



Rainier Ballistics Invitational - I

July 19th, 2014

RAINIER
BALLISTICS

J. Michael Bresson – Match Director

Greg Bell – Scoring Stats

Mark Goede – Area Coordinator in charge

The logo for Rainier Ballistics LLC is centered at the top of the page. It features the words "RAINIER", "BALLISTICS", and "LLC" stacked vertically in a bold, blue, stylized font with a white outline and a slight 3D effect. The text is enclosed within a light gray oval border.

RAINIER BALLISTICS LLC

Company History & Mission Statement

Rainier Ballistics, established in 1983, has grown to become one of the two largest plated bullet producers in the world. The rapidly growing popularity of our bullets is due, principally, to three factors: (1) their relatively low price, (2) that they result in essentially zero lead vapor emissions when shot and (3) their high degree of accuracy.

All of Rainier Ballistics manufacturing is done in house and we believe that contributes to the high degree of quality of our bullets. We are open 24 hours a day dedicated solely to the manufacture of (nothing but) copper plated bullets. Rainier Ballistics extrudes its own lead wire, swages its own bullet cores, does all of its own electroplating and now "Restrikes" or re-swages its bullet cores after they have been electroplated. Only Rainier Ballistics and CCI Speer perform this second swaging step to their entire line of electroplated bullets. The result is a highly accurate, uniform and attractive bullet. In fact, a European customer of ours (that we did not even sponsor!) used our bullets to win the IPSC Championships of Europe.

This new Restrike bullet technology has helped us to earn sales to such ammunition companies like Winchester, PMC / Eldorado Cartridge, Focchi, 3D Ammunition, Cor Bon, Master Cartridge, Atomic Ammunition, Optimized Ammunition, Bishop Ammunition, High Country Ammunition, and many more.

Rainier Ballistics' bullets, along with their accuracy, also offer the shooter the advantage of generating essentially zero lead vapor when shot. When either lead or traditional jacketed bullets (with their exposed lead bases) are shot, substantial harmful lead vapor is formed. Ranges around the world have repeatedly found that switching to Rainiers' LeadSafe™ bullets substantially reduces lead vapor levels. In fact, the owner of the largest indoor shooting range in Paris recently told us that their examination indicated a reduction of airborne lead vapor levels, after switching to our bullets, by a factor of 40X.

RAINIER BALLISTICS LLC

Rainier Ballistics Invitational 2014 – Match Briefing

Please take a few moments to read and understand all of the contents of this match rules. Our number one goal for every competitor is safety. We do not want to disqualify anyone due to safety violations but we do have a zero tolerance for negligent actions on the range that endanger the safety of yourself and others. We will provide every competitor a challenging Course of Fire during your visit and wish you the best of luck!

COLD RANGE – Music City Tactical Shooters (MCTS) maintains a cold range. Firearms SHALL NOT be handled anywhere on the range except in designated safety areas or under the direct supervision of a staff Safety Officer. Safe areas at MCTS are identified by large signs and are at several locations throughout our bays. Handling of firearms in the parking areas is deemed unsafe gun handling and will result in a DQ.

Upon arrival to the match, if you are actively carrying the pistol you wish to compete with, please immediately seek out a Safety Officer (red polo shirt) and inform them that you are carrying a “loaded” firearm. They will assist you in unloading your firearm. Do NOT unload or handle ammunition at a safe area. Your firearm should remain unloaded on the range for competitor safety.

SAFETY AREAS - Safety areas are located around the range to un-bag and holster or un-holster and bag your firearms. You may also dry fire practice and do gun repair in the safe areas. No ammunition may be handled in any safe area at MCTS.

RULES - The match rules are found in the IDPA Rules Handbook, current Edition and addendum's.

THIS IS AN IDPA SANCTIONED MATCH AND WILL BE CONDUCTED IN STRICT COMPLIANCE WITH THE CURRENT IDPA RULEBOOK, INCLUDING HOLSTER, COVER GARMENT AND EQUIPMENT RULES. IT IS THE RESPONSIBILITY OF THE SHOOTER TO BE KNOWLEDGEABLE OF THE RULES AND IN COMPLIANCE.

Our Safety Officers will attempt to give warnings for cover and movement violations whenever possible, but not receiving a warning does not excuse the violation. The responsibility for following the rules belongs to the contestant.

Please understand that for multiple use of cover or movement violations within a single string, the competitor may receive a Failure to Do Right (FTDR), not just a single Procedural (PE). This will certainly apply whenever a competitive advantage of more than 3 seconds could be realized by the multiple violations.

Stage Briefing - No sight pictures, gun or finger. No choreographing the stage. All contestants will receive the exact same briefing by the SO on every single stage. Please do not take any action that appears to be an individual rehearsal of the stage. Violators will be warned and then earn a procedural. If it continues, you will earn an FTDR.



Range Layout





Rainier Ballistics Invitational - I

(East) Bay 1 Stage 1

Stage: Office day gone wrong!

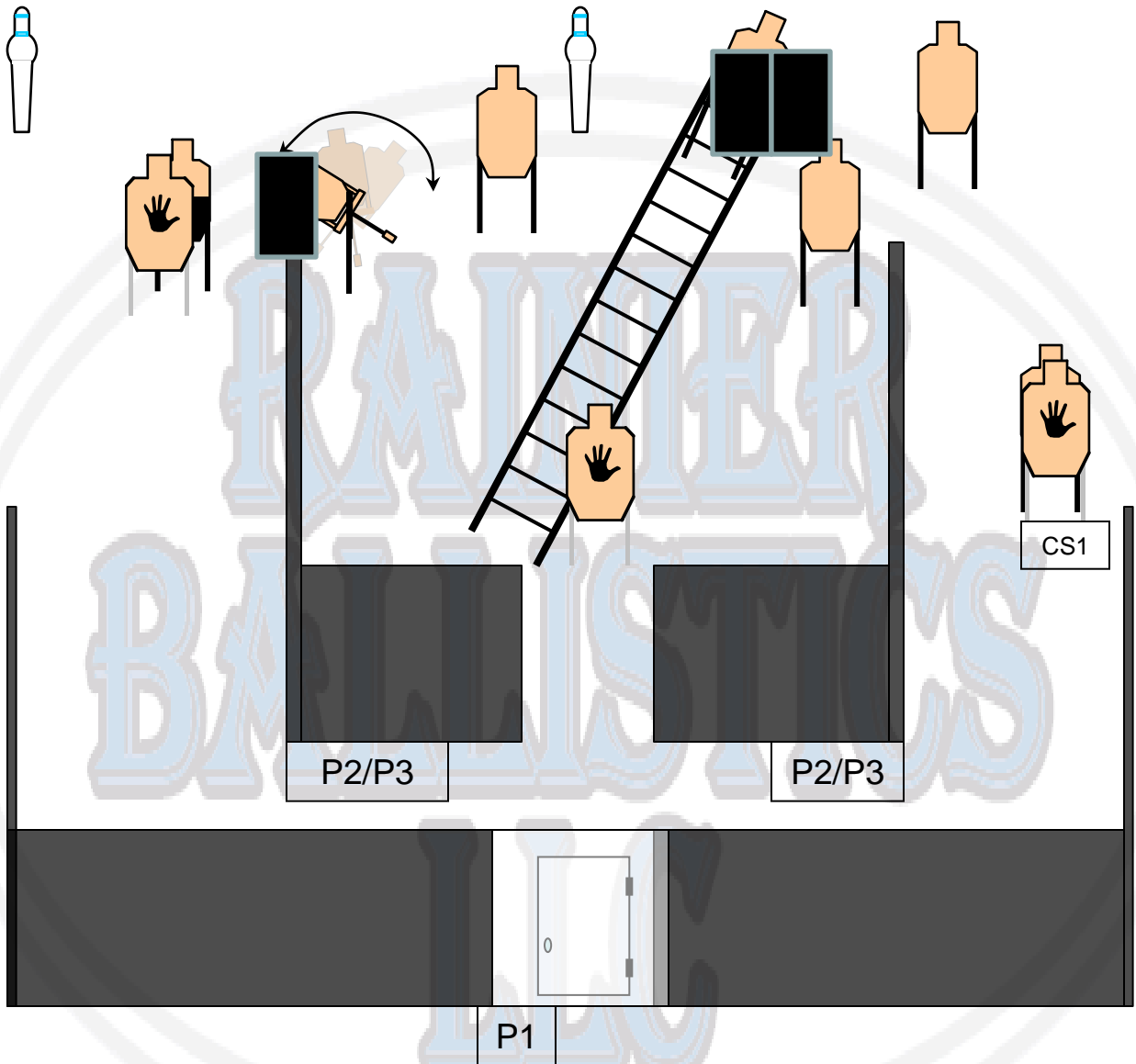


SCENARIO: You are heading into work when you hear the place being robbed. Protect your co-workers and especially your boss, since review time is next week.

START POSITION: Standing at P1, weapon loaded and muzzle on the "X". Weak hand relaxed on the door knob.

STAGE PROCEDURE: At the signal, turn knob and while utilizing cover, engage all visible threat targets. Move to P2 and engage threat targets while utilizing cover. Right side foot activator must be activated before engaging targets. Any legal IDPA reload is available.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 7 Threat, 2 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





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(East) Bay 2 Stage 2
Stage: Backyard Mechanic

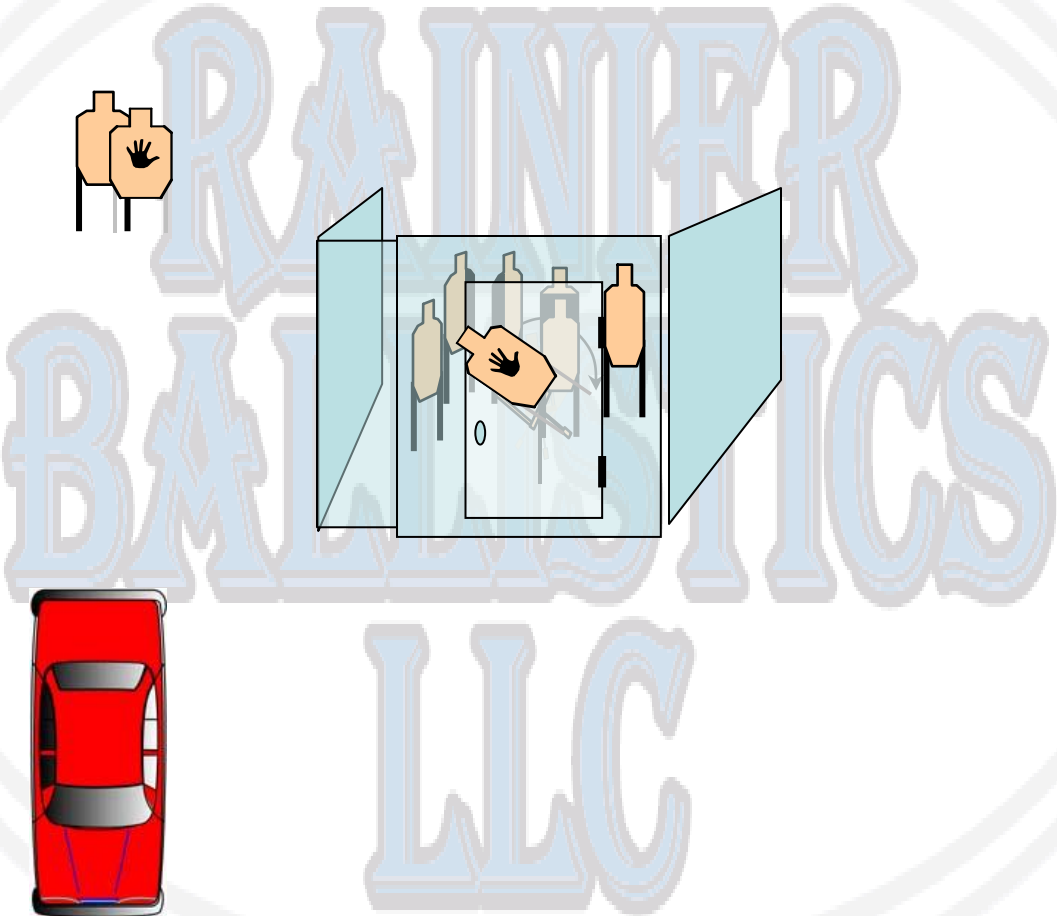
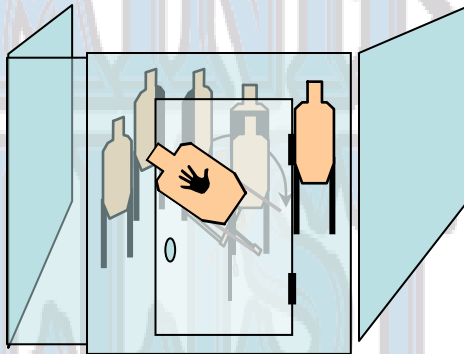


SCENARIO: While working on your chick magnet (because that is how you roll), your roommates get into an argument and tempers exhausted. Protect the innocent so you can collect the rent later.

START POSITION: Standing at P1, leaning over under the hood with wrenches in each hand. Weapon loaded and holstered.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 Threat, 0 Steel, 2 Non-threat
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, stop the threats outside the house while maintaining cover from the car. Move to P2 and engage all remaining threat targets while utilizing cover. Any IDPA legal reload is available.





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(East) Bay 3 Stage 3
Stage: Tourist be aware!

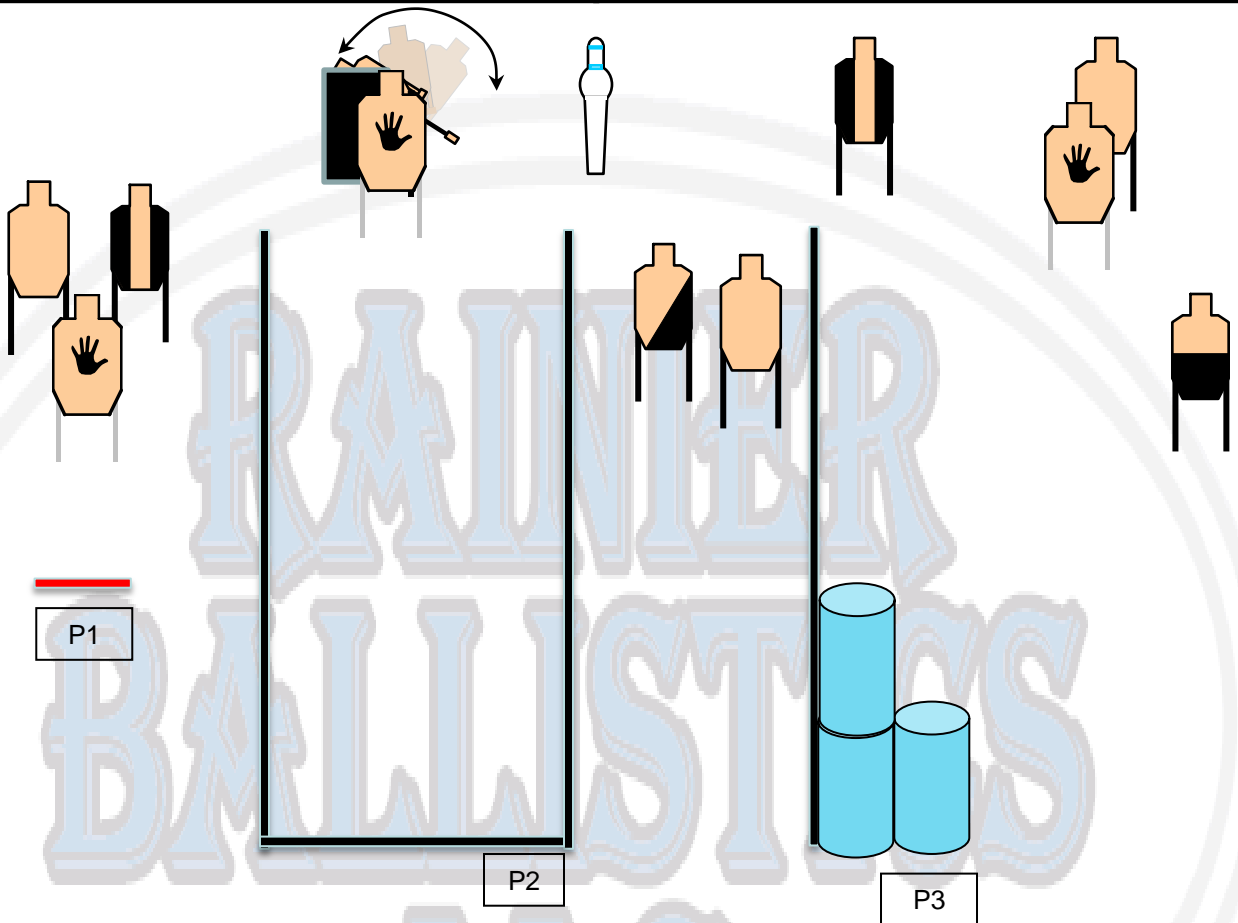


SCENARIO: You are taking a stroll down Bourbon Street with friends. Some of them are lagging behind. You are approached by a group that want your tourist wad of cash and possibly your life. Defend yourself.

START POSITION: Standing at P1, facing up range. Hands above shoulders. Wallet in strong hand. Pistol loaded and holstered.

STAGE PROCEDURE: At signal, turn, draw pistol and engage threat targets in Tactical Sequence while retreating to P2. Engage threat targets at P2 while utilizing cover. At P2, PP1 will activate swinging target. Move to P3 and engage remaining threat targets in Tactical priority while utilizing low cover. Any IDPA legal reload is available.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 Threat, 1 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





Rainier Ballistics Invitational - I

(East) Bay 4 Stage 4

Stage: BBQ gone wrong!!

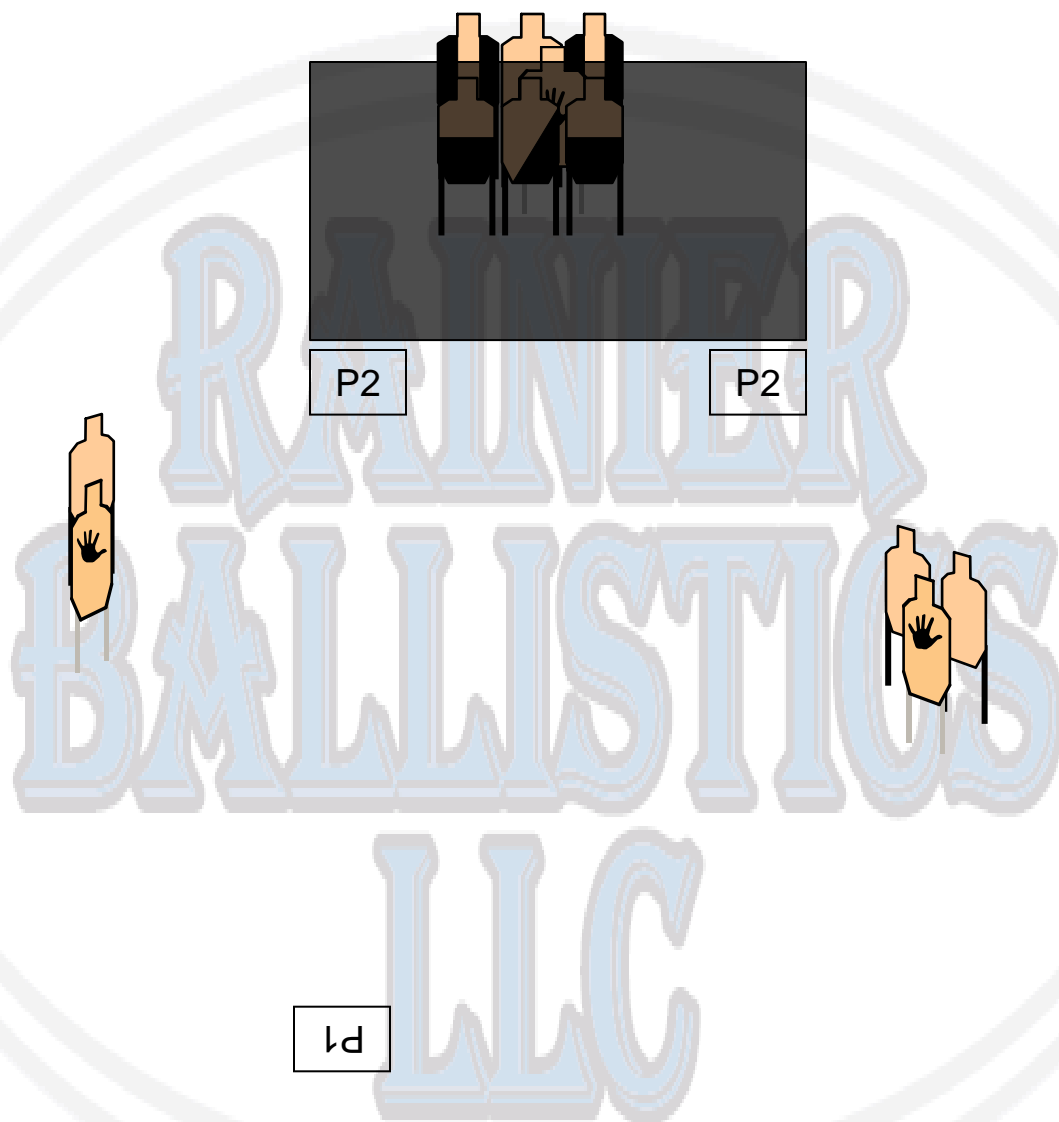


SCENARIO: You are grilling out your favorite steaks and hotdogs(for the kids) when you hear screams in the back yard. behind the fence. Drop everything and save your family and neighbors from the thugs trying to harm them.

START POSITION: Facing up range with grilling utensils in your strong hand. Weapon loaded and holstered.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 Threat, 0 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At the signal, turn and engage all visible targets while advancing to P2. At P2, engage all remaining targets utilizing cover. You are in the open moving from P1 to P2. Any IDPA legal reload is available.





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(East) Bay 5 Stage 5

Stage: Alligator Infestation



SCENARIO: While in the heartland of Louisiana, your boat tips over in the swamp filled with alligators. Your crew is trying to make it back to the boat. Retrieve your friend's weapon in the tackle box and save them. Anyone up for Ivey House Gator Chowder later this evening?

START POSITION: Sitting at P1 with weapon loaded and laying in the tackle box along with all magazines. Hands laying on knees.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 9 Threat, 0 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Not Required

STAGE PROCEDURE: At the signal, engage all alligators in Tactical Priority. Any IDPA legal reload is available.





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(East) Bay 6
Stage: Chrono



CHRONO CHECK

7 rounds

Official Chronograph Procedure

If the chronograph is being done separately from the competitor (pulling and/or bagging ammunition to chronograph) where the chronograph official uses match-supplied guns for the chronograph, the following procedure should be implemented. Chronograph three (3) rounds at a distance of ten (10) feet using a gun of MAXIMUM barrel length for the DIVISION. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity.

Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds through his gun. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitors declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score. If the chronograph is being done as a station within the match (adjacent to a stage or near by) where the competitors firearm is used, the following procedure should be implemented.

Chronograph three (3) rounds at a distance of ten (10) feet using the competitor's gun. If two (2) of the three (3) rounds exceed the power floor, the competitor is in compliance. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. Should the competitor's ammunition fail to meet the power floor, the competitor will have the option to chronograph three (3) additional rounds using his gun or a gun of MAXIMUM barrel length for the DIVISION. Prior to each shot, the muzzle of the gun should be elevated to move the powder charge to the rear of the case, thus giving the competitor every chance to achieve maximum velocity. It is not the match organizers responsibility to try to provide a gun of every type and caliber. The logistics of this could be almost impossible. If the match officials can, they may provide the gun or borrow one from a different match competitor to reattempt to pass the chronograph. However, if a suitable substitute can not be obtained, the attempt must be made using the competitor's gun. It is ultimately the responsibility of the competitor to insure his ammunition will make power. If there is any question as to the bullet weight, a bullet should be pulled and weighed using a powder scale. Should the competitors declared bullet weight and the actual weight deviate by more than 3 grains lower than the declared weight the competitor will receive a FTDR. Any competitor whose ammunition fails to meet the minimum power floor will be disqualified from the entire match and receive a DNF score.

Thank you for your participation!





Rainier Ballistics Invitational - I

(West) Bay 1 Stage 6
Stage: Around the Corners!

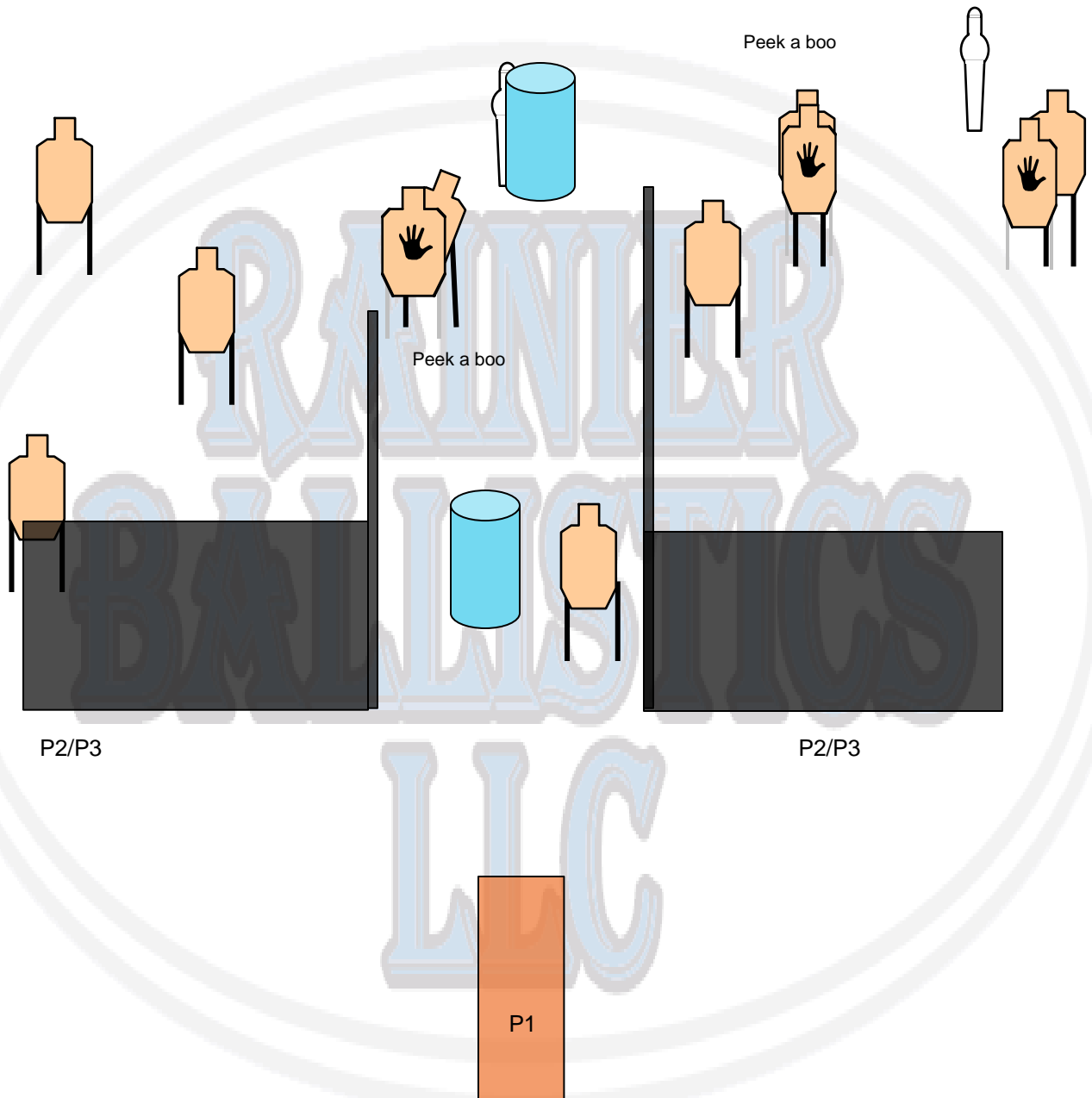


SCENARIO: You are at an ATM getting money out for your daughter's dance recital when you are approached by a gang of rioters. Save yourself and other innocent by standers.

START POSITION: Standing at P1, arms length distance away. Pistol loaded and holstered. Hands on the ATM.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 Threat, 2 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal, turn, draw and engage all visible targets from P1 or while on the move to P2. Any make up shots must be from cover. At P2, engage all threat targets utilizing cover. Move to the opposite side to P3 and engage all threat targets utilizing cover. Any IDPA legal reload is available.





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(West) Bay 2 Stage 7

Stage: Standards' Nightmare



SCENARIO: Standards

START POSITION: Standing at P1, Firearm loaded per E1.2 and shooter at R16.

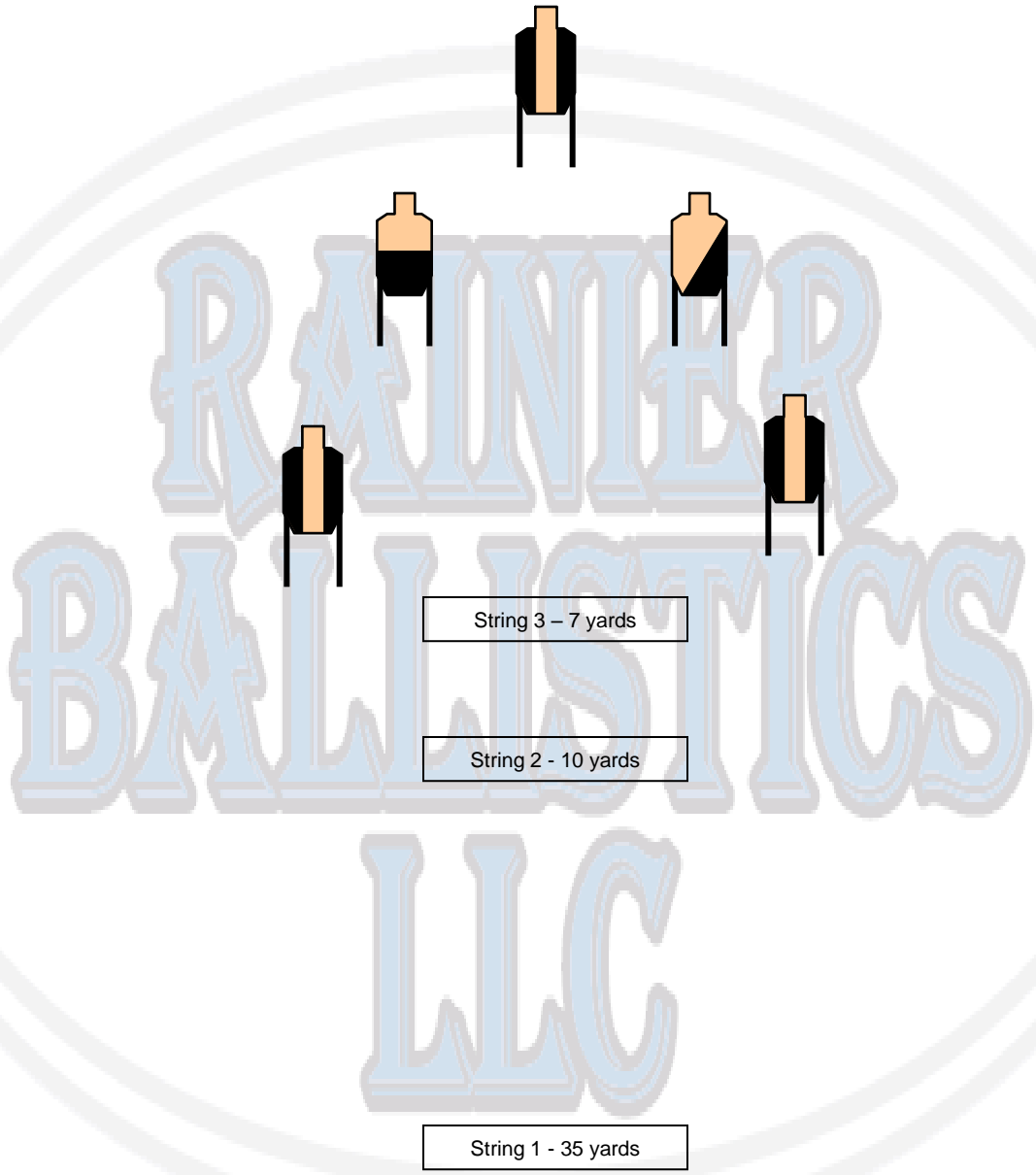
STAGE PROCEDURE:

String 1: Engage targets using IDPA guidelines with 1 shot each freestyle.

String 1: Engage targets using IDPA guidelines with 1 shot each strong hand only

String 1: Engage targets using IDPA guidelines with 1 shot each weak hand only.

STRINGS: 3
SCORING: 15 rounds min, Limited Vickers
TARGETS: 5 Threat, 0 Steel, 0 Non-threat
SCORED HITS: Best 3 per cardboard
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





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(West) Bay 3 Stage 8
Stage: Grocery Store Mayhem

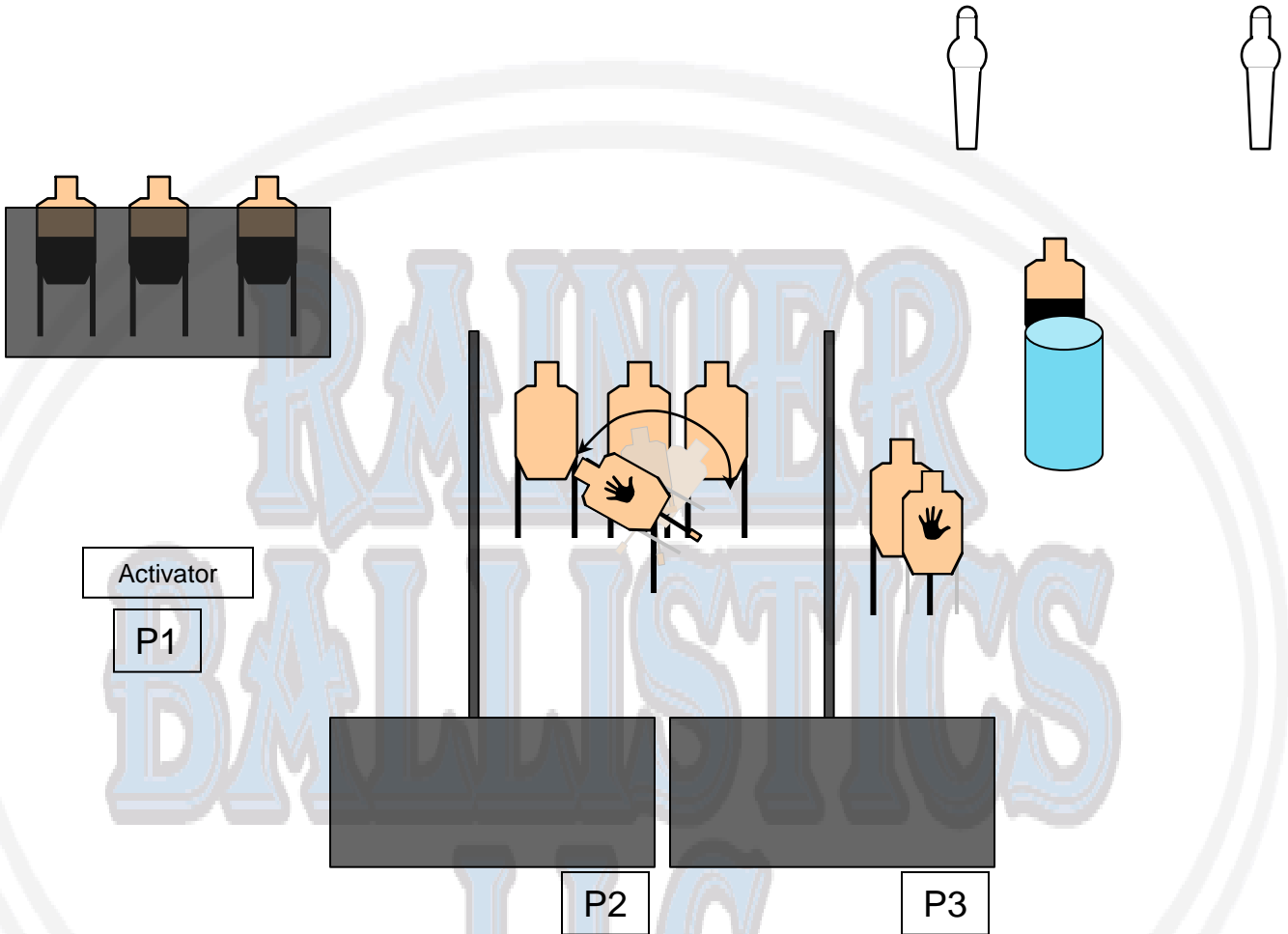


SCENARIO: While standing to the check out line, you notice your family is not with you in line. You hear screams coming from the back as you see bad guys directly in front of you.

START POSITION: Standing at P1, grocery bag in strong hand.
Firearm loaded per E1.2 and shooter at R16.

STAGE PROCEDURE: At the signal, drop grocery bag on the activator and then draw to engage threats while retreating to P2. Make up shots shall be made while utilizing cover. Engage remaining threat targets utilizing cover. Any IDPA legal reload is available.

STRINGS: 1
SCORING: 18 rounds min, Vickers
TARGETS: 8 Threat, 2 Steel, 2 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





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(West) Bay 4 Stage 9

Stage: Car Jackin'

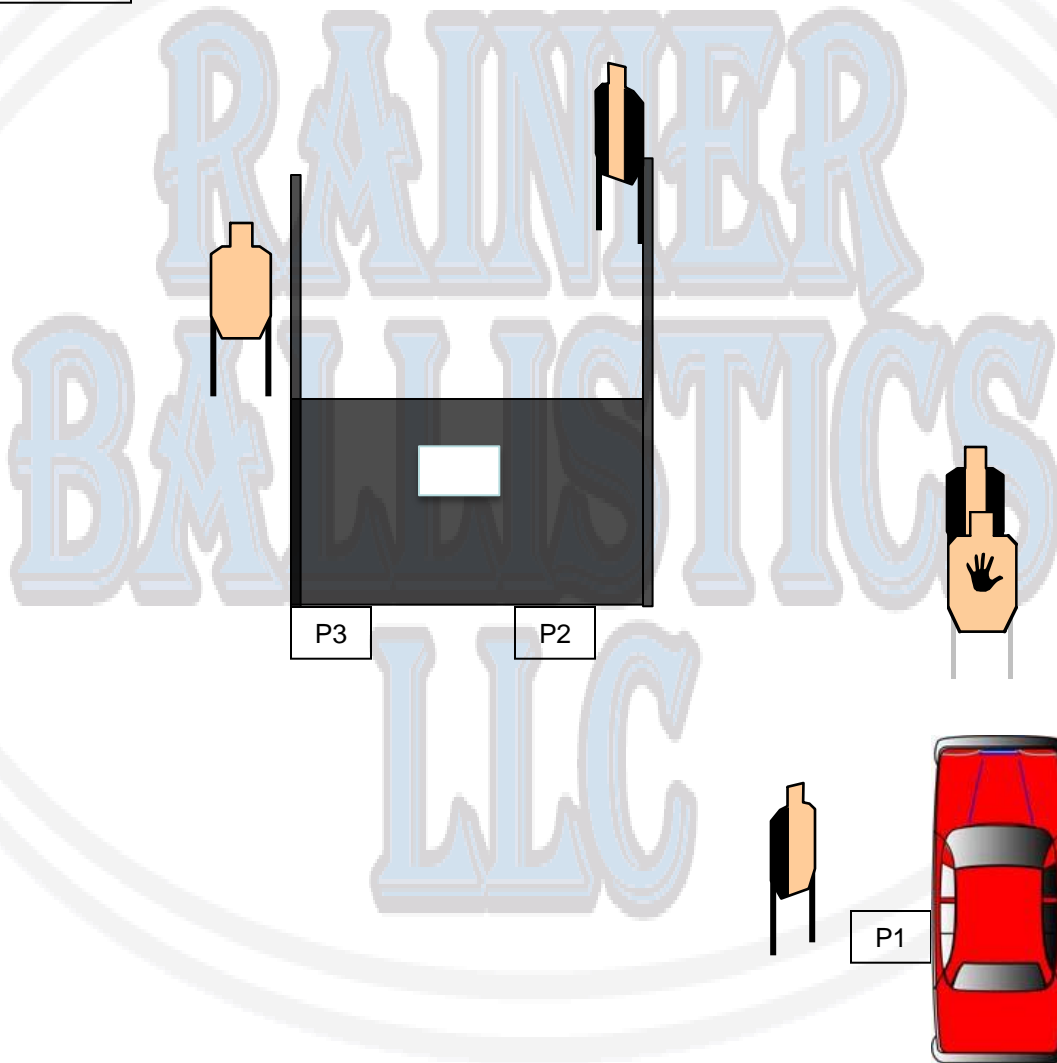
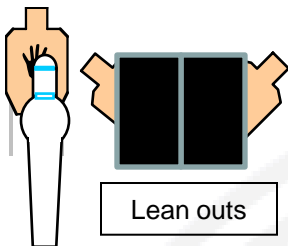


SCENARIO: You in the mean streets of Rodeo Drive. When all of a sudden, Vanilla ICE look a likes wants your car, money and your life. Bad thing is that there are innocent bystanders in the stores and around the corner. Protect yourself and them.

START POSITION: Sitting in car with weapon loaded and laying in passenger seat facing up range. Hands on the steering wheel in the 2 and 10 position.

STAGE PROCEDURE: At the signal, engage visible targets from the windows to the left and right. Open the door and engage target in front of the car, while seated. Move to P2 and engage threat targets of a store window. Utilizing cover Move to P3 and engage remaining targets in the alleyway utilizing cover. Any IDPA legal reload is available.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 Threat, 1 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required





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(East) Bay 5 Stage 10
Stage: Poker night



SCENARIO: You were invited to a poker game with some friends and strangers. You later find out that it is a robbery that is going to go badly for others. Save yourself and your friends.

START POSITION: P1 sitting in chair with cards in both hands in front of your face with back against the chair. Pistol loaded and holstered.

STRINGS: 1
SCORING: 17 rounds min, Vickers
TARGETS: 8 Threat, 1 Steel, 3 Non-threat
SCORED HITS: Best 2 per cardboard, Steel down
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
CONCEALMENT: Required

STAGE PROCEDURE: At signal drop cards and your visible threats while seated. Move to P2 and engage threat targets utilizing cover. Move to P3 and engage threat targets utilizing cover. Any IDPA legal reload is available.

