

SCHEDULE

Sunday, 2020/03/08*
Sunday, 2020/03/22
Sunday, 2020/04/19

0700-0745 Squad 1/2 Check In
0800-1100 Squad 1/2 Shooting
1000-1045 Squad 3/4 Check In
1100-1400 Squad 3/4 Shooting
1300-1345 Squad 5/6 Check In
1330-1400 New Shooter Orientation
1400-1700 Squad 5/6 Shooting

Any shooters who are late for check in will be assessed a time penalty on their score.

*Postal match will run on a different schedule in the evening, see practiscore for details.

REGISTRATION

This match will be run with a traditional squad based format, split into multiple sessions. Practiscore.com pre-registration is required to guarantee a spot.

\$20/shooter. Shooting multiple times allowed, \$20 for each additional gun.

RULES

See the IDPA.com for complete IDPA rulebook. Additional Osseo Gun Club rules are as follows:

- Shooting the floor/walls/ceiling is a DQ.
- No aluminum cased ammo.

NEW SHOOTERS

If you have never participated in an action shooting match before, you must attend new shooter orientation before you will be allowed to shoot.

If you have USPSA/3-gun experience, New Shooter Orientation is not required, but is recommended.

New shooters contact me at Faust9057@gmail.com with any questions.

LOW LIGHT

We do have the ability to run low light stages, and will do so somewhat regularly.

IDPA rules (handheld flashlights only) will apply to all standard IDPA divisions.

Weaponlights and body mounted lights will fall into a specialty division.

DIVISIONS

We support all divisions exactly per the IDPA rulebook: **SSP, ESP, REV, CDP, CCP, BUG, CO, PCC**. These standard divisions allow OWB or IWB holsters, only certain modifications, must fit within a dimensioned box, etc; see rulebook for details.

We have some specialty divisions beyond the standard IDPA divisions:

IWB: All equipment must be carried strongside IWB (appendix or pocket allowed with match director approval). Concealment garment may not be open in the front, and concealment is always required, regardless of stage description. No weapon restrictions. Optics and weaponlights are allowed. Division capacity is 15 (no +1).

IWB BUG: Same as IWB, but fits within a BUG box without a mag; any size mag may be used. On each stage shooter will have a 10 second bonus off their time.

SPD: Anything that doesn't fit in other divisions, such as weaponlights, USPSA rigs, etc. Division capacity is 10+1 or 8+1, shooters choice but must be same for whole match. Cover garments are optional.