



Match Director Responsibilities:

Thank You for volunteering to be Match Director. The quality of our matches starts with the scenarios. Therefore it is important to keep a few things in mind when selecting and designing scenarios. Below are a few requirements and guidelines.

CLUB RULES

- No more than 2 standard stages per match.
- Make use of our props. We have many different types of moving targets.
- Keep the stages balanced in regards to round count and reset time.
- Review the stages before submitting them to ensure they are legal**
- Submit the stages **NO LATER** than 2 weeks prior to the match to John Mercurio at jmerc1343@yahoo.com.

Refer to section **06 of the IDPA Rule book regarding Stage Design Rules. Below are a few of the most overlooked rules.

1. 6.2 There are two types of IDPA stages, **SCENARIOS**, A stage that attempts to represent a target engagement that "could actually happen, and **STANDARDS**, Any stage that is designed to test the shooter's performance of the various techniques employed in IDPA shooting..
2. 6.11 Shooter movement of more than ten (10) yards between firing points, and more than fifteen (15) yards total movement in a string of fire, is not permitted.
3. 6.12. If low cover or a prone position is required, it must be the last shooting position of a string of fire.
4. 6.13. Only one (1) non-threat target may be used for every three (3) threat targets in any string of fire.
5. 3.8. All reloads must be performed behind cover; however, in a Scenario CoF, if a shooter runs the firearm empty while engaging targets on the move, as required or allowed by the CoF description, the shooter may initiate an Emergency Reload while advancing to the next shooting position.
6. 6.19. No "strong-hand only" strings more than ten (10) yards distance.
7. 6.20. No "weak-hand only" strings more than seven (7) yards distance.

Please refer to the Match Director's Guidelines section on the clubs website for more information and for a list of websites to assist in stage design and selection.

Thank You.