

2016
CPRC REGIONAL ACTION PISTOL MATCH

Location: CPRC, Chambersburg, Pennsylvania Date: JULY 16, 2016

Sponsored by: Chambersburg Pistol and Rifle Club Eligibility: Open to all

NRA members and non-members

Entry Fee: *Entry fee is \$70.00 which includes an \$8.00 NRA fee, T-Shirt and a LITE Lunch

**Fee for second gun is \$35.00

RULES: CURRENT NRA ACTION PISTOL RULES SHALL GOVERN.

*ENTRIES RECEIVED AFTER JUNE 10, 2016 MAY NOT RECEIVE SHIRT or AWARDS

** COMPETITORS MUST COMPLETE ENTIRE COURSE WITH FIRST GUN BEFORE BEGINNING WITH SECOND.

FOR MATCH INFORMATION AND ENTRIES WRITE, CALL OR VISIT OUR WEBSITE:

www.chambersburgpistolandrifleclub.com

GEORGE W. MARTIN
1335 Brechbill Road Chambersburg, PA 17202 717
263-4429
EMAIL: gwmartin@comcast.net

Directions to Range: Take I 81 to Exit 15 (Wayne Ave.) Turn South on rt. 316 . At first traffic light make a left (Garber Road). Proceed to Stop sign and make a left on Cider Press Road. Club is located approx. 100 yards on the right. Club address is 1620 Cider Press Road.

MAKE CHECKS PAYABLE TO: CP&RC AP Fund ENTRIES ARE LIMITED TO 50

COMPETITORS.

POST ENTRIES WILL BE ACCEPTED UP TO THE STATED LIMIT. POST ENTRY FEE: NONE.

ENTRIES WILL BE ACCEPTED BY E-MAIL, REGULAR MAIL, OR PHONE.
BE SURE TO INDICATE YOUR CORRECT NRA MEMBER NUMBER and NRA CLASSIFICATION (IF APPLICABLE)

CLASSIFICATION: THE NRA CLASSIFICATION SYSTEM WILL BE USED. UNCLASSIFIED SHOOTERS WILL COMPETE IN THE MASTER CLASS UNLESS THERE ARE THREE OR MORE UNCLASSIFIED SHOOTERS AND THEY WILL THEN FIRE IN A SEPARATE CLASS. ASSIGNED CLASSIFICATION AND TEMPORARY CLASSIFICATION MAY BE USED.

FIREARMS: RIMFIRE Open, Production, and Metallic Sight. CENTERFIRE OPEN, PRODUCTION AND METALLIC SIGHT. YOU MAY SHOOT TWO (2) GUNS. PRIMARY GUN MUST BE DECLARED.

SIGHTS: RULE 3.5 SHALL APPLY.

HOLSTER: THE HOLSTER MUST BE PRACTICAL, SAFE, SERVICEABLE AND SUITED TO THE PISTOL USED. FOR SAFETY REASONS NO CROSS DRAW OR SHOULDER HOLSTERS ALLOWED.

AMMUNITION: LOWER LIMIT OF CALIBER SHALL BE 9 MM AND ALL AMMUNITION USED MUST COMPLY WITH RULE 3.17 (Ammunition must meet the 120,000 power factor. Bullet weight X velocity =120,000).

SQUADDING: ALL MATCHES WILL BE SQUADED.

TIME OF FIRING: FIRING WILL COMMENCE AT 9:00 AM.

TARGETS: OFFICIAL NRA BLACK CENTER TARGETS (AP-1) WILL BE USED.

COURSE OF FIRE:

MATCH #1 - PRACTICAL EVENT

MATCH #2 - BARRICADE EVENT

MATCH #3 - FALLING PLATE EVENT

MATCH #4 - MOVING TARGET EVENT MODIFIED

MATCH #5-THE REGIONAL CHAMPIONSHIP, AN AGGREGATE OF THE SCORES OF MATCH 1, 2, 3 and 4.

THE REGIONAL CHAMPIONSHIP AWARDS ARE PROVIDED BY THE CPRC AND ARE AS FOLLOWS:

CATEGORY WINNERS (OPEN, METALLIC, PRODUCTION or .22 RIMFIRE) ARE NOT ELIGIBLE FOR CLASS AWARDS

FIRST OPEN: PLAQUE and CASH AWARD

SECOND OPEN: PLAQUE and CASH AWARD

THIRD OPEN: PLAQUE and CASH AWARD

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARDS GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE REGIONAL CHAMPIONSHIP.

METALLIC SIGHT: IN THE METALLIC SIGHT CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL.

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARDS GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE REGIONAL CHAMPIONSHIP.

PRODUCTION CATEGORY: IN THE PRODUCTION CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL.

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARDS GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE REGIONAL CHAMPIONSHIP.

RIMFIRE CATEGORY: IN THE RIMFIRE CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL. IF THERE ARE ENOUGH ENTRIES IN THE CATEGORY TO DIVIDE THE SHOOTERS INTO CATEGORIES (OPEN, METALLIC AND PRODUCTION, AT LEAST 3 ENTRIES IN EACH), THE WINNER OF EACH CATEGORY WILL RECEIVE A PLAQUE.

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARD GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE REGIONAL CHAMPIONSHIP.

SENIOR CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

WOMAN CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

JUNIOR CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

GRAND SENIOR CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

AN INDIVIDUAL WINNING: 1ST, 2ND OR 3RD OPEN SHALL BE ENTITLED TO ANY SPECIAL AWARD FOR WHICH HE OR SHE IS QUALIFIED.

CLASSES MAY BE COMBINED IF THERE ARE LESS THAN THREE (3) COMPETITORS IN A CLASS, BUT NO LOWER CLASS WILL BE COMBINED WITH THE HIGH MASTER CLASS, IF THERE ARE FEWER THAN THREE (3) HIGH MASTERS ENTERED.

SAFETY: EYE AND EAR PROTECTION IS REQUIRED. NO ONE WILL BE ALLOWED ON THE RANGE WITHOUT GLASSES AND EAR PROTECTION.

ALL GUNS WILL REMAIN UNLOADED UNTIL A COMPETITOR IS INSTRUCTED TO LOAD BY A RANGE OFFICER. AFTER LOADING THE GUN THE COMPETITOR WILL REMAIN A "HOT" (LOADED) CONDITION UNTIL FINISHING THAT MATCH. AFTER FIRING THE LAST STRING THE SHOOTER WILL UNLOAD AND SHOW THE RANGE OFFICER THE UNLOADED GUN BEFORE RE-HOLSTERING.

ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED ON THE RANGE!!!!!!!!!!!!!!!!!!!!

FALLING PLATE MATCH:

COMPETITORS WILL DRAW AND FIRE ONE SHOT AT EACH OF SIX (6) STEEL PLATES IN AN ALLOWED TIME PERIOD. EACH DISTANCE WILL CONSIST OF TWO (2) RUNS OF SIX (6) SHOTS EACH.

10 YARD TIME LIMIT = SIX (6) SECONDS FOR SIX (6) SHOTS

15 YARD TIME LIMIT = SEVEN (7) SECONDS FOR SIX (6) SHOTS.

20 YARD TIME LIMIT = EIGHT (8) SECONDS FOR SIX (6) SHOTS.

25 YARD TIME LIMIT = NINE (9) SECONDS FOR SIX (6) SHOTS.

MOVING TARGET MATCH: (MODIFIED)

STANDING WITHIN A THREE (3) FOOT SQUARE FIRING AREA THE COMPETITOR WILL DRAW AND FIRE AT A TARGET WHICH MOVES FROM BEHIND A BARRICADE AND TRAVELS SIXTY (60) FEET IN SIX (6) SECONDS. THE APPEARANCE OF THE TARGET IS THE SIGNAL TO COMMENCE FIRE.

10 YARD STAGE: THE COMPETITOR WILL DRAW AND FIRE SIX (6) SHOTS AS THE TARGET MOVES FROM RIGHT TO LEFT. THE COMPETITOR WILL THEN DRAW AND FIRE SIX (6) SHOTS AS THE TARGET MOVES FROM LEFT TO RIGHT.

15 YARD STAGE: SAME AS 10 YARD STAGE.

20 YARD STAGE: SAME PROCEDURE AS 10 AND 15 YARD STAGE EXCEPT SHOOTER FIRES THREE (3) SHOTS ON EACH OF FOUR (4) PASSES.

25 YARD STAGE: SAME AS FOR 20 YARD STAGE.

BARRICADE MATCH:

COMPETITOR STANDS BEHIND A 2 FT. X 6 FT. HIGH BARRICADE FACING TWO (2) TARGETS DOWN RANGE. WITH THE GUN HOLSTERED AND BOTH HANDS ON THE FACE OF THE BARRICADE, THE SHOOTER WILL DRAW AND FIRE AT THE SIGNAL. AT EACH DISTANCE THE SHOOTER WILL FIRE SIX (6) SHOTS FROM EACH SIDE OF THE BARRICADE. SHOOTER WILL HOLSTER GUN AFTER EACH SIX (6) SHOT STRING.

10 YARD STAGE: TIME LIMIT IS FIVE (5) SECONDS FOR SIX (6) SHOTS

15 YARD STAGE: TIME LIMIT IS SIX (6) SECONDS FOR SIX (6) SHOTS.

25 YARD STAGE: TIME LIMIT IS SEVEN (7) SECONDS FOR SIX (6) SHOTS.

35 YARD STAGE: TIME LIMIT IS EIGHT (8) SECONDS FOR SIX (6) SHOTS.

PRACTICAL MATCH:

10 YARD STAGE: AT THE FIRST SIGNAL SHOOTER WILL DRAW AND FIRE ONE (1) SHOT ON EACH OF TWO (2) TARGETS IN THREE (3) SECONDS. AT THE SECOND SIGNAL SHOOTER WILL DRAW AND FIRE TWO (2) SHOTS ON EACH OF TWO (2) TARGETS IN FOUR (4) SECONDS. AT THE THIRD SIGNAL THE SHOOTER WILL DRAW AND FIRE THREE (3) SHOTS ON EACH OF TWO (2) TARGETS IN EIGHT (8) SECONDS WITH THE WEAK HAND ONLY. SHOOTER MAY DRAW THE GUN WITH THE STRONG HAND BUT **MUST FIRE WITH THE WEAK HAND ONLY.**

15 YARD STAGE: AT THE FIRST SIGNAL THE SHOOTER WILL DRAW AND FIRE ONE (1) SHOT ON EACH OF TWO (2) TARGETS IN FOUR (4) SECONDS. AT THE SECOND SIGNAL SHOOTER WILL DRAW AND FIRE TWO (2) SHOTS ON EACH OF TWO (2) TARGETS IN FIVE (5) SECONDS. AT THE THIRD SIGNAL SHOOTER WILL DRAW AND FIRE THREE (3) SHOTS ON EACH OF TWO (2) TARGETS IN SIX (6) SECONDS.

25 YARD STAGE: SAME AS 15 YARD STAGE BUT TIME LIMITS ARE FIVE (5), SIX (6) AND SEVEN (7) SECONDS.

50 YARD STAGE: AT THE FIRST SIGNAL SHOOTER WILL DRAW AND FIRE ONE (1) SHOT ON EACH OF TWO (2) TARGETS IN A TIME LIMIT OF SEVEN (7) SECONDS. AT SECOND SIGNAL SHOOTER WILL DRAW AND FIRE TWO (2) SHOTS ON EACH OF TWO (2) TARGETS IN A TIME LIMIT OF TEN (10) SECONDS. AT THIRD SIGNAL SHOOTER WILL DRAW AND FIRE THREE (3) SHOTS ON EACH OF TWO (2) TARGETS IN A TIME LIMIT OF FIFTEEN (15) SECONDS