

# BROUGHT TO YOU BY



### **OFFICIAL MATCH BOOK**

John Sellman - Match Director Chris Murphy - Assistant Match Director

#### Welcome To All Shooters!

On behalf of Lake County IDPA, Eustis Gun Club and our match sponsors, I would like to welcome you to the Annual Lake County "Battle in the Berms", IDPA Championship Match.

This year's Tier II Match is sure to test your skills and prove to be an enjoyable experience for competitive shooters of all levels. Safety is always Priority #1, and this Match is no different. All IDPA Safety Rules and Regulations will be enforced by your dedicated and highly qualified Safety Officers. Be sure to thank them each for serving.

Our heartfelt thanks go to the countless volunteers whose physical labor, dedication, passion, and generosity helped plan, organize and execute this match. We couldn't have done it without you! Thank You!

Several years ago, our local Lake County IDPA Club decided to hold a yearly championship to reward our members with a fun filled day of food, camaraderie, shooting and some end of the year awards. Since that time the Lake County IDPA Club has grown to be one of the largest active clubs in the state of Florida boasting 60 to 80 people a month at regular matches and over 400 different participants throughout the year.

We welcome shooters from all over the Southeastern US and those from this beautiful Sunshine State of Florida. It is an honor and great privilege to host this years "Battle in the Berms", Tier II Match at Eustis Gun Club.

As with any major match it would be hard to be successful without the generosity and support of our sponsors. We have a great mix of local shops, national companies and organizations supporting our efforts. We are thankful they are committed to the sport of IDPA and for helping us make this years "Battle in the Berms" a spectacular event for all our shooters. I would also like to recognize Tommy Morgan for his tireless work at acquiring and securing all of our sponsors and donations! Thank you, Tommy!

Finally, this match would not be possible without the support of our home club, the Eustis Gun Club. The Board of Directors, Safety officers and members are the best there is. We thank them for the use of the excellent facilities. Without the support of EGC there would be no LCIDPA. Thank you for the awesome facilities!

Have Fun · Stay Safe · Shoot Straight · Good Luck

Are You Ready?

John Sellman, Match Director

Thank you for participating in the 2022 Lake County IDPA Championship Match at the Eustis Gun Club. Information on this page will help you get the most from your experience.

#### **Match Date**

Saturday, October 1st.

Match Check-In is 7:30 to 8:30. Do not be late.

Match brief at 8:45 and First shots at 9:00

#### **Eustis Gun Club**

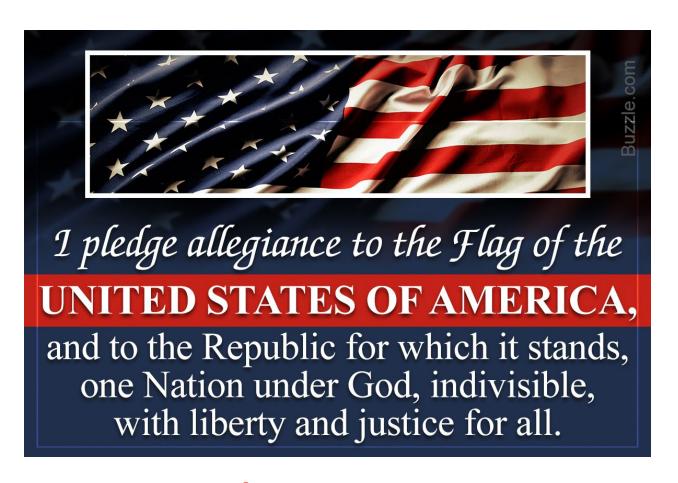
12950 Frankies Road, Tavares, FL 32778 and can easily be found on Google Maps.

#### **Other Information**

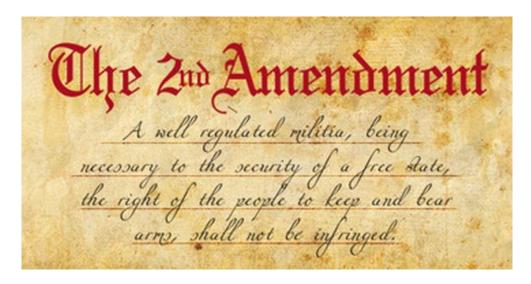
- If you are not a Eustis Gun Club member, you will need to fill out an insurance waiver form and it MUST be brought with you at check-in. You can <u>DOWNLAD THE FORM</u> HERE.
- 2) Safe Tables. Safe tables are in Bay 1, Bay 6, and each side of Cowboy town. (NO AMMO AT SAFE TABLES PLEASE)
- 3) Awards ceremony and drawings will take place after the last shooter in the club house.
- 4) Free water will be available from coolers positioned throughout the area.
- 5) A lunch is provided. We will be acquiring lunch from Subway. You may also bring your own if something else is desired or required.
- 6) NO Alcohol/Drugs is permitted before or during the match.
- 7) Parking next to Bays 1-6 are reserved for SOs and staff only. There's plenty of parking around the club house, the shotgun range area (for main event on Saturday) and to the left when you drive through the gate.



### We Honor A Nation



# And We Support



## **SAFETY**

Lake County IDPA is blessed with one of the highest SO/shooter ratios in the sport. Over 30 SOs are on hand to ensure your safety.

This match will fully use the IDPA rule book in all aspects, including safety. We encourage you to read the IDPA Rule Book in its entirety to understand all rules and procedures. Refer to Rule book Section 2.10 for Safe Area rules. All stages use the default 180 rule unless otherwise indicated at the bay.

**Eustis Gun Club is a COLD RANGE.** If you arrive at the range with a loaded weapon, please see a Safety Officer **IMMEDIATELY**. They will take you to a bay to clear you. **DO NOT** clear yourself at a Safe Table or in your vehicle.

Club rules also prohibit muzzles pointed over the berm once a round is chambered.

Eye and hearing protection is always REQUIRED on the range, including spectators.

Safety tables will be clearly marked throughout the competitive areas to include Bay 1, Bay 6, and Cowboy Town. Your vehicle is not a safe area! Absolutely no handling of ammo, either in or out of a loading device, in a safe area.

If you see an unsafe act, please bring it to the attention of the nearest member of the match staff.

If you have lost control of your gun and it is falling from your control, DO NOT TRY TO CATCH IT. Let it fall and a safety officer will pick it up for you. Yes, dropping your gun on the ground is a disqualification event. However, safety matters more than desperately trying to finish a stage.

Hitting a side wall, tree or area designated by a sign that says "**DO NOT SHOOT**" will result in an immediate DQ.

Each squad has been issued a first-aid kit and first responder (shooters) will be identified. In the event of a safety incident, the SOs will take control.

We have strived to design fun and challenging stages that minimize disqualification opportunities. However, nobody is more responsible for your safe actions than YOU.

**KEEP SAFETY IN MIND FIRST AND AT ALL TIMES PLEASE!** 



## YOUR 2022 MATCH STAFF

### Match Director – John Sellman Asst. Match Director – Chris Murphy

#### YOUR MATCH SAFETY OFFICER STAFF

Chief Safety Officer – Dale Fraysur Asst. Chief Safety Officer – Jeff Harrison

#### **SAFETY OFFICERS**

JAMES CATABIA	ZEKE HELD	KARL REDINGER
AARON WILCOX (CSO)	JEFF HARRISON (CSO)	MARK FEW (CSO)
KURT SCHLICHT (CSO)	PAUL ZIMA (CSO)	<b>DUANE CHARTER (CSO)</b>
WAYNE RAMSEY (CSO)	JEFF JORGENSEN	CHRIS ROSS
MARK KRAEMER	BUCK LEAHY	DOUG WYMER
MARK COBIA	DALE FRAYSUR	HERBERT FIELDS CSO)
MICHAEL HANCK	JACOB PREVOST	
MICHAEL WALL	DAVID RODGERS	

### THE REST OF THE CREW

Communications & Marketing
Bruce Formhals

Check-in Staff
Todd Roman & John Griffin

Equipment Manager Ross Quarnoccio

Official Score Keeper Kevin McKewn

## **2022 CHAMPIONSHIP STAGES**

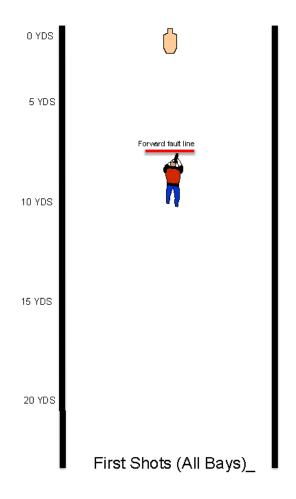


### Lake County Battle of the Berms III First Shots



Course Designer: John Sellman

SCENARIO: Standard Stage			
GUN READY CONDITION: Gun loaded with 5 rounds and holstered Loading devices to division capacity and stowed per IDPA rules	STRINGS: SCORING: TARGETS: SCORED HITS:	1 5 rounds, <b>Unlimited</b> 1 threats, 0 non threat, 0 Steel Best 3 to body 2 to head	
STAGE PROCEDURE: Standing at forward fault line. Hands relaxed at sides. At the signal engage target with 3 rounds to the body and 2 rounds to the the head.	START-STOP: RULES: COVER GARMENT:	Audible - Last shot Current IDPA Rulebook	





### Lake County Battle of the Berms III Ticket Master Takeover



Course Designer: John Sellman

SCENARIO: Your at your local Ticket Master getting tickets for the 2024 Freedom rally when a group of anti-Trumpers decide o take the ticket sellers ho stage. Save the hostages and the rally!

GUN READY CONDITION: Loaded to division capacity and staged on table muzzle facing down range. Loading devices loaded to division capacity and also placed on table.

STAGE PROCEDURE: While sitting at SP holding activation rope in weak hand. Activate charger and engage target with 2 rounds. Engage remaining targets with 2 rounds each per IDPA

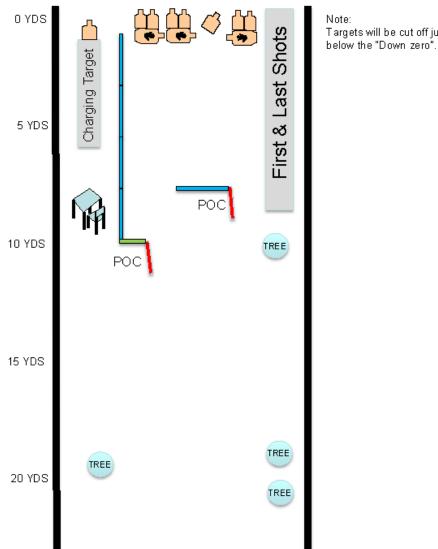
STRINGS:

SCORING: 16 rounds, Unlimited

TARGETS: 8 threats, 3 non threat, 0 Steel

SCORED HITS: Best 2 per paper START-STOP: Audible - Last shot RULES: Current IDPA Rulebook

COVER GARMENT: Required



Targets will be cut off just

BAY#1 - 25 YDS DEEP X 11 YDS WIDE



# Lake County Battle of the Berms III Looters looking to lose!



Course Designer: John Sellman

SCENARIO: You are in your local store when you encounter a group of Loonies looting and taking employees hostage.

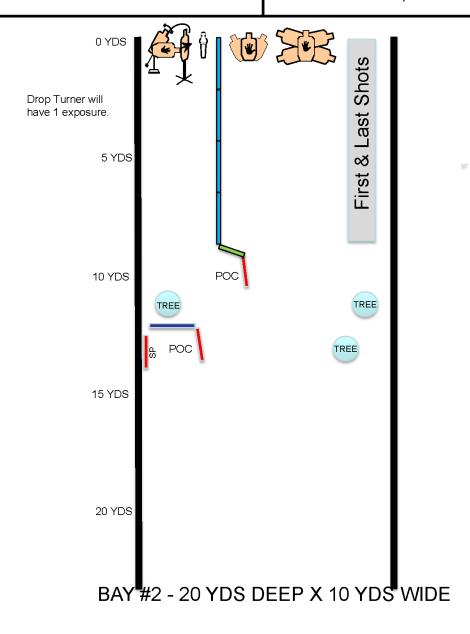
GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed per IDPA rules.

STAGE PROCEDURE: Standing at SP, toes touching fault line and hands touching side wall. At the signal shoot the steel to activate the Swinger and Drop Turner. Proceed to take out all the threats with 2 rounds each per IDPA rules. Steel must fall!

STRINGS: 1

SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 3 non threat, 1 Steel
SCORED HITS: Best 2 per paper / steel must fall

START-STOP: Audible - Last shot RULES: Current IDPA Rulebook





## Lake County Battle of the Berms III Fire, retreat and repeat!

Course Designer: John Sellman



SCENARIO: You find yourself in a situation where you are forced to fire and keep retreating to clear the threats.

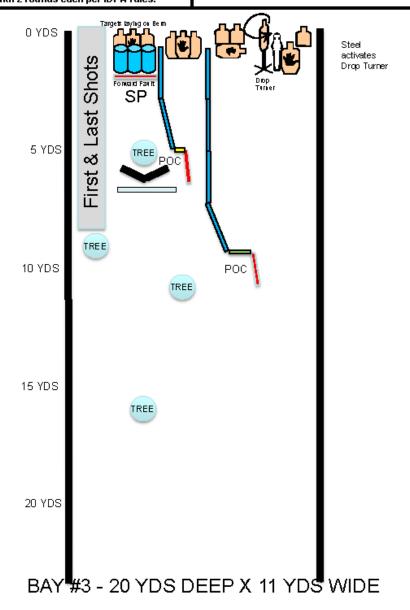
GUN READY CONDITION: Gun loaded to division capacity and sitting on center barrel facing berm. Loading devices stowed per IDPA rules

STRINGS: 1 SCORING: 1

SCORING: 17 rounds min, Unlimited
TARGETS: 8 threat, 4 non threat, 1 Steel

SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook

STAGE PROCEDURE: Standing at SP facing up range heels to uching fault line. Hands relaxed at sides. At the signal take out all the threats with 2 rounds each per IDPA rules.





### Lake County Battle of the Berms III Bad day to relax



Course Designer: John Sellman

SCENARIO: You are sitting in your back yard when you are confronted by a group of kidnapperstrying to steal your 2 kids. Stop them.

GUN READY CONDITION: Gun unloaded, slide / cylinder closed and inside drawer with muzzle pointed down range. All

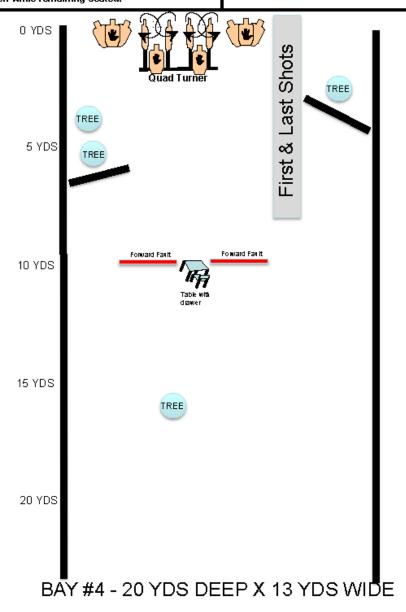
loading devices at division capacity and staged on table.

STAGE PROCEDURE: At the signal open drawer to retrieve firearm and activate quad turner. Engage all threats with 2 rounds each while remaining seated.

STRINGS:

SCORING: 16 rounds min, Unlimited 8 threat, 4 non threat, 0 Steel TARGETS:

Best 2 per paper SCORED HITS: START-STOP: Audible - Last shot RULES: Current IDPA Rulebook





## Lake County Battle of the Berms III Roller Coaster Radicals

Course Designer: John Sellman



SCENARIO: You are at the local street fair with your family when a group of radicals take over the Roller Coaster. Stop them so you and your family can ride!

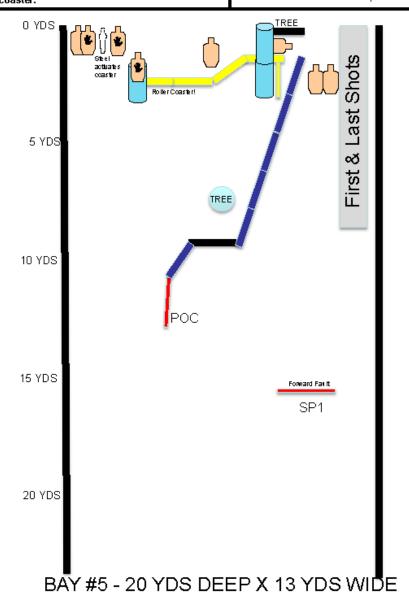
GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed.

STAGE PROCEDURE: Standing at SP1facing up range, heels touching fault line. Hands relaxed at your sides. Take out the thieves with 3 rounds each per IDPA rules. Steel will activate threat on roller coaster.

STRINGS: 1

SCORING: 16 rounds min, Unlimited TARGETS: 5 threat, 3 non threat, 1 Steel

SCORED HITS: Best 3 per paper
START-STOP: Audible - Last shot
Current IDPA Rulebook





### Lake County Battle of the Berms III Electric Slide

Course Designer: Ross Quarnoccio



SCENARIO: You are at your local juke joint when you notice your dates have been taken by force on the dance floor. Rescue them and head for the door!

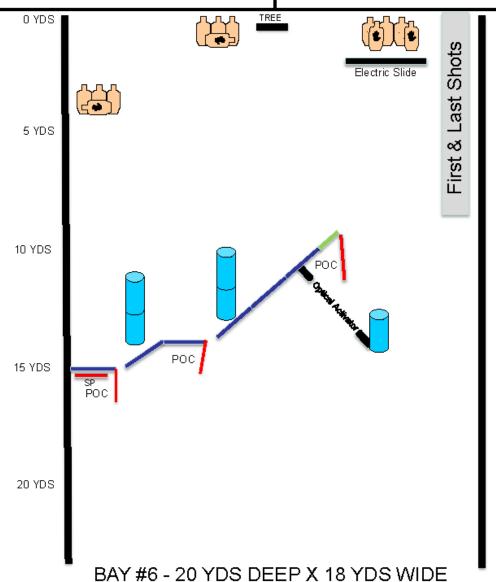
GUN READY CONDITION: Gun loaded to division capacity and holstered. Loading devices at division capacity and stowed per IDPA rules.

STRINGS: SCORING:

18 rounds min, Unlimited TARGETS: 9 threat, 4 non threat, 0 Steel

Best 2 per paper SCORED HITS: START-STOP: Audible - Last shot Current IDPA Rulebook RULES:

STAGE PROCEDURE: Standing at SP, toes touching line. Hands relaxed at sides. At the signal take out the threats per IDPA rules.





# Lake County Battle of the Berms III Swampwater Rats!

Course Designer: John Sellman



SCENARIO: You are vacationing at a Cowboy Dude Ranch when it is attacked by a gang of gunslingers. Stop them before they shoot the town up!

GUN READY CONDITION: Gun loaded to division capacity and holstered. All loading devices at division capacity and holstered.

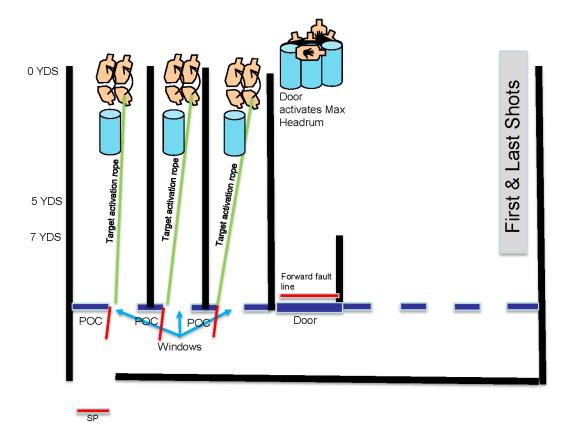
STAGE PROCEDURE: Standing at SP toes touching line. At the signal enter the town and take out the gunslingers with 2 rounds each using available cover. Hidden targets are exposed by pulling each rope. Then proceed thru the door to expose the final threats.

STRINGS:

SCORING: 18 rounds min, Unlimited TARGETS: 9 threat, 2 non threat, 0 Steel

SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook

**COVER GARMENT: Required** 



COWBOY TOWN - 7 YDS DEEP X 20YDS WIDE



## Lake County Battle of the Berms III Drive-in Massacre

Course Designer: John Sellman

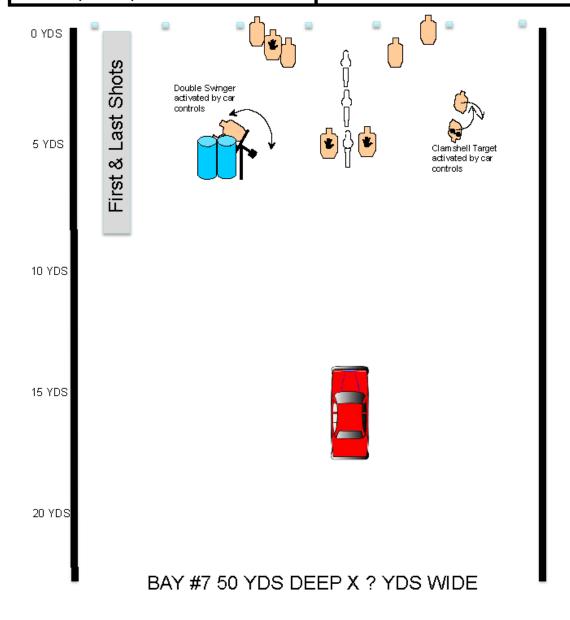


SCENARIO: You are at the local drive-in theater when a group of terrorists are planning on attacking the movie goers.

GUN READY CONDITION: Gun loaded to division capacity and sitting on dashboard. Loading devices loaded and stowed per IDPA rules.

STAGE PROCEDURE: Starting while seated in car. At the signal. Take out the threats with 2 rounds each and 1 per steel per IDPA rules. Steel must fall. STRING S: 1
SCORING: 17 rounds min, Unlimited
TARGETS: 7 threat, 4 non threat, 3 Steel
SCORED HITS: Best 2 per paper, 1 per steel (Steel must fall)

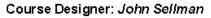
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook





#### Lake County Battle of the Berms III

#### Wounded Warrior Convention



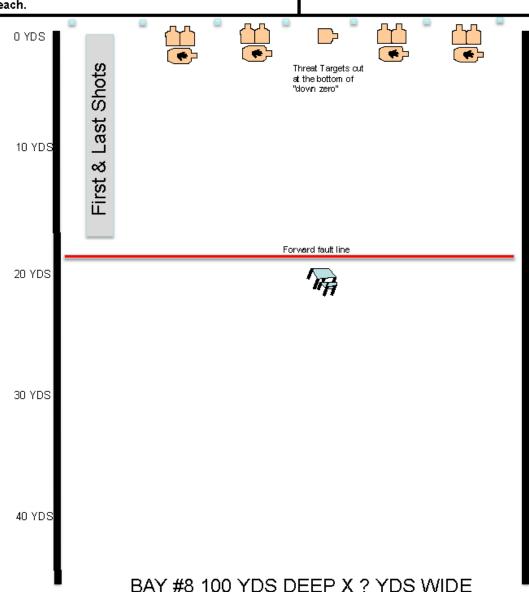


SCENARIO: You are speaking at your Annual Wounded Warrior convention when it is over-taken by a group of armed terrorists. You are forced to stop the threats!

GUN READY CONDITION: Gun unloaded slide / cylinder closed and sitting on table facing berm . Loading devices loaded to division capacity and also staged on table.

STAGE PROCEDURE: While seated in wheel chair. At the signal. Take out all threats with 2 rounds STRING S: 1
SCORING: 18 rounds min, Unlimited
TARGETS: 9 threat, 4 non threat, 0 Steel
SCORED HITS: Best 2 per paper,
START-STOP: Audible - Last shot

START-STOP: Audible - Last shot
RULES: COVER GARMENT: Not Required





# Lake County Battle of the Berms III Final Shots



Course Designer: John Sellman

SCENARIO: Standard Stage

GUN READY CONDITION: Gun loaded with 6 rounds and holstered. Remaining loading devices to division capacity. All loading devices stowed per IDPA rules

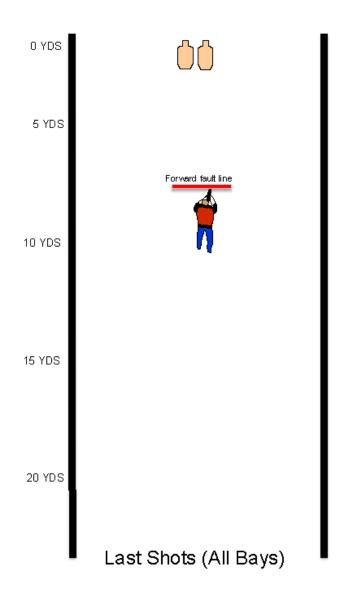
STAGE PROCEDURE: Standing at forward fault line. Hands relaxed at sides. At the signal engage 1 target with 5 rds to the body and 1 rd to the head SHO, and 1 target with 5 rds to the body and 1 to the head WHO. STRINGS:

SCORING: 12 rounds, Limited

TARGETS: 2 threats, 0 non threat, 0 Steel
SCORED HITS: Best 5 to body 1 to head

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook







THANK YOU TO ALL OF OUR SPONSORS
FOR YOUR AWESOME SUPPORT