

2011 IDPA Massachusetts State Championship

By David Bold

On the weekend of June 4th & 5th, 2011, The Rod and Gun Club of New Bedford hosted the 2011 Massachusetts State Championship for the International Defensive Pistol Association (IDPA). This is the 15th consecutive year the club has hosted this match, making it one of, if not the longest, continuous running state matches in IDPA history. More than 100 competitors from all over New England converged in Dartmouth, MA for 10 stages of shooting challenges to test their abilities.

The International Defensive Pistol Association promotes action shooting competitions that simulate self-defense scenarios and real life encounters, using practical gear and practical guns that most gun owners already have. There are 5 different divisions based on the type of handgun you used: Custom Defensive Pistol (or CDP) for your 1911 style .45s; Stock Service Pistol (SSP) for double action or striker fired pistols; Enhanced Service Pistol (ESP) for single actions (non .45s); Enhanced Service Revolver (ESR) for you wheel gun fans with guns that reload with moon clips; and Stock Service Revolver (SSR) for revolvers that do NOT load with moon-clips. Please visit www.idpa.com for more info.

This year's match was made possible in part to our generous sponsors: Montana Gold Bullets, Hogue Grips, XS Sights, HiViz, Brownell's, 5.11 Tactical, Kahr Arms, D-Lead, Birchwood Casey, Four Seasons Firearms, Starline Brass, Hornady, Zero Bullets, Lee Precision, Midway USA, Wilson Combat, Redding Reloading, Vertical Dimensions, East Coast Screen Printing and MGM Targets.

Unlike our typical luck for weather, this year Mother Nature was extremely nice to us – sunny and seventies with a very slight breeze. You couldn't order better weather for an outdoor event, which was great for us as all stages were shot outdoors. While this took away the challenge of shooting indoors in the dark with a flash light, it allowed us to add 2 more stages to the match. Much positive feedback was received about this change. Not sure if that's because people like shooting more, or are happy to avoid what's historically been the most difficult stages of the match.



Stage 7: Engaging the targets in the room to the right while not exposing yourself to the targets in the room on the left, visible down the hall on the left.

This year had great variety between the stages, with many different ways to start, different shooting positions and choices on different ways to shoot them. There was nothing boring or routine about the match.

The first stage had you sitting at a card game with your gun hidden under a magazine. You had to retrieve your unloaded gun, put it into action and neutralize 5 threat targets with 2 shots each in tactical sequence (shooting 1 round to each target before re-engaging with an additional round per target) while avoiding the innocent no-shoot target.

The second stage had you start sitting at a bench. Upon the start signal you had to get up, retrieve your unloaded firearm, load it and engage targets behind walls on the left and right, move and take two steel pepper poppers down a hallway each of which activated swinging targets, and finishing off by running down the hallway to engage the last three targets.

You're holding a baby basket in one hand and your brief case in the other when you are attacked. For stage three you had to carry your baby to the safety of cover while engaging 2 bad guys on the move, 2 more from cover after putting the baby down safely, and the last two targets at the end of the hall, one of which was a disappearing target.



Stage 5. The wood 1x2 simulated a shot gun that you knocked away as you used the knife to take out the first target.

Stage four simulated you getting jumped by 3 bad guys. On the start signal you turned around and sprinted up-range 7 yards to cover before drawing your sidearm and engaging them from cover, Mozambique style – two to the body and one to the head.

A home invasion is the basis for stage five. Your unloaded sidearm is in your briefcase on the table but you're not. You are being held with a shotgun at your back. All you have is a knife. You start with a turn and burn move that knocks the shotgun away with one hand while you stab him with the knife – then you can get to your gun and put it into action. There were targets on both sides of a wall, one of which was an out-n-back disappearing target that gave you about 1 second to put two rounds on it.



Engaging targets during the last half of stage 5, after retrieving your sidearm from the briefcase.

Another home invasion setup provides the basis for stage 6. Taking the first 2 steel popper targets from cover; the first activated a swinging no-shoot that bobbed back and forth behind the next pop-up shoot target which was activated by the second popper. The two paper targets were taken on the move as you went down the hallway, two more targets in the room to the right and finally the last three at the end of the hall. Lots of action packed in a small package.

Stage 7 had you start seated at a table. On the start signal you engaged two 8 inch steel plates just over the shoulders of two no-shoot targets at a distance of about 15 yards. Moving down the hallway you engaged targets on the right and left. Depending on which side of the hallway you went down determined which targets you had to engage first. The first one on the right was a disappearing target.



Stage 7: The first two targets to engage are the 8" round steel plates over the shoulders of two no-shoots at a distance of 15 yards.

You're at work at the jewelry store when 4 armed men announce a hold-up was the scenario for stage 8. You drew your sidearm from under the counter and engaged the first two at contact distance. After a reload you moved to the side of the counter to get the last two – the first target had a steel activator behind it which when hit tripped the disappearing second target.

Stage 9 simulated an ATM attack in which you were knocked to the ground. You started on the ground lying on your back. You had to engage 5 targets while lying sideways on the ground.



Stage 9: Simulating you being knocked to the ground and having to shoot from there.

The last stage had you at work when the proverbial fecal matter hits the oscillating device. You started on the right side of the hallway only to find 2 bad guys blocking your way. You try the left side and find 2 more bad guys. Finally you open the door in the middle only to find more bad guys, including a swinging target at the end hidden by barrels. That's what you call a bad day at work!

All together across the 10 stages each competitor shot a minimum of 138 rounds, but most shot much more. There were 9 moving and disappearing targets to contend with. Combined, shooters earned 90 procedural penalties, hit 71 non-threat targets and acquired 61 'failure to neutralize' penalties. There were a total of 4,969 'points down'. When the dust settled and the scores tallied, the champions for 2011 are:

- CDP: Mark Redl (Defending Champion from 2010)
- SSP: Edward Stettmeier
- ESP: Scott Botelho (Defending Champion from 2010)
- ESR: Jerry Richard
- SSR: Frank Palka (Defending Champion from 2010)



The doorway at the end of the stage10 with the swinging target in the background.

Returning this year was the side-match based on the Steel Challenge favorite of 'Smoke and Hope'. This was done as a fund-raiser to benefit The NRA Foundation and The GOAL Heritage Grant Foundation. Both organizations have provided us with grant funds to help build our action pistol program at the Rod & Gun Club of New Bedford. This was a small way for us to give back. For those not familiar with Steel Challenge there are 4 'primary' steel targets and 1 final 'stop' steel target. The competitor shoots the first 4 targets and stops the timer when they hit the stop plate. You get 5 separate runs and your time is based on your best 4 of the 5 runs - lowest total time wins. The stage called 'Smoke and Hope' has 4 big steel plates between 7 and 9 yard that are hard to miss (hence the 'smoke'), but the small round stop plate (the 'hope' part) at 14 yards is a challenge when you're in hose-mode. This was very popular and raised funds for two great organizations. The grant from the NRA Foundation allowed the club to acquire the necessary supplies to affiliate with, and start hosting Steel Challenge matches in 2010.

Winners of the side match are:

CDP: Kevin Wagner
SSP: Jerry Tetreau
ESP: Fred Rios
SSR: Kris Sines

New this year, with great support from Mike Gibson Manufacturing (a.k.a MGM Targets - www.mgmtargets.com) who donated one of their 'standard auto poppers' for us to raffle off, we raised \$1,400 to benefit the Wounded Warrior Project. Jim from MGM was truly supportive of this effort and my thanks to him for his help with this great cause.



Back row: Dave Clough, Gary Langley, Darren Almeida, Rich Netinho, Fred Viverios, Chuck Zaniboni, Bob Frade, Scott Botelho, Jay Litchfield, Aaron Haines, David Bold, John Catterall, Doug Barresi. Front row: Paul Drapeau, Lucky Medeiros, Tim Pandiscio, Dale Hutchinson and Gaby. Missing: Steve Piche, Tom Orlowski, Ward Benner, Art Benner, Travis Rebello, Buzz DeMaily. Stats: Ria Clough, Lucy Medeiros, Nicole Medeiros, Cat Zaniboni. Kitchen: Ray Pellitier, Wayne Junier, David Junier, Cynthia Langley, Timi Junier.

Many thanks to the greatest staff and volunteers who made this match possible. These folks are truly among the best, providing a safe and friendly but fair atmosphere for competitors. The folks give up a lot, many taking vacation time, to put the stages together, run them, enter the scores, run the kitchen, etc. There are countless ways these folks give of themselves and I am truly blessed to be part of such a great crew.

Come see us in June 2012 for the 2012 Championship. Applications will be available on the club's website at www.rodgun-nb.org around the first of the year.

If all this sounds like a lot of fun, you'd be correct – IT IS! There are several clubs in the area which are all new-shooter friendly. And you probably have what you need to get started already! What are you waiting for?