



Official Matchbook

of the 2023

Midwest Competition Works

Missouri State Iron Sights Championship

The Gateway IDPA Classic

September 16th, 2023

Bench Rest Rifle Club of St. Louis

Wright City, Missouri

Thank you for participating in the second annual **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 Friday by request only.

Range Rules:

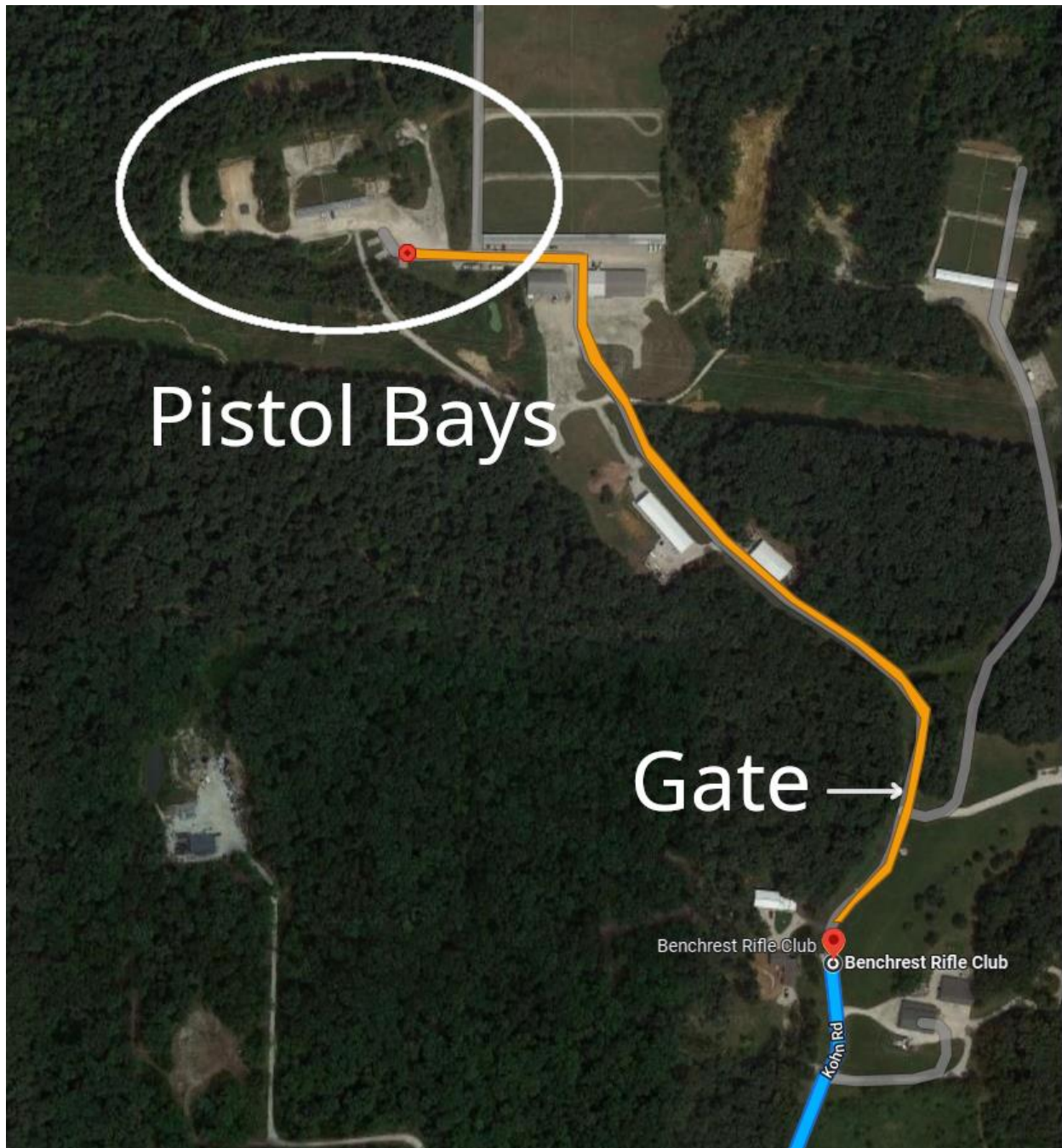
- This is a COLD range. Firearms will only be loaded under the direction of an appointed Safety Officer.
- If you arrive with a loaded firearm, see the match staff for direction on unloading the firearm before the beginning of the match.
- Unloaded firearms should remain holstered unless at designated 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.

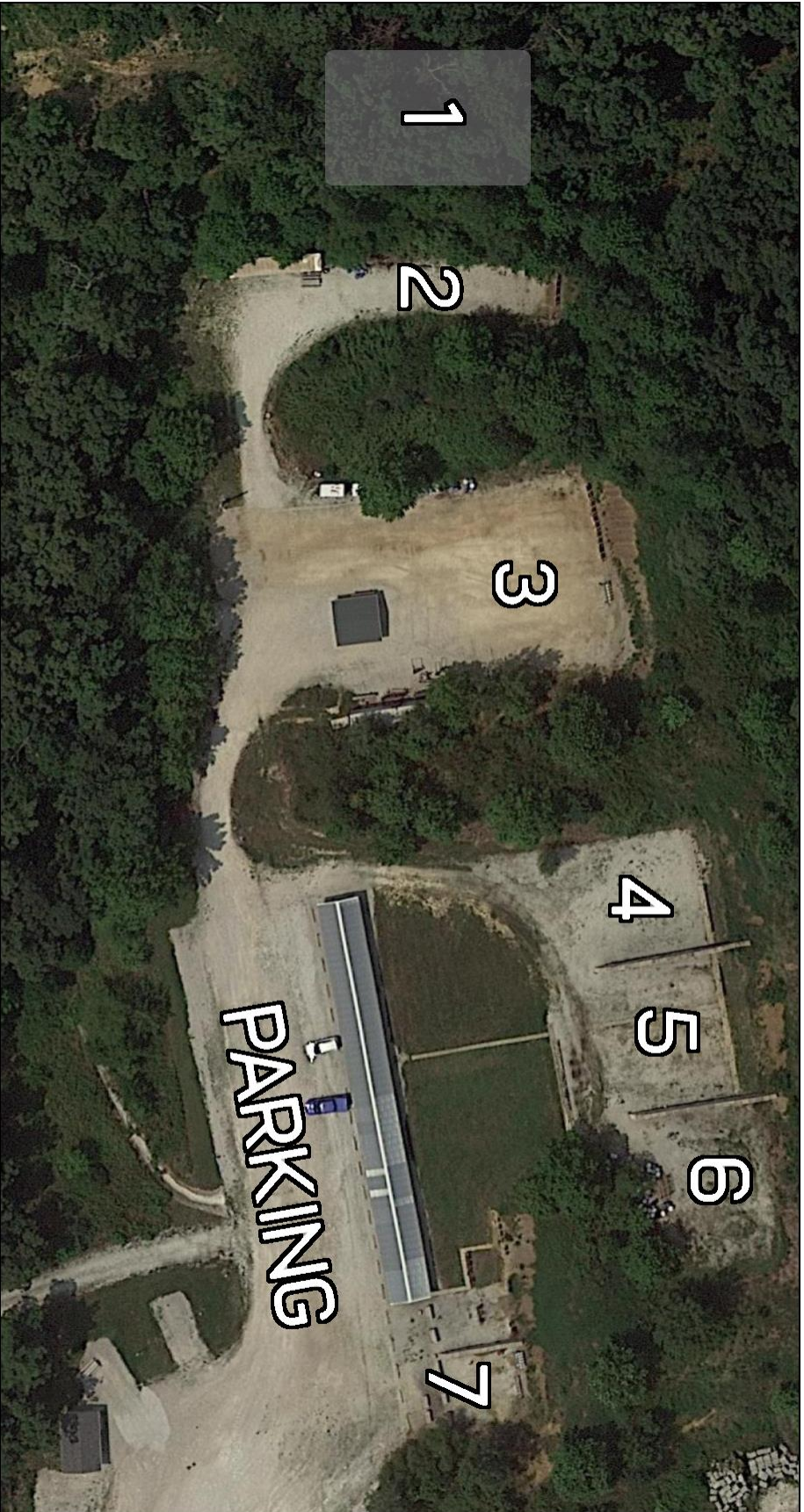
Match Expectations:

- 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!
- This is a “Lost Brass” match.

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: *Staff/Early-Bird 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: *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 - Warmup

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Standing at SP, toes of one foot touching stick, firearm loaded with 6 rounds and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

Standards

SCORING: Unlimited

ROUND COUNT: 6

TARGETS: 1 Paper

DISTANCE: 7 yards

SCORED HITS: Best 6 on paper

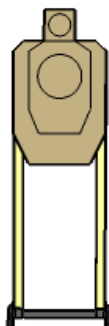
CONCEALMENT: Optional

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Forward 180

PROCEDURE:

At the start signal, draw and engage T1 with six shots from behind the forward fault line.





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Stage 2 – Trespass

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

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

SCENARIO: You are in an old warehouse in downtown St. Louis looking for hidden treasure when a local gang violently intercedes, and they've taken your partner hostage. Defend yourself, save your partner, and escape the warehouse alive!!!

PROCEDURE: Engage all targets in tactical priority

Notes: T1 – T3 are engaged in the open. There are 3 levels for T1 – T3. T6 & T8 are surprise targets for shooters coming from the left. T5, and T7 - T9 are surprise targets for shooters coming from the right.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9 Paper, 1 Non-Threat

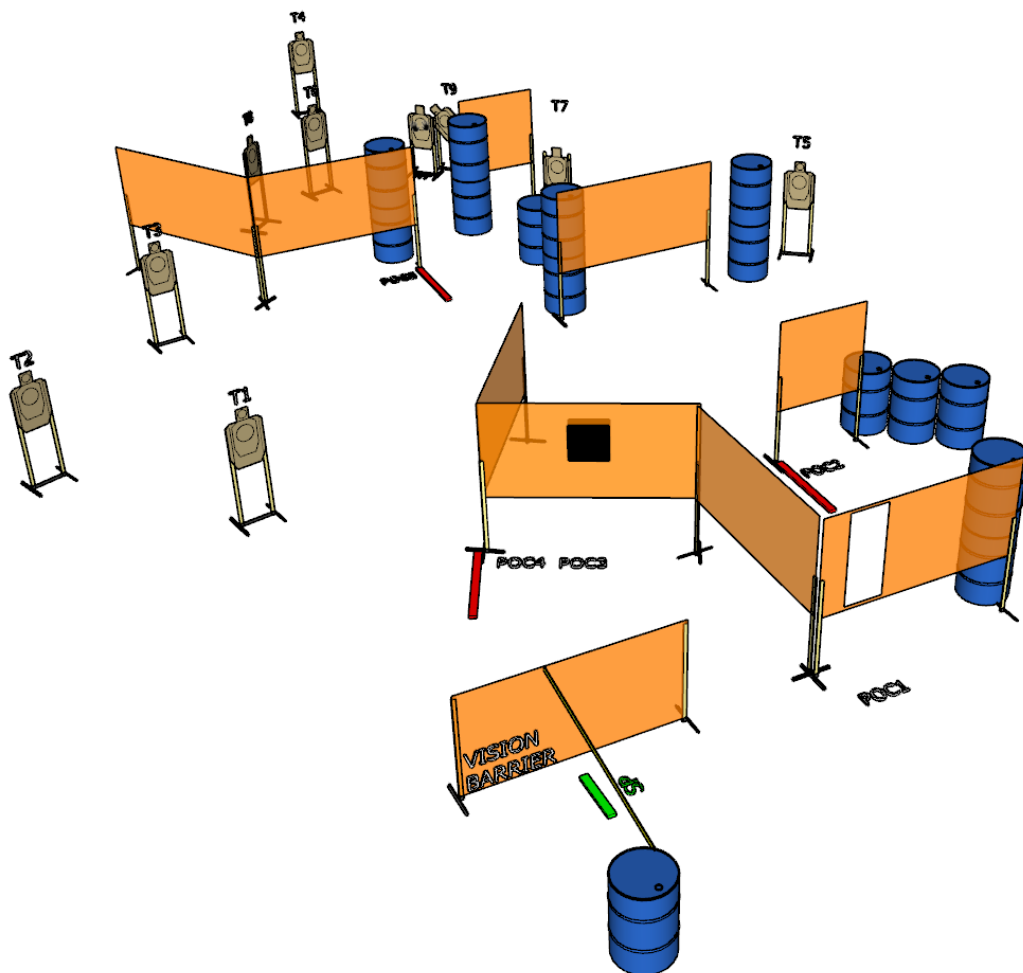
DISTANCE: 3 – 20 yards

SCORED HITS: Best 2 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 3 - Gone

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Standing at SP, strong side toes on marker, firearm loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

You and your sibling are returning to your home after a night of catching up, only to find your home has been broken into and signs of a struggle, save your sibling, your spouse, and yourself!

PROCEDURE:

At the start signal, draw and engage all targets with two rounds each in tactical priority.

Notes: For safety reasons, T1 may only be engaged from retention at SP.

T1 - T3 are in the open and in separate levels of priority.

T4 may be a surprise target between POC 3 & POC 4.

T7 & S2 are at the same level.

T8, S1, & S2 are at different levels.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 8 Paper, 2 Non-Threat, 2 Steel

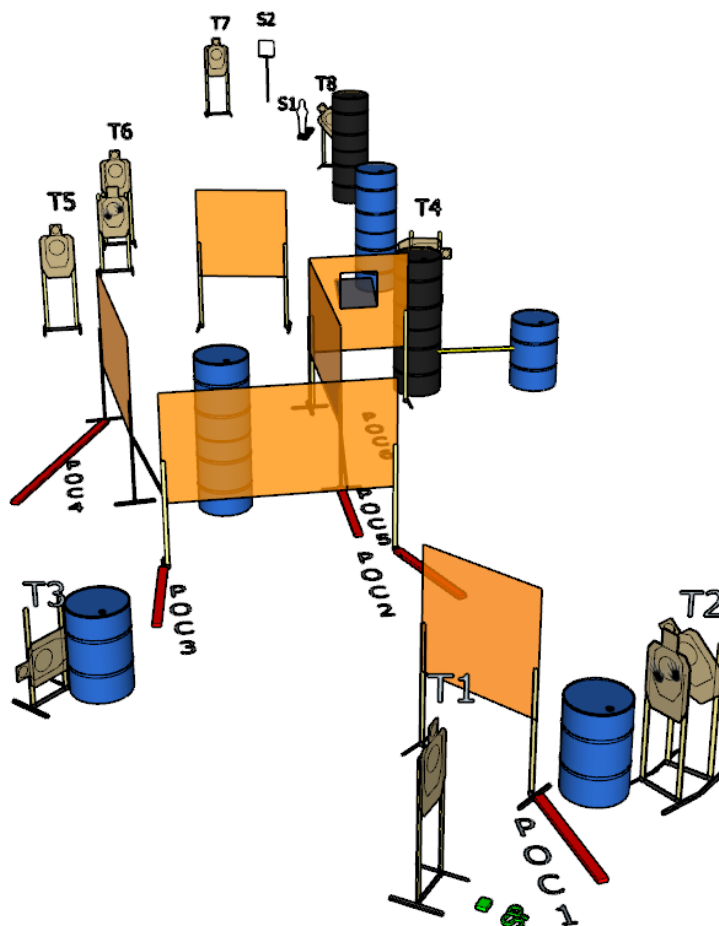
DISTANCE: 0 - 18 yards

SCORED HITS: Best 2 on paper, steel must fall to score.

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 4 – Escape

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Standing at SP, feet straddling start stick, firearm loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

You and your companions are being chased across a bridge by the Duke and his gang, who will stop at nothing to prevent you from making it out alive. Save yourself, and the President.

PROCEDURE:

Draw and engage T1 & T2 in the open and remaining targets from cover when cover is available.

Notes:

T4 & T5 are surprise targets and are equal priority.

S1 & S2 may become surprise targets if not engaged from POC 1.

If engaged as surprise targets S1 & S2 are equal priority.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 7 Paper, 4 Non-Threat, 3 Steel

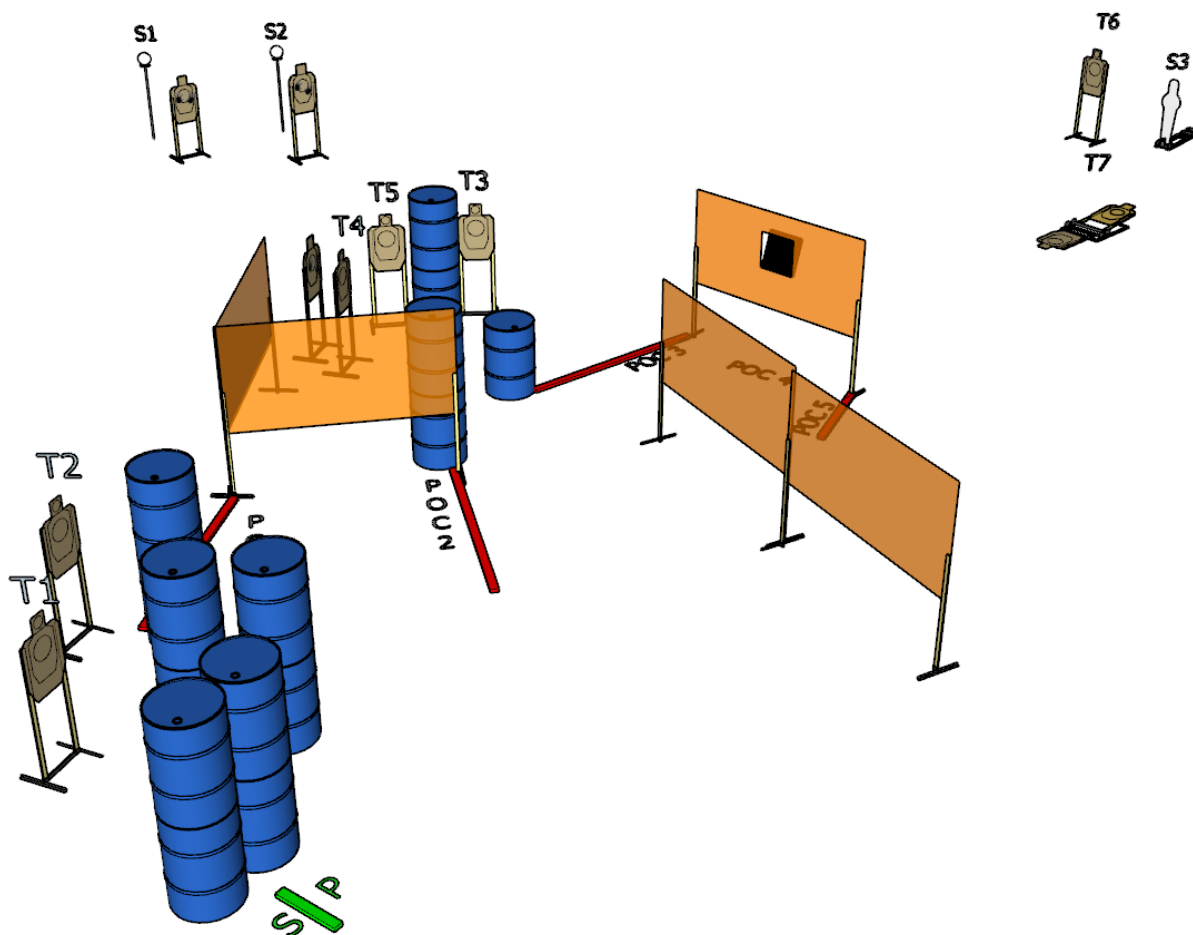
DISTANCE: 3 - 13 yards

SCORED HITS: Best 2 on paper, steel must fall to score.

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 5 – Robbery

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Standing at either SP, feet straddling start stick, firearm loaded to division capacity and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:

Needing to deposit a check, you are engaging with the friendly, courteous service at the St. Louis Southwest Bank when the Egan gang attempt a robbery. Another employee triggers the silent alarm, but when the Police show, things turn violent. Save yourself and as many innocents as you can!

PROCEDURE:

At the audible start, draw and engage all targets with 2 rounds in tactical priority.

Notes: S1 & T1 are in the open from the right SP.

S1 activates the swinger in front of the port.

T6 is a surprise target.

T5 is a surprise target while the port is closed.

SCORING: Unlimited

ROUND COUNT: 17

TARGETS: 8 Paper, 4 Non-Threat, 1 Steel

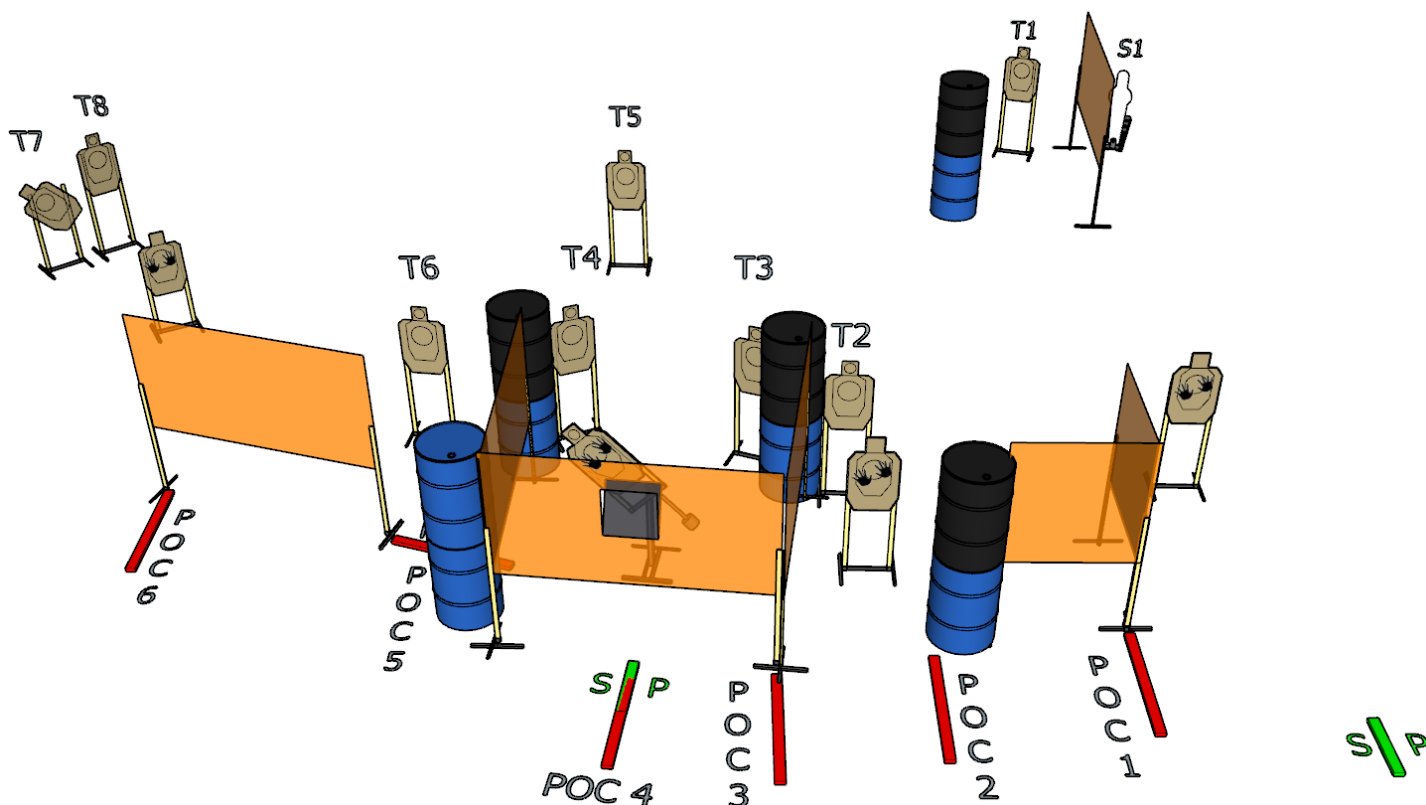
DISTANCE: 3 – 13 yards

SCORED HITS: Best 2 on paper, steel must fall to score.

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 6 – Intruder

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Sitting at SP, back against chair and hands on legs, firearm loaded to division capacity and in one of the table's compartments. Additional loading devices stowed in opposite compartment.

SCENARIO:

The previous owner of your new house is having a hard time letting go of his old place. Things have been steadily escalating but you thought you could handle it without it turning violent. You were wrong. Defend yourself and your family!

PROCEDURE:

At the audible start signal, retrieve firearm and engage T1 with 2 rounds while seated. Engage remaining targets in tactical priority.

Notes: T1-T3 are in the open.

T1-T3 are 3 different levels.

T9 is a surprise target.

Table is retention.

SCORING: Unlimited

ROUND COUNT: 18

TARGETS: 9 Paper, 3 Non-Threat

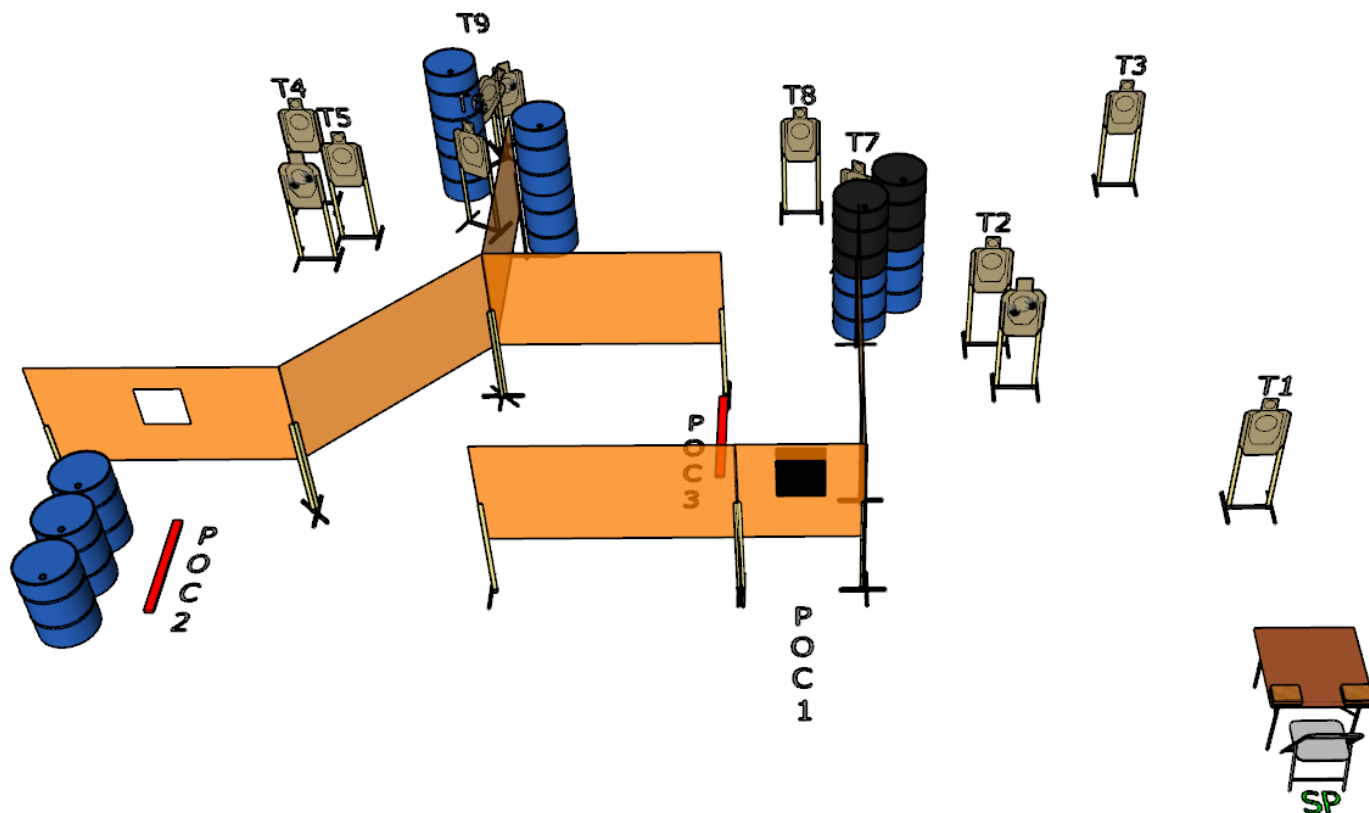
DISTANCE: 3 - 9 yards

SCORED HITS: Best 2 on paper

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Floating 180





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Stage 8 - Nailbiter

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

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

SCENARIO:

Forced to take cover in a convenience store during a tornado that wreaks havoc in the area, you didn't expect to be there when the looter showed up. But they have, and they are violent about it. Save yourself!

PROCEDURE:

At the start signal, draw and engage all targets in tactical priority from SP.

Notes: T1 – T4, S1 – S3 are equal priority.
T5 & T6 are equal priority.
T6 is not a disappearing target.
Barrels are not retention.

SCORING: Unlimited

ROUND COUNT: 15

TARGETS: 6 Paper, 3 Non-Threat, 3 Steel

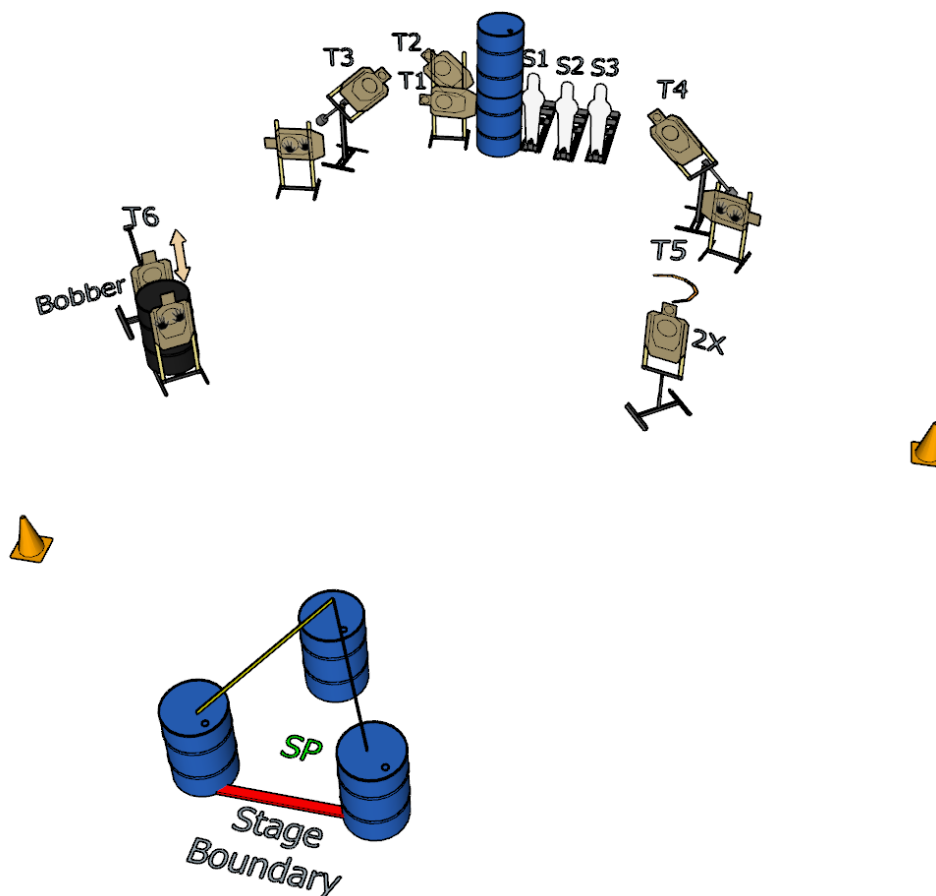
DISTANCE: 6 - 10 yards

SCORED HITS: Best 2 on paper, steel must fall to score.

CONCEALMENT: Required

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Traffic Cones





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Stage 9 - Mozambidextrous

RULES: Current IDPA Rules (ver. 2023.2)

DESIGNER: Gateway IDPA Staff

START POSITION: Standing at SP, toes of one foot touching forward fault line, firearm loaded with 6 rounds and holstered. Additional loading devices stowed on person according to current rules.

SCENARIO:
Standards

SCORING: Limited

ROUND COUNT: 6

TARGETS: 2 Paper

DISTANCE: 5 yards

SCORED HITS: Best 2 on Body, 1 on Head

CONCEALMENT: Optional

START/STOP: Audible/Last Shot

MUZZLE SAFE ZONE: Forward 180

PROCEDURE:

At the start signal, draw and engage T1 and T2 with 2 rounds to the body, and 1 to the head and from behind the SP. T1 is left hand only, T2 is right hand only. T1 and T2 may be engaged in any order.

Notes: All targets must be engaged from behind the line. Targets have painted hard cover behind non-threat (no pass-throughs).

