

We could not hold these matches without all of your help, thanks. Please review the following items on how we run the classifier. If you have any questions please email me at Info@FRIDPA.com. It is critical that we all SO the Classifier in a consistent manner for all of our shooters.

1. We will have an SO walk-through after all bays are setup and we will start shooting after the SO walk-through.
3. We won't have a general shooters meeting so please when you get your squad to the assigned bay conduct a mini-shooter's meeting. Please review the **Four Rules of Gun Safety**. In addition remind everyone to help:
 - A. tape
 - B. pickup brass
 - C. reload the current shooter's mags/speed loaders
4. Each bay will be setup for the classifier and will have three target-stands (plus one for warm-up, details in next item), a barrel and Bianchi Barricade, please refer to the 2017 CoF.
5. Warm-up: Please offer an optional timed (non-scoring) warm-up to the shooter.
 - A. The fourth target stand will be added to the CoF off to one side.
 - B. 5 foot high target.
 - C. 7 yard starting position marked.
 - D. CoF warm-up: Two to the body one to the head.
6. Each bay will be stocked with 18 unused targets so we can start each stage with a fresh target and then change each target once during each stage.
7. **Please have everyone in your squad shoot Stage One first, then everyone shoot Stage Two, then Stage Three.** Over the years I have tried various ways to shoot the classifier and found this method to be the most efficient and it keeps the shooters involved.
8. Shoot all three stages in the same bay no need to rotate to another bay.
9. Generally there are no re-shoots so if the shooter makes a mistake and/or a weapon malfunction the clock keeps running, keep it fair and use your best judgment.

The classifier consists of 72 total shots; which breaks down to 8 shots per target per stage.

1. All shooter starting positions are on the center line which runs from the middle of the 4' high target to the middle of the Bianchi barricade. While advancing/retreating the shooter may move off of the center line.
 - A. Stage 1 all at the shooting position 1, the 7 yard mark.
 - B. Stage 2,
 1. String 1 with heels at P2 on the up-range side of the 10 yard mark, facing up-range.
 2. String 2 with heels on P2 the down-range side of the 10 yard mark, facing down-range.
 3. String 3 with toes on P3 the up-range side of the 5 yard mark, facing down-range.
 - C. Stage 3
 1. String 1 start behind the Bianchi barricade.
 2. String 2 standing behind the barrels.
2. No coaching while the competitor is shooting from the SO, scorekeeper or anyone in the gallery.
3. Announce the Stage and string then read the string instructions *verbatim* for each time for each shooter. Doing this helps coordinate the SO and score keeper it also keeps it fair for all the shooters. For example say:
"Stage 1, string 1. Load exactly 6 rounds in the firearm. Draw and fire 2 shots to each body, re-load from slide-lock and fire 2 shots at each head."
4. Keep the shooter hot between strings.
5. Have the shooter re-holster their weapon after each string of fire then record the time.
6. Score the targets at the end of the stage after "Unload and show clear. Range is clear."
7. Count the number of shots a shooter takes at each target, if they have taken an extra shot give a *Procedural* whether that extra shot hits the target or not.
8. Each target should have only 8 hits so count the number of hits first.
9. Greater than 8 hits:
 - A. If there are more than 8 hits then extra shots have been taken so tape over the best shots till the number of hits left on the target is 8. Give a *Procedural* if one has not yet been given for this string.
 - B. Remember only one *Procedural* per string for extra shots no matter how many extra shots were taken.
10. Fewer than 8 hits, score each hit less than 8 as a miss.
11. Special scoring procedure for **Stage 1, string 1**.
 - A. After **stage1-string1** there should be 4 hits; 2 to the body and 2 to the head.
 - B. Keep the shooter hot but have the shooter holster their weapon.
 - C. Take the shooter with you or have the shooter put their hands on their head and have the score keeper stand in front of the shooter.
 - D. Go downrange and tape over those obvious head shots that missed the head but hit the body. Those are only scored as misses and incur no penalty.
 - E. At the end of the stage there must be 8 hits, minimum 2 to the head. No makeup head shots.