

Band of Brothers Match – July 13th 2014

The theme of this match is to utilize the two most common firearms used in WWII by the U.S. Military. Specifically, the M1 Garand and the M1 Carbine. The M1 Garand will be scored as major caliber and the M1 Carbine will be scored as minor caliber using standard USPSA scoring.

There will be 5 stages with a 16 round count per/stage for a total of 80 rounds for the match. M1 Carbines will be restricted to 10 rounds in the magazine. All rifles may be shot using only iron sights.

Match Notes:

1. Competitors should help pick up magazines & en bloc clips for their fellow shooters.
2. Remember the M1 Thumb during reloads!
3. Stage diagrams and descriptions should be up on the website prior to the match date.
There will possibly be some changes in the stage diagrams once we actually setup the match, don't be surprised. War is hell.
4. The longest shot will be 100 yards.
5. I recommend having a sling on your rifle although this is not mandatory, it's just a safer means of carrying the firearm after you finish your course of fire.
6. No armor piercing, incendiary or tracer ammo permitted.

I hope to see you at the match!

- George Schmaeling



Band Of Brothers

Down The Alley

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

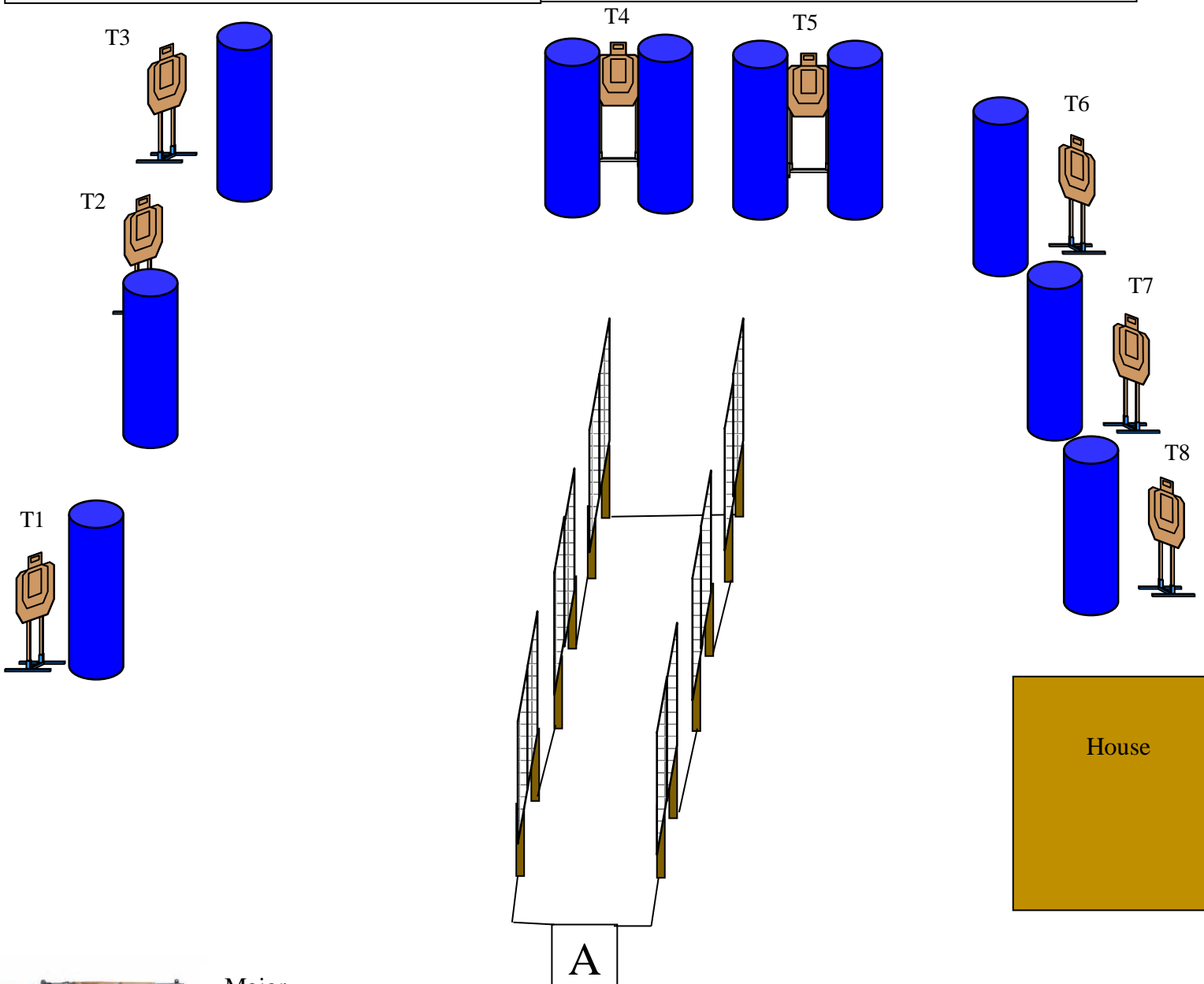
START POSITION: Standing in Box A, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, step out of Box A and engage all targets as they become visible from within the fault lines.

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 8 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



 -Major

 -Minor

Stage 1
(Pit 1)



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Far Out

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

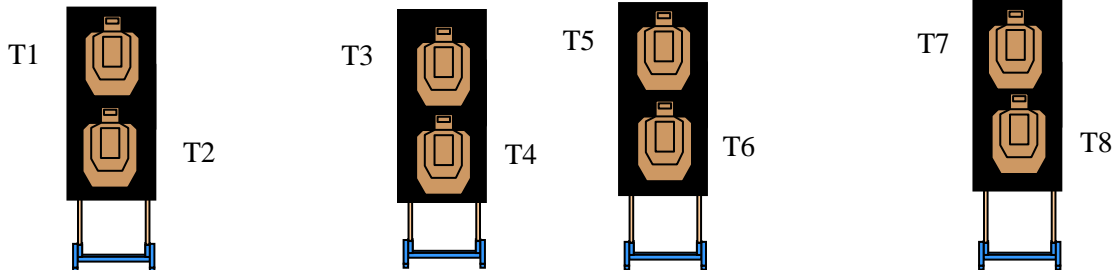
START POSITION: Standing in Box A, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, engage all targets with 1 round each only. (This is Virginia Count. No makeup shots. A hit anywhere on the target is an "A").

SCORING

| | |
|---------------------|-------------------------------|
| SCORING: | Virginia, 8 rounds, 40 points |
| TARGETS: | 8 mini IPSC |
| SCORED HITS: | Best 1 per IPSC |
| START-STOP: | Audible-Last Shot |
| PENALTIES: | Procedural -10 |
| | No-shoot hit -10 |
| | Miss -10 |



A



-Major



-Minor

**Stage 2
(Pit 2)**



Band Of Brothers

Almost Surrounded

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

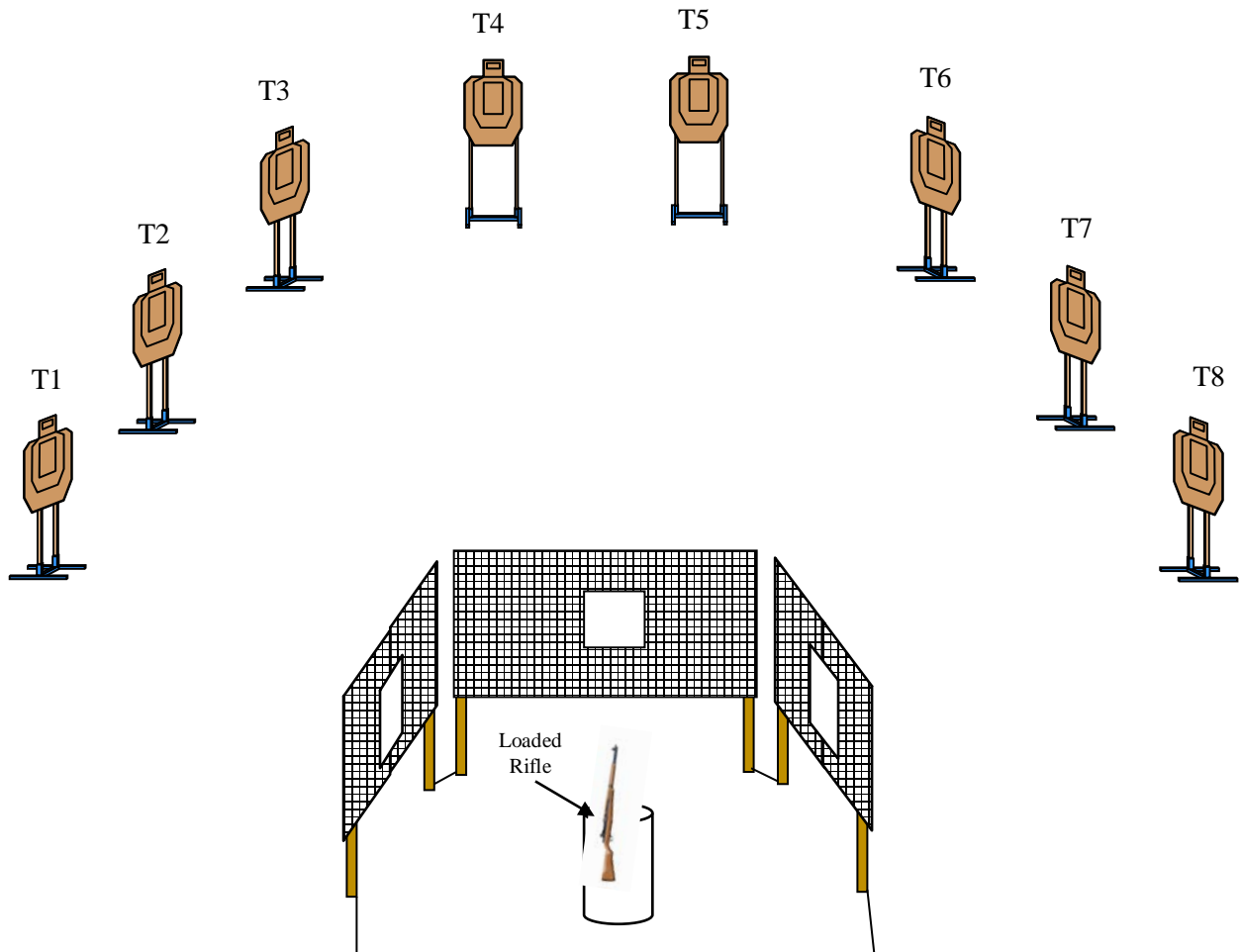
START POSITION: Standing in Box A, facing up range. Rifle loaded on top of barrel, facing down range.

STAGE PROCEDURE

At signal, retrieve loaded rifle from barrel and engage all targets as they become visible from within the Free Fire Zone.

SCORING

| | |
|---------------------|--------------------------------|
| SCORING: | Comstock, 16 rounds, 80 points |
| TARGETS: | 8 IPSC |
| SCORED HITS: | Best 2 per IPSC |
| START-STOP: | Audible-Last Shot |
| PENALTIES: | Procedural -10 |
| | No-shoot hit -10 |
| | Miss -10 |



A



-Major



-Minor

Stage 3
(Pit 3)



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Cross Over

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

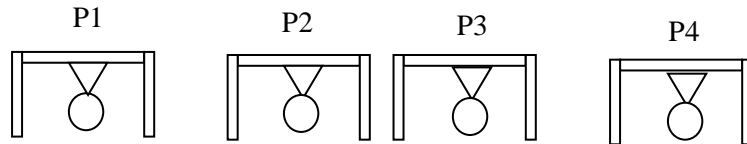
START POSITION: Standing in Box A or B, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, engage 2 targets with 2 rds each and 4 pieces of steel with 1 rd each from starting Box. Advance to second Box and re-engage 4 pieces of steel and two remaining targets. **(Targets must be engaged from a standing position. Steel from any position-kneeling, prone).**

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 4 IPSC, 4 plates
SCORED HITS: Best 2 per IPSC, 2 hits on steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



A

B



-Major



-Minor

**Stage 4
(100 yd)**



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Tee Time

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

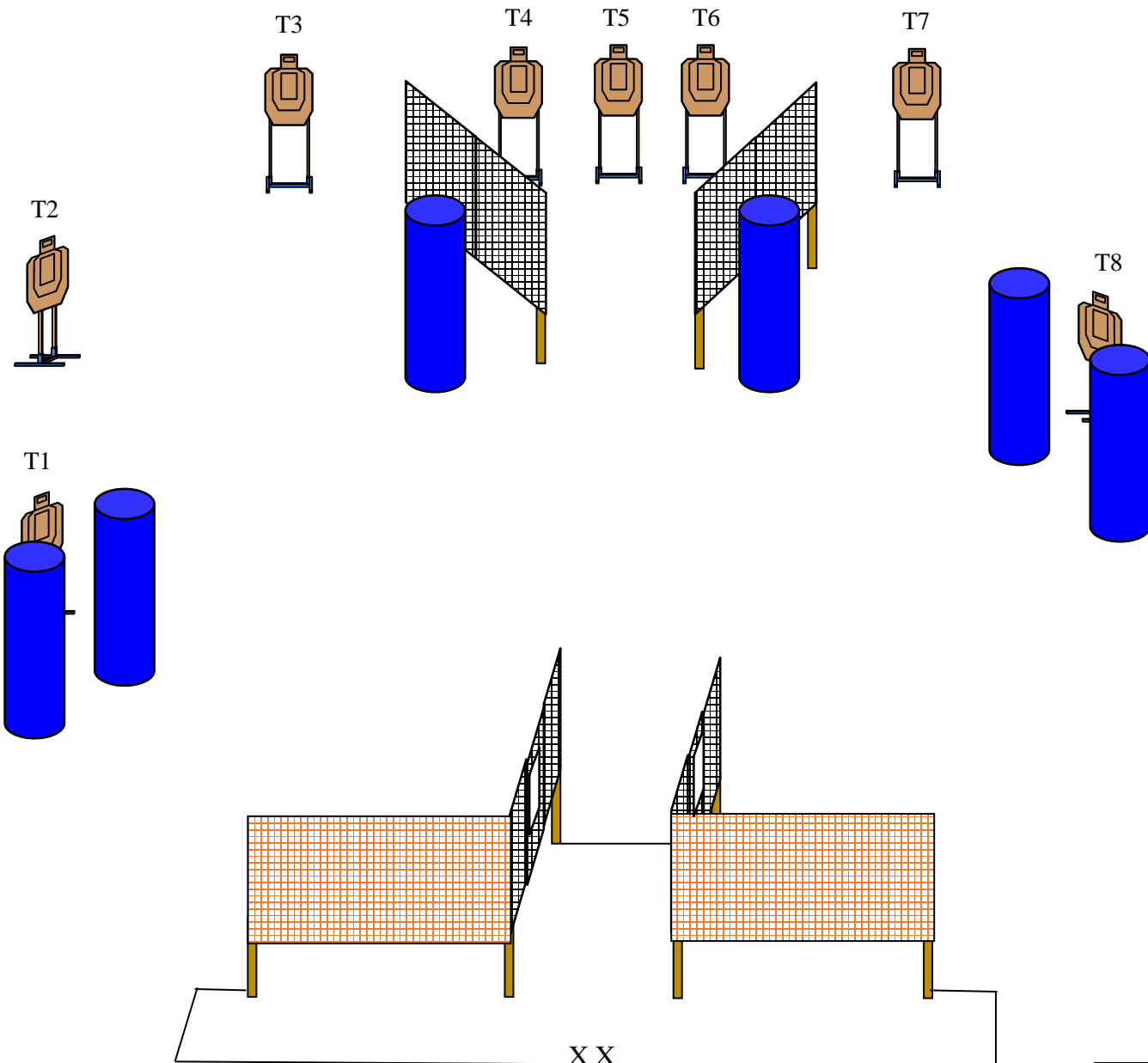
START POSITION: Standing with heels touching X's, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, engage all targets as they become visible from within the Free Fire Zone.

SCORING

| | |
|---------------------|--------------------------------|
| SCORING: | Comstock, 16 rounds, 80 points |
| TARGETS: | 8 IPSC |
| SCORED HITS: | Best 2 per IPSC |
| START-STOP: | Audible-Last Shot |
| PENALTIES: | Procedural -10 |
| | No-shoot hit -10 |
| | Miss -10 |



-Major



-Minor

**Stage 5
(S Pit 1)**



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Wall of Fire

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

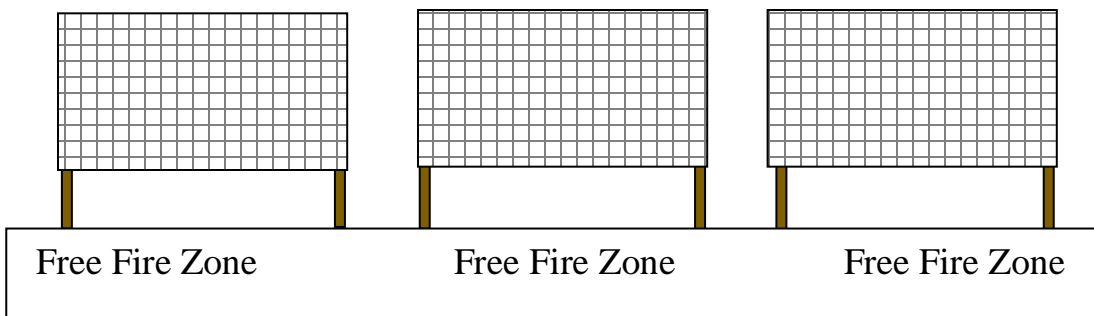
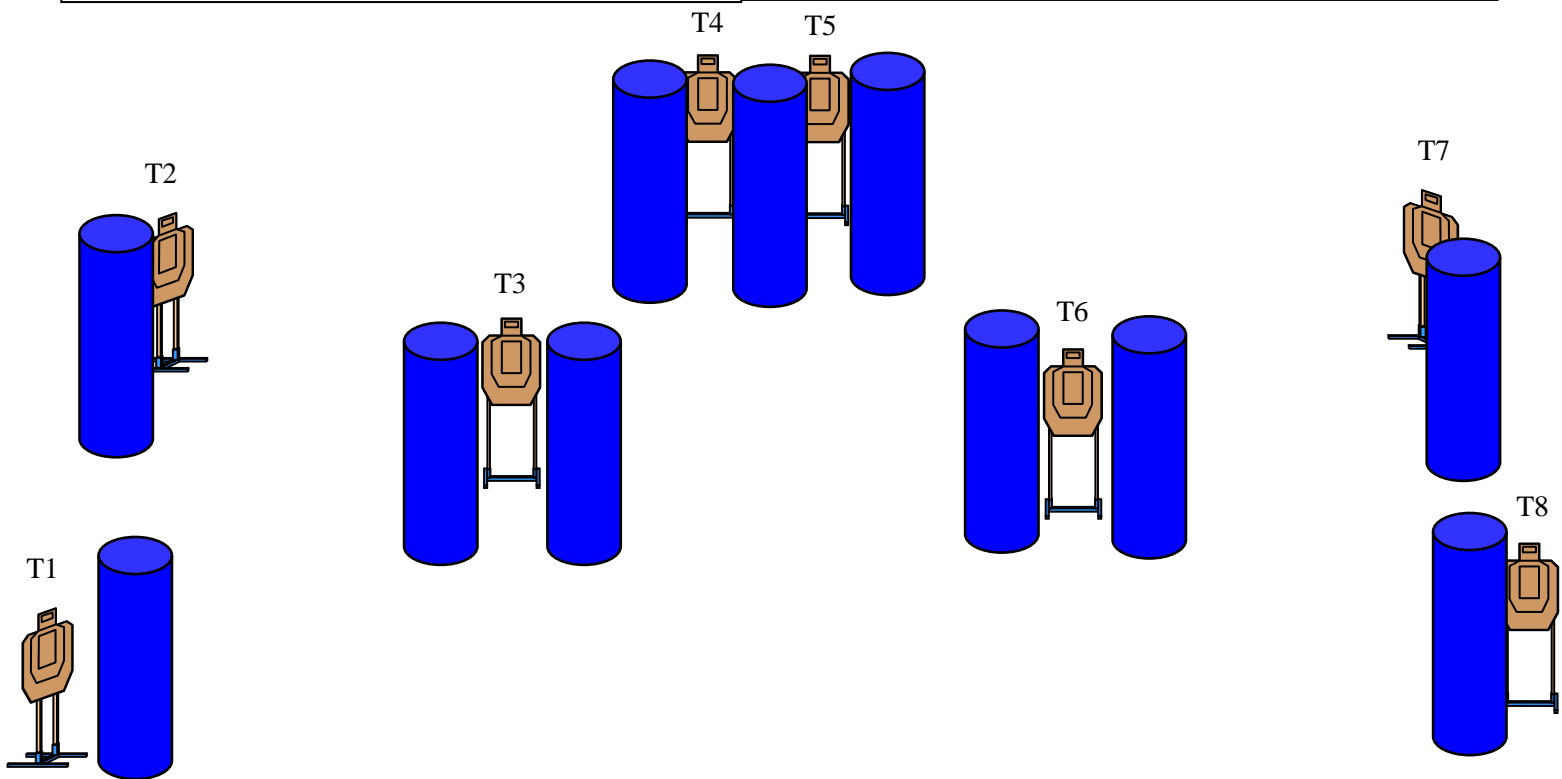
START POSITION: Standing in Box A, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets as they become visible from within the fault lines.

SCORING

| | |
|---------------------|--------------------------------|
| SCORING: | Comstock, 16 rounds, 80 points |
| TARGETS: | 8 IPSC |
| SCORED HITS: | Best 2 per IPSC |
| START-STOP: | Audible-Last Shot |
| PENALTIES: | Procedural -10 |
| | No-shoot hit -10 |
| | Miss -10 |



A



-Major



-Minor

**Stage 6
(S Pit 2)**