the match. If you don't give the stats person a ticket by 8:30, it will be assumed that you have failed the equipment check and will shoot for no score.</p>
8:45 AM	Bay 5: Staff/SO meeting
9:00 AM	Bay 5: All shooter's meeting. Shooting will start directly after.
After the match:	Everyone helps tear down the stages and put away equipment. While this is happening, scores will be calculated and finalized. After the stages are put away, we'll announce the division results.

Stage Descriptions

Detailed stage diagrams are on the following pages. They are conceptual diagrams only, and the actual stages on match day may differ from the published diagrams.

Stage 7 is the Warmup Stage. It will be set up on all bays, and all shooters will start on the Warmup Stage. After that, the Warmup Stage will be torn down and shooters will shoot the regular stage(s) on their bay.

Warmup Stage (All Bays)

Warmup Stage

RULES: IDPA Rulebook, Latest Edition

COURSE DESIGNER: T. Howard

SCENARIO: The guy is trying to kill you. Stop him.

START POSITION:

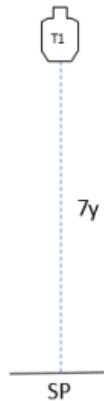
Standing at the start position, gun loaded with ONLY 3 rounds and holstered, wrists above respective shoulders.

SCORING

SCORING: Unlimited
SCORED HITS: Best 4 to the body and 2 to the head.
START-STOP: Audible - Last shot
CONCEALMENT: REQUIRED

STAGE PROCEDURE:

On audible start signal engage T1 with four rounds to the body and two rounds to the head from the start position.



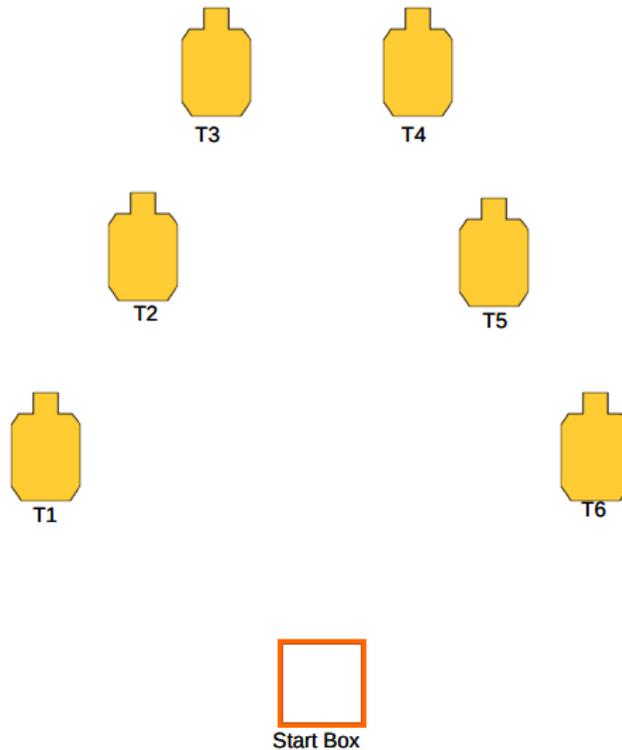
SETUP NOTES:

RO NOTES: “Standing at the start position” means “uprange of the start stick” for this stage.

“Four rounds to the body and two rounds to the head” does not specify order of engagement.

Stage 1 (Bay 1)

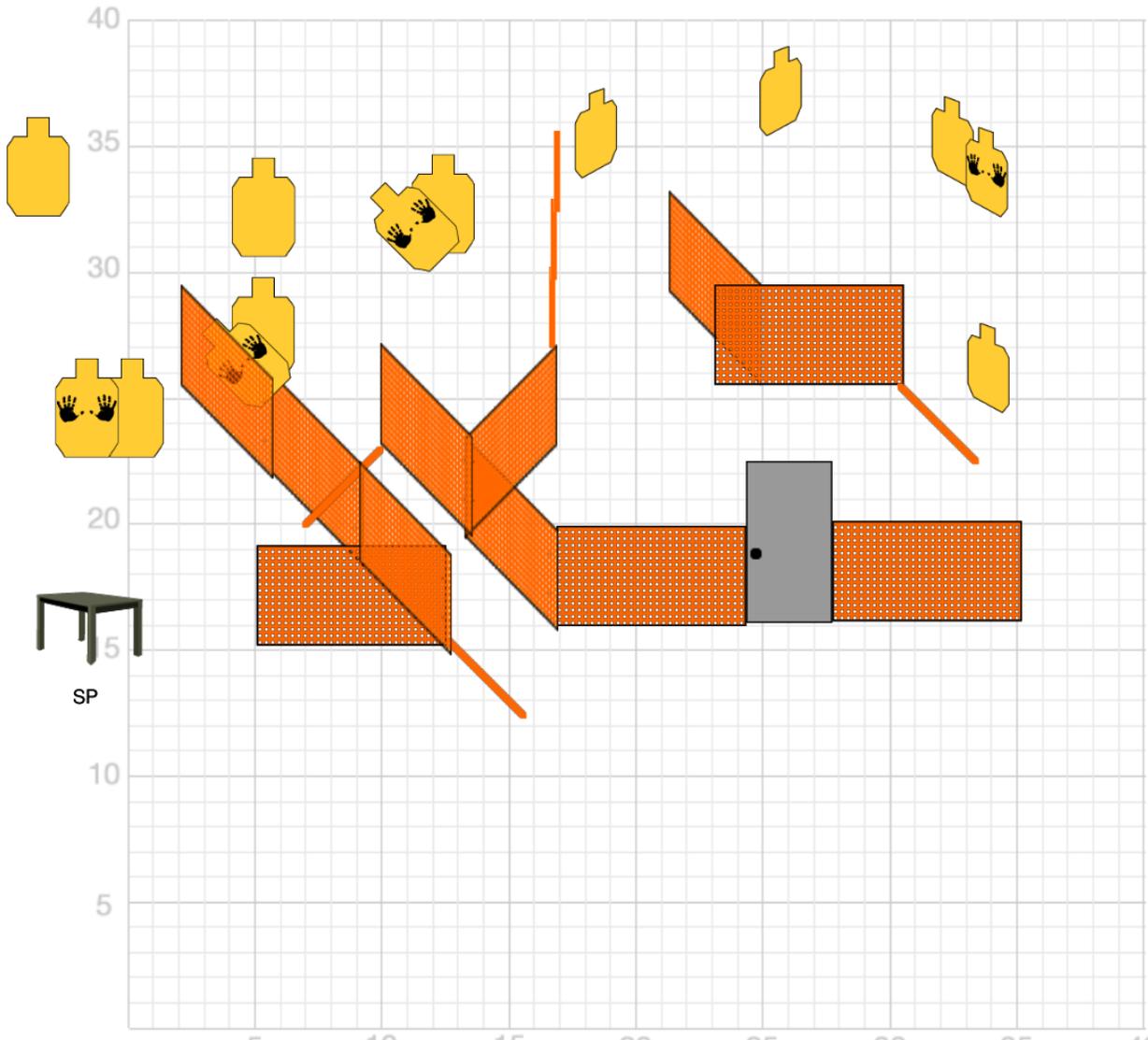
Side To Side	
RULES: IDPA Rules	Created By: Tim Norris, modified by TJ Mott
START POSITION: Standing in start box, facing downrange, hands relaxed at sides, wrists below belt. Handgun loaded to six (6) rounds and holstered. All additional loading devices loaded to six (6) rounds.	
SCENARIO: IDPA Standards	SCORING: Limited
PROCEDURE: At the start signal, engage 3 strong side targets (T4 - T8 if right-handed or T1 - T3 if left handed) with two (2) rounds each in tactical priority STRONG HAND ONLY. Perform a mandatory reload and then engage 3 weak side targets (T1 - T3 if right handed or T4 - T8 if left handed) with two (2) rounds each in tactical priority WEAK HAND ONLY. Perform a mandatory reload and engage T1 - T6 with one (1) round each in tactical priority FREE STYLE. Shooter must remain inside the start box for the entire course of fire.	ROUND COUNT: 18
	TARGETS: 6
	DISTANCE: 6 feet, 12 feet, 18 feet
	SCORED HITS: Best 6 hits per paper
	PENALTIES:
	CONCEALMENT: No
	NOTES: T3/T4: 18ft forward, center is 2.5ft from centerline. T2/T5: 12ft forward center is 4.5 ft from centerline. T1/T6: 6ft forward, center is 6ft from centerline.



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TridentStageDesigner.com

Stage 2 (Bay 2)

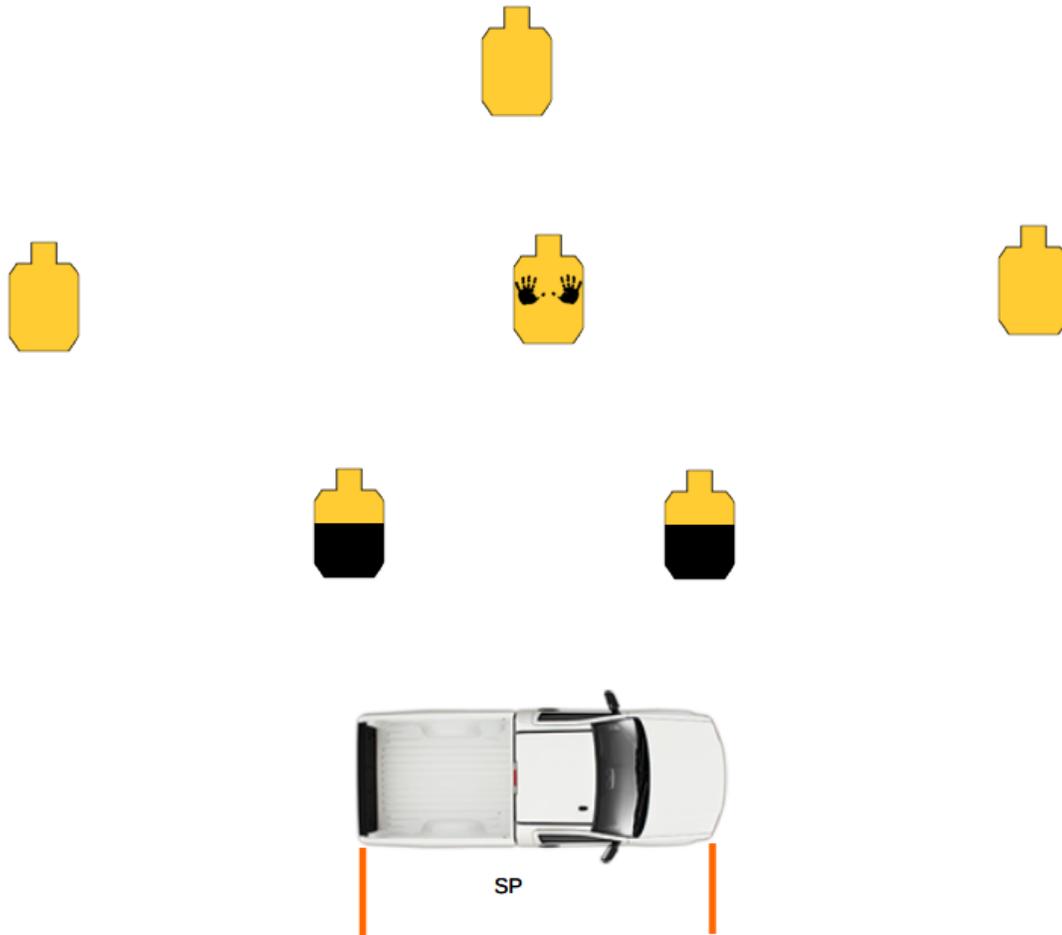
Whos home	
RULES: IDPA Rules	Created By: JasonWagner
START POSITION: At the Table firearm loaded to division capacity and holstered. Stage gun will be loaded with 4 rounds and held at low ready with firearm muzzle resting on table.	
SCENARIO: You are loading your project firearm when two thugs appear in front of you. Dispatch the thugs and retrieve your sidearm and sweep the house of any addition bad guys.	SCORING: Unlimited
PROCEDURE: At the buzzer engage the bad guys as you see them. Once the first two are engaged in the open with the stage gun proceed through the house with your sidearm clearing the house as you go.	ROUND COUNT: 18
	TARGETS: 9
	DISTANCE: Varies
	SCORED HITS: 2 per
	PENALTIES: IDPA
	CONCEALMENT: Yes
	NOTES:



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Stage 3 (Bay 3)

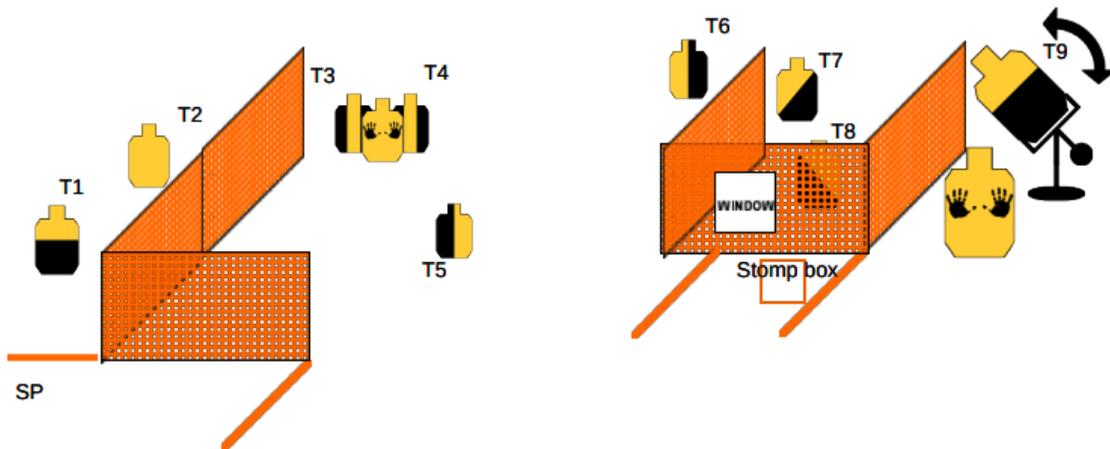
The Truck Is A Table But Pretend Its A Corvette	
RULES: IDPA Rules	Created By: Celeste Nims, TJ Mott
START POSITION: Gun loaded to division capacity and holstered. Standing by table at start position SP, strong hand on table to simulate grabbing the door handle.	
SCENARIO: After working very late, you walk to your sports car parked on a dark road, and are approached by a gang of bored hooligans looking for a target.	SCORING: Unlimited
PROCEDURE: At the start signal, engage all threats with three (3) rounds each in tactical priority from low horizontal cover behind the table.	ROUND COUNT: 15
NOTE: Low cover requires at least one knee to touch the ground.	TARGETS: 5
	DISTANCE: 7, 10, 15 yards
	SCORED HITS: Best 3 hits per target
	PENALTIES:
	CONCEALMENT: Yes
	NOTES:



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Stage 4 (Bay 4)

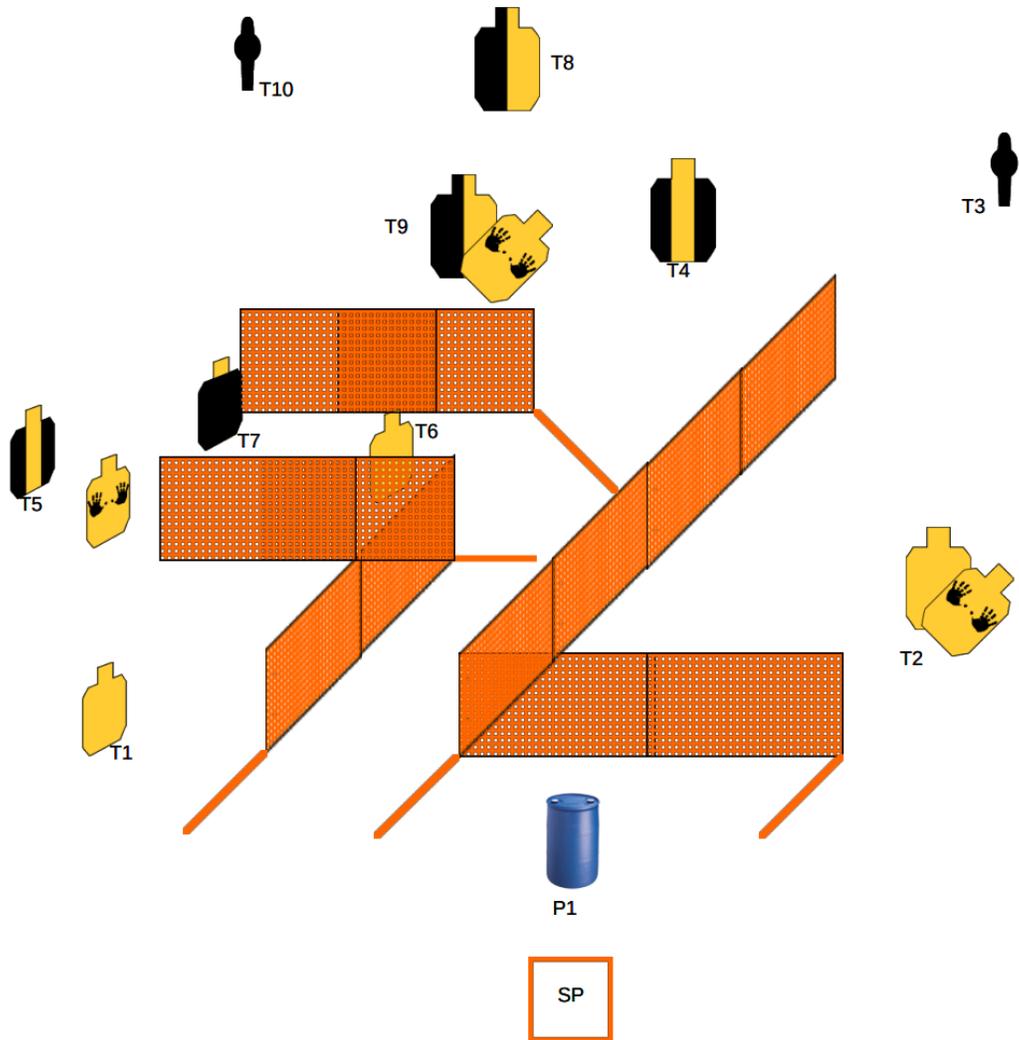
Hallway to IT Hell	
RULES: IDPA Rules	Created By: Rick Krystof, modified by TJ Mott
START POSITION: Standing at SP, firearm loaded to division capacity and holstered, holding clipboard in both hands.	
SCENARIO: You're just getting ready to head down the hallway to the IT Genius's office, when armed terrorists break in, intent on kidnapping the IT Guru for his source code info.	SCORING: Unlimited
	ROUND COUNT: 18
PROCEDURE: At the start signal, draw and engage targets T1 - T2 with two (2) shots each in tactical priority in the open. Then, engage all remaining targets with two (2) shots each in tactical priority from available positions of cover. The stomp box will activate swinging target T9.	TARGETS: 9
	DISTANCE: 3 - 12 yards
	SCORED HITS: Best two (2) hits per target
	PENALTIES: per IDPA Rules
	CONCEALMENT: Yes
	NOTES:



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Stage 5 (Bay 5)

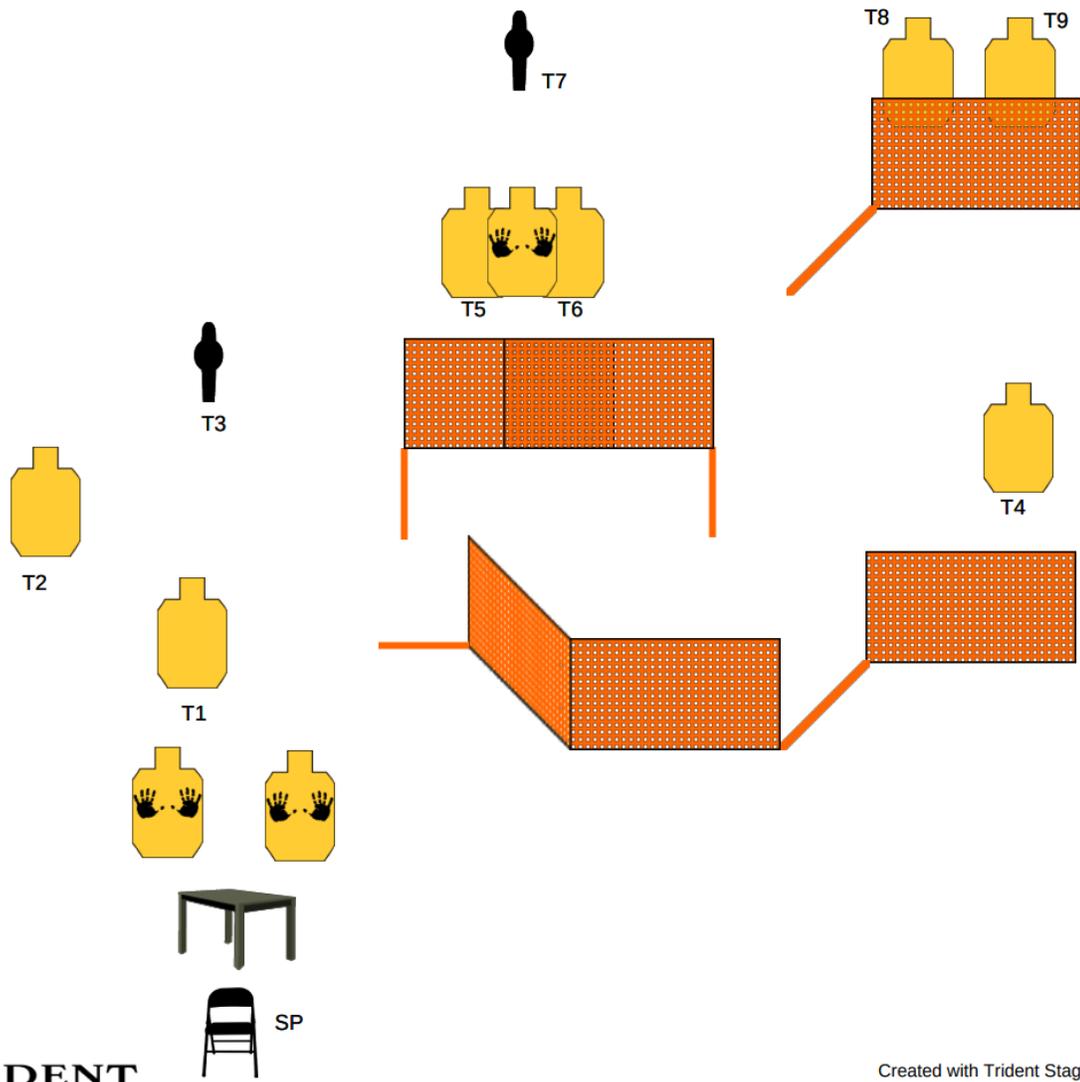
The One Time I Dont Have My Gun	
RULES: IDPA Rules	Created By: TJ Mott
START POSITION: Handgun and all loading devices stored on the barrel near P1, handgun unloaded with slide/cylinder closed. Standing in start box at SP.	
SCENARIO: You take a restroom break while cleaning your carry gun, and return to find your home has been invaded. Retrieve your firearm and defend your home.	SCORING: Unlimited
PROCEDURE: At the start signal, retrieve your firearm and engage target T1 in the open. Then, engage remaining targets in tactical priority from available positions of cover.	ROUND COUNT: 18
	TARGETS: 10
	DISTANCE:
	SCORED HITS: Best 2 hits per paper, steel must fall
	PENALTIES:
	CONCEALMENT: No
	NOTES:



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Stage 6 (Bay 5)

Big Trouble In Little Waffle House	
RULES: IDPA Rules	Created By: TJ Mott
START POSITION: Seated at the table, handgun loaded to division capacity and holstered, hands resting on table around food plate with a utensil in each hand.	
SCENARIO: You are enjoying some waffles at breakfast with your family, when a group of unruly patrons gets upset at being served maple syrup instead of blueberry syrup and start shooting.	
PROCEDURE: At the start signal, engage targets T1 - T3 in tactical priority while remaining seated. Then, engage all remaining targets in tactical priority from available positions of cover.	
All paper targets must be engaged with two (2) rounds to be considered engaged, and all steel poppers must be engaged with one (1) round to be considered engaged.	
SCORING: Unlimited	ROUND COUNT: 16
TARGETS: 9	DISTANCE:
SCORED HITS: Best 2 hits per cardboard target, steel targets must fall	PENALTIES:
CONCEALMENT: Yes	NOTES: For safety reasons, steel popper T3 cannot be re-engaged after leaving the table.



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