

FAST & SIMPLE SUNDAY SHOOT

Goffstown Fish & Game Association

This is kind of last minute, we do apologize for that, but we thought we would throw together a three gun shoot to let you guys and gals shake off the doldrums of winter and try a few new toys the club bought. It is nothing fancy, fast shooting and simple to set up. You do not have to shoot all three disciplines but we encourage you to try. So here it is:

The actual shoot may change slightly to accommodate shooters, weather, etc.

Theme for Shoot:

A simple combat shooting course for the handgun, fast but simple combat / target rifle shoot and finally a round of clay targets for the shotgun.

Location:

The shoot will be held at the Goffstown Fish & Game Association facility on Melvin Valley Rd. in Weare NH.

Date:

Sunday, May 7, 2017 from 9 AM to end (3pm latest.) If weather is doubtful, please go to www.goffstownfishandgame.org to see if the shoot has been canceled.

Prizes:

There are NO prizes to be given out but you get braggin rights for overall match winner and individual match

Cost:

Cost of the match is a flat fee of \$30.00. Your fee includes all three matches as outlined below and a lunch of pizza. You do not have to shoot all three matches but the cost remains the same.

Grub:

Free coffee all day. Food will be served, and the cost is included in your entry fee. Non-shooters will pay a nominal fee for the food. We will get a head count of people who are going to eat and order pizzas for lunch around noonish. If you do not like pizza bring your grub.

Safety:

Safety starts with the gray matter between our ears. PLEASE THINK SAFETY!* All firearms and ammunition must meet equipment requirements and be safe to use!* All range safety rules and commands must be obeyed immediately.* All firing will cease immediately on the command to "Cease Fire".* Any participants or spectator can call a "Cease Fire" if they should see an unsafe situation. *All participants and spectators must wear eye and ear protection.

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ALL HOLSTERS MUST BE STRONG SIDE DRAW! ABSOLUTELY NO CROSSDRAWS, SHOULDER HOLSTERS ETC.

SHOOTERS SHOULD BE PRACTICED IN BASIC SKILLS OF DRAWING A HANDGUN FROM A HOLSTER.

SHOOTERS SHOULD BE PRACTICED IN TRANSFERRING A HANDGUN FROM ONE HAND TO THE OTHER WHEN IT IS LOADED.

Equipment Requirements:

HANDGUNS:

Handguns: Any handgun that meets the following requirements:

- 1) Any semi-auto pistol or double action revolver with a minimum of six round capacity.
- 2) No maximum capacity. Several of the stages require a mandatory reload even if your firearm has sufficient capacity to finish the stage without a reload.
- 3) Centerfire or rimfire.
- 4) **Must have a holster - STRONG SIDE DRAW ONLY!! See above**
- 5) You must have spare magazines or speed loaders or some capability to reload your handgun quickly.
- 6) Ammunition must be carried on your person as you cannot leave the line to reload and will not be allowed to bend down to reload out of container on the ground, etc. for safety reasons. No tracer, incendiary or exploding ammunition. You will need a minimum of 72 rounds of ammunition to complete the handgun course.

RIFLES:

Rifles: Any rifle that meets the following requirements:

- 1) Any rifle with a minimum of five round capacity. Be advised that the shoot is geared toward semi-auto rifles and ten round magazines are better. You may be able to complete the course with a bolt action or non-detachable magazine rifle but you are going to be one busy rifleman.
- 2) No maximum capacity.

3) Centerfire or rimfire.

4) It is strongly recommended you have spare magazines or stripper clips as you will be advancing on the range and all ammunition will have to be carried on your person. If you plan on reloading magazines, clips etc. between stages you will need a sling to safely hold your rifle while reloading your magazines etc.

5) Ammunition must be carried on your person as you cannot leave the line to reload and will not be allowed to bend down to reload out of container on the ground, etc. for safety reasons. No tracer, incendiary or exploding ammunition. Bring a lot! 40 rounds needed for the rifle match. Practice type ammo is sufficient.

6) Slings are strongly recommended for safe carry on the line, reloading etc. but not allowed to assist shooting.

SHOTGUNS:

SHOTGUNS: Any shotgun that meets the following requirements:

1) Any shotgun.

2) All birds will be singles.

3) No minimum or maximum capacity.

4) Any gauge you can handle.

5) Ammunition must be carried on your person as you cannot leave the line to reload and will not be allowed to bend down to reload out of container on the ground, etc. for safety reasons. No slugs or buckshot. Bird shot should be limited to #4 or smaller. Regular target loads (generally #7 1/2, #8, #9 shot) Bring a lot! 45 rounds needed for the shotgun match. Shooting vest or pouch or ammo belt or big pockets recommended to carry your ammunition while on the line. See rule #4

How the match is run:

Handgun and Rifle match fired in the morning. Shotgun after lunch. We will split the group with half on handgun and half on rifle, then swap. Shotgunners will shoot on three different stations, 5 rounds each, round robin style. See rules.

Match Times:

See individual matches.

Alibis and Physical Handicaps:

There are no alibis in this shoot, unless it is a range problem (Cease fire for safety reason not caused by the shooter or targets blown over, etc.).

Shooters with physical disabilities will be allowed to use a chair for prone, kneeling and sitting position requirements.

Scoring:

Outlined and or described at the end of each match.

SEE COURSE OF FIRE BELOW

COURSE OF FIRE

HANDGUN MATCH: Intermediate Combat Shooting

There will be one target per shooter, range officers choice (it is a surprise).

After initial command to "load and holster" shooters are responsible to keep their firearm loaded and topped off between relays. At the end of each relay shooters will be given the opportunity to reload. When everyone is reloaded you will be ordered to holster and firearms **may not be touched again** until the next relay.

Course of fire:

3 Yard Line: On command shooter will draw and fire 2 rounds in 6 seconds, standing, two handed strong - re-holster. Repeat above once. Total of 4 rounds fired.

5 Yard Line: On command shooter will draw and fire 3 rounds standing one handed strong only, transition firearm to his / her weak hand and fire 3 more rounds standing one handed only weak in 12 seconds - re-holster. Total of 6 rounds fired.

7 Yard Line: On command shooter will draw and fire 6 rounds standing two handed strong, in 9 seconds - re-holster. Total of 6 rounds fired.

10 Yard Line: On command shooter will draw and fire 6 rounds standing two handed strong, in 12 seconds - re-holster. Total of 6 rounds fired.

15 Yard Line: On command shooter will draw and fire 2 rounds, standing two handed strong, 2 rounds kneeling two handed strong, 2 rounds standing two handed strong and 2 round kneeling two handed strong in 25 seconds (semi- auto) / 35 seconds (revolver)

-there is a MANDATORY RELOAD that must be performed sometime after the first shot is fired and before the last shot is fired- re-holster. Time limit covers all eight shots and reload. Total of 8 rounds fired.

NOTE: We have had some shooters with knee / back problems that preclude kneeling or requires a change in sequence - let us know, we will be glad to accommodate you.

25 Yard Line: Shooter starts 5 - 10 feet behind the 25 yard line. On command shooter will run to the 25 yard line, draw and fire 2 rounds, kneeling two handed strong in 15 seconds - re-holster. Repeat two more times. Total of 6 rounds fired.

All shooters show an empty firearm to the range officer!!

Total rounds fired in Match one is 36 rounds.

Shooters will resupply and reload magazines etc. Course Repeated after everyone has shot above course, for a total of 72 rounds fired.

Possible score: 720 - 72X Target will be a surprise!!

RIFLE MATCH: Basic Combat Shooting

Targets will be a B-34 silhouette targets, scored as marked. One target per shooter.

There will be 5 - 8 shooters firing at once. Rifles will be loaded at the start of the stage and unloaded at the end of the stage and before moving to the next yardage. All shooting starts with rifle in low ready position.

Course of fire:

100 Yard Line: On command shooter will fire 5 rounds standing strong, then fire 5 rounds from the kneeling position in 90 seconds. Total of 10 rounds fired.

75 Yard Line: On command shooter will fire 5 rounds standing, then fire 5 rounds kneeling in 90 seconds. Total of 10 rounds fired.

50 Yard Line: On command shooter will fire 10 rounds standing in 45 seconds. Total of 10 rounds fired.

25 Yard Line: On command shooter will fire 2 rounds standing in 6 seconds then resume low ready position. Repeat 4 more times. Total of 10 rounds fired.

NOTE: We have had some shooters with kneel / back problems that preclude kneeling or prone and

requires a change in sequence - let us know, we will be glad to accommodate you.

Total rounds fired: 40

Highest possible score: 400 - 40X

SHOTGUN MATCH: Basic Wing Shooting

There will be only be one shooter firing at any time.
All shooting starts with shotgun in low ready position.

Course of fire:

Targets will be presented to each shooter from three different traps (our new toys to tryout).

There will be 3 different firing positions. Each shooter will fire at 5 clay targets from each position.

Shotguns will be unloaded while shooter awaits his/her turn to fire. On command to load shooter will load up to a maximum of 5 shells or reload as necessary when the 5 clay targets are presented.

Three shooters will move into position one, two and three. Each shooter will fire at five targets in turn. When all three shooters have fired they will rotate (ie. #1 goes to #2,#2 to #3, 3 goes to @1 etc.). Shooter will unload to move to different positions.

When all three shooters have fired 5 rounds on each position they will step off the line and next three step up and this continues until all shooters participating have fired 15 rounds.

The trappers will then move the traps and / or shooting stations slightly and everyone will shoot 15 rounds in the new position(s) as outlined above.

When everyone has fired the second position the trappers will again move the traps and / or shooting position and everyone will shoot their last 15 rounds as outlined above.

Highest possible score: 45 hits

Now most shotshells are sold in boxes of 25 and it would just not be right to leave 5 shells orphaned like that. We will have a reasonable number of shooters (read that as safe number) step up to the line and get a chance to fire their remaining shells in a flurry. Repeat until all shooters have no orphaned shotshells.

END OF SHOOT - THANKS FOR YOUR PATRONAGE!