2016/2017 Michigan IDPA Match Director Meeting

Mike Barrera – IDPA Michigan Area Coordinator

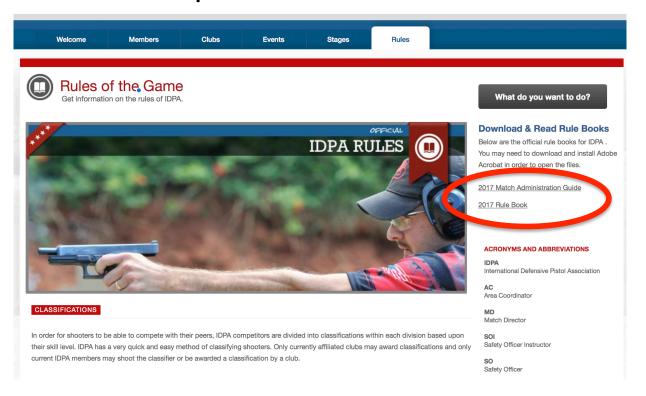
January 29, 2017 Hosted by LCSA

Agenda

- 12:00 12:15 Gather at club house / Sign in
- 12:15 12:45 Lunch Introductions / Role Call
- 12:45 3:00 MAIN MEETING
 - Introductions / Role Call
 - Area Coordinator Report
 - New Rulebook / Quick review of changes
 - CSO / SO Certifications
 - New MI Area Website (http://idpamichigan.org)
 - 2017 Clubs / Schedules
 - 2017 Invitation Letter for Canadian Shooters
 - Training Classes / Schedules + Contacts / SOIs / More Info
 - Reports / Updates
 - 2017 Great Lakes Regional Update
 - 2017 MI State Match Update
 - Club Reports from each MD
 - Club Issues / Concerns / Roundtable (All)

AC Report

New rules 2017.2 and new Match Administration
 Guide 2017.1a – posted on IDPA Rules Section



AC Report

- Why is the rulebook so short?
 - The rulebook was rewritten to allow a framework for defensive scenarios
 - Many of the nuances were removed and now will be handled through stage design
 - The Rules do not contain a glossary and few words are defined.
 - As a general principle the American-English translation of common words are used

AC Report

- Range Log still working Classification system
 - Will use 2017 rulebook
 - One classifier timestamp applies across gun type
- Practiscore has been updated to new rules
- Forescore (Beachbunny) has not been updated yet
- 2017 SO / CSO Test CSO Re-status
- New 2017 SOI Material available (Rev 170101)

- Reloads
- Fault Lines
- 1 second per point down
- Equipment Changes (CCP, Bug size, etc.)
- Specialty Divisions
- Classifier CoF
- Universal Semi-Automatic Classification

New Targets

New targets with smaller head box

- Give clubs the option to use and score them with circle head box now
- Required for all matches beginning 9/1/17 except for classifier
- Required for classifier beginning 1/1/18
- Will be used at 2017 Nationals

Change in size for BUG and CCP Firearms

- CCP box changed to eliminate full size service pistols
- CCP and BUG were identified as provisional divisions in 2015.
- CCP is now a regular division



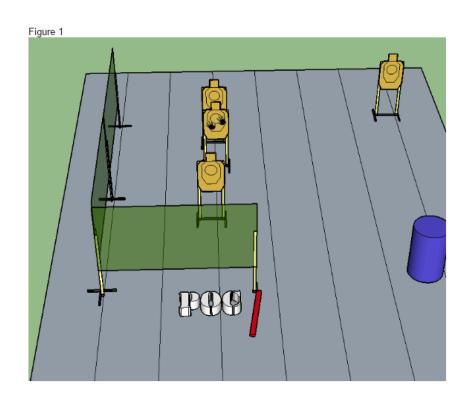
Fault Lines

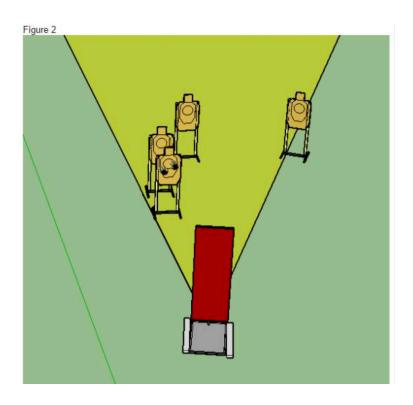
- Cover is no longer 100%L/50%U. MDs must use Fault Lines.
- A POC is simply a location, behind a wall or object (barrel, box etc) where a shooter engages an array of available targets
- A POC is established by the Written Stage Briefing
- A single fault line is placed at each POC (See Figure 1) per rules in 6.3, 3.6, and 1.2
 - the fault line does NOT have to point at the first target but rather be pointed in a way that the average shooter's upper and lower body will be partially obscured by the wall / barrel etc.

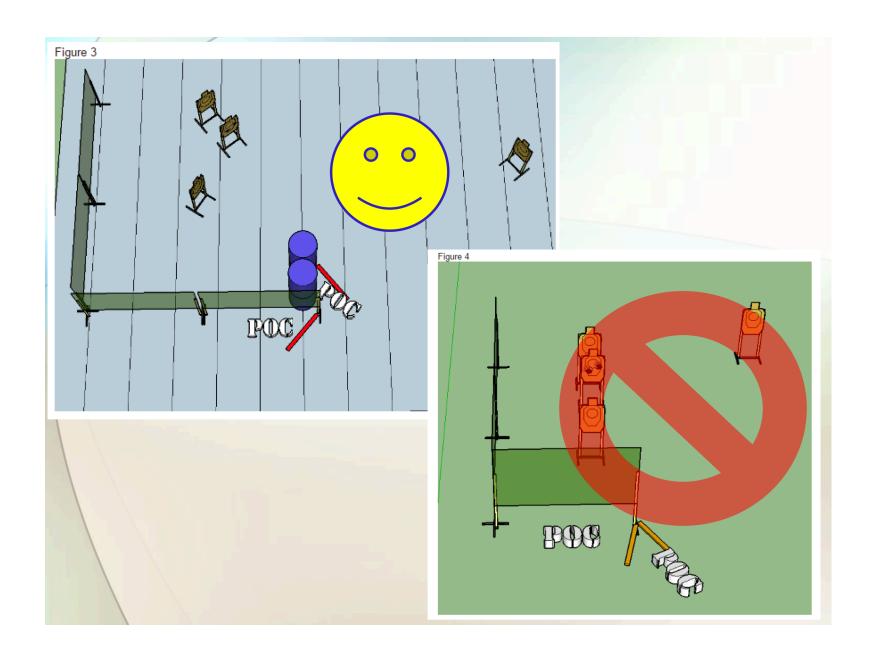
Fault Lines

- Multiple POCs may exist on a wall, barricade or barrel, or combination of walls / barrels (this is the tricky part it does not mean you can have 5 points of cover on the end of a single wall) (See Figure 2)
 - At a corner with a short wall section or a stacked barrel or two one can get creative (See Figure 3)
 - Measuring a stage against Section 1.2 in the rules we need to have a realistic stage, thus one would not claim the thickness of a wall 1"-2" as a second wall and add another POC offset by a few inches and 30 degrees (Figure 4)
 - Additionally this is confusing to the shooters as you have 2 measurements from the same end of a wall. Technically by the rules the shooter could pick the line they wanted to use, thus negating the purpose of the second, third line etc. Keep in mind placing a line you have to meet the requirements of Section 1.2 (specifically 1.2.3)

Fault Line Examples







Reloads

- Cannot mandate reloads in CoF 6.6.23
- May not exposed yourself to unengaged targets, when reloading.
 - Cover or Concealment
- If not if exposed to unengaged targets, may be done on the move or standing still
- If you run dry, you can reload and continue engaging

Reloads

- Certain restrictions no longer apply:
 - Crossing a doorway or opening
 - There are no room/hallway special rules
- Certain restrictions apply if the targets are not fully engaged such as Stage 3 of the Pistol Classifier
 - Keep in mind you can not cross in front of targets that are unengaged
 - Engaged is defined in the rulebook

Flagrant Penalty

- 5.2.2 Examples of an FP (non-inclusive list):
 - A. SHO/WHO strings / stages shot Freestyle
 - B. Not going prone when required
 - C. Not fully engaging all targets as required
 - D. Not following stage requirement that takes longer than 3 seconds to perform
 - E. Shooting an entire array while faulting the line
 - F. Staging an ammunition feeding device incorrectly
 - G. Extra rounds in magazines.
- All FPs must be approved by the MD.

Flagrant Penalty

- FPs do require the use of common sense and adjudication by the CSO and MD
- FPs list is not all inclusive, there are and will be many other situation when an FP may be employed.
- FPs and other penalties such as PEs do not take into account mental malfunctions.
- If you did it by mistake or intentionally you earned a penalty.

 3.2.7.C Targets may be re-engaged from other shooting positions provided the shooter does not break the defined Muzzle Safe Points see section 2.9

 Once you have completely engaged all the targets from a position of cover or a position in the open and are proceeding to the next shooting position, it is permissible to fire additional shots at those targets as long as you are not breaking the 180 or other muzzle safe point.

- OR when you reach another position, and still have a clear angle on a previously engaged target, you may re-engage it again as long as you don't break the 180 or muzzle safe point at the new shooting position.
- If a shooter wants to burn ammo or take time to run back and forth like a kid late to class that's ok, too.



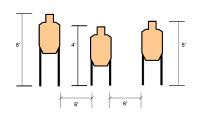
- If MDs wish to prevent these re-engagements:
 - Add a wall or other obstacle to the stage
 - Angle the targets in such a way they are not available from other locations
 - Present arrays and combinations where it is not advantageous to burn extra rounds

Clarifications

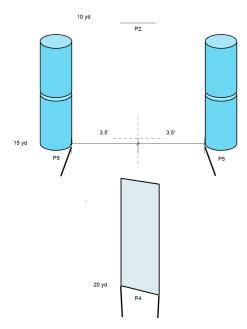
- If there is no clarification process as before, how do we get questions answered and knowledge transferred to clubs?
 - Think of how a competitor gets a question answered at a major match:
 - Ask the SO, then CSO, then CSO involves MD, if needed MD involves AC...
 - If there is a rule question ask your AC then AC will involve HQ who will pass it along to the rules committee
 - How will this be communicated back to ACs? In writing through IDPA official communications channels
 - Clarification made via forum, Facebook, SnapChat, etc. are not binding.

- Specialty Divisions
 - BUG is a required division for Tier 1 matches and is an optional division for Tier 2 – Tier 5 Sanctioned matches.
 - Pistol Caliber Carbine (PCC) is an optional
 Specialty Division for Tier 1 Tier 5 matches.
 - Specialty Divisions (SPD) are an optional division for all matches
 - SPD Division Capacity 10 rounds

- Classifier CoF
 - 72 rounds
 - All slide lock reloads







- Universal Semi-Automatic Classification
 - The classification attained by shooting the Classifier in any semi-automatic pistol division must be applied to all other semi-automatic pistol divisions.
 - For example, if an SSP shooter receives an Expert classification, they are then also classified as Expert in CCP, ESP, and CDP.
 - Date of classifier will be applied automatically across divisions on IDPA website.

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