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IPSC Stage Strategy

Let me share an IPSC stage strategy from a match I attended recently. The video clip for it is available next to where you clicked to get this article.

The stage called for doing a bunch of shooting on a platform, but the RO allowed the shooting to be done off the platform and that lead to an opportunity to beat the system. ROs, take notes!

I watched the shooters engage the targets, including the two disappearing movers with a penalty target in between them. The fastest times ran at around 14 seconds with a possible 140 points or a factor of 10. I looked at it and saw no reason to engage the movers. It could be done in 12 seconds with 120 points possible, also a factor of 10.

So why skip the movers?

It's an easy choice! The penalty target was just sitting there waiting for you to make an error, which would drop your score-- A LOT! The mover only provided a marginal chance to make 20 points. There was no reason to gamble, so I decided to just leave the mover alone. I shot the stage without the mover in just over 11 seconds and won the stage.

It takes a lot of course design work to make shooting movers valid and a true test of skill. I have seen course designers who cannot figure the method of not engaging and winning so they come up with a lame design by having some miniscule part of the shoot target available when the mover stops.

Please, course designers, ALL shots must be able to be audited by the shooter. Do some homework and you can come up with a thought-provoking course that provides variety for the shooters and incorporates movers appropriately.

And shooters, remember: IPSC also tests your ability to strategize, so take this into account as you make your game plan. Don't get bitten by course design issues!

See you at the matches,
Murray "DOC" Gardner.

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