



Ubi Libertas Habitat...

... Nostra Patria Est.!



Brazosland Pistoleros

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

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

July 2009 3 Gun

We have a 3 Gun match this Sunday the 12th !

Round count will be 68 rifle, 40 pistol, 48 shotgun shot and 4 slugs (three if you don't try the bonus shot)...of course, if you miss a lot you will need more of everything. 7 1/2 size shot will be the largest allowed, there is no need for buck or heavy 6's. No steel core or armor piercing rounds allowed; if you punch a hole in my steel, you buy it!

The theme of this match is based on our military operations in the Middle East. This match is designed to be fun and, it will be! This isn't a national championship or a Nationals (although the 3 Gun Nationals could have used some stages like these...) so we won't get caught up in a lot of equipment rules.

There will be 4 Divisions: Open. Limited, Tactical Optics and WW2.

Open will be, well, Open. No rules here but one: No race holsters. This will be an active match and I don't want any pistols on the ground.

Limited will be Iron Sights on all three weapons. USPSA Limited rules for Handguns. Shotguns will be iron sighted and limited to 8 + 1 to start any stage, after that you may load as you please.

Tactical Optics means you may have ONE optical sight on your RIFLE. Same pistol and shotgun rules as Limited.

WW2 (which I will be shooting) will require a Garand, a Pump 12 gauge and a .45 (of some sort). Yes, we will make fun of you if you don't have a 1911, but that's OK. The .45 will be limited to 8 rounds total at all times, so bring what you have, as long as it's a .45. WW2 shotgun will be limited to 6 + 1 at all times; as long as it's a pump and you don't put more than 6 in the mag you are good. The Garand must be a Garand, no M1A's...don't even ask! The big rule change here is that Garand shooters need only place one rifle round in a target for score...the hit must be an A, B, or C. D hits will not score.

We will have some other fun goodies on a couple of stages...an AK on one stage and an RPK on another. We may have some other props as well that will give you a good idea of what our soldiers are doing and enduring everyday on our behalf.

Match Fee is \$25. \$5 of each fee and any donations will be given to the Wounded Warriors Program at Ft. Hood for our troops here in Texas that have been injured while on duty.

We will have a breaching door. Don't worry, we have done this before and it's a blast. Regular birdshot works just fine. You will be shooting through a stick that holds the door shut, break the stick and the door springs open. It's very cool, but don't count on just one round to breach the door, it takes a little doing...

On Route Irish, which used to be the most dangerous road in Iraq, in addition to shooting an RPK, you will be shooting your rifle through a slot that is knee high off the ground. This slot will force you to roll your rifle 90 degrees left or right to engage the targets and this will present a sighting problem you may not have experienced before...it sure messed with me the first time I saw it. Why? What's the point? On a two way range you will be shooting under things like cars, or you will be getting as low to the ground as you can. Either will force you to roll the rifle over to get a sight picture. After this match, you will know how to do that and get a hit too!

Bring plenty of water! Start drinking it on the way to the range. We will have plenty of shade and some good Bar-B-Q too!

See you Sunday!

Kevin J.

Fallujah Frat House

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kevin Jimmerson, TX

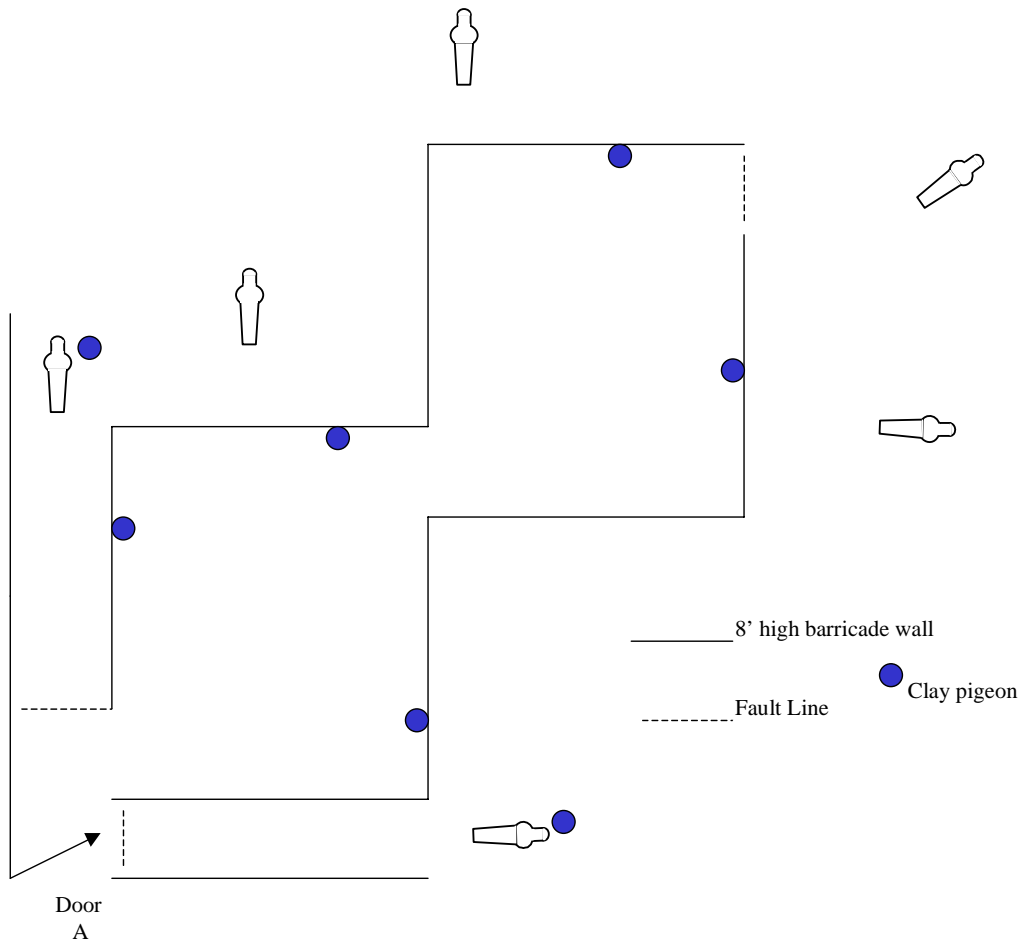
START POSITION: Standing in box A at Door A with loaded shotgun at Low-ready. 7 ½ or 8 shot is all that is required to breach door. Shot larger than 7 ½ is NOT allowed on Stage or in Match.

STAGE PROCEDURE

Breach door, enter and engage all targets as they become visible. Poppers will be visible through windows (ports) and may be engaged by firing at or through port material.

SCORING

SCORING: Comstock, 14 rounds
TARGETS: PP, clay
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
Miss. -10



SETUP NOTES:

Clays are mounted on the ground under the barricade walls, Poppers will be shot down hallways or thru barricade ports.

RO NOTES:

Hadji Classifier

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kevin Jimmerson, TX

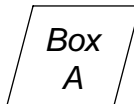
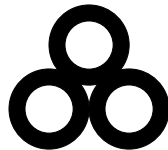
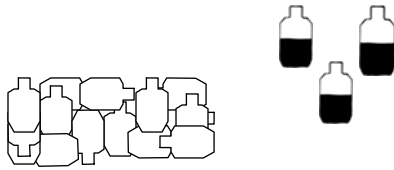
START POSITION: Standing in box A, rifle loaded on safe at Low Ready. Shotgun staged on ground at pipes bolt closed on an empty chamber, mag loaded.

STAGE PROCEDURE

On signal from Box A engage all paper targets in large array. Ground rifle and with shotgun engage three painted targets with one slug each. One slug must be fired thru each of the three pipes at the painted targets.

SCORING

SCORING: Comstock, 30 rifle rounds, 3 slugs
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:

Najaf Chamber of Commerce

RULES: Brazosland Pistoleros Match Rules

COURSE DESIGNER: K. Jimmerson, Tx A-53978

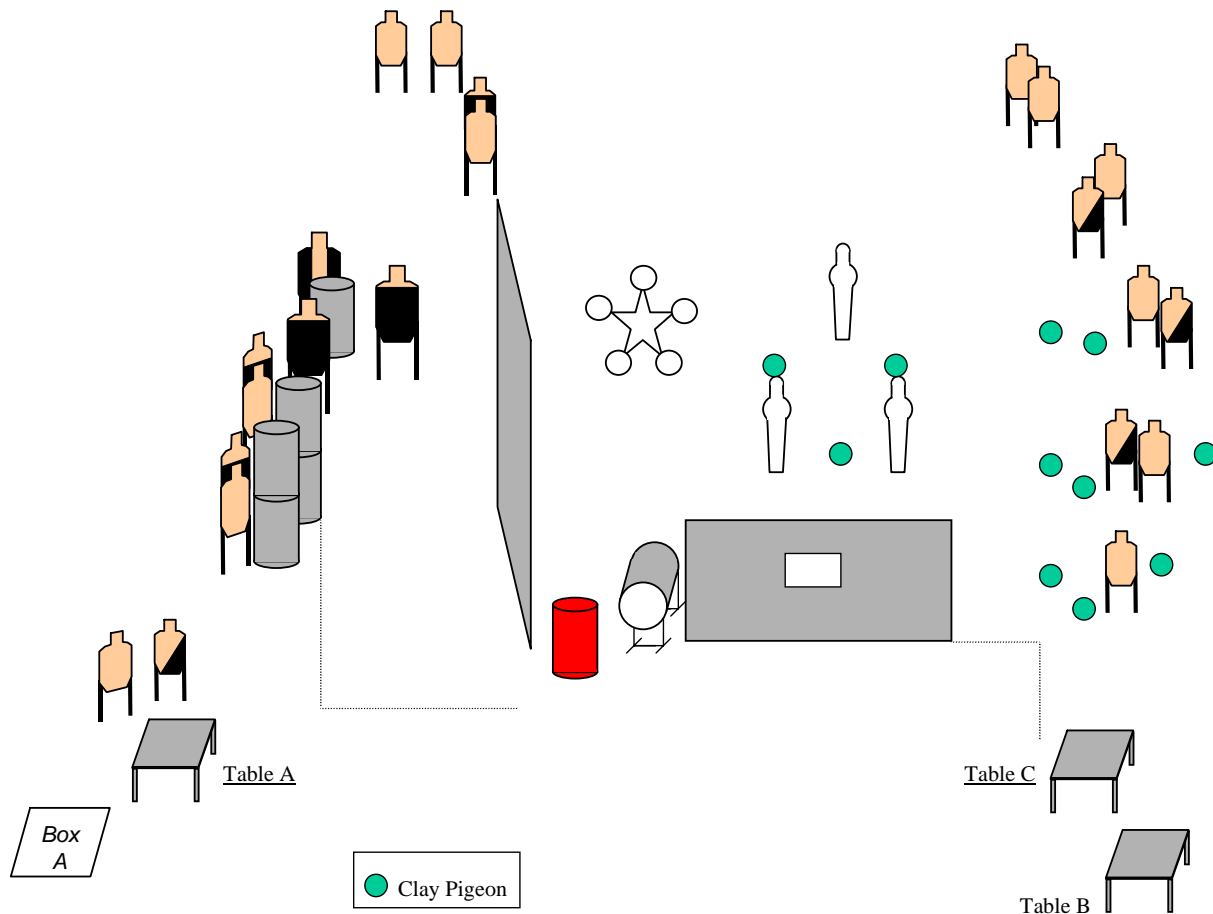
START POSITION: Facing up range, hands at surrender in Box A. Pistol loaded & holstered. AK47 loaded with 4 rounds only on table A. Empty rifle & mag on Table B. Shotgun loaded on Table C.

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:

Route Irish

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kevin Jimmerson, TX

START POSITION: Seated in uparmored 1953 Willis Jeep, hands on steering wheel. Shotgun is loaded and propped between seats. Pistol is empty and unloaded on passenger floorboard. Rifle is empty and unloaded in bunker next to loaded and on-safe RPK.

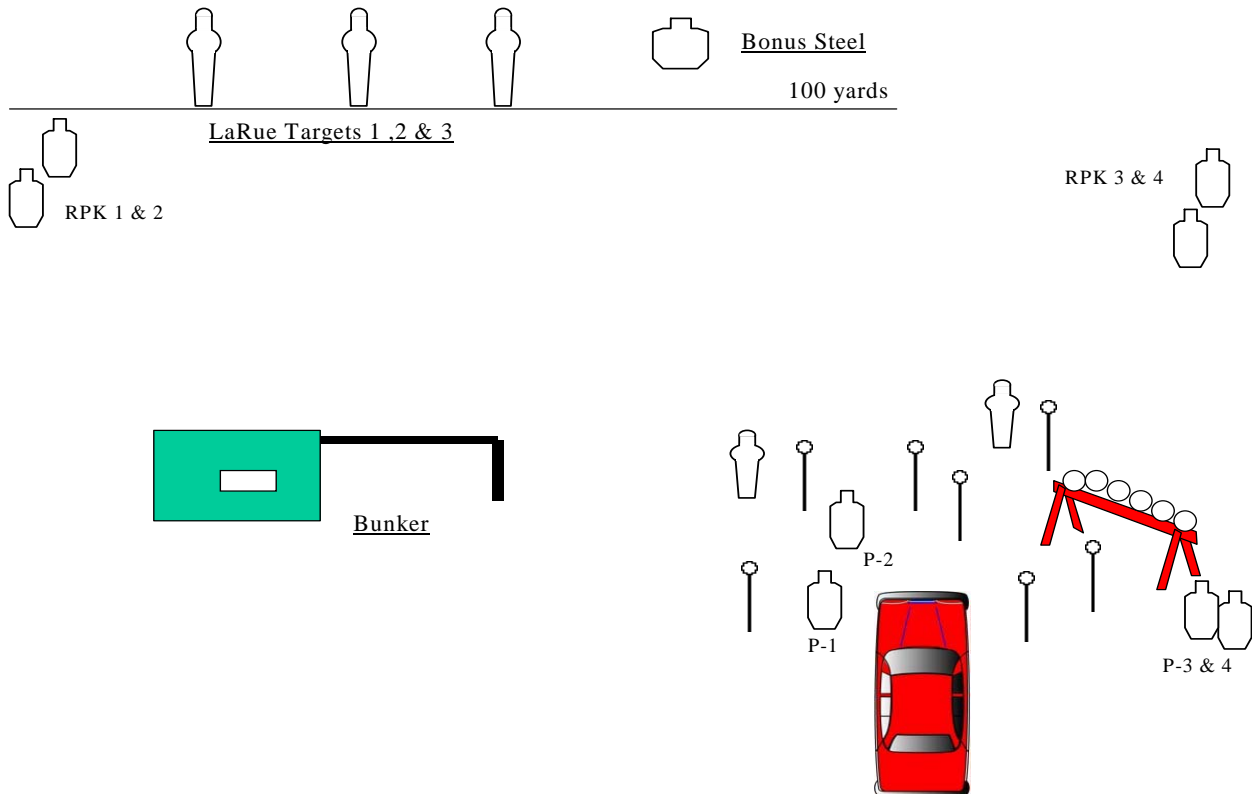
STAGE PROCEDURE

You have been hit by an IED, it's an ambush. Remaining seated, use your shotgun to engage steel and clay targets, ground shotgun on hood and retrieve pistol, remain seated and engage P 1-4 & ground pistol on passenger seat. Move to bunker, engage RPK 1-4 with RPK; RPK will be loaded with approx 8 rounds, it must be shot empty. With your rifle engage unhit RPK's & LaRue's 1-3 from bunker and again thru port in barricade. Note: port will only allow rifle to be fired at 90 degree angle to ground, either left or right.

SCORING

SCORING: Comstock, 42 total rounds
TARGETS: IPSC, PP, clay, steel
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10

Bonus Steel: Bonus steel may be hit once with each of 4 weapons (a slug with the shotgun) for a 10 second bonus for each hit (limit one hit/bonus per weapon)



SETUP NOTES:

RO NOTES:

Two per Taliban

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Kevin Jimmerson, TX

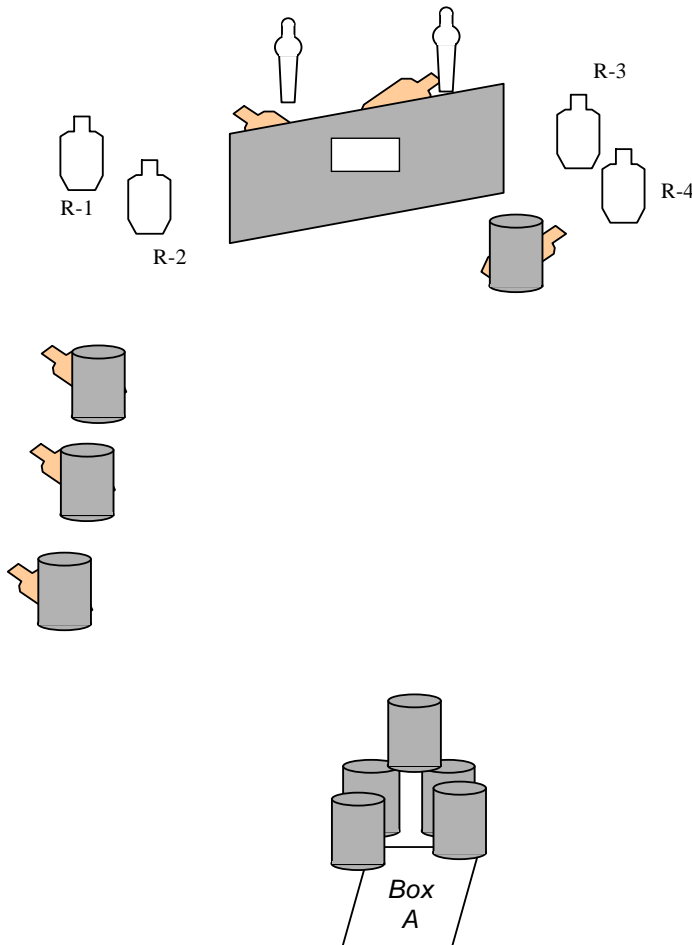
START POSITION: Kneeling in Box A, rifle loaded with 12 rounds only at Low-ready and on-safe. Pistol loaded and holstered. It's been a long firefight, you are down to your last mag. There is only one thing to do...

STAGE PROCEDURE

On signal, engage R 1-4 thru port from Box A. Exit Box A and engage remaining targets with rifle until it is empty. Remaining targets will be engaged with pistol, strong hand ONLY. Rifle may only be set down for pistol reload or remedial action. Last two targets and poppers must be engaged thru port with handgun only.

SCORING

SCORING: Comstock, 22 rounds
TARGETS: IPSC, PP
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: