**Course Description**

**2018 Border Showdown**

**Match 1**

This is a Modified “Distinguished Course” with shooting from 15, 10, 7 and 3 yards. The course requires 60 rounds to complete. Magazines will be loaded with maximum of 5 rounds at any time. The 3-yard line requires the shooter fire their weapon strong hand only and support hand only. The target is a standard B-27 Silhouette. Sixty rounds to complete. Perfect score would be 600, with any ties decided by X-Count.

**10 rounds in 20 seconds from the 15-yard line.**

Draw;

5 rounds any position, Reload

5 rounds any position

**10 rounds in 15 seconds from the 15-yard line.**

Draw;

5 rounds any position, Reload

5 rounds any position

**10 rounds in 12 seconds from the 10-yard line.**

Draw;

5 rounds standing, Reload

5 rounds standing

**10 rounds in 10 seconds from the 7-yard line.**

Draw;

5 rounds standing, Reload

5 rounds standing

**10 rounds in 8 seconds from the 7-yard line.**

Draw;

5 rounds standing, reload

5 rounds standing

**10 rounds in 15 seconds from the 3-yard line.**

From the ready position (gun out)

5 rounds standing, Strong Hand Only, Reload

5 rounds standing, Support Hand Only

**Clear and Show safe.**

**Match 2**

“Combat Standards” with shooting from 15, 10, 7, 5 and 3 yards. The course requires 25 rounds to complete. Magazines will be loaded as directed by range personnel at each stage of the course. The only scoring area on the target will be an 8” circle in the chest and a 4” circle in the head. Each hit in the circles will be worth 10 points. Perfect score will be 250.

**Stage 1 15 yards 12 seconds 4 rounds**

Shooters will draw and fire a total of 4 rounds, 2 standing and 2 kneeling into the 8” circle.

**Stage 2 15 yards 7 seconds 4 rounds**

Shooters will start with one round in the chamber and an empty magazine. Shooters will **start with the weapon out** and when targets turn, shooters will fire one round to the 8” circle, perform a combat reload and fire 3 additional rounds into the 8” circle.

**Stage 3 10 yards 5 seconds 3 rounds**

Shooters will draw and fire 3 rounds into the 8” circle.

**Stage 4 10 to 7 yards 6 seconds 3 rounds**

Shooters will start at 10 yards weapon holstered. When the targets turn, shooters will move to the 7 yard line and fire 3 rounds into the 8” circle.

**Stage 5 7 to 3 yards 5 seconds 4 rounds**

Shooters will start at 7 yards. When the targets turn, shooters will draw and fire 4 rounds-**on the move**-on the way to the 3 yard line.

**Stage 6 5 yards 5 seconds 3 rounds**

Shooters will draw and fire 2 rounds to the 8” circle and 1 round to the 4” circle in the head.

**Stage 7 5 yards 8 seconds 4 rounds**

Shooters will **start with the weapon in their strong hand**. When the target turns the shooter will fire 2 rounds, strong hand only, into the 8” circle and then transfer the weapon to their support hand and fire 2 additional rounds, support hand only, into the 8” circle.

**Clear and Show safe.**

**Match #1 and Match #2 will be fired back to back while the shooter is on the range**

**Match 3**

“Circles” with shooting from 5, 7 and 10 yards. Shooters will start with a maximum of 5 rounds in their weapon, and additional speed loaders or magazines loaded with a maximum 5 rounds each. Shooters may have as many 5 round magazines or speed loaders on them as needed. Each stage requires the shooter to fire no more than 5 rounds, and then reload before reengaging the target. Shooters may fire as many rounds as possible within the time limits. There is no perfect or “possible” score for Match 3. Max score will depend on shooters ability to put rounds on target within the allotted time.

The target is an 8 ½” by 11” piece of paper, with 3 circles on the surface. The circle sizes are 2”, 4” and 5”. The 2” circle is worth 10 points, the 4” circle is worth 7 points and the 5” circle is worth 5 points. One 8 ½” by 11” target will be used for each of the 3 distances, 5, 7 and 10 yards. Targets will be scored after each of the 3 stages during this match. Once a target is scored it cannot be reengaged. If it is reengaged, the subsequent shots will not be scored. Any previously accumulated points will be retained.

The match will begin with the targets facing the shooter and an audible signal will be used to begin the stage of fire. At the end of the time limit, 10, 14 or 20 seconds the target will face away. At the end of all 3 stages the points accumulated will be totaled for the overall score.

**5-yard line**  **10 seconds.**

Draw;

Fire as many rounds as possible into any of the circles on the 5 yard Target within the 10 second time limit.

Magazines will be loaded 5 rounds only, reload as necessary

**7-yard line**  **14 seconds.**

Draw;

Fire as many rounds as possible into any of the circles on the 7 yard Target within the 14 second time limit.

Magazines will be loaded 5 rounds only, reload as necessary

**10-yard line**  **20 seconds.**

Draw;

Fire as many rounds as possible into any of the circles on the 10 yard Target within the 20 second time limit.

Magazines will be loaded 5 rounds only, reload as necessary

**Clear and Show safe.**

Procedural violations will result in a maximum point deduction of 10 points per round on each of the 3 matches.

At the conclusion of all 3 matches each shooter’s score for each match will be compared to the top overall score for each individual match winner. For each individual Match, each shooter will receive a percentage, representing how they did compared to the Stage Winner.

As an example, Shooter #1 wins the stage with a score of 248. Because 248 is the top score, Shooter #1 receives 100 stage points, representing full points as the Stage Winner. Shooter #2 shoots a score of 235 which is 94.75% of the top score. Shooter #2 receives 94.75 stage points. Each individual shooter will receive an overall score representative of the total stage points, added together, for all 3 Matches.

**Showdown**

The Showdown will be an 8 person shoot off in a bracket configuration. The three preliminary courses, Match #1, #2 and #3 will decide the top 4 shooters from each State, Missouri and Kansas. Any tie after the preliminary rounds will be broken by X count from Match 1 and if still tied a shoot-off will decide. Missouri Shooters will be seeded 1-4 on one side of the bracket, and Kansas Shooters will be seeded 1-4 on the other side of the bracket. Shooters from each state will compete head to head in Showdown Bouts until a single representative from each State is decided. These Preliminary Showdown Bouts will be the best 2 out of 3 head to head competitions. The two state representatives will then go head to head to determine an overall Champion. The Championship Showdown will be the best 3 out of 5 head to head Showdown Bouts. The course of fire will combine speed and accuracy.

**Showdown Elimination Description**

Team Events

During the team event 4 shooters will be positioned 7 yards from the targets. Each shooter will be centered on their target, 4’ on center from the shooter(s) to either side of him/her. An electronic timer with an audible beep will start the bout and record each shot to include the final shot from the group. Start position will be weapons holstered, hands down at sides and shooters may start with magazines fully loaded. Each shooter will have a target array with three 8” circles in front of them, 7 yards from their position. Shooters must remain behind the 7 yard line during the event. Each team will have a valid time when all of the 8” circles (three per shooter x four shooters= 12 total targets for the team) have 2 shots striking on or inside the edge of the target. A maximum time of 30 seconds will be assessed if all targets have not been engaged with the required number of rounds. The higher seeded team will decide shooting order and that order will remain throughout the bout until a winner is decided. Low time wins. If each team exceeds a maximum time during a bout that bout will be reshot until a winner is decided. Shooters may shoot at any of the targets assigned to their team at any time during the bout. Preliminary rounds will be best 2 out of 3 bouts and the finals will be best 3 out of 5 bouts.

The second target (Individual shoot off target) will be used for the Individual Event.

Individual Event

During the individual event the shooter will be positioned 7 yards from the targets. Each shooter will be centered on their target. An electronic timer with an audible beep will start the bout and record each shot to include the final shot from the shooter. Start position will be weapon holstered, hands down at sides and shooters may start with magazines fully loaded. Each shooter will have a target array with three circles in front of them, an 8” circle a 6” circle and a 4” circle, 7 yards from their position. Shooters must remain behind the 7 yard line during the event. On the start signal each shooter will fire 3 shots in the 8” circle, 2 shots in the 6” circle and 1 shot in the 4” circle. Each shooter will have a valid time when all of the circles have the required number of hits on or inside the edge of the target. A maximum time of 30 seconds will be assessed if all targets have not been engaged with the required number of rounds. The higher seeded shooter will decide shooting order and that order will remain throughout the bout until a winner is decided. Low time wins. If each shooter exceeds a maximum time during a bout that bout will be reshot until a winner is decided. Shooters may shoot the targets assigned to them in any order they desire as long as each target has the required number of hits assigned to that target. Preliminary rounds will be best 2 out of 3 bouts and the finals will be best 3 out of 5 bouts.

Preliminary bouts will be the best 2 out of 3 runs. Finals will be the best 3 out of 5 runs. The Finals between the State Champions will involve a coin flip to determine start position. If you have any questions, email [ward.smith@kcpd.org](mailto:ward.smith@kcpd.org) . (See diagram below)