



MARCH 17-19, 2023

Gordon, Texas

Welcome Competitors!

On behalf of the Sandy, Karole, Brandon and Tiffany Strayer, Infinity Firearms and all of our staff and volunteers, we are excited to present the World Pistol Shoutout I to you and our community! We think the format for this match will result in some exciting competition this weekend. We look forward to seeing the top shooters battle it out head-to-head in the Shootout at the end of each day.

We would like to thank all of the sponsors, especially our match sponsor's OMG Tacos, Hunter's HD Gold and Berry's Bullets. As a result of their generosity, we have Nearly \$20,000 in cash and prizes to give away this weekend.

We hope that you have safe, fun and challenging match...good luck!

Respectfully,



STAFF

Website - Kyle Smith

Rules - Scott Beebe

Volunteer Coordinator - Shannon Giordano

Range Master - Lee Neel

RO Coordinator - Michael Bathon

Range Officers - Eric McCampbell, Dale Hamm, Gary Brisco, Alex Costa, Bretton Rebol, Bud Connolly, Stephen Barrier, Ken Naffziger, Jimmy Cade, Alan Jenkins, Caleb Smith, Anthony Zabonik, Thomas Pirtle, David Mandros, James Byrne, Drake Ferrill, James Sandifer, Richard Haertling, Danny Zlotnik, Michelle Ehrich, Deron Wood, Dan Click

Setup Crew - Adrian Hernandez, Gianni Giordano, Giovanni Giordano

Fix-It - Marcus "da Man"

Stage Design - Scott Beebe & Brandon Strayer

Caterers - OMG Tacos, Bent Bucket

Registration - Shannon Giordano



AMMUNITION SHIPPING

Any competitor may ship ammunition for the match at their own means and expense. Ammunition may be sent to the following address and will be available for pickup at registration:

Infinity Firearms
C/O World Pistol Shootout—(Your Name)
71229 Highway 20
Gordon, Texas 76453

PARKING & WAIVER

Parking will be on the east side of range OFF Mitchell Hill Road below Stages 7-10. There will be no parking at the factory or the training building. Everyone entering the range will be required to complete a waiver. There will be a tent setup next to the parking table for waivers to be signed prior to entering the range.

COLD RANGE

Firearms will not be handled anywhere on the range except in designated safety areas or under the direct supervision of a certified staff Range Officer. Handling firearms in parking areas is deemed unsafe gun handling. There will be an CCW unloading barrel on the east side of the competitor parking lot.

SAFETY AREAS

Safety areas are located around the range to unbag and holster or unholster and bag guns and also for dry fire practice and gun repair, etc. No ammunition may be handled in any safety area. Safety areas will have a generous 'foot-fault' box immediately behind the table area. If you are standing completely in the box, you are considered to be in the safety area.

EYE & HEARING PROTECTION

All competitors and spectators must wear eye and hearing protection at all times while on the range. Registration and dining area are exemptions from this rule.

OFF LIMIT AREAS

The factory and factory parking lot will be off limits to all competitors. Additional Off Limit Areas will be defined as needed by safety flagging beyond which competitors and spectators are prohibited.

VENDOR AREA

A vendor area will be set up next to the Shootout Bay (between Stages 4 and 5). This is not considered part of the match area. Both competitors and spectators are encouraged to check this area out. There will be several firearms on display by vendors including Infinity Firearms starting at 1:30pm on Saturday and Sunday (Performance Carry, Open, Limited, Suppressed, etc). There will be a plate rack set up in the Shootout Bay for everyone to test fire the guns that are on display.



CHECK-IN

Registration Check-In will be done in the Training Building. All Competitors **must** check-in prior to 7:30am of the day they are scheduled to complete. Registration will be open the following times:

Thursday - 4:00pm to 6:00pm

Friday - 6:30am to 7:30am, 4:00pm to 6:00pm

Saturday - 6:30am to 7:30am, 4:00pm to 6:00pm

Sunday - 6:30am to 7:30am

MAGAZINE CERTIFICATION

After completing Registration Check-In, competitors will be required to certify all of their magazines for the match. Thus, **bring your magazines to Registration Check-in!** All magazines will be gauged to fit in a 141.25mm magazine gauge. Use of non-certified magazines may result in per shot penalties and/or disqualification from the match. Competitors will also receive a "Competitor Information & Equipment Card" that they will need to have in order to shoot during the match.

CHRONOGRAPH

Chronograph will be conducted at random. The specific process will be explained at the shooter's briefing each day. We hope this will prevent any "power-factor cheating" from occurring.

STAGE INSPECTION

When the entire squad is assembled at the scheduled time, a written stage description will be given (WSD), followed by a four-minute walk-through and question period. Shooters at their scheduled stage may negotiate obstacles only during the four-minute inspection period. The on-deck competitor **only** may negotiate obstacles while the previous competitor's targets are being scored. **Early inspection of a stage is not permitted by competitors.** Competitors will be allowed to view the stages ahead of their scheduled time from behind the viewing line. The viewing line will be painted with marking paint on the ground. Competitors crossing the viewing line prior to their scheduled time may result in a procedural penalty or disqualification.

FOOD

Lunch will be provided for competitors each day as well as coffee and donuts in the morning. Additional food and beverage will be available on a limited basis by our caterers for spectators at their own cost.



RULES

We are using a set of rules specific written for this match. The current version is World Pistol Shootout Official Rules Version 1.4—12/1/2022. You can download this version at worldpistolshootout.com. These rules may be refined prior to the match, and any such refinements/updates shall be posted here prior to the commencement of the match. These rules are open-source and any match has our permission to use them.

DIVISIONS

Division	Unlimited	Limited Optics
Minimum Power Factor - Minor	125	125
Minimum Bullet Weight - Minor	110gr	110gr
Minimum Power Factor - Major	150	n/a
Minimum Bullet Weight - Major	110gr	n/a
Minimum Bullet Caliber	9mm	9mm
Maximum Bullet Caliber	45ACP	45ACP
Maximum Firearm Weight	n/a	n/a
Maximum Firearm Length	n/a	n/a
Optical or Electronic Sights Allowed	Yes	Yes
Compensator Permitted	Yes	No
Slide Cuts Permitted	Yes	Yes
Barrel Ports Permitted	Yes	No
Frame Mounted Thumb Rests	Yes	No
Slide Stop Thumb Rest	Yes	Yes

OBEY RANGE OFFICERS

Range Officers are here to assist you in completing a safe shooting contest. If there are indications that you are becoming unsafe, attempts will be made to warn you. If your gun handling has become unsafe, you will be stopped. When you hear STOP!, immediately cease firing, stop moving and wait for further instructions from the Range Officer.

LOST BRASS

To maintain our timeline, the World Pistol Shootout I is a “lost brass” match. Competitors will refrain from picking up their brass after completing a course of fire. Match staff will be given first consideration to pick up brass as compensation in part for their hard work.

MATCH SCHEDULE

- THURSDAY** 8:00am to 3:00pm - Final Range Setup
3:00pm to 5:00pm - Registration is Open
- FRIDAY** 6:30am to 7:30am - Registration is Open
7:30am - Match Briefing
8:00am - First Shots - Staff Match
11:45am - Lunch
3:00pm to 5:00pm - Registration is Open
- SATURDAY** 6:30am to 7:30am - Registration is Open
7:30am - Match Briefing
8:00am - First Shots - Performance Carry Match
11:45am - Lunch
2:00pm to 4:00pm - Registration is Open
4:30pm to 6:30pm - Shootout & Awards
7:00pm - Staff Dinner
- SUNDAY** 6:30am to 7:30am - Registration is Open
7:30am - Match Briefing
8:00am - First Shots - Unlimited Match
11:45am - Lunch
4:30pm to 6:30pm - Shootout & Awards



COMPETITOR SCHEDULING

Competitors must compete for score according to the published match and squadding schedules. Competitors who are not present at the scheduled time for any stage may not attempt that stage without the prior approval of the Match Director, for which the competitor's score for that stage will be zero. Occasionally, stages will clear squads early. If your entire squad is available, the squad will be allowed to shoot ahead of schedule.

SQUAD MATRIX

Friday - Staff Only

Friday	8:00	8:45	9:30	10:15	11:00	11:45	12:30	1:15	2:00	2:45	3:30
Stage 5	1					LUNCH	3			2	
Stage 4		1						3			2
Stage 3	2		1						3		
Stage 2		2		1						3	
Stage 1			2		1						3
Stage 6				2	3			1			
Stage 7	3				2				1		
Stage 8		3						2		1	
Stage 9			3						2		1
Stage 10				3						2	

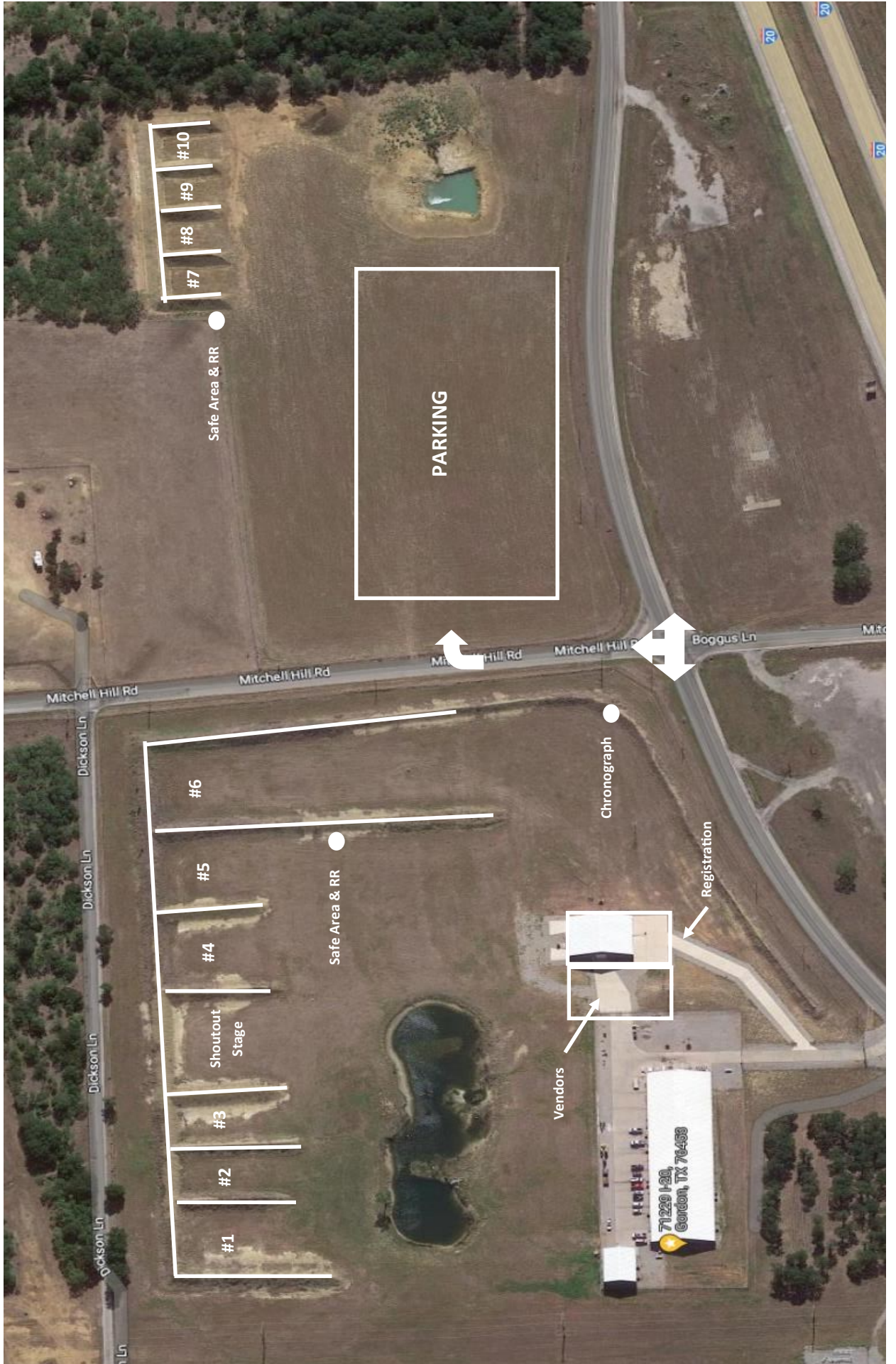
Saturday - Performance Carry

Saturday	8:00	8:45	9:30	10:15	11:00	11:45	12:30	1:15	2:00	2:45	3:30
Stage 5	101	110	109	108	107	106	LUNCH	105	104	103	102
Stage 4	102	101	110	109	108	107		106	105	104	103
Stage 3	103	102	101	110	109	108		107	106	105	104
Stage 2	104	103	102	101	110	109		108	107	106	105
Stage 1	105	104	103	102	101	110		109	108	107	106
Stage 6	106	105	104	103	102	LUNCH	101	110	109	108	107
Stage 7	107	106	105	104	103		102	101	110	109	108
Stage 8	108	107	106	105	104		103	102	101	110	109
Stage 9	109	108	107	106	105		104	103	102	101	110
Stage 10	110	109	108	107	106		105	104	103	102	101

Sunday - Unlimited

Sunday	8:00	8:45	9:30	10:15	11:00	11:45	12:30	1:15	2:00	2:45	3:30
Stage 5	201	210	209	208	207	206	LUNCH	205	204	203	202
Stage 4	202	201	210	209	208	207		206	205	204	203
Stage 3	203	202	201	210	209	208		207	206	205	204
Stage 2	204	203	202	201	210	209		208	207	206	205
Stage 1	205	204	203	202	201	210		209	208	207	206
Stage 6	206	205	204	203	202	LUNCH	201	210	209	208	207
Stage 7	207	206	205	204	203		202	201	210	209	208
Stage 8	208	207	206	205	204		203	202	201	210	209
Stage 9	209	208	207	206	205		204	203	202	201	210
Stage 10	210	209	208	207	206		205	204	203	202	201

FACILITY AND STAGE MAP



STAGES - ROUND COUNT

All stages are Comstock. Actual round count at match may vary slightly.

Stage 1	31 rounds	Stage 6	32 rounds
Stage 2	27 rounds	Stage 7	28 rounds
Stage 3	31 rounds	Stage 8	31 rounds
Stage 4	32 rounds	Stage 9	24 rounds
Stage 5	34 rounds	Stage 10	25 rounds

Total Round Count - 295 rounds



SHOOTOUT & PRIZES

In each match, competitors will compete to earn a slot in the one of several shootouts where they will have the opportunity to win cash prizes. There will be a main division shootout for both divisions with the top shooters from stage competition plus 2 random pick competitors. There will also be a shootout in each division for the following categories: Lady, Junior, Senior or Super Senior. There must be at least 5 competitors in a category for it to be recognized.

The Shootouts will commence immediately after stage competition at the end of the day. The Shootouts will be a single-elimination format.

There will also be prizes for stage winners, the top aggregate winner, and several random prizes. The prize amounts and number of random prizes will be determined by the number of competitors in the match and match sponsorship.

DRAWINGS & DIMENSIONS

Drawings and dimensions shown in this booklet are approximate and may change due to safety or production considerations. There may be additional no-shoots, vision barriers, or other changes. Inspect each stage carefully. Please listen to the written stage description (WSD). The WSD at the match governs the stage.

COMPETITOR AGREEMENT

By competing in this event, you attest that you have read, understand and that you agree to comply with the match rules and regulations.

SIGN UP TODAY FOR THE NEXT

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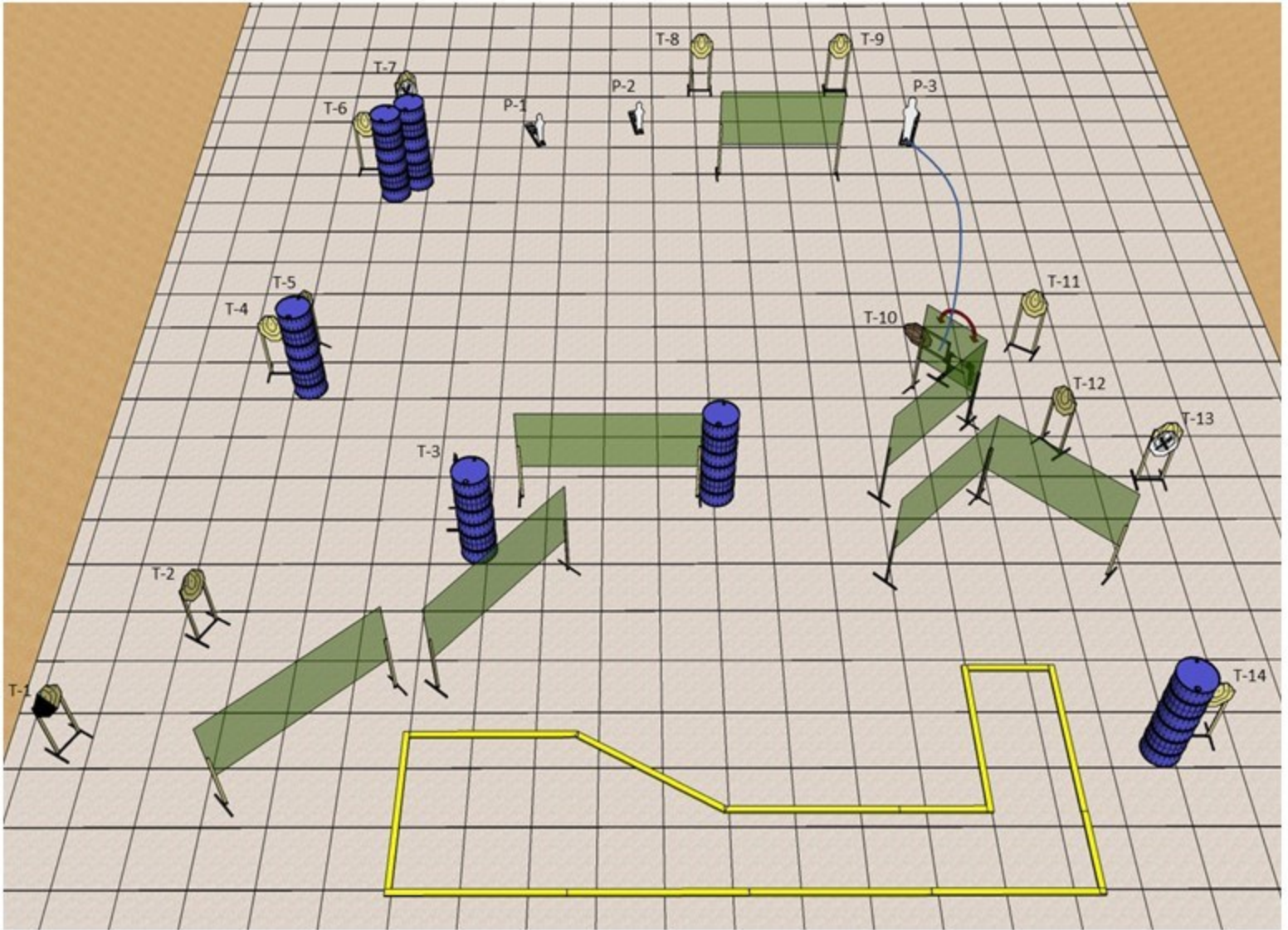
EXPERIENCE

MAY 6-7, 2023



INFINITY FACTORY RANGE
GORDON, TX

PALLA 9MM



STAGE 1

Comstock 14 IPSC Targets
155 Points 3 Poppers

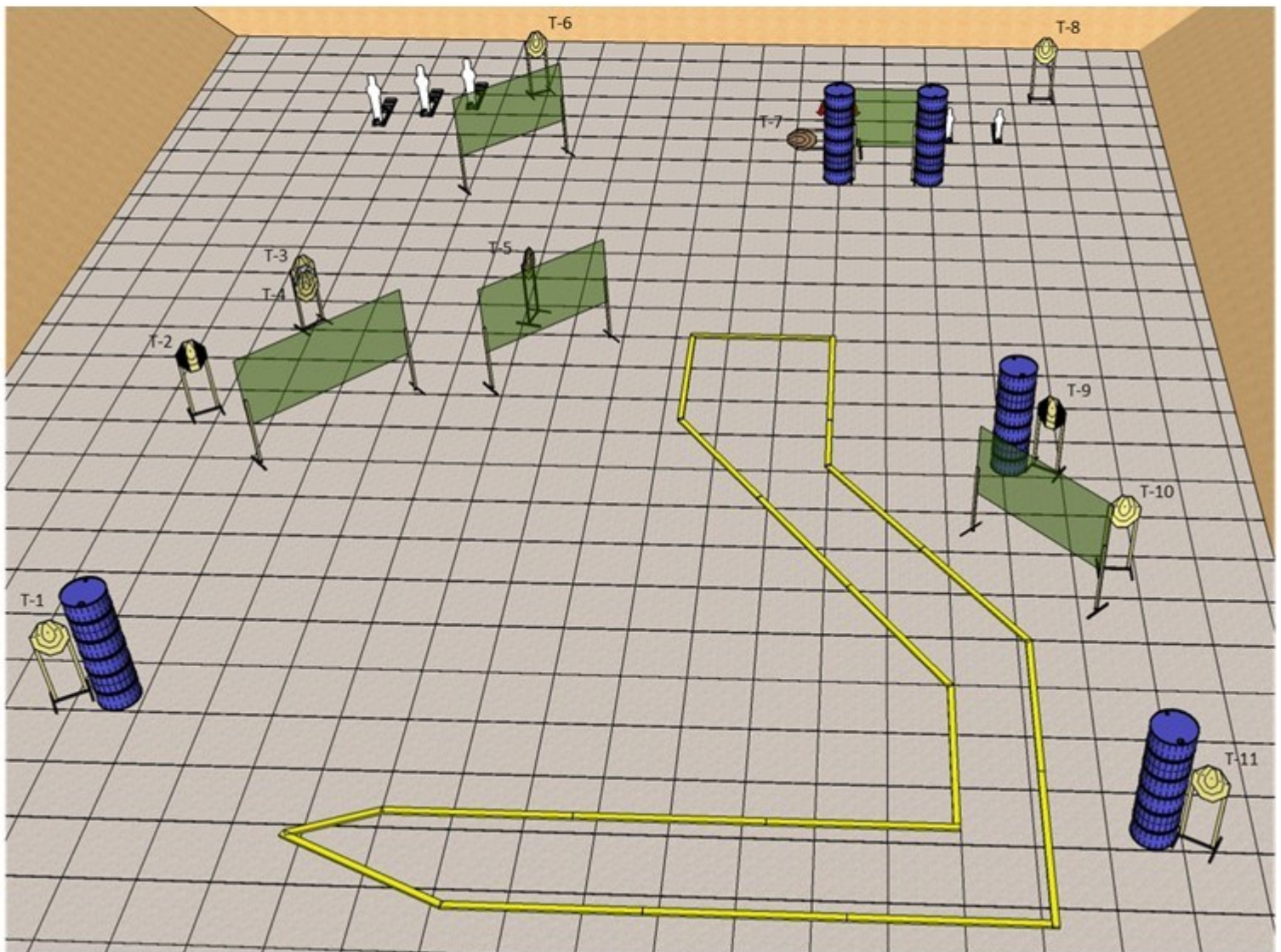


HUNTERS HD
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Start: Standing anywhere in shooting area. Firearm is loaded and holstered with wrists below belt.

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.



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STAGE 2

Comstock 11 IPSC Targets
135 Points 5 Poppers

Start: Toes of both feet touching anywhere along the furthest downrange fault line.
Firearm is loaded and holstered.



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STAGE 3

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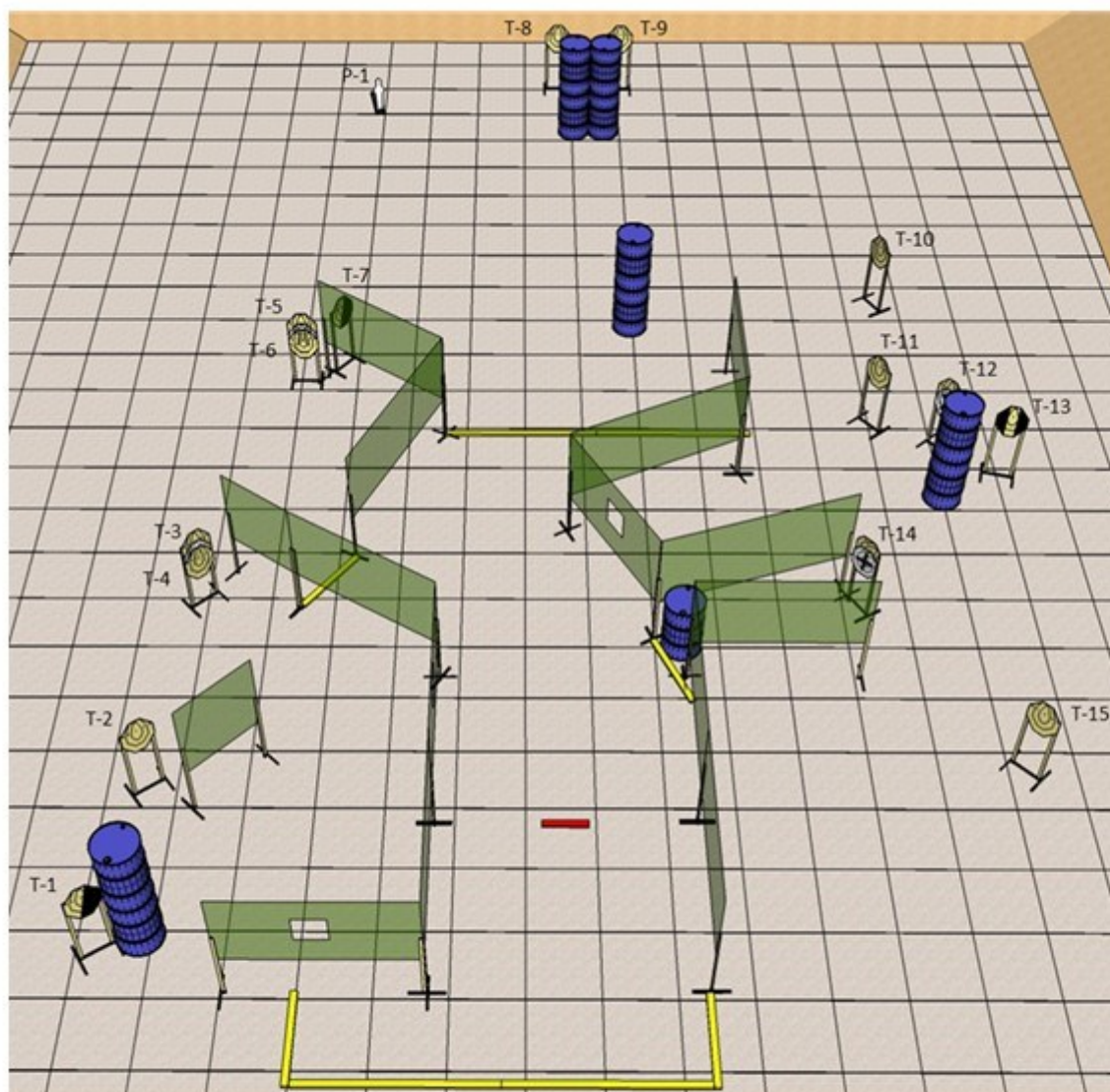
15 IPSC Targets

1 Popper

155 Points

Start: Facing

downrange, inside the shooting area with both feet touching the start stick. Handgun is unloaded and holstered. All ammunition for the stage is placed on the pickup table.

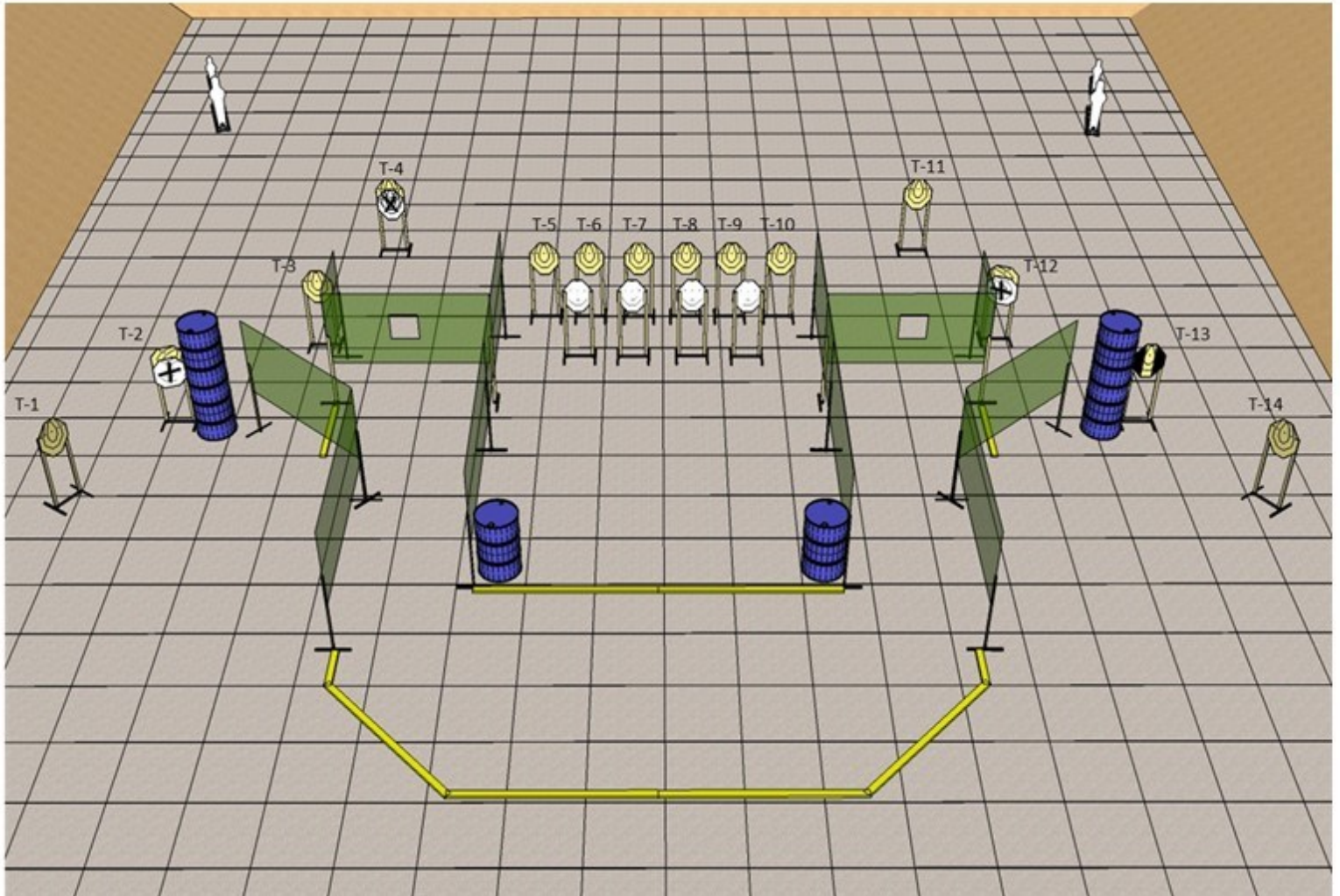


Stage Diagram is for illustrative purposes only. WSD at match governs the stage.





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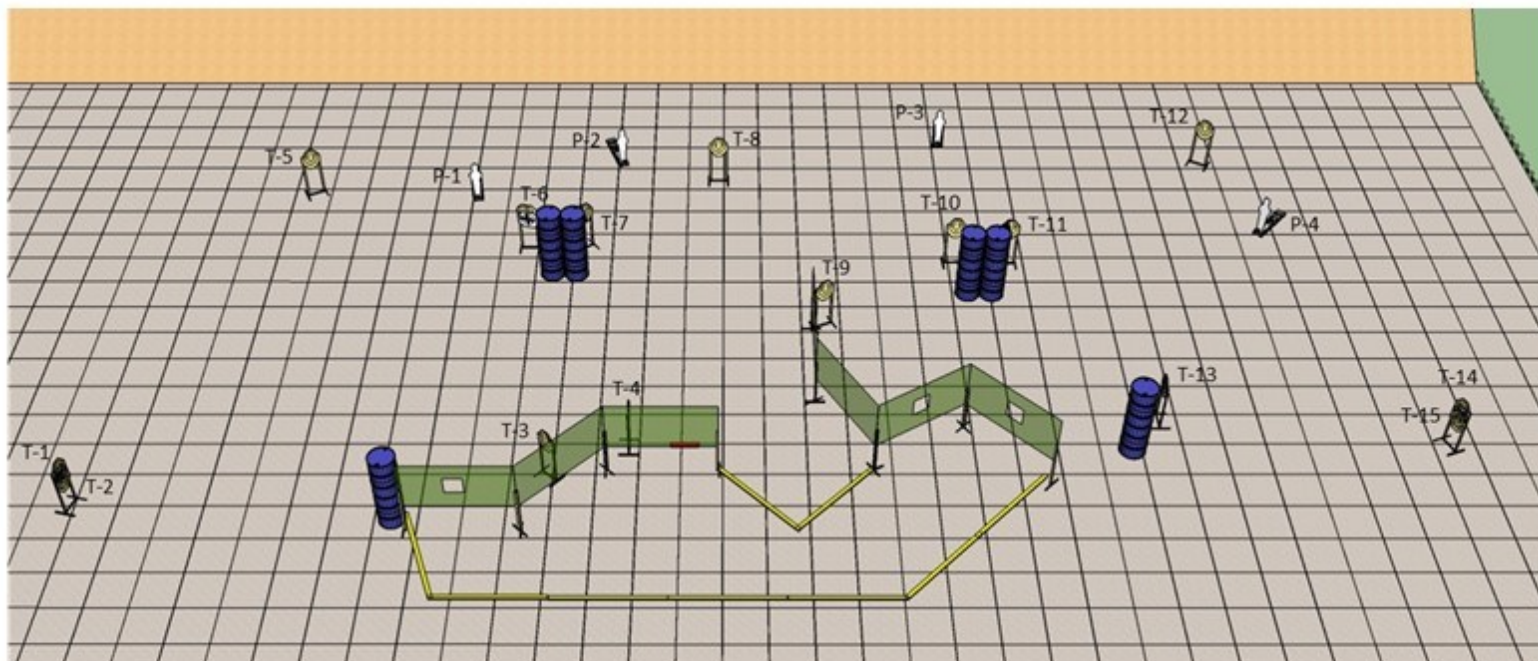


STAGE 4

Start: Feet touching anywhere along rear fault line. Handgun is unloaded and holstered with wrists below belt. All ammunition for the stage is placed on either or both of the pickup tables at the start of the stage

Comstock 14 IPSC Targets
160 Points 4 Poppers

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.



STAGE 5

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.

Comstock 15 IPSC Targets

170 Points 4 Poppers

Start: Hands touching start stick.
Firearm is loaded and holstered.



**HUMANE SOCIETY
OF NORTH TEXAS**



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info@huntershdgold.com

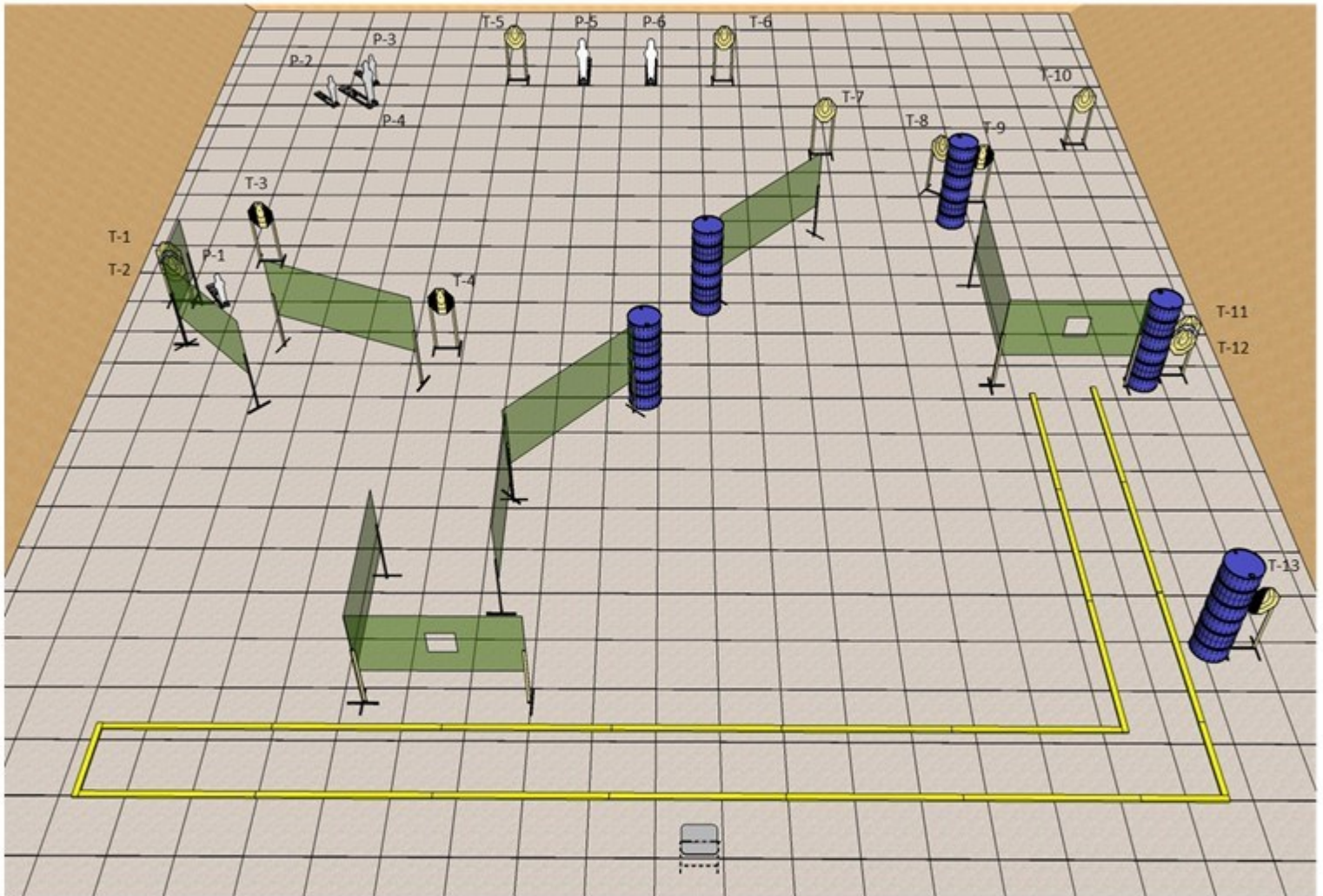
STAGE 6

Comstock 13 IPSC Targets

160 Points 6 Poppers

Start: Seated with both cheeks in chair, feet flat on ground, and hands interlaced on top of head. Handgun is loaded and holstered.

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.



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STAGE 7 – Mystery Stage



LUCAS OIL



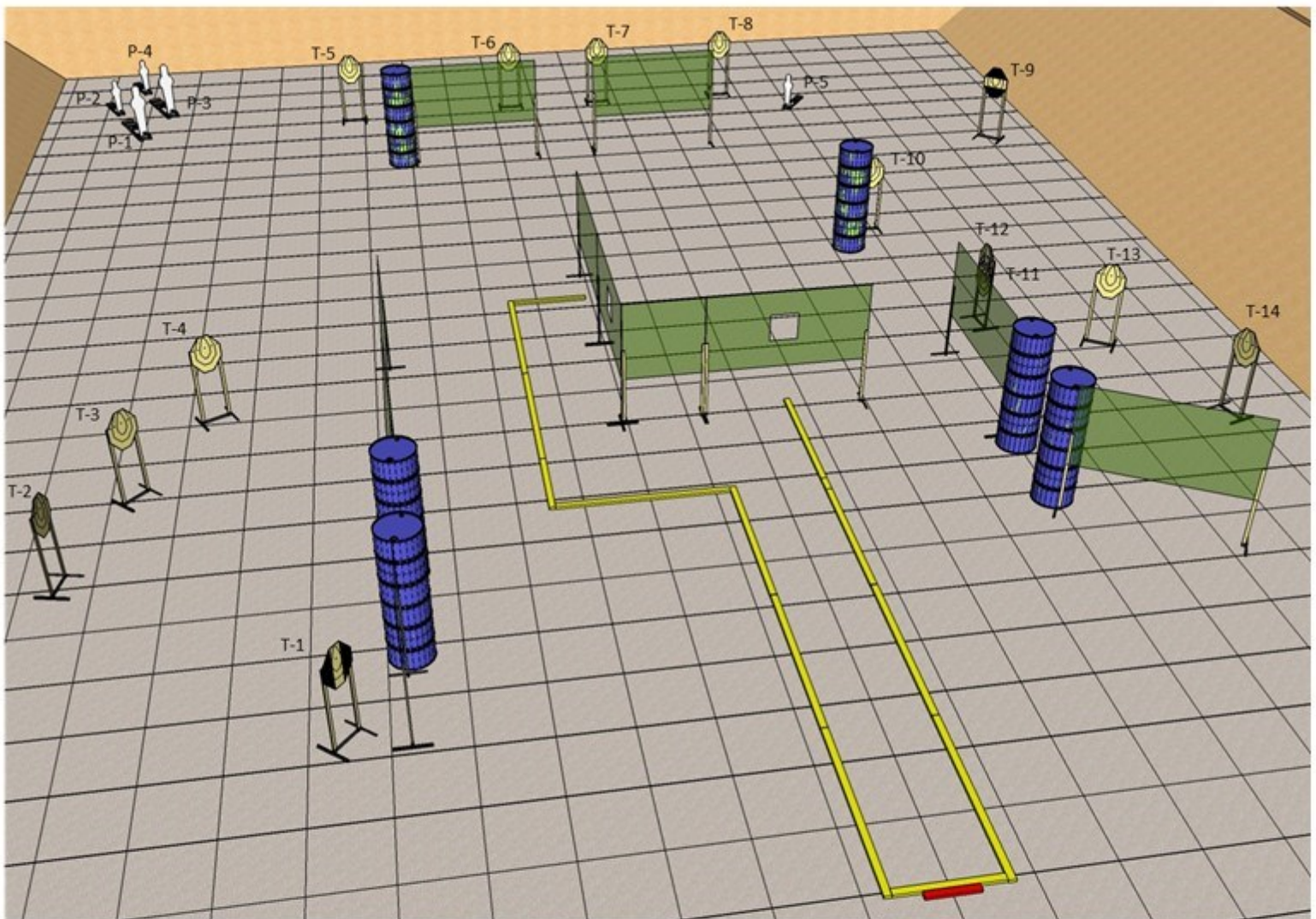
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Stage Diagram is for illustrative purposes only. WSD at match governs the stage.



STAGE 8

Comstock

14 IPSC Targets

5 Poppers

155 Points

Start: Facing downrange, with toes of both feet touching the start stick. Handgun is loaded and holstered.

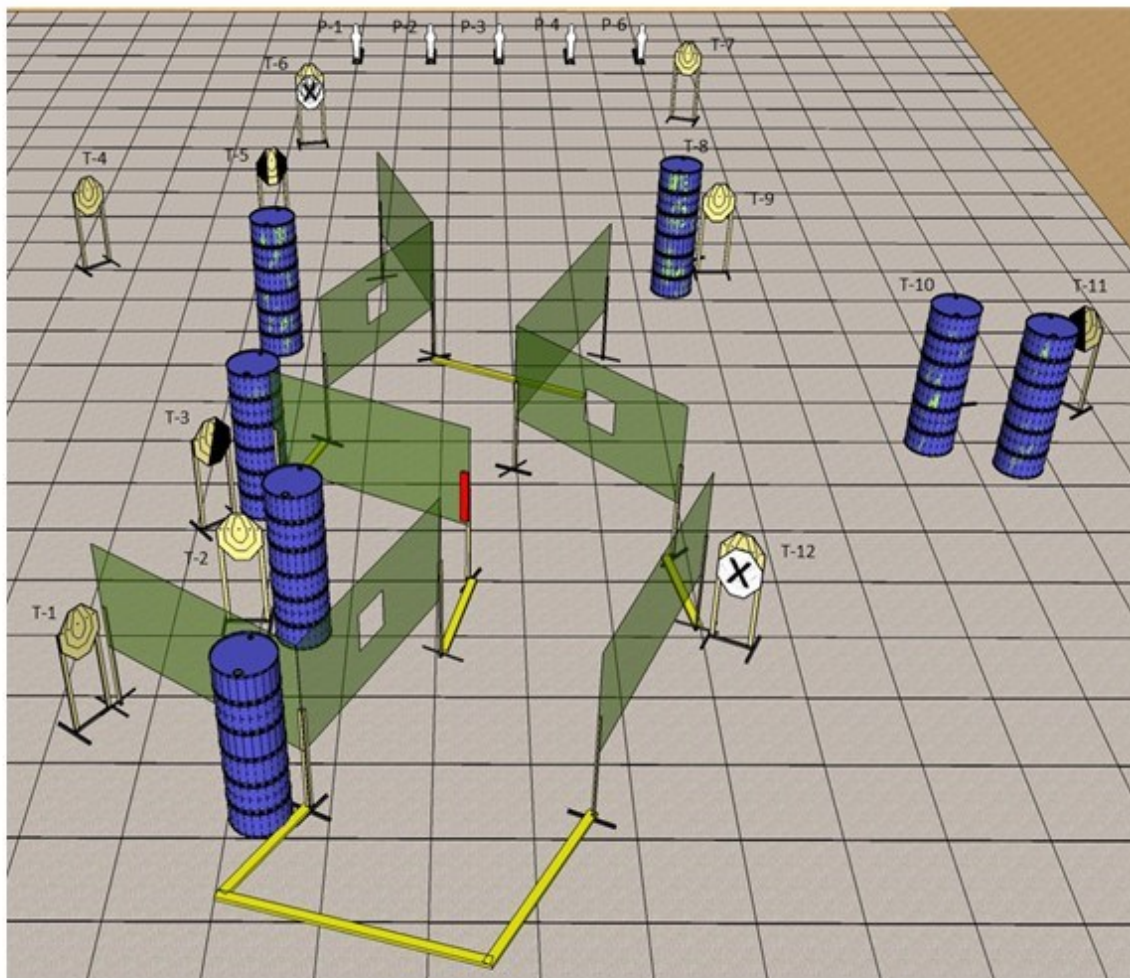


Bullets

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STAGE 9

Comstock

12 IPSC Targets

5 Steel

120 Points

Start: Facing downrange, with both hands touching the start stick. Handgun is loaded and holstered.

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.



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Setup Note:
 Right and left ports have top-hinged doors that shooter must hold open in order to engage certain targets from that position

Stage Diagram is for illustrative purposes only. WSD at match governs the stage.

STAGE 10

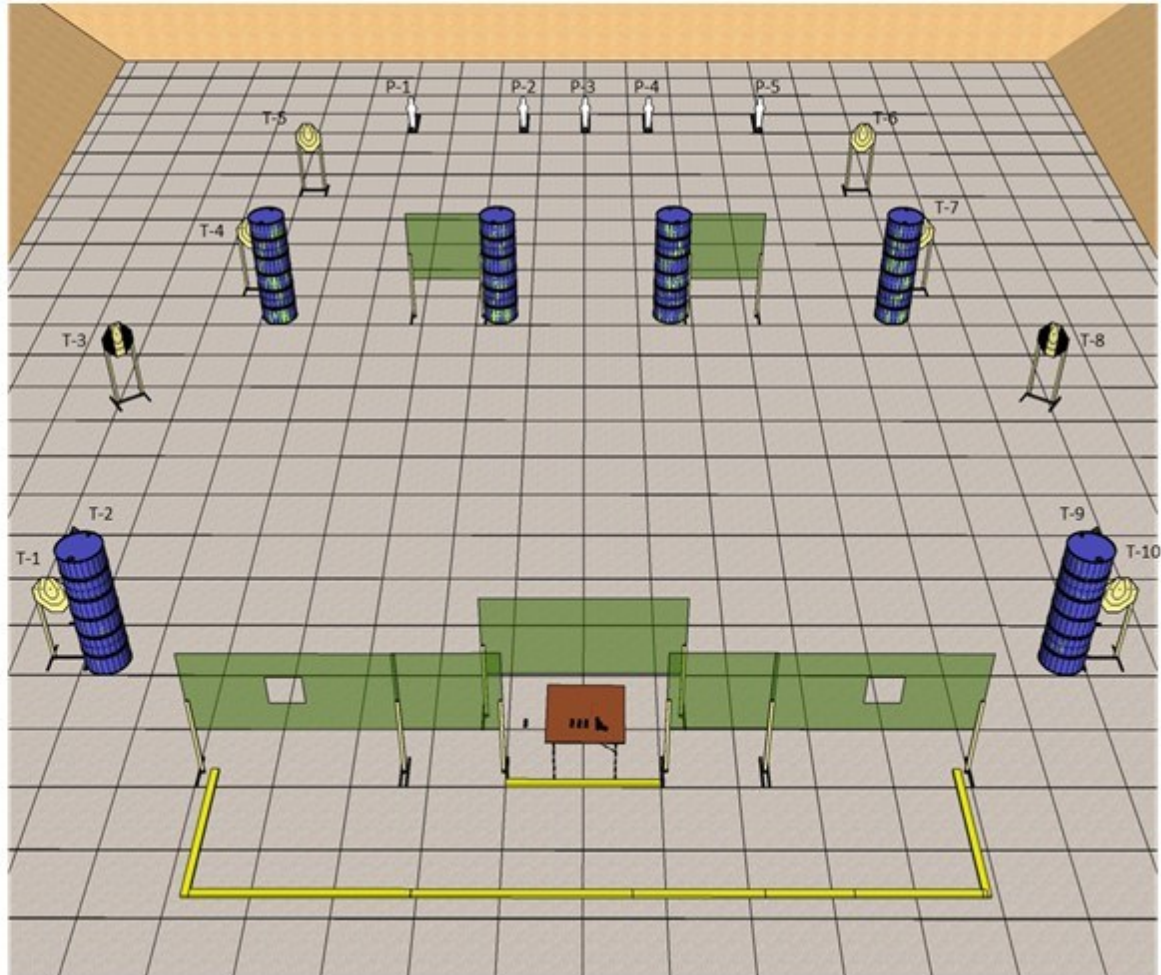
Comstock

10 IPSC Targets

5 Steel

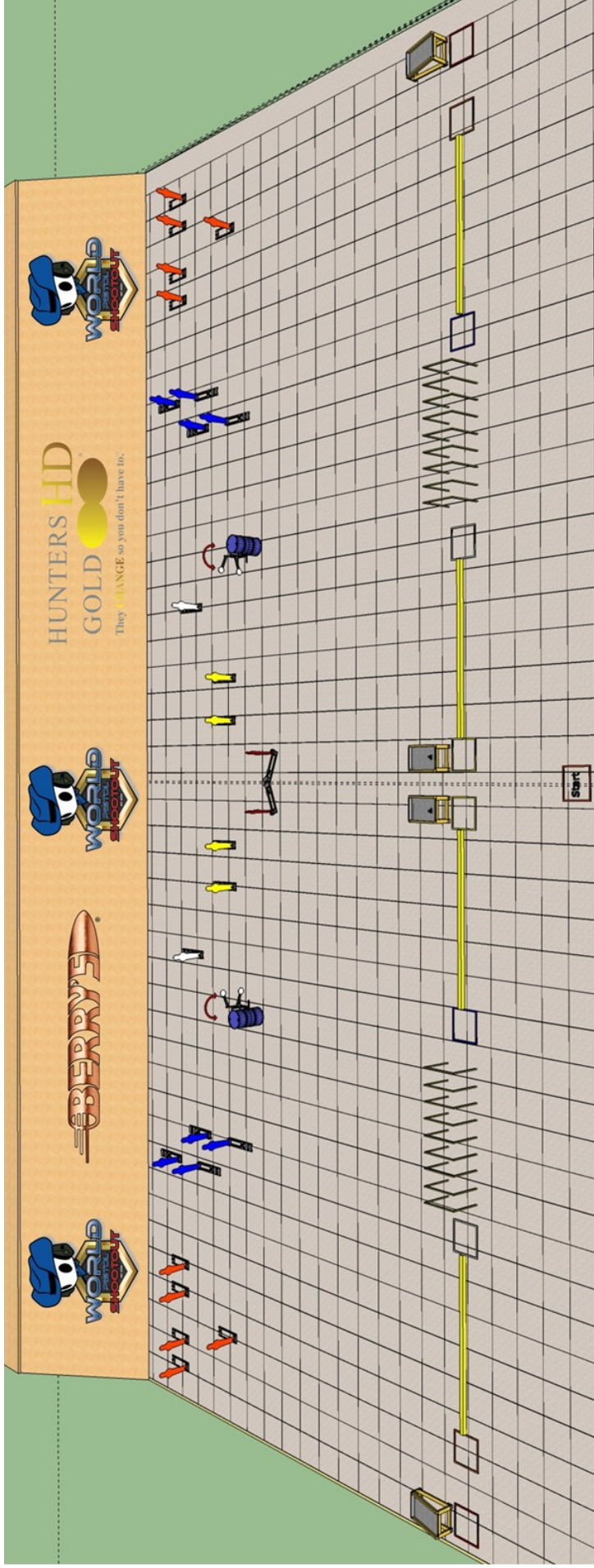
125 Points

Start: standing outside the shooting area with toes touching anywhere along the rear fault line. Handgun is unloaded on table. All ammunition for stage is on the table at start.



Procedure:
 Upon audible start signal, engage either all poppers or all IPSC targets first, then engage all the remaining type of target.
NOTE: Re-engaging the first target type after engaging the second target type, will result in a procedural penalty per target for the first type of target that is re-engaged.

SHOOTOUT STAGE



Start Position: Standing inside the start box facing downrange with at least 1 foot fully touching the ground in the Start Box. Handgun is unloaded and placed on the pickup table in front of Box A along with the first magazine to be used for the stage (no propping). All additional ammunition for the stage may be placed on the pickup in front of Box C.

Stage Procedure: At the start signal, both competitors move to the Yellow Box, retrieve their handgun, load and complete the required hits finishing on the orange plate. First competitor to successfully down all targets and have their red popper hit the ground first is the winner! 15 Total Targets

Required Hits:

Yellow Box – Yellow Targets only

White Box – White Targets only (knocking down the popper activates the swinging steel targets)

Blue Box – Blue Targets only (there are 2 forwarding falling poppers that completely cover the rear falling poppers)

Orange Box – Orange Targets only

Red Box – After entering the red box, the competitor must perform a mandatory reload with a magazine from the pickup table before engaging the final Red Target

Additional Rules: Competitors must traverse the balance beams between boxes without having any part of their body or equipment touch the ground. If the competitor touches the ground, they must go back to the previous box and start their traverse again. Competitors must go through the Cooper's Tunnel.

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