

+++++
Ubi Libertas Habitat...



... Nostra Patria Est.!



Brazosland Pistoleros

NEXT MATCH: June 3, 2007

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

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

Sunday June 3rd

2007 Multi-Gun Challenge!

Rules and stages are posted below. The weather is forecast for sunny skies and we can use it after all the rain we have had lately. We welcome all shooters, and I hope if you are reading this you will be able to come out and shoot.

A couple of things to remember: Bring water; bring more water. We have very good shade at the range but you will want to bring a chair. Speaking of chairs...don't sit in it too often! Our club puts on this match for the fun of the shooting and it's a 100% volunteer operation. I have made the stages fun and the round count high, but we will need everyone's help to get the stages RO'd, shot, taped and re-set. Plan on lending a hand and it will be a great day! We take a lot of pride in hosting our guests well, so if you come out I know you will enjoy the day.

There is no food available at the range, but there may be some sort of Bar-B-Q available for a small donation, we are working on that...

Since we are so close to the Memorial Day weekend, stages are inspired from movie scenes in the stage titles. Do you have a Garand and a .45? Come out and shoot He-man! We will also have a loaner AK for use in Platoon, it will be loaded with 4 rounds and the targets will be close...

We will be setting up Saturday afternoon and if you are in the area help is always appreciated. Maps to Arrowhead are available on the Texas South Section web page, or our own web page www.brazoslandpistoleros.com

If you have questions or comments please contact me at kevin@brazoscompany.com

Shoot safe,

Kevin J.

Arrowhead Gun Club

Sunday, June 03, 2007

Sign-in begins at 8:30. Shooter Meeting at 9:50AM. Hammer down at 10 AM.

Match Fee: \$30

Match Director: Kevin M. Jimmerson

Round count: Total 184 rounds. -Shotgun: 50 shot-shell, 0 slugs; Handgun: 61

This match is designed to test practical skills with your rifle, shotgun and handgun. The stages are designed to be challenging and fun to shoot regardless of your skill level.

The stages are designed to be friendly to beginning competitors and do not require the specialized equipment normally needed to shoot a 3 Gun match. However, 3 Gun competitors with the proper equipment will still find them to be technically challenging and demonstrate the value of specialized equipment.

Practice reloading your shotgun; you will be able to load from your person, weapon or tables at the shooting positions. A simple way to carry shotgun ammo is an inexpensive dump pouch on your belt such as would be used to shoot skeet. The most effective shot-shell loads to use are 2 3/4" #7.5 or #8's, 1 1/8 ounce and 3 Dram (minimum). Use an Improved Cylinder choke tube for shot loads.

----The following rules will govern the match.---- (Unless we decide to change them.)

This match will be scored and run with USPSA Multi-Gun Rules. Please remember that this is NOT a USPSA National Championship, it is a FUN match, and some rules have been changed accordingly.

SAFETY WILL NOT BE COMPROMISED.

Safety violations will not be tolerated.

-Eye protection is mandatory for participants, spectators & range personnel at the match site.

-Ear protection is mandatory for participants, spectators & range personnel while on or near a course of fire.

Match Rules

--Safety Rules--

Participants are subject to procedural penalties or match disqualification for violation of any Safety Rule or Match Regulation.

The Match will be conducted as a COLD RANGE.

Participants firearms will remain unloaded at the match site except under the direction of a match official.

Designated Safety Areas: The Safe Areas will be clearly marked with signs.

-Unloaded firearms may be handled ONLY in the Safety Areas.

-No ammunition may be handled in any Safety Area.

Pre-loading will occur in the designated Pre-loading Area under the supervision of a Match official.

-Shotguns & rifles must be cased or carried slung muzzle-up or down.

-Shotguns must be carried with actions open.

-Handguns must be cased or remain in holster, except in designated Safety Areas, or under the direction of Range Officer(s) on a stage.

- Handguns must be carried with the "Hammer/Striker Down."

-On stages, the Ready Condition of handguns must be "Hammer Down" for DA autos & revolvers, and "Cocked & Locked" for SA autos or DA autos with manual override safeties. EXCEPT AS NOTED BY MATCH DIRECTOR.

Handgun Holsters

-No shoulder holsters, cross draw holsters, or vest mounted holsters will be allowed due to safety concerns.

-Use of Speed, or Race Holsters, WILL NOT be permitted.

-Tactical, or "drop leg" holsters may be used provided that all retention devices on holster are in place and engaged.

-Any holster used must provide the level of retention required to secure your handgun while running, moving over obstacles or going prone.

Match DQ's

-Participants shall be disqualified from the match for any Negligent Discharge. "Negligent Discharge" is defined as the discharge of a firearm in an unsafe manner or unintentionally in which a projectile (bullet) strikes the

ground within 3 meters of the competitor or range officer, or outside the confines of the backstop.

-A participant shall be disqualified from the Match for dropping a loaded firearm or dropping a firearm while in the loading/unloading process.

-A participant shall be disqualified for allowing the muzzle of his/her firearm to break the 180 degree Safety Plane during a Course-of-Fire.

-Steel core or AP rifle ammo may NOT be used AND will result in a Match DQ.

-Unsportsman like conduct at the discretion of the Match Director.

Ammunition

-Pistol/revolver ammunition shall be 9x19 or larger. .44 (revolver) or .45 (pistol) for He-Man division competitors.

-Shotgun ammunition shall be 2 3/4" 12 or 20 gauge, LEAD SHOT & SLUGS ONLY. #6 size shot is the largest shot size that may be used.

-Steel core or AP rifle ammo may NOT be used AND will result in a Match DQ.

-If a competitor's ammunition punctures a steel target they will pay for the replacement cost of that target.

NOTE: Low (reduced) power slugs are all that are required. High power slugs used for hunting may damage equipment and will affect your ability to shoot effectively and quickly.

NO SLUGS REQUIRED FOR THIS MATCH.

Firearms Divisions (each will be scored separately)

-Major/minor scoring will be used. Shotguns will all be scored Major. Handguns will be scored as per the current USPSA rule book.

Limited:

Pistol: Iron Sights only, no compensators, Max Magazine Length is 140mm over all length for double stacks, and 170mm over all length for single stacks

Shotgun: Iron sights only, no compensators, 9 round capacity maximum, no speed loaders.

Rifle: Iron sights only. No optics. No bi-pods. Compensators/brakes must be no larger than 1"x 3".

Tactical:

Pistol & Shotgun: Same as Limited.

Rifle: Only one optical sighting device.

Open:

Pistol: No limitation on accessories

Shotgun: No limitation on accessories.

He-Man:

Pistol: Single stack 1911 with 8 round maximum capacity mags. Revolver of .44 cal or greater.

Rifle: Open sighted semi-auto, .308 Win is minimum power factor. 7.62x39 is NOT acceptable.

Shotgun: 12 or 20 gauge pump only. Shotgun may not be started on a course of fire holding more than 6 rounds total.

Targets:

-Paper targets used in the match will be USPSA Targets.

-Knock down style targets (i.e. poppers) must fall to score. Poppers will be calibrated to "minor" with a 9mm pistol shooting factory ammunition.

-Frangible targets must break to score. (One BB hole or chip is a break.)

-Some rifle targets will be scored by audible/visible hit. RO's will call these hits unless asked by competitor not to call the hits.

The Wild Geese

RULES: Brazosland Pistoleros Match Rules

COURSE DESIGNER: K. Jimmerson, TX A-53978

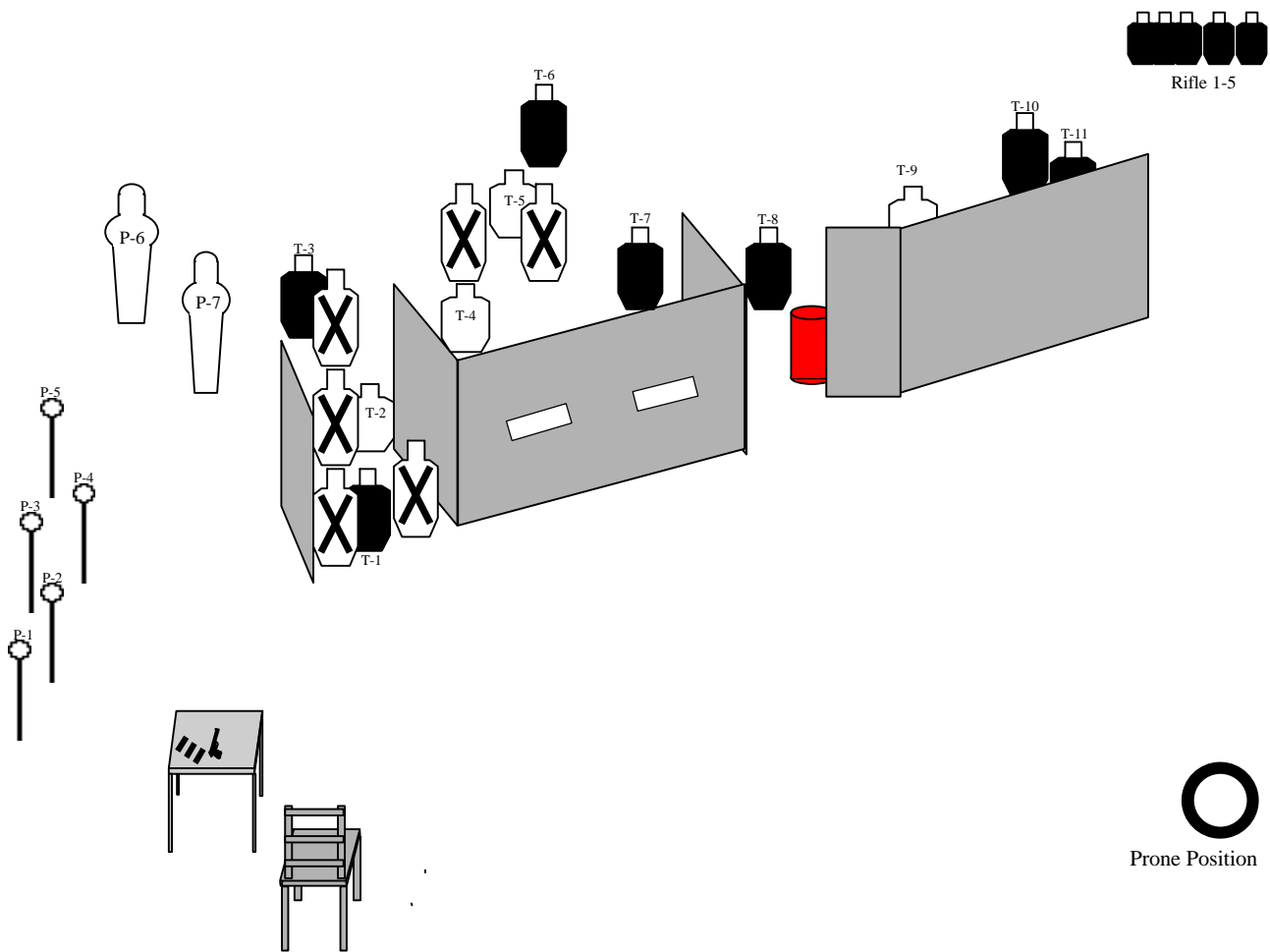
START POSITION: Sitting in chair, fingers interlaced behind head. Rifle staged w/empty chamber at Prone Position, handgun empty and 1 mag on table. Shotgun loaded on table.

STAGE PROCEDURE

On signal, retrieve your weapons and engage hijackers P1-7. Shotgun will be abandoned on table EMPTY or ON SAFE. Load pistol from table and engage T1-11. Place pistol on red barrel EMPTY or ON SAFE and from prone position engage R1-5.

SCORING

SCORING: Comstock, 39 rounds
TARGETS: IPSC , PP, clay
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:

RO NOTES:

The Longest Day

RULES: Brazosland Pistoleros Match Rules

COURSE DESIGNER: K. Jimmerson, TX A-53978

START POSITION: Standing in box A, holstered pistol loaded, shotgun loaded at port arms, rifle staged at Rifle A chamber empty.

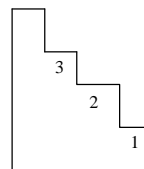
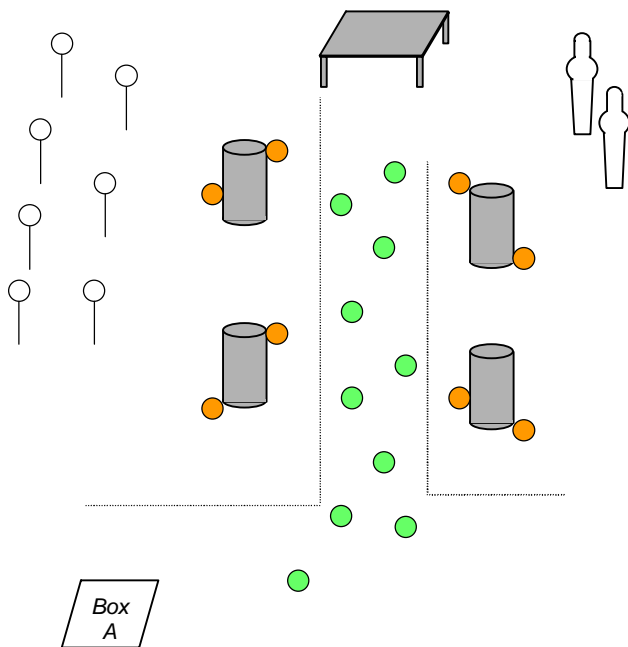
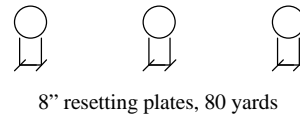
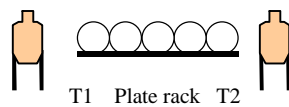
STAGE PROCEDURE

On signal engage shotgun targets moving down alley avoiding mines (1 Pen/mine broken). At table ground shotgun ON SAFE or EMPTY. Engage plate rack and T1&2 with handgun and ground handgun on table ON SAFE or EMPTY. With rifle, 1 hit/plate from Rifle A 1-3, B & C. R1&2 engage from A or B; R3&4 from other.

--Shooter or rifle must be in contact with each position except C. Fire prone through C.

SCORING

SCORING: Comstock, 49 rounds
TARGETS: IPSC , PP, clay
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Rifle A

Rifle B

Rifle C

SETUP NOTES:

RO NOTES:

Sgt. York

RULES: Brazosland Pistoleros Match rules

COURSE DESIGNER: K. Jimmerson, Tx A-53978

START POSITION: Standing in box A, shotgun loaded, at port arms with butt-pad touching belt.

STAGE PROCEDURE

On signal engage all poppers.

SCORING

SCORING: Comstock, 7 rounds

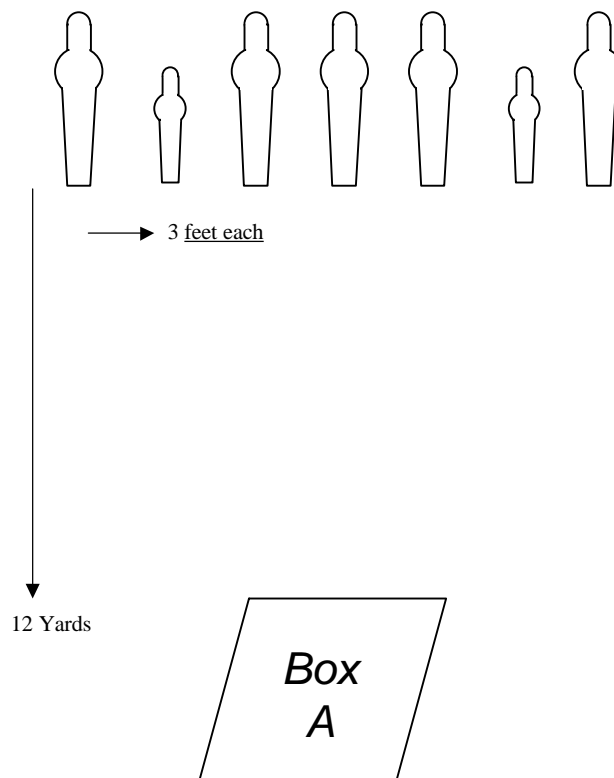
TARGETS: PP, USP

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

START-STOP: Audible - Last shot

PENALTIES: Procedural. -10

Miss. -10



SETUP NOTES: 12 yards to poppers spaced 1 yard apart.

RO NOTES:

Sands of Iwo-Jima

RULES: Brazosland Pistoleros Match Rules

COURSE DESIGNER: K. Jimmerson, Tx A-53978

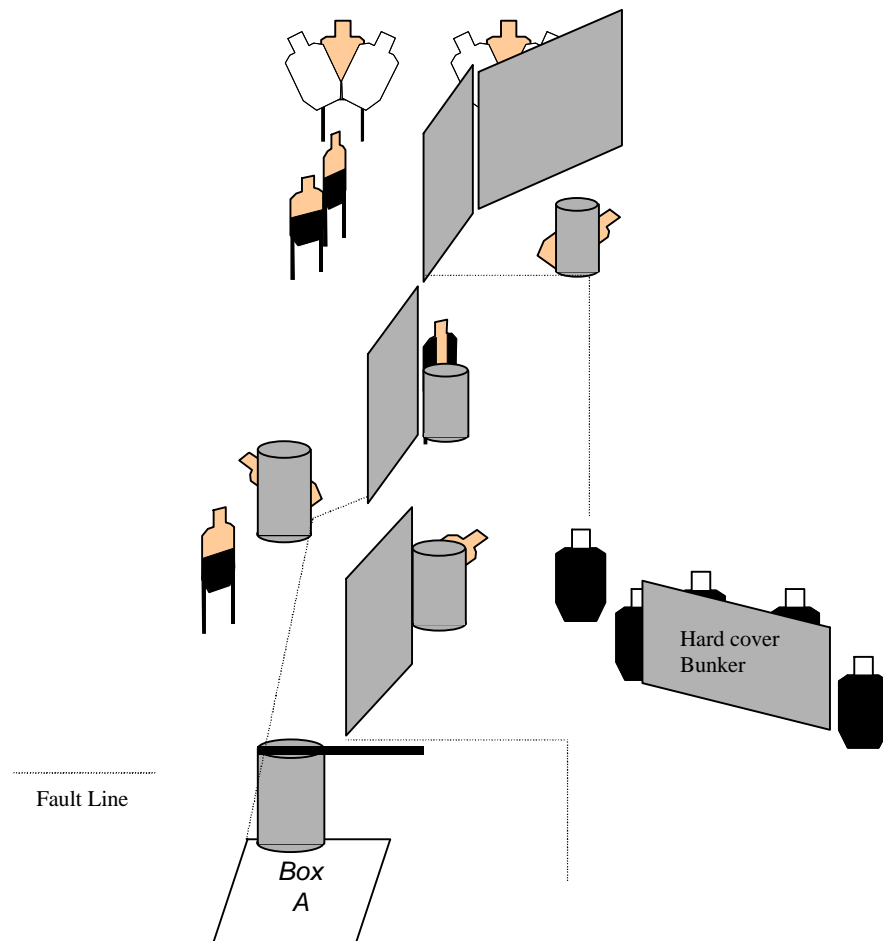
START POSITION: Kneeling in Box A, rifle loaded with only 20 rounds, no additional rifle ammo allowed, pistol loaded and holstered. Note: Garand shooters may fire 24 rifle rounds total. 1 procedural for each round fired over 20 (or 24).

STAGE PROCEDURE

On signal, from Box A engage all 5 targets in Bunker from under position stick. Exit Box A and engage all remaining targets until rifle is empty or inoperable. While retaining rifle in weak hand, engage all remaining targets. Use of slings is not allowed.

SCORING

SCORING: Comstock, 28 rounds
TARGETS: IPSC
SCORED HITS: 2 Best per IPSC
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
No-shoot hit. -10
Miss. -10



SETUP NOTES:

RO NOTES:

Platoon

RULES: Brazosland Pistoleros Match Rules

COURSE DESIGNER: K. Jimmerson, Tx A-53978

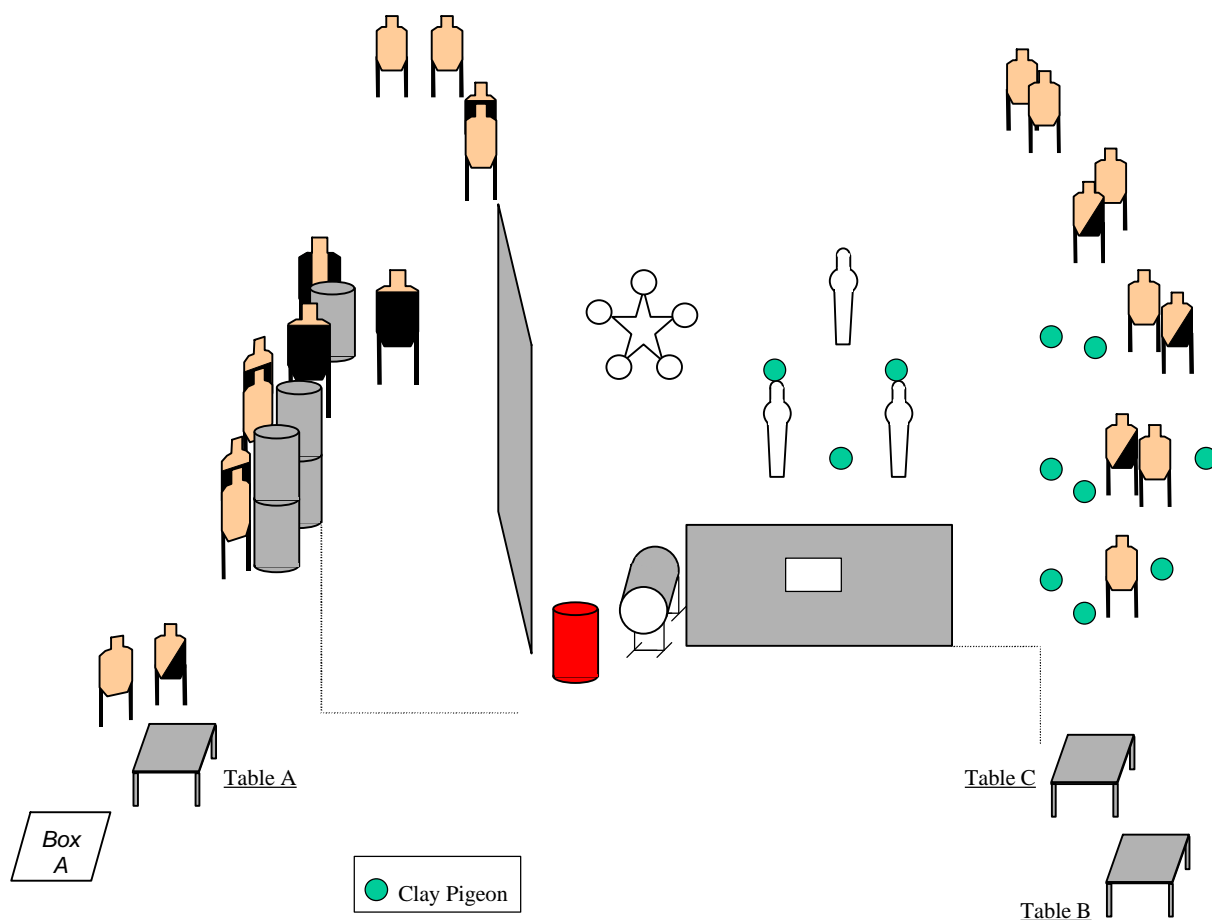
START POSITION: Facing up range, hands at surrender in Box A. Pistol loaded & holstered. AK47 loaded with 4 rounds only on table A. Empty rifle & mag on Table B. Shotgun loaded on Table C.

STAGE PROCEDURE

On signal engage two targets with AK and ground rifle on Table A. From Table B engage rifle targets and ground rifle EMPTY or ON SAFE at Table C. Engage shotgun targets as visible on right, through barricade and Star through barrel. Ground shotgun EMPTY or ON SAFE in red barrel. Engage remaining targets with handgun.

SCORING

SCORING: Comstock, 63 rounds
TARGETS: IPSC, PP, clay
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:

RO NOTES: