



**2008 IDPA Postal Match**



## Introduction and Rules

Welcome to the 2008 IDPA® Postal Match

Last year, more than 900 shooter scores were entered in the first Postal Match. This year, we're hoping for more.

This year's stages were again designed by Ken and Lenny of the Phillipsburg, NJ, IDPA club.

Rules are straightforward:

1. This is not a sanctioned match. It does not affect shooters' classifications nor count toward the two-match requirement for being eligible to shoot the Nationals.
2. You must set up the match stages as accurately as you can.
3. Concealment must be worn for all stages.
4. All competitors must be current IDPA members.
5. All competitors must be classified Novice or above in the division in which they are shooting.
6. If a shooter is not classified in the division in which he is shooting but holds a current classification in another division, he may compete using the highest classification he presently holds per page 72 of the current rule book.
7. Each competitor may compete only once in any division. If more than one score for a division is submitted, the earliest match score will be used and other scores will be rejected.
8. All scoring must be done using the software supplied on the IDPA website. This will generate a file that you can e-mail.
9. All scores must be submitted as an attachment to an email sent to [postalmatch@idpa.com](mailto:postalmatch@idpa.com) or saved to disk and mailed to the IDPA Postal Match address.
10. To be counted, matches must be shot no earlier than May 15, 2008 and no later than July 31, 2008.
11. To be counted, scores must be received no later than August 8, 2008.
12. Any rule and/or stage clarifications required will be posted on the IDPA website.
13. A summary of how many competitors have participated will be updated on a regular basis on <http://www.nepaidpascores.net/postal/index.htm>

rev Thursday, May 01, 2008

## 2008 POSTAL MATCH STAGE 1 - "Late Deposit"

### 2008 POSTAL MATCH STAGE 1 - "Late Deposit"

You have always been careful to make your business bank deposits at different times. Unfortunately, not all of the other business owners in the area think the same way. A group of thieves has been watching two depositors and has their schedule down. The night they have planned the hit, you just happen to be getting to the bank yourself. You are almost at the deposit door when the attack begins. You begin defending yourself while making the last few moves to deposit door. Make your deposit, move to cover and be mindful of the other merchants who were not.

**Start Position** P1, facing up range. Gun loaded to division capacity and holstered under concealment. IDPA box in weak hand. Strong hand relaxed at side.

**At Start Signal** Turn and face down range, then draw gun and engage targets, strong hand only, in tactical priority, with two shots each while moving to P2. Left handed shooters will move to the right rear. Right handed shooters will move to the left rear. At least T1 and T2 must be engaged while moving to P2. Shots must be taken on the move.

At P2, place the IDPA box on the barrel. Keep the muzzle pointed down range!

Move to cover at P3 and engage the remaining targets in tactical priority with two shots each. Reload as necessary.

**Shot Count** Vickers. Best two hits per target scored. Twelve shots minimum.

**Supplies** Six IDPA shoot targets, two non-threat targets, six barrels

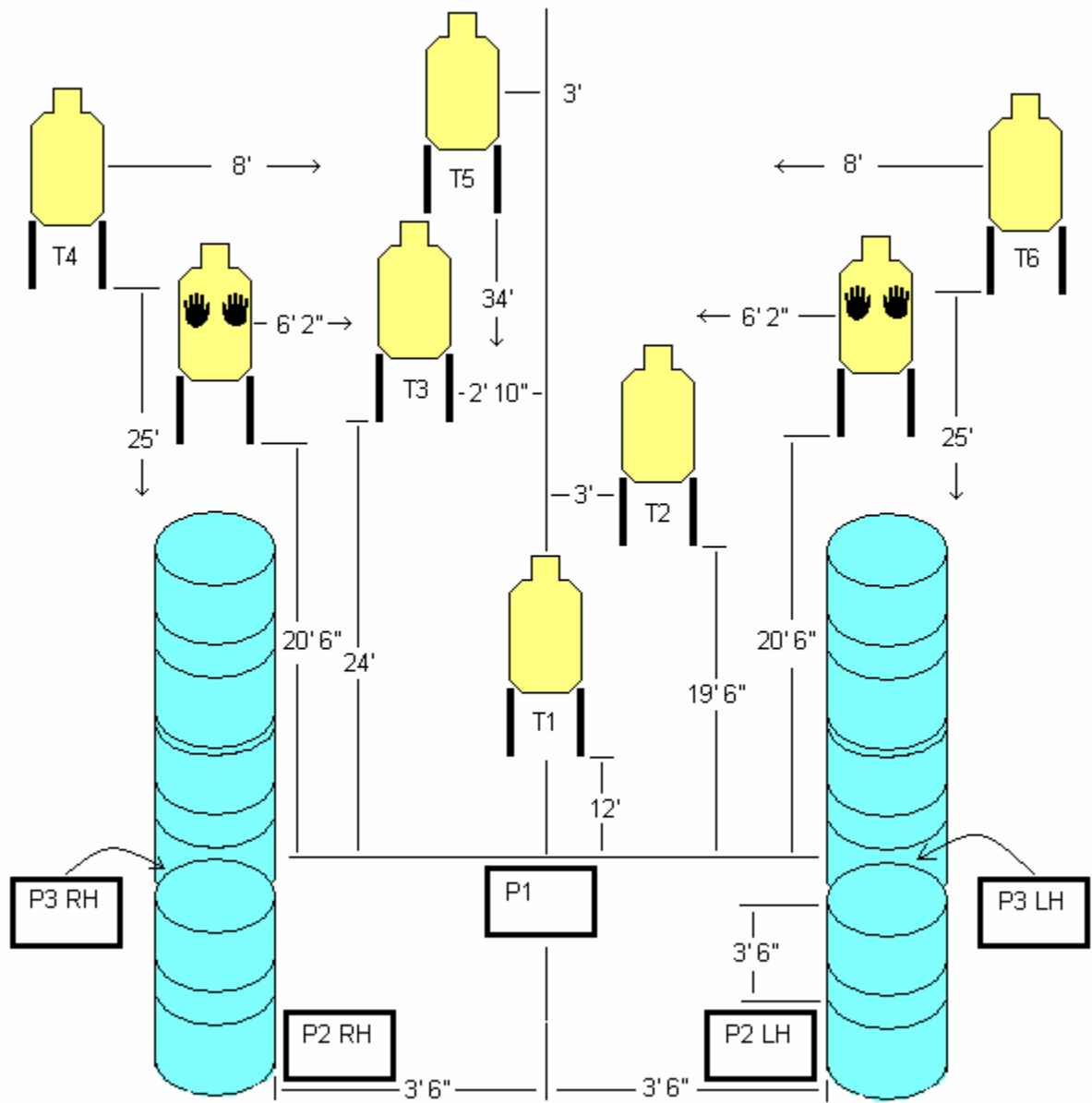
**NOTE: Barricades may be substituted for the double barrels.**

**NOTE: If the number of barrels is an issue, have the shooter indicate to which side he or she will retreat, and use only one barrel on the selected side.**

**Set-Up Details** All dimensions are from the front edge of P1 and from a line from the center of P1 going up and downrange. The double stack barrels, are on the uprange side of the front edge of P1. The barrels, are spaced 3' 6" from the stage centerline to the inside edge. The single barrels are directly uprange of the double barrels with 3' 6" between them. All of the targets, including the non-threats, are 5' 6" tall. Only the head of T4 should be visible from P3 LH. Only the head of T6 should be visible from P3 RH. Target T4 may be engaged from the left side of the barrels at P3 RH, as target T6 may be engaged from the right side of the barrels at P3 LH.

T1 and T2 cannot be re-engaged from P2 or P3. This would result in wide bullet impact areas that some ranges may not be designed to handle.

We discovered that the target engagement is more difficult for a shooter retreating to P2 and P3 LH, and therefore recommend that the shooter should chose which way he will retreat.



## 2008 POSTAL MATCH STAGE 2 - "Stumped"

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You have been in sticky situations before, but this is too much. There are several miscreants yelling threats to you from the woods and the only point of cover you have found is very tight. You find yourself taking cover behind a stump. The problem is that there are sticker bushes all around the stump. It is too painful to shoot two handed from the sides of the stump. But you may be able to shoot over the top with two hands.

**Start Position** Kneeling at P1, with **both knees on the ground**. Gun loaded to division capacity and holstered under concealment. Hands relaxed at sides.

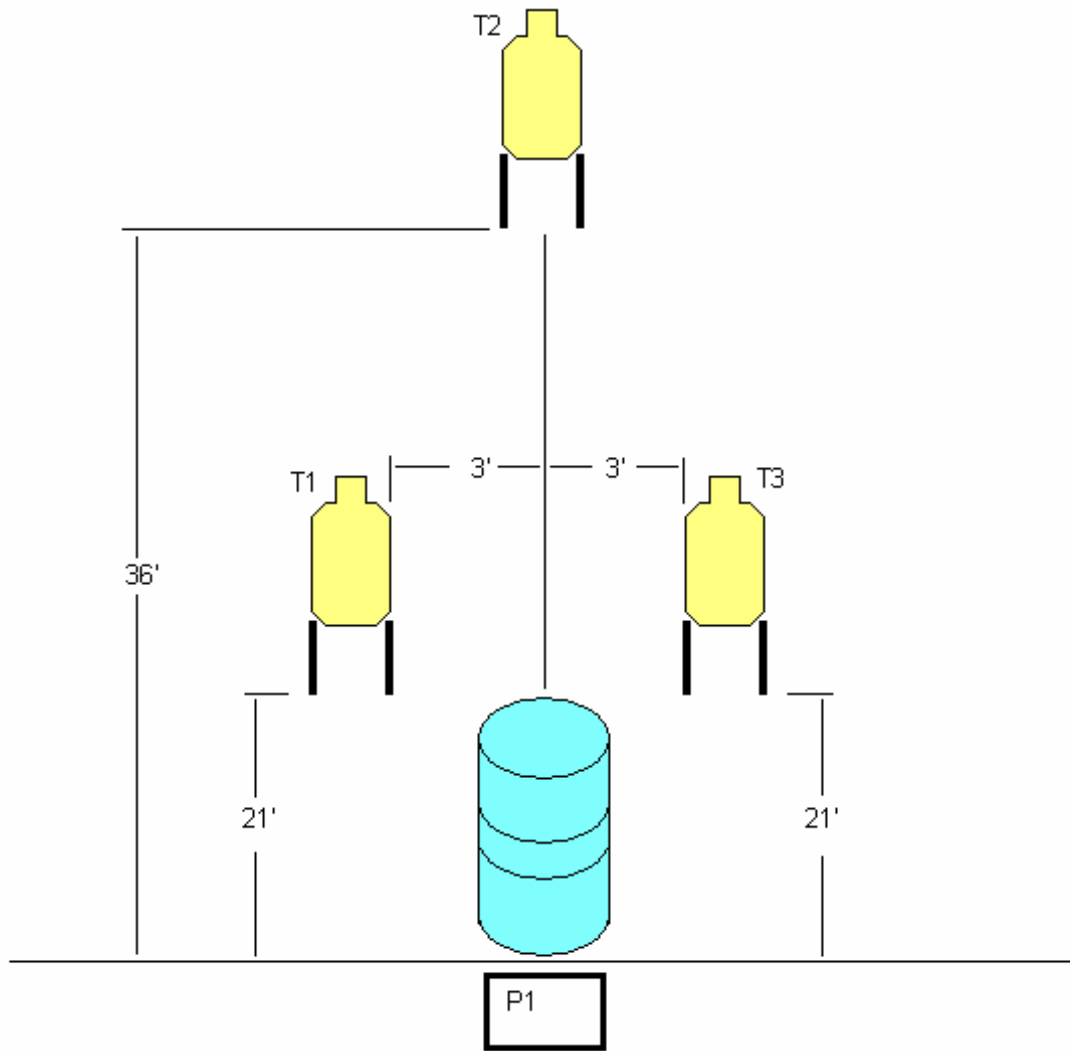
**At Start Signal** Draw gun and **raise one knee if desired**.

Using low cover, (from the side of the barrel) engage target T3 on the right with three shots with the right hand only, and engage target T1 on the left with three shots with the left hand only. Engage target T2 from the top of the cover with three shots shooting freestyle. The targets may be engaged in any order.

**Shot Count** Vickers. Best three hits per target scored. Nine shots minimum

**Supplies** Three IDPA shoot targets, one barrel.

**Set-Up Details** All dimensions are from the front edge of P1 and from a line from the center of P1 going downrange. All of the targets are four feet tall.



**Stage 2**

## 2008 POSTAL MATCH STAGE 3 - "Tourists"

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The scenery may not be much, but you have a busy area where you set up your hot dog stand. There are always people walking to the above-ground subway station in your area of the city. Business is good but you are always armed just in case. You notice two obviously lost tourists heading in the wrong direction under the station. Before you can get their attention, local thieves jump them. Using the station pillars for cover you save the tourists' lives.

**Start Position** Standing at P1. Gun loaded to division capacity and holstered under concealment. Hands relaxed at sides.

**At Start Signal** Draw gun and engage target T1 on the left side of the barrels with two shots. Moving from P1 to P2, engage target T2 with two shots. Shots must be taken while moving. At P2, engage targets T3 and T4 from either side of the barricade in tactical priority with two shots each. Targets T3 and T4 must be engaged **at** P2, not while moving to or from P2. Moving from P2 to P3, engage target T5 with two shots. Shots must be taken while moving. At P3, engage target T6 from the right side of the barrels with two shots. Reload as necessary, but do not get caught in the open with an empty gun.

The shooter may elect to shoot in the reverse order, starting at P3 and ending at P1

**Shot Count** Vickers. Best two hits per target scored. Twelve shots minimum

**Supplies** Six IDPA shoot targets, two no-threats, four barrels, one barricade, and two vision barriers.

**NOTE: The double stack barrels may be replaced with barricades.**

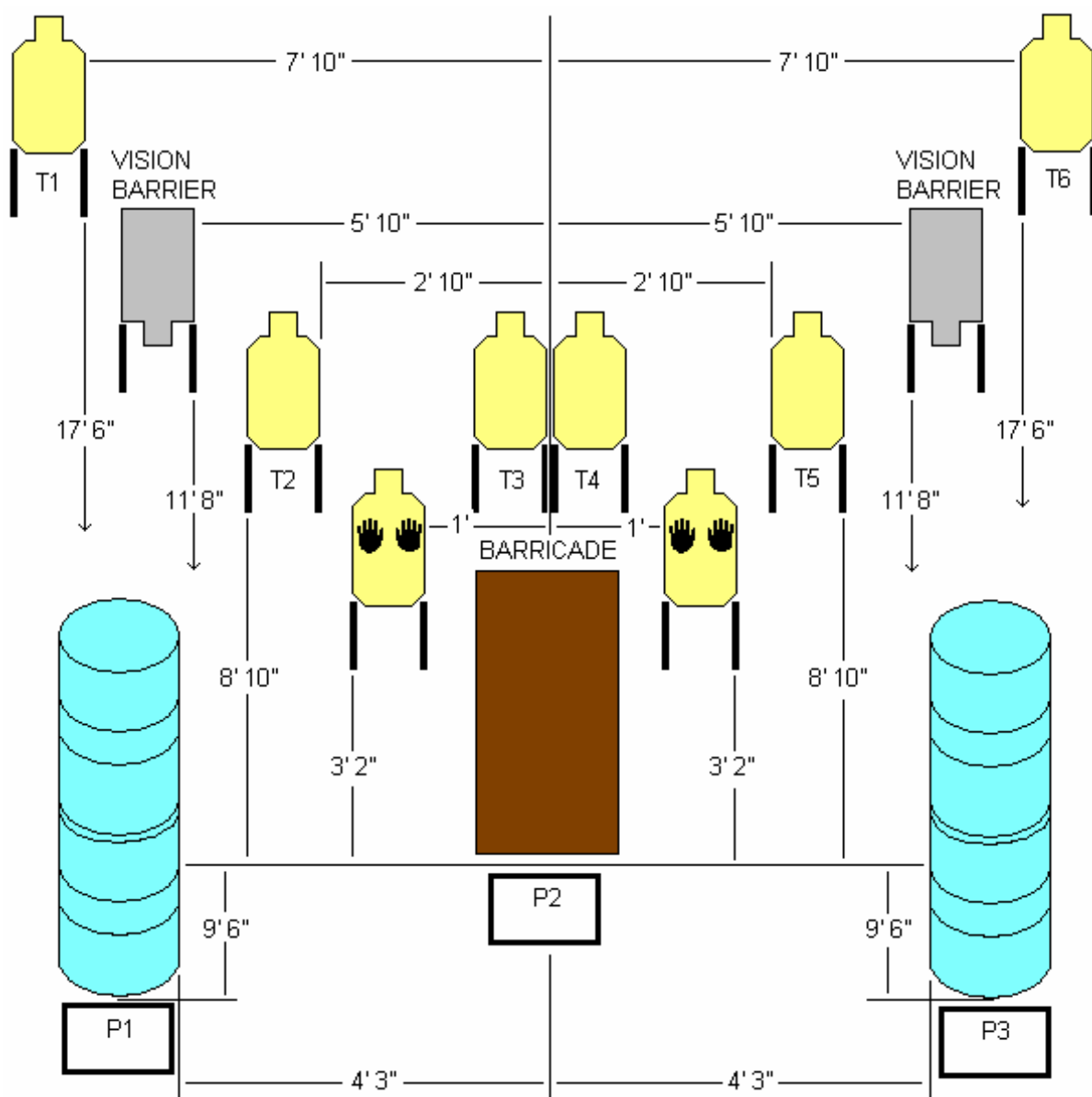
**Set-Up Details** All dimensions are from the front edge of P2 and from a line from the center of P2 going up and downrange. All of the targets are 5' 6" tall. The vision barriers force the shooter to engage T1 and T6 from the outside of the barrels. Targets T2, T3, T4 and T5 are all the same distance from P2 (8' 10"). Targets T3 and T4 are as close to each other as possible, and on each side of the centerline.

**NOTE:** There is a good chance that the shooter will retreat into the barrels. We suggest that the SO may have to guide the shooter with a hand to the shooter's shoulder. The method to guide the shooter should be discussed during the walk through.

**NOTE:** As always when a shooter is retreating, the SO must be prepared to move backwards quickly!

**NOTE:** Watch for reloads to begin and end from a position of cover. If they took extra shots, there is a good chance that shooters will have an empty gun while retreating.





## 2008 POSTAL MATCH STAGE 4 - "The Alley"

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You just mailed a letter and are on your way home. Because of sewer work by the local municipal utilities authority, you have to take a different route and you find yourself walking down an alley. Always being aware, you notice a delivery van that pulls in and blocks the alley behind you. This was just the opportunity that some local punks were looking for. You see three threatening people move towards you brandishing weapons. Quickly looking down the alley, you notice a fence separating you from a small lot and then the end of the alley. You will have to defend yourself from the immediate threats, be sure no one else is waiting around the fence, and then get out of there.

**Start Position** P1. Gun loaded to division capacity and holstered under concealment. Hands relaxed at sides.

**At Start Signal** Draw gun and engage targets T1, T2 and T3 in tactical priority with two shots each while moving to P2. Shots must be taken on the move. At P2, take low cover and engage targets T4, T5 and T6 in tactical priority with two shots each from the side of the barrel. Reload as necessary.

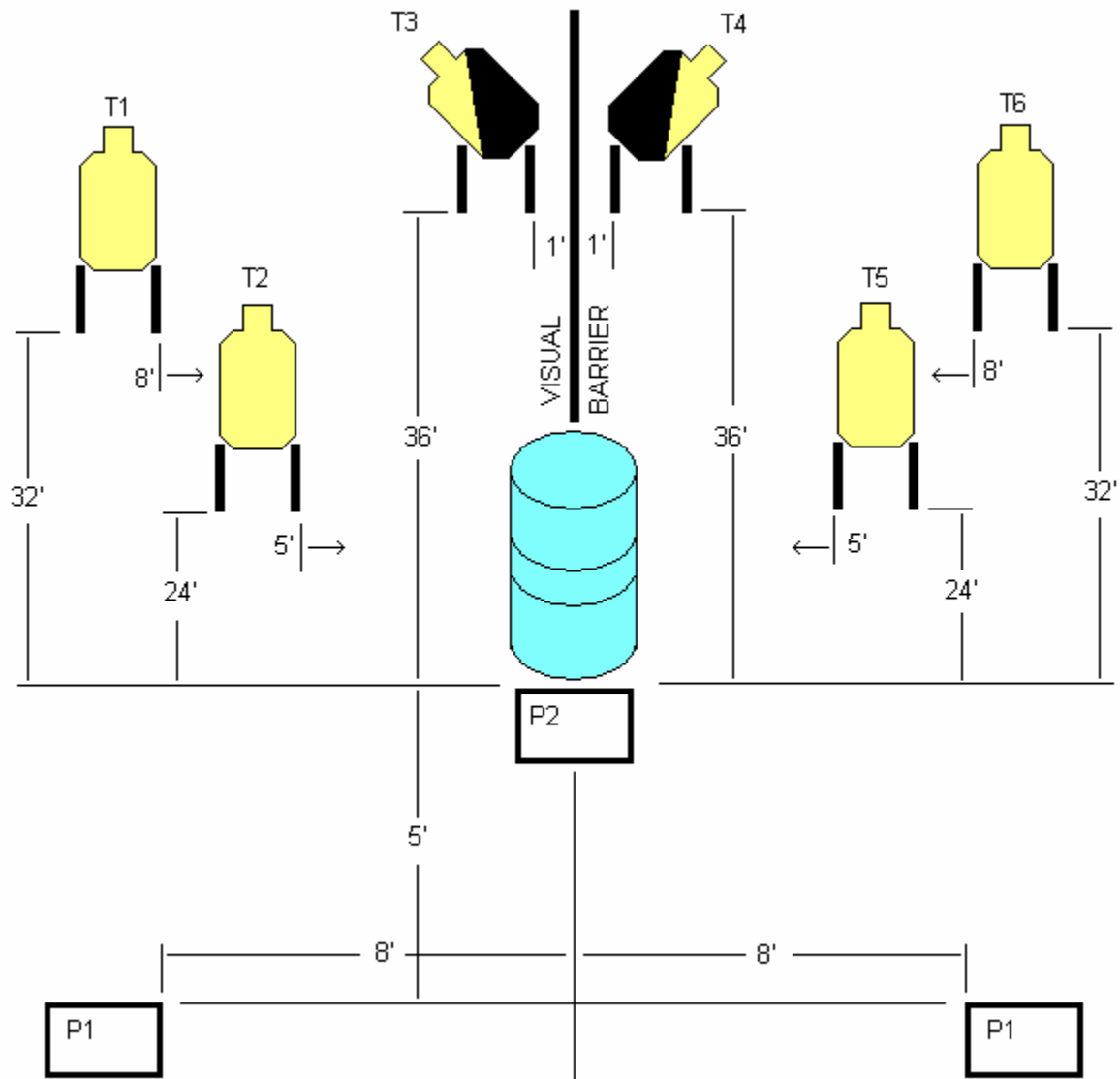
Left handed shooters may begin on the right, engage T4 through T6 moving and T1 through T3 from low cover.

**Shot Count** Vickers. Best two hits per target scored. Twelve shots minimum

**Supplies** Six IDPA shoot targets, tape and paint for hard cover, one barrel, and one visual barrier.

**Set-Up Details** All dimensions are from the front edge of P2 and from a line from the center of P2 going up and down range. The hard cover of targets T3 and T4 begins at the corner where the horizontal edge from the head angles downward. The hard cover extends to the opposite side of the target where the vertical side angles toward the bottom of the target. The hard cover will cover more than half of the body of the target and cover very close to half of the down zero zone of the body. The target is hung so that the hard cover edge is as close to vertical as possible.

T1 and T6 – 5' 4" tall, T2 and T5 – 4' 10" tall, T3 and T4 – 4' 2" to the top corner of the hard cover.



Stage 4