



Official Matchbook

of the inaugural

Midwest Competition Works

Missouri State Iron Sights Championship

The Gateway IDPA Classic

October 24, 2022

Bench Rest Rifle Club of St. Louis

Wright City, Missouri

The Gateway IDPA Classic is brought to you by the generous support of



and



They **CHANGE** so you don't have to.™

As well as...



Thank you for participating in the first ever **Gateway IDPA Classic**

The match is held at

Benchrest Rifle Club of St. Louis
2280 Kohn Rd, Wright City, MO 63390

Gates open at 7am on Saturday and Sunday, and Friday by request only.

Important Reminder!

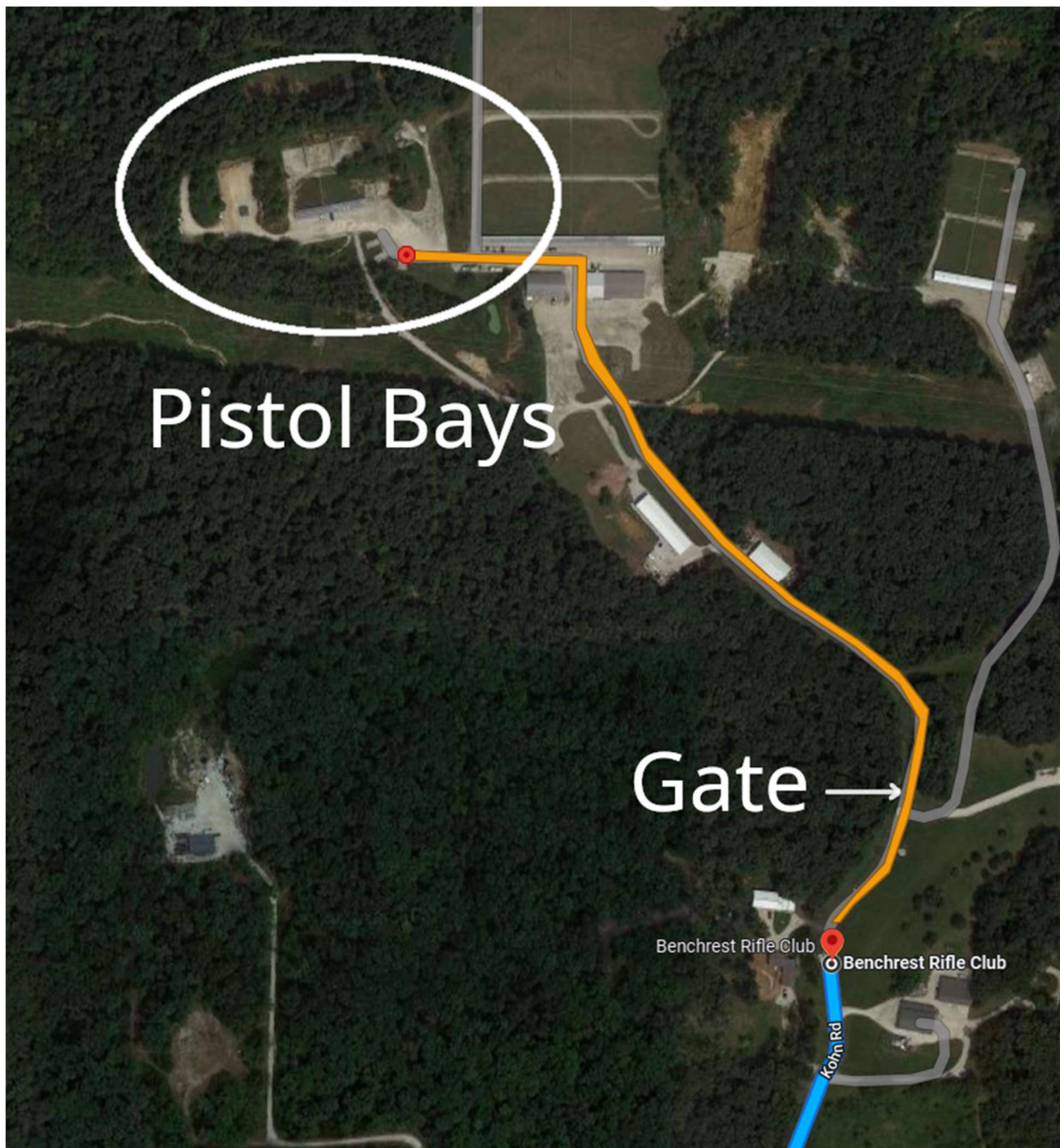
Payment of **\$60** must be **CASH, MONEY ORDER, or CHECK made out to BRRC**
and will be accepted at ***Check-in/Registration***

Range Rules:

- This is a COLD range. Firearms will only be loaded under the direction of an appointed Safety Officer.
- If you arrive with a loaded firearm, see the match staff for direction on unloading the firearm before the beginning of the match.
- Unloaded firearms should remain holstered unless at designated safety areas or under the supervision of a Safety Officer.
- No Ammunition is allowed at the Safety Areas
- A dropped firearm on range property is a disqualifying event.
- Bays have boundaries. Sending a projectile beyond them, or in the case of concrete walls, INTO them is a disqualifying event.
- Striking a stage prop, equipment, or the open ground within 6 feet is also a disqualifying event.
- Please be respectful to our Volunteer Staff, any disagreement, no matter how small, should be taken up with the Match Director or Assistant Match Director. The Area Coordinator will be on site if the conflict is not resolved at the Match Director level.
- Knowledge of the rules, a commitment to good sportsmanship, and a willingness to paste/reset is an expectation of every participant.
- Be Ready when called to the line!

MAPS

Google Maps will get you right up to the front door, but that's not very helpful. Continue forward through the gate, to the 60 bench rifle range and take a left. See images below.





Schedule

Friday: *Senior Staff Shoot*

Senior Staff will receive direct communication about their start time and how to access the Range, but for competitors and remaining staff, contact the Match Director by texting or calling 314-422-1391. Coverage can be spotty, so please be patient.

Saturday: *Staff/Early-Bird Shoot*

- 07:00 Range Open
- 07-10:00 Check-in/Registration**
- 10:00 Shooter's Meeting
- ~10:15 First Shots**
- 13:00 Last Shots
- 13:30-? Lunch/Staff Meeting**
- 17:00 Range Closes to Non-Members

Sunday: *Competition Day!*

- 07:00 Range Open
- 07-9:00 Check-in/Registration**
- 09:00 Shooter's Meeting
- ~09:30 First Shots**
- 13:00 Last Shots
- 13:30-? Lunch & Awards**

Thank you for joining us.

**Be safe, have fun,
and SHOOT ZEROES!**



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Stage 1 – Two Mags for Sister Sara

Sponsored By: Heartland Guns and Ammo

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: JP Brown & G Burch

START POSITION: Standing at SP, gun loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

While helping your sister move into a new place downtown, you unwittingly interrupt the business of a violent criminal gang. Someone picked the wrong day to be in this parking garage, make it them.

PROCEDURE:

At audible start signal, engage T1 and T2 in the open. Engage remaining targets from cover where cover is available.

Notes: S1 is a surprise target.

S3 is not scored, activates DT1, a surprise, disappearing target.

S2 is not scored, activates DT2, a surprise, disappearing target.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8 Paper, 1 Steel, 1 Non-Threat

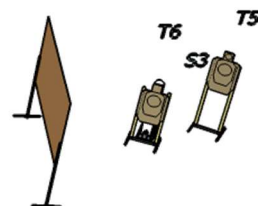
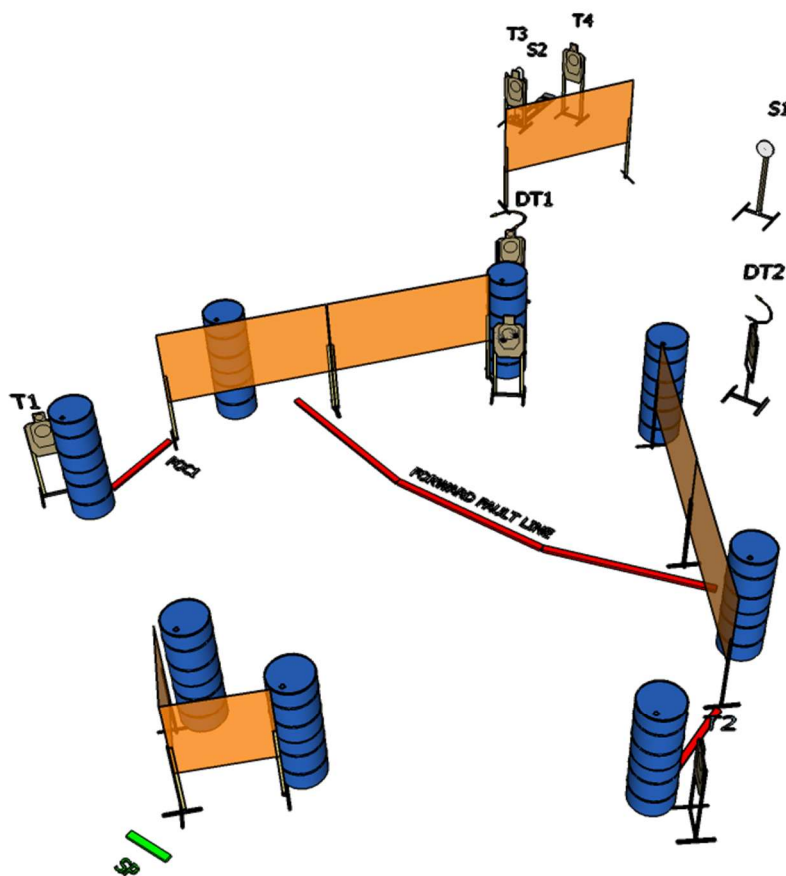
DISTANCE: 7-13 yards

SCORED HITS: Best 2 on paper, steel must fall

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 2 – The Good, the Bad, and the Fugly

Sponsored By: Xtreme Tactical Defense/Xtreme Krav Maga

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Standing at SP, toes of both feet on or against the start stick, hands relaxed at sides. Firearm loaded to division capacity and holstered. Additional loading devices stowed on person.

SCENARIO:

While visiting a cemetery you stumble upon a gang of grave robbers. They don't want any witnesses. Save yourself and then your friend.

PROCEDURE:

At audible start signal, engage all targets from cover where cover is available.

Notes: T2 is a surprise, disappearing target.
T6 and T7 are surprise targets.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9 Paper

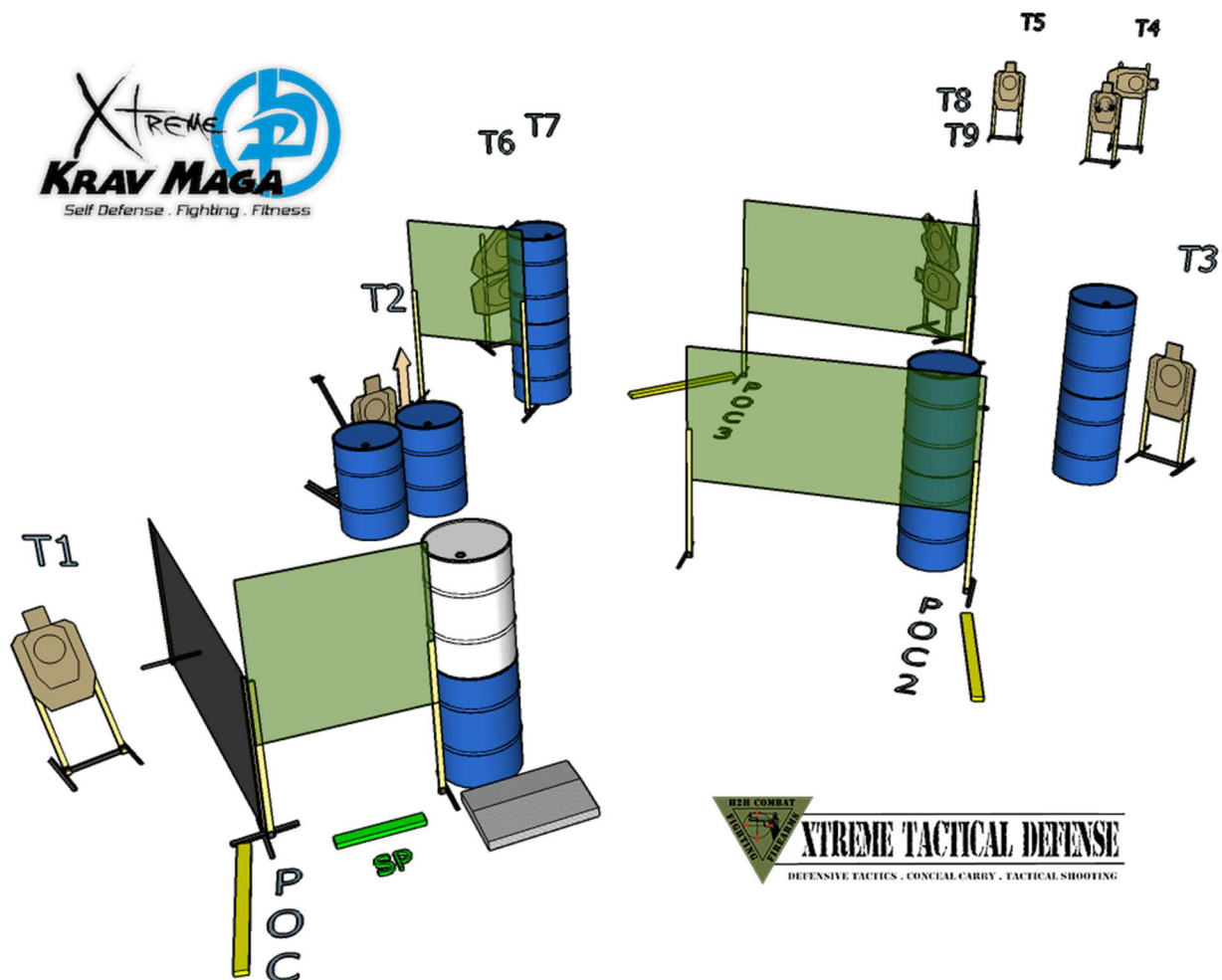
DISTANCE: 2-12 yards

SCORED HITS: Best 2 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 3 – High Plains Grifter

Sponsored By: Hunters HD Gold

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Standing at SP, hands relaxed at side, toes of both feet on, or against, the start stick. Firearm loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

You're spending the night at a hotel in a small town when some biker thugs decide to shoot up the place. You're the only person that can save the town from destruction. Be a good Samaritan. Save yourself and the town.

PROCEDURE:

At audible start signal, engage all targets from cover.

Notes: T1-T4 must be engaged before advancing beyond POC2.

S1 activates T5. T5 is a surprise, disappearing target.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8 Paper, 1 Steel, 3 Non-Threat

DISTANCE: 8-20 yards

SCORED HITS: Best 2 on paper, steel must fall

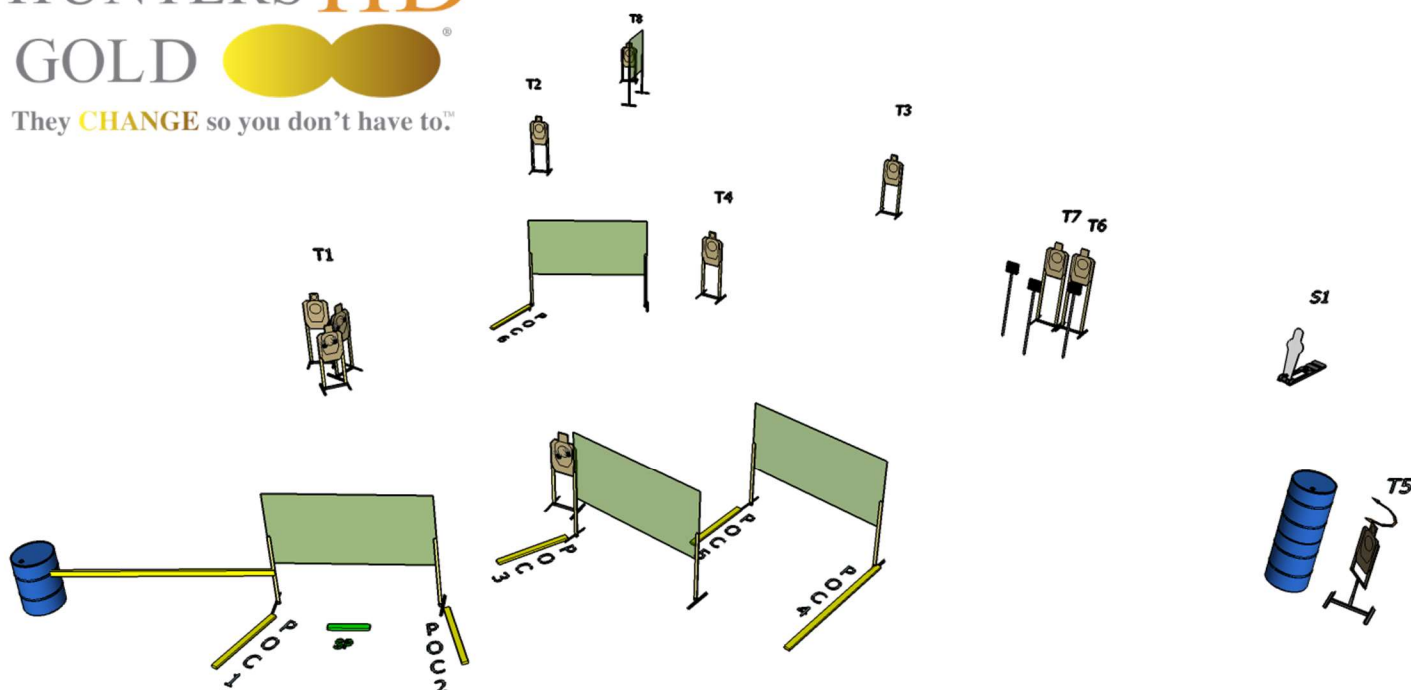
CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180

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Stage 4 - For a Few Primers More

Sponsored By: Razorback Armory

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Standing at SP, toes of both feet on, or against, the start stick, firearm loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

While making a deposit at the local branch, a group of gunmen arrive to rob the bank and the customers. Shooting starts when the gang turns on each other and everyone else. The only way to get out alive is to take down the bad guys.

PROCEDURE:

At audible start signal, engage all targets from cover where cover is available.

Notes: T6 and T7 are surprise targets.
T4 may be a surprise target.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9 Paper, 3 Non-Threat

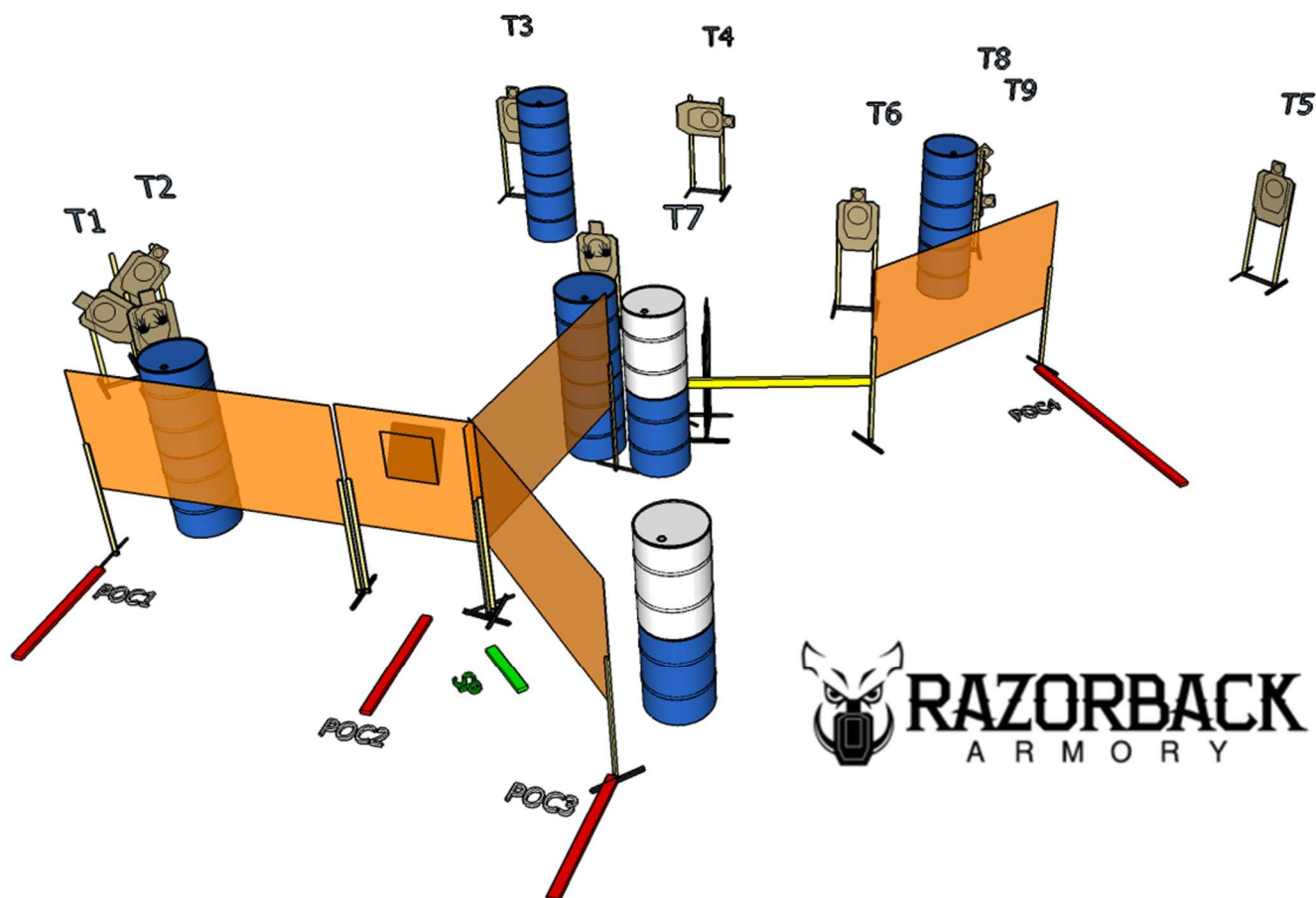
DISTANCE: 2 to 13 yards

SCORED HITS: Best 2 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 5 - Dirty Larry

Sponsored By: Hunters HD Gold

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Standing at SP, toes of both feet on, or against, the start stick. Firearm loaded to 6 rounds, held in strong hand at low ready. Additional loading devices stowed on person.

SCENARIO:

Having joined a search party for missing boy, you come across him and his kidnapper. The punk is feeling lucky and forces your hand. Take care of him and the rest of his gang.

PROCEDURE:

At audible start signal, engage T1 with 1 round and remaining targets with 2 rounds from cover where cover is available **STRONG HAND ONLY**.

Notes: Stomp box activates T5.

T5 is a surprise, disappearing target.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 9 Paper

DISTANCE: 2 to 4 yards

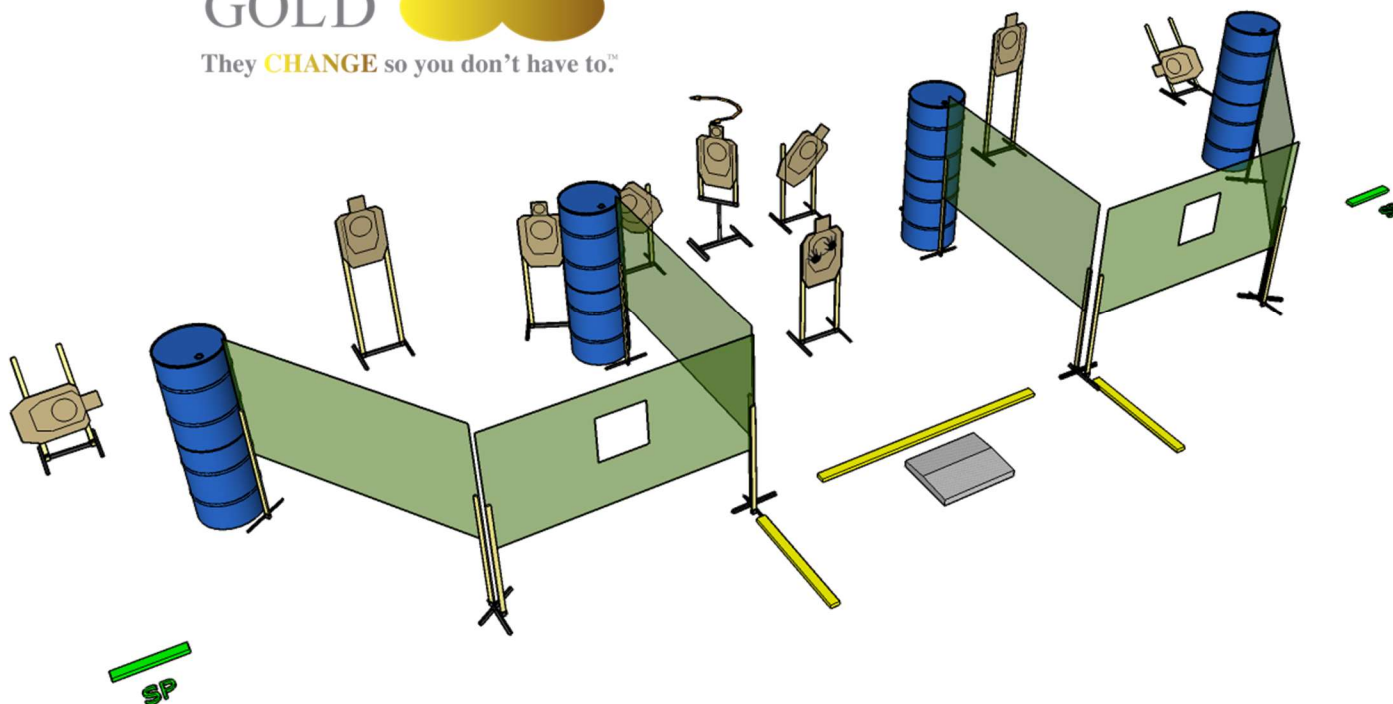
SCORED HITS: Best 2 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180

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Stage 6 – Stale Rider

Sponsored By: The Range St. Louis West

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: JP Brown

START POSITION: Standing at SP, toes of both feet on or against the start stick, gun loaded to division capacity and holstered. Additional loading devices stowed on person.

SCENARIO:

You stop into a reloading shop in the Ozark foothills. Little did you know that the owner was behind on his protection money to the local mob boss. The goons begin to shoot up the place and you are in their way. Save yourself, and the workers... and ask if they have any primers or powder.

PROCEDURE:

At audible start signal, engage T1 and T2 in the open. Engage remaining targets from cover where cover is available.

Notes: S2 exposes a hardcover port and T6- T7.

SCORING: Unlimited

ROUND COUNT: 16

TARGETS: 7 Paper, 2 Steel

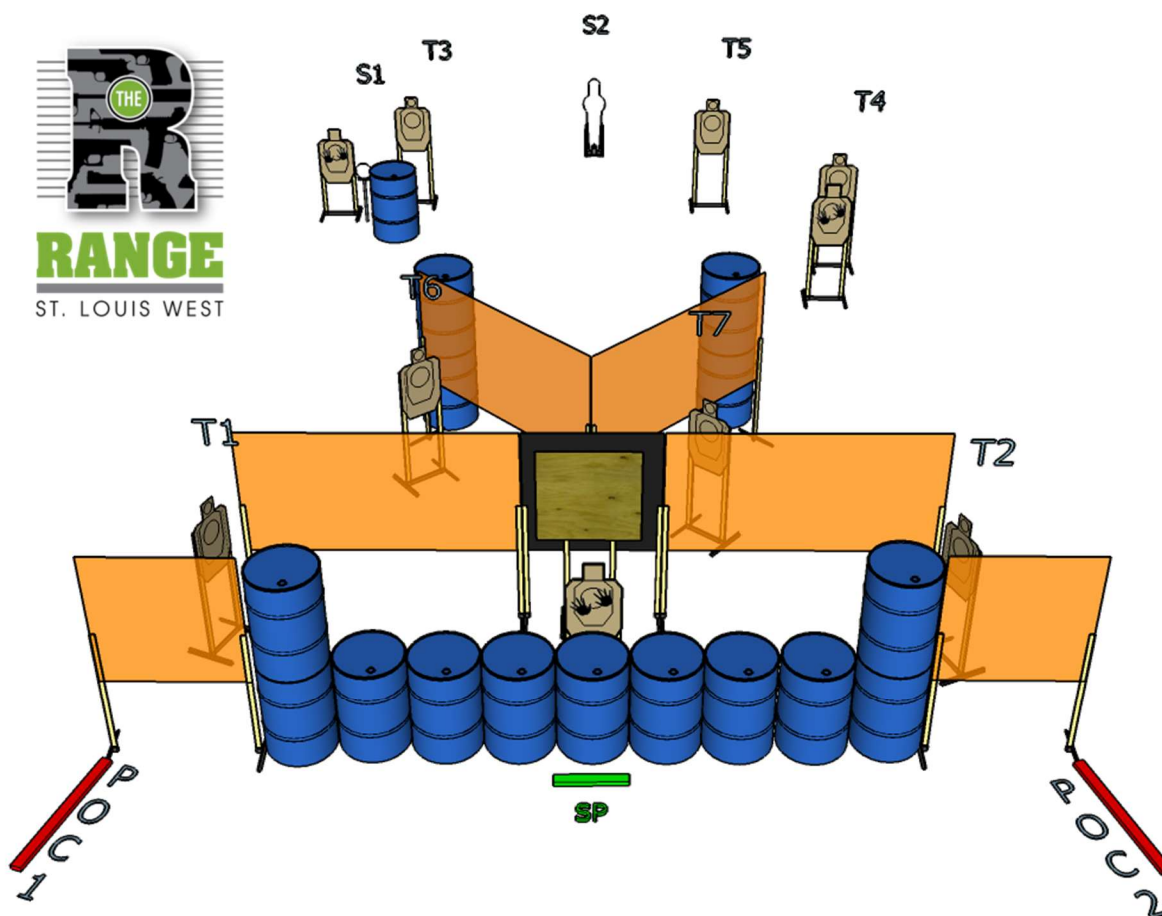
DISTANCE: 3 to 12 yards

SCORED HITS: Best 2 on paper, steel must fall

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 7 – A Fistful of Primers

Sponsored By: Hunters HD Gold

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Sitting at SP, gun loaded with six rounds in one box, all loading devices in other box. Both hands holding primers.

SCENARIO:

You're the new guy in a backroom game of primer poker. The losers are convinced that you've been cheating and are willing to kill to get even. You're going to have to shoot your way out.

PROCEDURE:

At audible start signal, engage all targets with THREE rounds from SP while seated.

Notes: There are three tiers of priority.
Releasing the primers activates swinger.
Table is retention

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 6 Paper, 3 Non-Threat

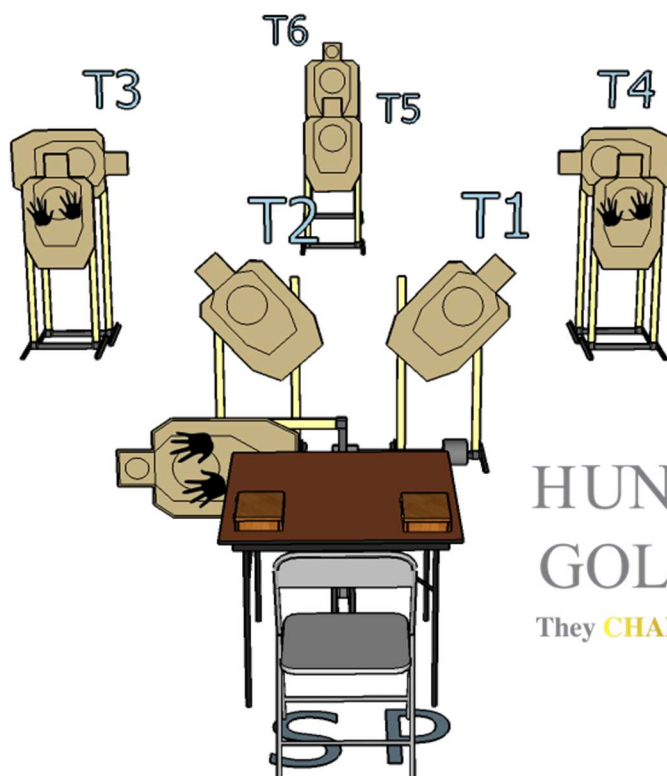
DISTANCE: 3 to 10 yards

SCORED HITS: Best 3 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180



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Stage 8 – Six, the Perfect Number

Sponsored By: Comp-Tac Holsters

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jim Calzone

START POSITION: Standing at SP, toes on or against the start stick. Hands relaxed at side. Firearm loaded with 6 rounds. Remaining loading devices on person.

SCENARIO:

That low-down, no-good, dirty dealin', lyin' cheat of a bounty hunter might've got the drop on you, but he's only got one shot left, and you've got six more in your gun. Put 'em to good use!

PROCEDURE:

At audible start signal engage T1 with 5 rounds to the body and 1 round to the head in any order from the SP.

Notes: SP Start stick is also a forward fault line.

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 1 Paper

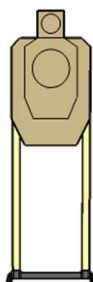
DISTANCE: 7 yards

SCORED HITS: Best 5 to the body and 1 to the head

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180



SP



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Stage 9 – Missouri Boat Ride Standards

Sponsored By: JG Coatings

RULES: Current IDPA Rules (ver. 2022 - 5/31/2022)

DESIGNER: Jason P Brown

START POSITION: Standing at SP, toes on or against the start stick, gun loaded to 6 rounds and holstered. Hands in surrender position, wrists above shoulders. Additional loading devices stowed on person.

SCENARIO:
Standards

SCORING: Limited

ROUND COUNT: 9

TARGETS: 3 Paper, 1 Non-Threat

DISTANCE: 7 yards

SCORED HITS: Best 2 to body, 1 to head

CONCEALMENT: Optional

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180

PROCEDURE:

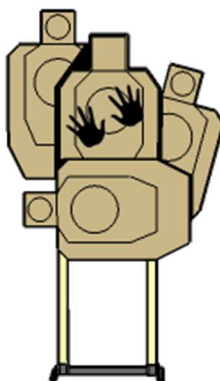
At audible start signal, from, or behind the SP, engage all targets, firing 3 rounds from each handedness (right, left, freestyle) in any order. Each target should be engaged with 2 to body and 1 to the head, also in any order.

Notes:

Hardcover exists between each target, pass-throughs not scored.



JG Coatings



SP