



Ubi Libertas Habitat...

... Nostra Patria Est.!



Brazosland Pistoleros

NEXT MATCH: June 19, 2010

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

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

June 2010

We have a match this Saturday! Not Sunday!

Stages are below. This should be a fun and fast match. We will also have a full-auto side match with an Uzi donated by one of our members. Bring \$5 or some factory 9mm (we would prefer Winchester White box 115 gm).

We will shoot three Divisions, Open, Limited and Tac-Optics, plus a division just for Garands. This is a fun match. Bring what you have and we will make it work for you. Being and acting safe are the only two requirements.

No AP ammo allowed, you put a hole in it, you buy it. No slugs needed. Max shot size is #6, but you won't need anything other than 7 1/2's and they will work better for you anyway.

Rules are pretty simple. In Limited, iron sights only on all guns. Tac-Optics allows one optic on your rifle only. In both you are limited to 8 +1 in your shotgun. In Garand, you are limited to 6 +1 in your pump (only) shotgun, a .45 pistol with mags loaded to 8 rounds max, and with your Garand only one scoring hit on paper is required.

Round counts (if you don't miss or make up shots): Rifle: 62; Pistol: 24; Shotgun 28.

All weapons must be grounded safely and must be either Empty, or On Safe. If you don't understand what that means...see me before you pay your match fee! A violation of the grounding rules will result in a Stage DQ. A 180 violation will be a Match DQ.

Match fee is \$25. We will be hammer down at 9:30 AM, to try and beat the heat!

Be sure to thank the management at Arrowhead for closing the range for us to have this match!

Hopefully Paul will make it out with his Bar-B-Q and we will have some cloudy weather in the morning. Don't forget your Sunscreen, lots of water, a good zero and a hat.

See you Saturday!

Kevin J.

Bloody Omaha

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

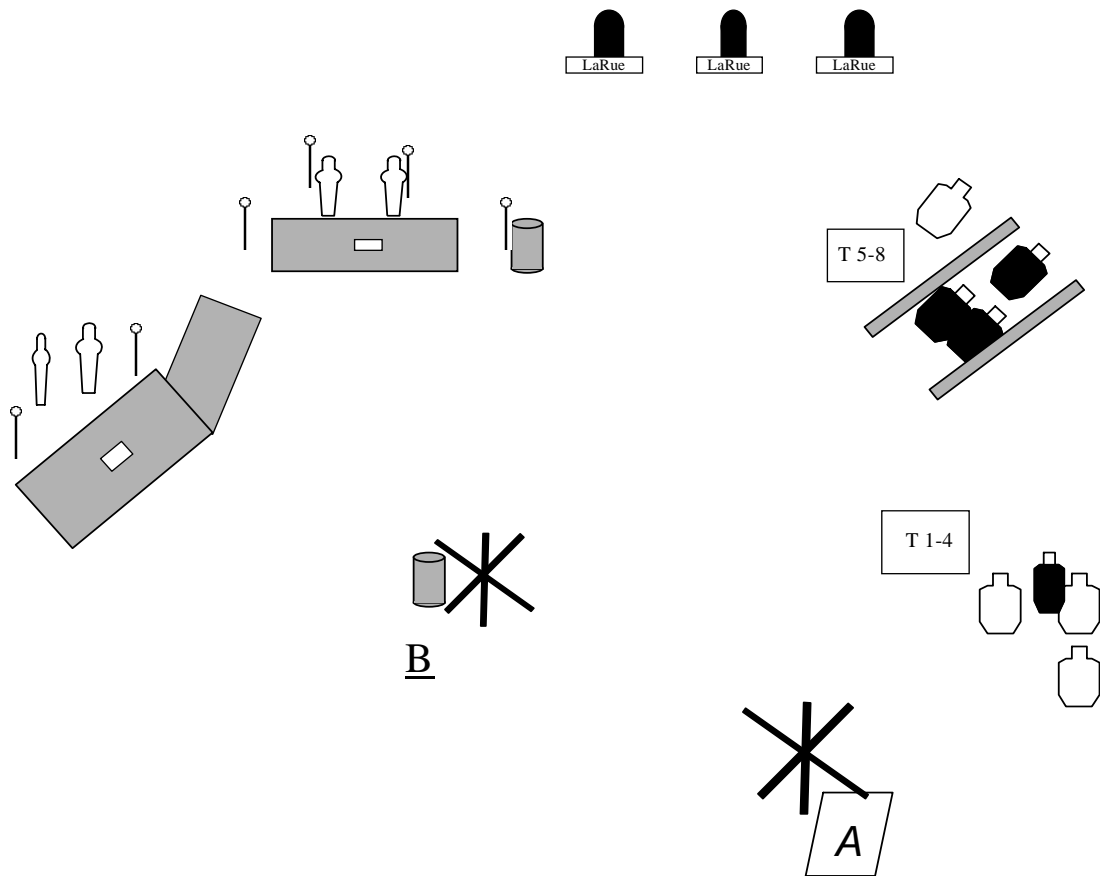
START POSITION: Kneeling at position A, pistol in hand at low ready, loaded and on safe. Shotgun staged action closed on empty chamber at B, Rifle staged empty at A.

STAGE PROCEDURE

Welcome to France. When the Captain of your Higgins boat decided the first sand bar looked like a good place to drop the ramp, you went into eight feet of water and lost everything but your handgun and ammo. You have made it to the beach just in time for the counter-attack. From A engage T 1-4 with handgun, ground it and pick up rifle and engage 3 LaRue targets. Move to B, re-engage LaRue's and T 5-8. Ground rifle in barrel and clear the two bunkers engaging all targets through ports. While engaging targets from A & B, some part of your body must be in contact with beach barricade (1 penalty per shot fired).

SCORING

SCORING: Comstock, 32 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



Screaming Eagle

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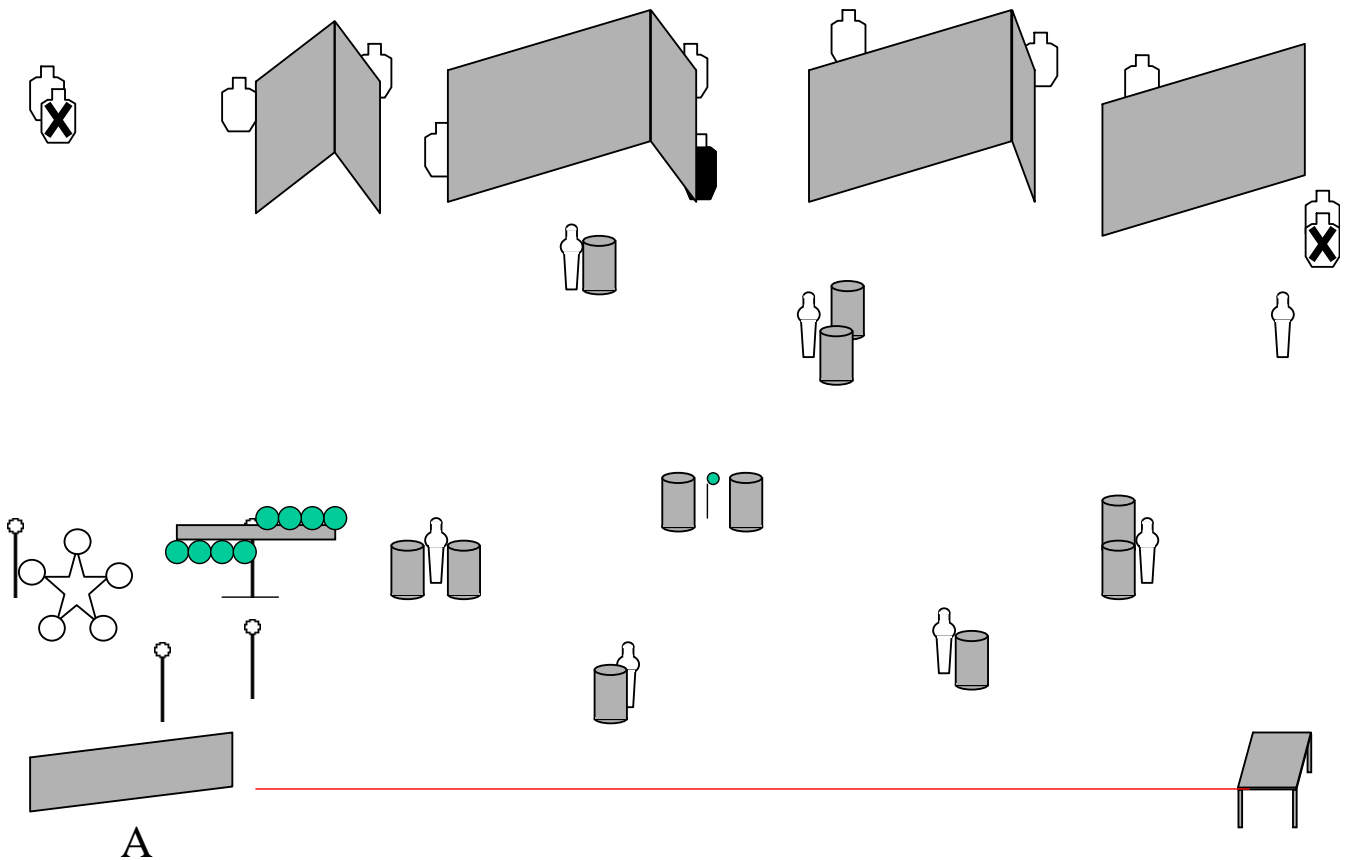
START POSITION: Lying flat on back with parachute harness on, pistol holstered chamber empty, shotgun held at port arms chamber empty, rifle staged empty in jump bag at table.

STAGE PROCEDURE

You are screaming since the pilot of your transport was 200 knts too fast and 500 feet too low when he hit the Green Light and you went out the door, now Germans are everywhere and you need to fight your way to your rifle. While either sitting or kneeling, engage clays and EITHER the Star or the Plate Rack with shotgun. Ground shotgun, get out of parachute harness and engage remaining array and steel targets with pistol. Ground pistol on table, engage all paper with Rifle. Do not cross fault line.

SCORING

SCORING: Comstock, 44 rounds
TARGETS: IPSC, PP, clays
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10



Rommel's HQ

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

START POSITION: Standing at Breaching Door with shotgun loaded and ready. Pistol loaded and holstered. Rifle staged empty at Port A. Only 20 rounds of ammo for rifle. 16 for Garand.

STAGE PROCEDURE

You are at the gates of the compound of the Desert Fox. Get in there! Breach the door and engage poppers and clays with shotgun, ground in red barrel. Through Port A engage R 1-4, move through door and keep fighting until you are wounded and out of rifle ammo. Engage remaining targets strong hand only with pistol while holding rifle in weak hand, last two must be engaged through Port B.

SCORING

SCORING: Comstock, 35 rounds
TARGETS: IPSC, PP, clays
SCORED HITS: 2 Best per IPSC, Steel Down = 1A
START-STOP: Audible - Last shot
PENALTIES: Procedural. -10
 No-shoot hit. -10
 Miss. -10

