

## **Parker County Sportsman Club December 2022 Pistol Match**

We conducted the December pistol match on December 17, one week after its originally scheduled date. We ten brave souls traded rain for cold again this month like we did in November. And like last month, it was quite brisk when we started, at 24 degrees. However, no wind and bright sunshine made this an excellent day to be outside for a shooting match.



### ***Ten Shooters Came for the Fun at the December Match***

During the match pre-brief each pistol match participant was given a chance to win one of the two Glock Range Kits donated by Ronnie Harms at the November match. They simply needed to guess closest to the secret number in the sealed envelope for each kit. Alex Zielinski won one and Bob Jungers won the other. In case it's of interest, the two numbers were 42 and 308.



*Jon Kitts Doing His Best Carol Merrill Impersonation  
Showing a Glock Range Kit*



*The Two Glock Range Kit  
Donated by Ronnie Harms*





*Getting Shooting Gear On In Preparation for the Match*



*Briley Hicks Flying The Drone Overhead*

## Stage 1: Decorate The Christmas Trees

This stage was extremely simple - decorate the Christmas trees by putting a finishing touch on each of the 25 Christmas ball decorations on the 5 Christmas trees. But don't miss, because you're only allotted 25 rounds for that. This, and the other stages, are 1911 friendly. That means that there are no more than 25 shots required. To even things up for the 1911 competitors against those with magazines holding many more rounds, round count and number of magazines are specified in the course of fire. Your reloading skills will be given a chance to get polished in this match.

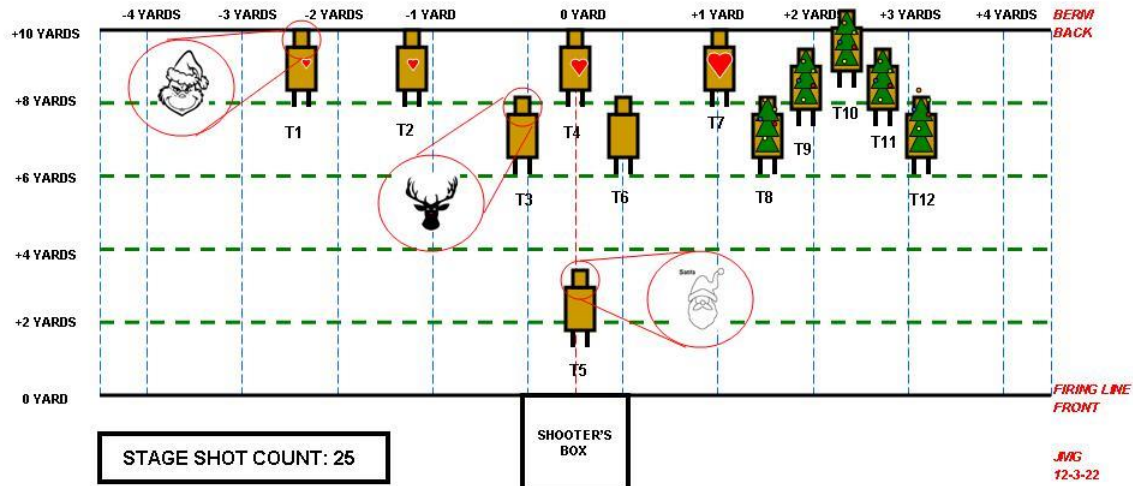


*Stage 1 Setup*

We did something a bit different this time by just having one large setup put together from the beginning and then shooting only a portion of it as the specific stage, and shot from the same spot each time. As in apparent in the stage pictures, we had a Christmas based target theme with Christmas trees, the Grinch, Rudolf, and Bad Santa.



- THIS IS A 1911 FRIENDLY STAGE, USING THREE 8-ROUND MAGAZINES AND ONE IN THE CHAMBER AT THE BEGINNING OF THE COURSE OF FIRE.
- STANDARD NO SHOOT PENALTY FOR HITS ON ANY OTHER TARGET NOT SPECIFIED AS PART OF THIS SPECIFIC COURSE OF FIRE.



Evan Rowe took top honors for Stage 1 with a 2.339 hit factor (points/second), but followed very closely by Alex Zielinski with a 2.331 hit factor.

## Stage 2: He's A Mean One

This stage required a lot of lead downrange in a short time, with 24 rounds among the four Grinch targets on the back line. Bad Santa and Evil Rudolf targets count as No Shoot targets on this stage, so be careful. Oh, and a reload or two might be thrown in to slow things down just a bit. Good luck!



*Stage 2 Setup*



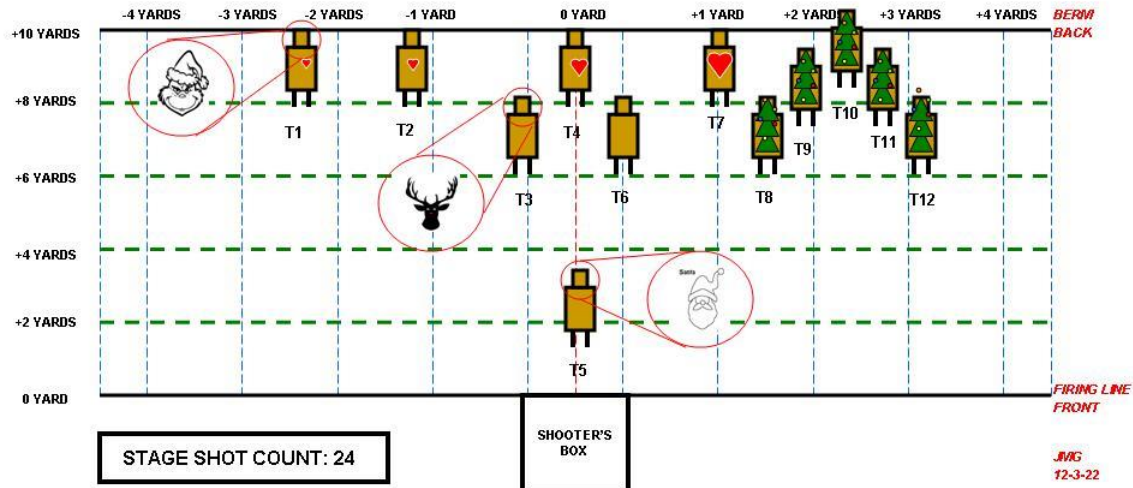
## STAGE 2: HE'S A MEAN ONE

### COURSE OF FIRE:

- LOAD THREE MAGAZINES WITH 8 ROUNDS EACH. SHOTS LIMITED. RELOADS ALLOWED.
- AT BUZZER, SHOOT GRINCH TARGETS T1, T2, T4, AND T7 IN ANY ORDER EACH WITH SIX SHOTS TO THE BODY.

### NOTES:

- THIS IS A 1911 FRIENDLY STAGE, USING THREE 8-ROUND MAGAZINES.
- STANDARD NO SHOOT PENALTY FOR HITS ON ANY OTHER TARGET NOT SPECIFIED AS PART OF THIS SPECIFIC COURSE OF FIRE.



*Stage 2 Layout*

Evan Rowe also dominated this stage. OK, two in a row.

Here's Evan demonstrating his mastery of Stage 2:

<https://www.flickr.com/photos/groce/52570033553/in/album-72177720304538743/>

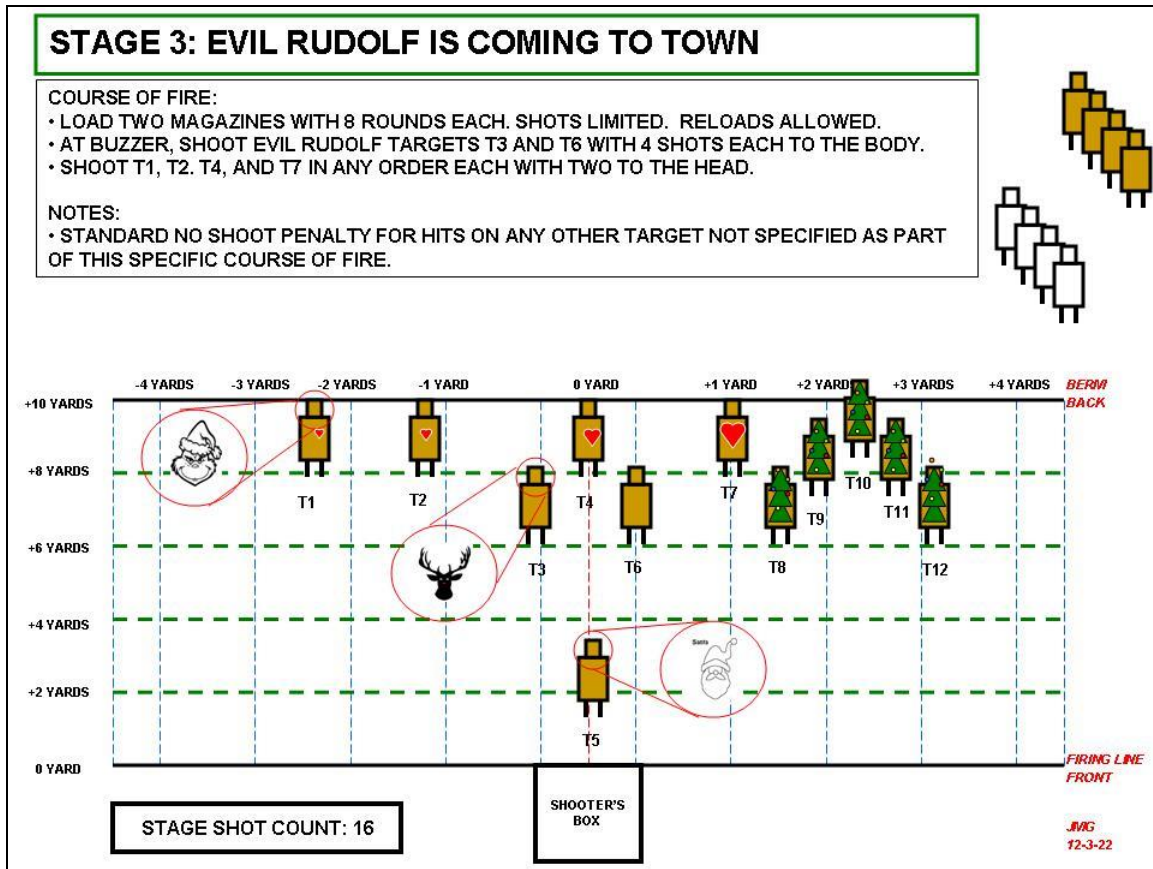
### **Stage 3: Evil Rudolf Is Coming To Town**

This stage required the shooter to aim around the Bad Santa in the way of their sight picture to make their body shot hits on the two Evil Rudolf targets in the next line and then the head shots on the four Grinch targets on the back line. Only one reload required for this stage, so faster times are expected.



*Stage 3 Setup*





**Stage 3 Layout**

So, which shooter dominated Stage 3? It couldn't be Evan Rowe could it? Yes, once more, Evan took top honors.

Here's Evan shooting this stage:

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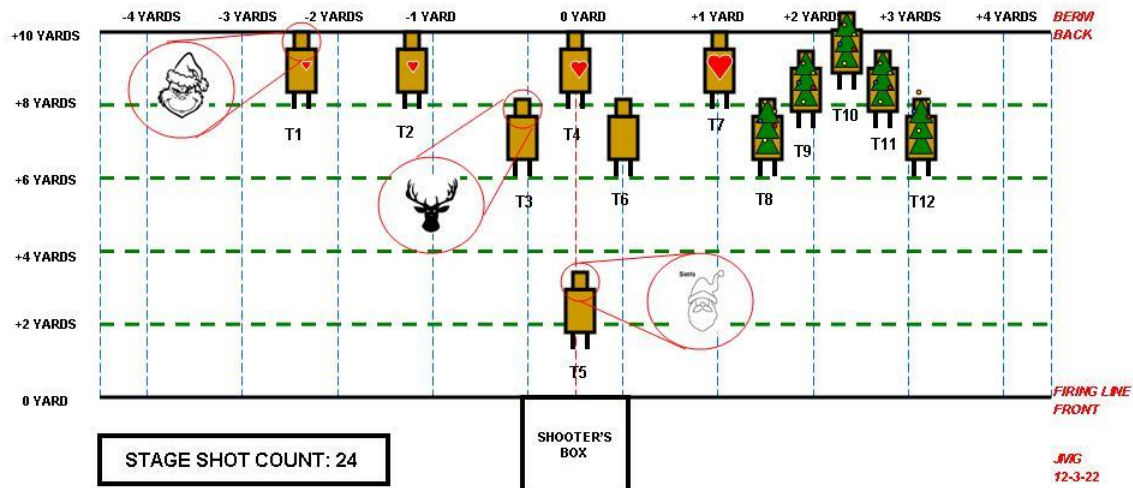
#### **Stage 4: Presents For One And All**

This was a fun and fast stage with a relatively easy to remember shot placement sequence: everybody gets two to the head and save Bad Santa for last.



*Stage 4 Setup*





We all do this for fun. But it's also fun to win the bragging rights for the month. Here's how everyone did for this month's match.

OVERALL		
Overall Place	Name	Hit Points/Second
<b>1</b>	<b>ROWE, EVAN</b>	<b>3.371</b>
<b>2</b>	<b>ZIELINSKEY, ALEX</b>	<b>3.271</b>
<b>3</b>	<b>HICKS, BRILEY</b>	<b>2.869</b>

*Bragging rights for this month's match go to Evan Rowe. Well done, Evan!*

We score using hit points per second, which is the number of points from the shooter's hits on the stage's targets divided by the amount of time used by the shooter for the stage. Our scoring is a bit simpler than the standard used by USPSA or IPSC in Practiscore, which also accounts for gun caliber with major and minor power factors and "grading on a curve" for distribution of the stages points to the group of shooters. Confusing point made clearer, we try to keep it simple.

And with that, let's look at the shooters and their scores (in hit factor) for the individual stages.

STAGE 1		
		<b>1</b>
<b>1</b>	<b>ROWE, EVAN</b>	<b>2.339</b>
<b>2</b>	<b>ZIELINSKEY, ALEX</b>	<b>2.331</b>
<b>3</b>	<b>HICKS, BRILEY</b>	<b>1.683</b>



**STAGE 2**

		<b>2</b>
<b>1</b>	<b>ROWE, EVAN</b>	<b>4.509</b>
<b>2</b>	<b>HICKS, BRILEY</b>	<b>4.469</b>
<b>3</b>	<b>ZIELINSKEY, ALEX</b>	<b>4.304</b>

**STAGE 3**

		<b>3</b>
<b>1</b>	<b>ROWE, EVAN</b>	<b>4.551</b>
<b>2</b>	<b>ZIELINSKEY, ALEX</b>	<b>4.170</b>
<b>3</b>	<b>HICKS, BRILEY</b>	<b>3.626</b>

**STAGE 4**

	<b>4</b>
<b>ZIELINSKEY, ALEX</b>	<b>3.185</b>
<b>HICKS, BRILEY</b>	<b>3.098</b>
<b>ROWE, EVAN</b>	<b>3.031</b>

For additional pictures and videos from this match, use this link:

<https://www.flickr.com/photos/groce/albums/72177720304538743>

And special thanks to Briley Hicks for bringing his drone along to capture overhead pictures and videos.



*Overhead Picture From Briley Hick's Drone At The December 2022 Pistol Match*

## **New Shooters**

Have you been thinking of coming out to try a pistol match but aren't sure about it because.....you haven't done such a thing before, or you're not sure how it all works, or you don't know what you need to participate in a match, or it's just scary?

Here are the guidelines we use for the matches to give you an idea about all that scary stuff. So, no more excuses!

### **Guidelines:**

If you've competed in IDPA or IPSC, then you'll be quite familiar with the equipment requirements and rules we adhere to for the PCSC pistol matches. No cover garment, like IDPA would need, is required. And no concealed carry guns on your person during the match.



- Any caliber handgun is permitted, as long as it's within the PCSC rules for use at the range. Most people compete with semi-auto handguns chambered for either 9 mm, .40 caliber, or .45 caliber. Iron sights or red dot sight is allowed.

- A semi-auto handgun is the normal handgun used at the match. However, nothing precludes use of a revolver.

- You will need the following gear:

- a. the handgun, semi-auto or revolver
- b. at least 2 spare magazines, or, in the case for revolvers, spare speed loaders
- c. a sturdy belt to keep your holster in place and aligned with your body
- d. a holster that fits your gun, that covers the gun trigger and trigger guard, and is oriented on your belt so that it is basically pointing straight down (no FBI cant). A friction fit kydex holster is the most common and works well.
- e. magazine (or speedloader) pouches, usually 2, mounted on your belt
- f. a gun bag (or gun "rug") that fully encases the gun
- g. standard shooting protective gear - eye protection, ear protection

We use the standard range officer commands you'd hear at a IDPA match, i.e., "you may now load and make ready," "shooter do you understand the course of fire," "give me a nod when ready," "shooter, if you are done, unload and show clear," "slide down....hammer down....holster."

To start the first string for each individual shooter at the match, the competitor will come to the firing line with his gun bag containing his unloaded handgun, stand in the shooter's box (where the course of fire will be shot from), then the range safety officer will call the line "hot" and instruct the competitor to uncase his handgun and prepare for shooting that stage. While standing in the box, the shooter will then open the bag and align the bag so that the gun is pointed downrange before removing it from the bag. Down range means that the muzzle is parallel to the ground and pointed at the berm.

You can load magazines and put the spare magazines in the pouches on your belt while you're away from the firing line.

Note that the only time that the gun may be holstered, unholstered, or handled in any way is while the competitor is standing in the shooter's box.

On the final stage course of fire (and we usually have 4 stages), the competitor will once more bring his gun bag with him to the firing line. Upon completing the course of fire and clearing the gun, the range safety officer will then direct the competitor to place the gun in the gun bag as the final command.

At the end of the match, we will collect the spent brass and return it to those who want it.

Those are the guidelines. A few other item we will cover during the match pre-briefing:

Who will be doing what

- Range Safety Officer (RSO)
- Score keeper
- Who is responsible for medical, Where the med kit is located, and What the med kit contains (tourniquet, etc.)

The 4 firearms rules

- All guns are always loaded
- Never point a gun at anything you're not willing to destroy
- Keep your finger off the trigger until you're on target and ready to shoot
- Know your target and what's around it

Match actions

- The guidelines for how the match is run and the match RSO commands
- Don't break the 180
- Keep the muzzle pointed down range at all times, even during loading, reloading and end of stage actions
- Use your workspace for gun actions
- If you drop a magazine, leave it there
- If you drop a gun, then you're DQ'ed for the match
- **If you see something (unsafe practice) - say something - RIGHT THEN**
- Anyone can call a ceasefire
- Ceasefire command and hand signal
- Stage setup and teardown, all expected to assist
- Pasting targets after a shooter completes a stage, all expected to assist
- How scoring works

Post match actions

- After action review - what everyone liked/didn't like, stuff to improve on, ideas for future matches
- Where to find scores and any pix/videos
- Separate and distribute spent brass
- Donations can - you don't have to contribute, but if you do then \$5 to \$10 is the usual amount. This money goes back to the club and covers consumables (targets, pasters) and other items (stands, moving targets, etc.)