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Ubi Libertas Habitat...



... Nostra Patria Est.!



Brazosland Pistoleros

NEXT MATCH: July 27, 2008

MATCH SET-UP: 8:30 a.m.

SHOOTING STARTS: 10 a.m. or When the Match is Set-up

July 2008

And now for something completely different...

Since its about as hot as it can be, I thought we would try something a little different this month and shoot a Tactical Shotgun match. This will be almost all steel with (almost!) no paper; so set-up, tear-down and most importantly...re-setting each stage...should go quick and easy.

I really enjoy shooting shotguns in matches like this and I hope you all do as well. To keep the playing field level, everyone except Open shooters (which we will loosely define as shotguns with Speed-loaders and/or Optics...if you don't know ask me) will start with 6 rounds total in your gun. After the Beep you can load as many as you want. We will have 3 divisions: Open, Auto and Pump. Make sure you mark EACH score sheet with your Name & Division.

Round count is 67 rounds...if you don't miss.

No shot larger than 7.5 is needed. No shot larger than 6 will be allowed. No high-brass or 3 inch shells either, please. Regular old dove loads in 7.5 or #8 will work great and that is what is used by 3 Gun shooters in matches all over the country.

You will need at least 10 slugs. I advise using low recoil LE slugs. Burdett's in College Station should have some in stock. Cops shoot low recoil slugs for a reason...you just don't need all that kick and power in a tactical situation and the increased recoil makes your shot to shot time much longer. If you need slugs at the match, I will have some extra for sale at my cost.

I had considered having a pistol stage as part of Sundays match, but we have 5 good stages here and the weatherman says we will be at or near 100 degrees Sunday...so leave your pistola at home. After our match is done, if anyone wants to set-up a pistol stage for fun there may be some folks (who haven't melted) interested in some fun...I might bring a rifle or two of my own...

Next month we are going to shoot a Classifier Match. We will shoot four classifiers and I want to use some of the larger, high round count classifiers that we normally cant shoot due to space constraints...if you have a suggestion, let me know.

Set up starts at 8:30 AM and we can use all the help we can get...if you can make it out early everyone will be glad you did!

Its gonna be HOT. Don't forget to bring sunscreen, a good hat and plenty of water.

See you Sunday & Shoot safe,

Kevin J.

Stage 1

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Brad Phair

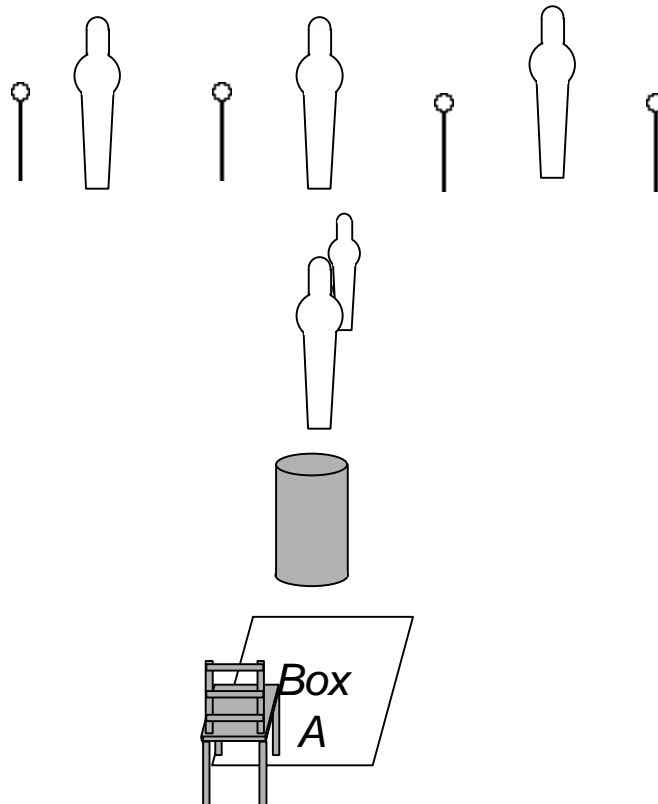
START POSITION: Seated in box A. Shotgun loaded with 6 rounds lying flat on both legs pointed down range.

STAGE PROCEDURE

On signal engage all targets as they become visible.

SCORING

SCORING: Comstock, 9 rounds
TARGETS: IPSC, PP, USP
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: CHL bay

RO NOTES:

Stage 2

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Brad Phair

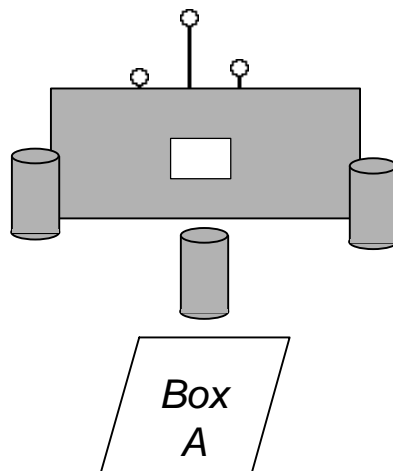
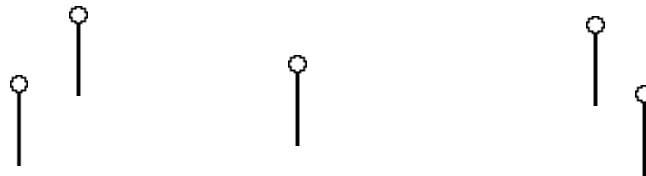
START POSITION: Standing in box A, hands at sides. Shotgun loaded with 6 rounds, on safe, resting on barrel.

STAGE PROCEDURE

On signal engage all targets as they become visible

SCORING

SCORING: Comstock, 8 rounds
TARGETS: IPSC , PP, USP
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES: CHL Bay

RO NOTES:

Stage 3

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Brad Phair

START POSITION: Standing in box A, shotgun loaded with 6 rounds at port arms (muzzle up).

STAGE PROCEDURE

On signal engage all targets as they become visible. From Box B, breach door and engage Texas Star from UNDER the saw horse.

Door must open on its' own. You may not touch it in any way to open it until "lock" is shot off.

SCORING

SCORING: Comstock, 17 rounds

TARGETS: IPSC , PP, USP

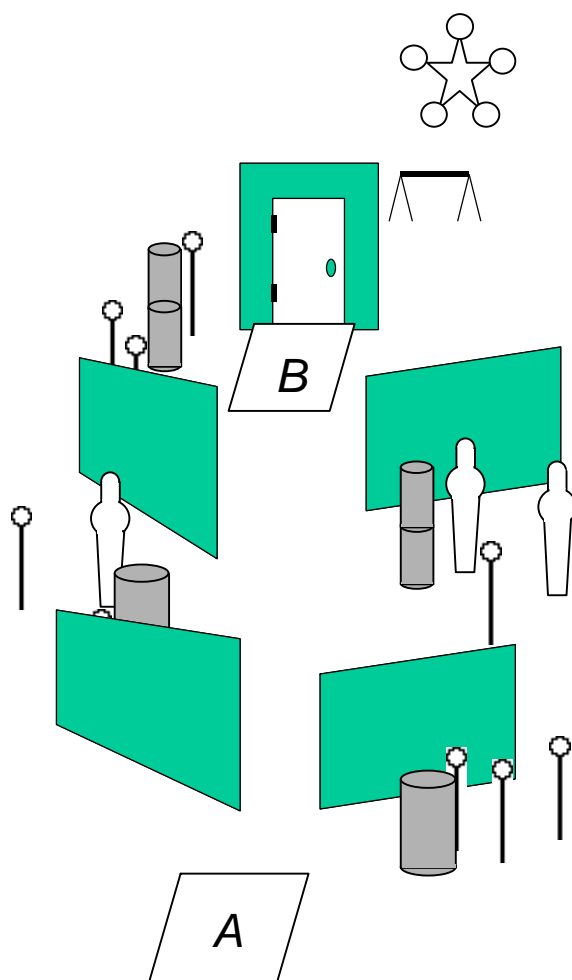
SCORED HITS: 2 Best per IPSC, Steel Down = 1A

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

No-shoot hit. -10

Miss. -10



SETUP NOTES: BP bay

RO NOTES:

Stage 4

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Brad Phair

START POSITION: Standing in box A, shotgun at port arms loaded with 6 rounds of SHOTSHELLS ONLY.

STAGE PROCEDURE

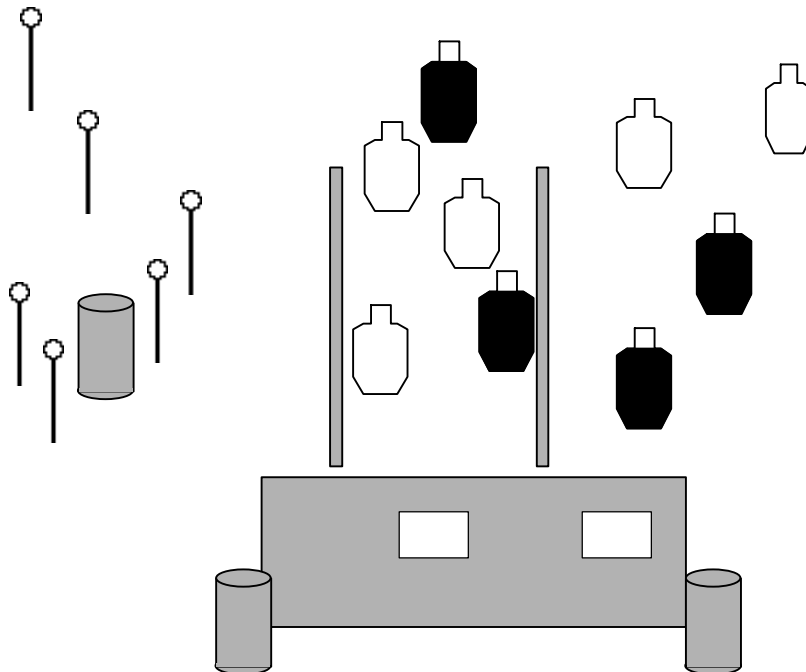
On signal engage 6 clays with shot. Then, from two port engage each target with one slug each.

Each target must have a Slug hit/hole to be considered "knocked down".

Slug targets must be engaged though ports.

SCORING

SCORING: Comstock, 15 rounds
TARGETS: IPSC, PP, USP
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



Box
A

SETUP NOTES:

RO NOTES:

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Brad Phair

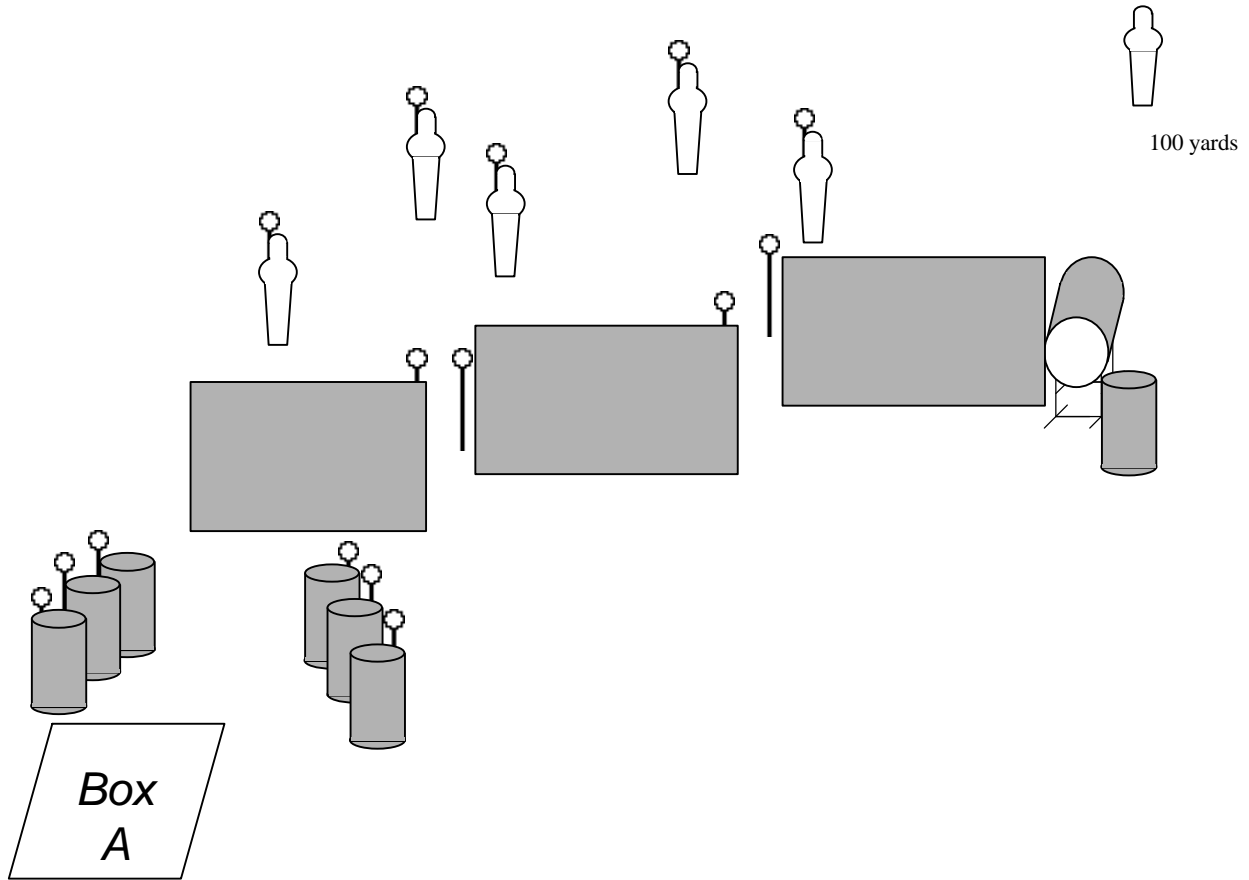
START POSITION: Standing in box A, shotgun at Port arms loaded with 6 rounds.

STAGE PROCEDURE

On signal engage targets as they become visible.
From barrel knock down 100 yard popper with a slug.

SCORING

SCORING: Comstock, 21 rounds
TARGETS: IPSC , PP, USP
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



SETUP NOTES: Rifle range.

RO NOTES: