

Tonight was carry gear night. You shot what you had on when you came in the door, no changing guns, holster or mag carriers. You were allowed to load magazines to capacity. No limited stages.

For stage 1 you started dressed as the same as you were when you walked in RM including coats, gloves and bags worn or carried, if you were carrying items you had props to hold to simulate those. If you came in with an empty gun, guess what?

Stage 2, was a house clearing stage shot without seeing the stage first. Target identification was the key here as each target had a picture over the head of target showing a different person for each target. You got to see the three pictures of your family before clearing the house. No two people did it the same, everybody got to see how bad it is to clear a house. There was a par time that forced shooters to finish before the hostages died.

Stage 3 started when the "door" started moving simulating the BG bull rushing into the house. The SO started the timer when the door moved. I like this type of start that has a visual cue instead of an audible cue. There is a slight variation in the start of stage from shooter to shooter but I think it is worth it to avoid programming in that every gunfight starts with "beep". We will be doing more of this type of start.

Stage 4 was where the full capacity magazine showed its stuff, 18 rounds to complete. 1911 guys, well that's life...

I announced tonight that for the next couple of months FNL will be doing less competition stages and more survival stages. What I expect this to mean is that we'll see more scenarios based upon the skills to survive a gunfight such as the short, close and ugly fighting, fighting in and around the home, alternative lighting conditions, etc... With less run and gun IDPA/IPSC style stages.

I've been away with the flu with lots of time to think of ideas for stages, I have a few more "fun" stages for the next couple of Fridays. Be prepared to shoot in the dark next week.

Thanks to Randy for doing the scores and designing stage 4 and to Marc for designing stage 2. Special thanks to Tony for letting us run over to get a couple of more stages in.

Jerry