

## I FRIED MY BUTT OFF SHOOT

### Seventh Annual Summer Theme Shoot

#### Goffstown Fish & Game Association

Welcome Shooters to the seventh annual summer theme shoot. This is a follow up of our winter (I Froze My Butt Off Shoot) and spring shoots. The shoot is open to club members and non members.

This is a 2 person team event! Unlike other team events each shooter will shoot Pistol and Rifle and Shotgun .

Good news, the targets are close!  
Bad news, the rifle targets moves!

PLEASE ARRIVE IN TIME FOR AN 0845 AM SAFETY BRIEFING!!!

#### **Theme for Shoot:**

We are going to continue with the action shooting format as it seems to be popular. This time we are going to do two person team event. To be in the running for overall winner the team has to shoot all three disciplines: handgun, rifle and shotgun. You can reshoot the event as many times as you like but must swap partners for a reentry. You do not have to shoot all three disciplines. You can pick and choose but must shoot all three for 1st place honors.

This event includes time and scoring elements on the handgun and rifle events and straight score on shotgun which are all averaged together (comstock count scoring method) for your overall score.

**BRING A LOT OF AMMO!! ALTHOUGH WE LIST THE MINIMUM AMOUNT OF ROUNDS YOU NEED TO COMPLETE EACH EVENT, ALL OR PORTIONS OF THE EVENT DO NOT RESTRICT HOW MANY ROUNDS YOU FIRE. BRING PLENTY OF MAGAZINES OR SPEED LOADERS AND A MEANS TO CARRY THEM ON YOUR PERSON - NO RELOADING FROM AMMO ON THE GROUND. SEE RULES**

#### **Location:**

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

#### **Date:**

Sunday, August 13, 2017 from 9 AM to end (3pm latest.) If weather is doubtful, please go to [www.goffstownfishandgame.org](http://www.goffstownfishandgame.org) to see if the shoot has been canceled.

**Prizes:**

There is a first place prize for high, overall, scoring team.

**Cost:**

Cost of the match is \$20.00 per person for the match. Food is included in the match fee. Your fee allows you to reenter as often as you like, time permitting. Shooters / teams firing their initial entry will have priority over re-entries. Teams can shoot pistol only, rifle only, or shotgun only or any combination thereof, but you must shoot all three for first place prize.

**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.

**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.**
- \***A brimmed hat (baseball cap) is highly recommended!**
- \***Shooters will be firing on steel target which have an inherent danger of bounce backs!**
- \***All shooters must wear proper clothing due to the steel plates: sandals or similar footwear and shorts are not recommended!**

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- \* ALL HOLSTERS MUST BE STRONG SIDE DRAW! ABSOLUTELY NO CROSS-DRAWS, SHOULDER HOLSTERS ETC.
- \* SHOOTERS SHOULD BE PRACTICED IN BASIC SKILLS OF DRAWING A HANDGUN FROM A HOLSTER.
- \* SHOOTERS SHOULD BE SKILLED AT RELOADING THEIR FIREARM UNDER PRESSURE AND HAVE THE CORRECT EQUIPMENT TO SO.
- \* SHOOTERS SHOULD BE PRACTICED IN MOVING Laterally WITH LOADED FIREARM IN HAND AND **FINGER OFF THE TRIGGER.**
- \* ALL RIFLES SLUNG MUZZLE UP OR DOWN.

**Equipment Requirements:**

Handguns: Any handgun and equipment that meets the following requirements:

- 1) Any semi-auto pistol or double action revolver with iron sights only.
- 1) No maximum capacity.
- 3) Centerfire only, **Shooters under 16 may use a rimfire.**
- 4) **Must have a holster - STRONG SIDE DRAW ONLY!! You will be starting from the holstered position. HOLSTERED AT ALL TIMES EXCEPT ON THE FIRING LINE AND DRAWN BY COMMAND ONLY!**
- 5) You will need multiple spare magazines for your auto loader or speed loaders for your revolver. Even high capacity guns will probably have to be reloaded at least once with two or three times likely. Remember you need a minimum of 15 rounds to complete just the pre-qualifier course, assuming no misses, and most likely more than that will be needed. Plus, you will need another ten rounds for the scoring target for a total of 25 rounds minimum per team member. SEE COURSE OF FIRE.
- 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, mololitic (solid copper or bronze), armor piercing, steel core, incendiary or exploding ammunition. Full metal jacket, hollow points, soft points, swaged lead and cast lead are preferred and velocity **MUST** be kept to a minimum of 750 f.p.s. to a **MAXIMUM** of 1500 fps. Bring a lot! You will easily blow through 25 or more rounds in one relay!!
- 7) All firing is standing two handed strong.

Rifles: Any rifle that meets the following requirements:

- 1) Any rifle. No sight restrictions. We highly recommend something that can be reloaded easily and preferably has a high magazine capacity.
- 2) No maximum capacity.
- 3) Must be a centerfire. **Shooters under 16 may use a rimfire..**
- 4) **Must have a sling!!** The sling is for carrying the rifle on the range and is not allowed to be used as a shooting aid. No other **ARTIFICIAL SUPPORT** such as bi-pods, shooting sticks, etc. allowed.
- 1) You will need multiple spare magazines, stripper clips, en-bloc clips, loose ammo, etc. for your chosen rifle. Even high capacity guns may have to reload at least once. Remember you need a minimum of 20 rounds to complete just the course of fire, assuming no misses, and most likely more than that will be needed. SEE COURSE OF FIRE.
- 2) **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 during the match for safety reasons. No tracer, incendiary or exploding ammunition. Bring a lot! You will easily blow through 20 or more rounds in one match!!

Shotguns: Any shotgun that meets the following requirements:

- 1) Any shotgun.
- 2) No maximum capacity.
- 3) **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 a container on the ground during the match for safety reasons. **Birdshot only.** No shot larger than #4.

### **How the match is run:**

Our aim is to break the teams into three groups. One group will do the handgun match, the second the rifle match and the third the shotgun match. When each group completes their respective match they proceed to the next match, swap out their gear and shoot that one until they have completed all three matches.

### **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 accommodated as much as possible while staying safely within the rules and spirit of the competition.

### **Scoring:**

PISTOL: As scored on B34 target

RIFLE: As scored on B34 target

SHOTGUN: 10 points per hit bird

Final Score: Rifle+Pistol+Shotgun divided by time required

SEE COURSE OF FIRE BELOW

## **COURSE OF FIRE**

### **MATCH #1: Pistol - "The Qualifier III"**

NO FIREARMS MAY BE DRAWN FROM THE HOLSTER OR HANDLED WITHOUT PERMISSION OF THE RANGE OFFICER!!! IF YOU HAVE AN ISSUE AND NEED TO HANDLE THE GUN WE WILL ESCORT YOU TO THE LINE OR DIRECT YOU TO ANOTHER RANGE.

**Allotted Time:**

Teams will have 2 minutes maximum to complete the course of fire. Time starts once the commence fire command is given.

**Targets:**

Pre-qualifier targets will consist of a steel plate set at 12 yards, a bank of 5 clay pigeons set at 8 yards, and a second steel plate set at 20 yards.

Scoring target will be a B-34 silhouette target set a 15 yards and scored as marked. One scoring target per team per run.

**Shoot Objective:**

The object of this shoot is for each team member to fire ten aimed shots onto the B-34 target for the highest score possible in the shortest time possible and not exceeding maximum allowed time. Before the shooters can fire one round at the B-34 target, BOTH team members must shoot the pre-qualifier targets. The shooters must HIT each metal plate 5 times and BREAK all 5 clay pigeons. Only when BOTH team members have completed the pre-qualifier can they fire ten rounds each for score on the B-34. **One team member CANNOT** help the other with the pre-qualifier targets. All of this must be done in the shortest time possible and not exceeding the maximum time. The pre-qualifier targets have no point value, hitting them the required number of times allows both team members to shoot at the B-34 scoring target. The faster and more ACCURATELY you hit the pre-qualifier targets and the scoring target, the better your score. If you do not hit the pre-qualifier targets before the time runs out you get no score for that match.

**Course of fire:**

**12 Yard Steel Plate:** Shooters will report to the line at the 15yard metal plate station. Range is set up as a mirror image with the 15 yard plate on the outside edge of the range, then the clay targets, then the 30 yard steel targets and a single B-34 in the middle. Shooters are moving toward each other. Shooters will be given time to load and holster. On command the shooters will draw their handgun and commence fire. They have a maximum of 2 minutes complete the course of fire at all four stations. The shooters will hit the 15 yard steel plate five times using as many rounds as necessary. . Once five hits are obtained on the plate the contestant will cease fire and move sideways to the 9 yard shooting station with the HANDGUN POINTED DOWN RANGE, FINGER OFF TRIGGER AND SAFETY ON.

**8 Yard Clay Pigeons:** At the second station the shooters will then shoot and break the five clay pigeons using as many rounds as necessary. Once all five clays have been

hit. the shooter will move sideways to the 30 yard steel target shooting station with the HANDGUN POINTED DOWN RANGE, FINGER OFF TRIGGER AND SAFETY ON.

**20 Yard Steel Plate:** At the third shooting station the shooters will hit the 30 yard steel plate the required five times using as many rounds as necessary. You MUST shoot the steel plate and hit it five times to proceed to the B-34 scoring target. Once five hits are obtained on the plate the shooter will move sideways to the 15 yard B-34 target shooting station with the HANDGUN POINTED DOWN RANGE, FINGER OFF TRIGGER AND SAFETY ON.

**15 Yard Scoring Target:** At the fourth and final shooting station the shooter will fire ten rounds at the B-34 target. BOTH TEAM MEMBERS MUST SHOOT AT THE 25 YARD B-34 TARGET TOGETHER. If your team mate is still working on the pre-qualifier targets you have to wait until he/she catches up to you. ONLY TEN ROUNDS PER SHOOTER MAY BE FIRED AT THIS TARGET (20 rounds total for both team members). All shots in the scoring rings will be counted toward your score. Once both team members completes their ten rounds (assuming you have not run out of time) the shooters will unload and show a safe firearm to the range officer, then reholster.

Highest possible score on the B-34 is 200-20X.

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## **MATCH #2: Rifle - "Running Man Qualifier"**

NO FIREARMS MAY BE HANDLED, REMOVED FROM THE RACK OR UNSLUNG WITHOUT PERMISSION OF THE RANGE OFFICER!!! IF YOU HAVE AN ISSUE AND NEED TO HANDLE THE GUN WE WILL ESCORT YOU TO THE LINE OR DIRECT YOU TO ANOTHER RANGE.

### **Allotted Time:**

Teams will have 3 minutes maximum to complete the course of fire.

### **Targets:**

Scoring target will be a single B-34 silhouette target set on a moving carriage fired from a distance of 50 yards. Scoring rings count as marked.

### **Shoot Objective:**

The object of this shoot is for each team member to fire ten aimed shots onto the B-34 target for the highest score possible in the shortest time possible and not exceeding maximum allowed time. Before the shooters can fire one round at the moving B-34 target, BOTH team members must shoot the pre-qualifier targets. The shooters must BREAK all 10 clay pigeons set up in two banks of 5. Only when BOTH team members

have completed the pre-qualifier can they fire ten rounds each for score on the moving B-34. One team member CANNOT help the other with the pre-qualifier targets. All of this must be done in the shortest time possible and not exceeding the maximum time. The pre-qualifier targets have no point value, hitting them the required number of times allows both team members to shoot at the moving B-34 scoring target. The faster and more ACCURATELY you hit the pre-qualifier targets and the scoring target, the better your score. If you do not hit the pre-qualifier targets before the time runs out you get no score for that match.

**SHOOTERS MUST EXERCISE CAUTION WHEN UNSLINGING RIFLES NOT TO “SWEEP” OTHER SHOOTERS ON THE RANGE WITH THE MUZZLE OF THE GUN!!**

### **Course of fire**

#### **STAGE #1: First Bank of Clays at 25 yds**

Shooters will report to the 50 yard line and on command will load his / her firearm and assume the low ready position. The range is set up mirror image with shooters starting on the outside edges and working their way toward the middle. On command to fire, the shooter will fire as many rounds a necessary to break 5 clay pigeons. Once all 5 clays are broken he/she will move laterally to the next firing position. RIFLE MUST BE POINTED DOWN RANGE, SAFETY ON AND FINGER OFF THE TRIGGER DURING THE MOVEMENT.

#### **STAGE #2: Damned Clays at 35 yds**

When the shooters are at the next firing position they immediately engage the next bank of 5 clay targets using as many rounds a necessary to break them. Once all 5 clays are broken he/she will move laterally to the next firing position. RIFLE MUST BE POINTED DOWN RANGE, SAFETY ON AND FINGER OFF THE TRIGGER DURING THE MOVEMENT.

#### **Stage #3: The Streak at 50 yds**

Both team members must be at the middle firing position before the moving B-34 target will be sent out. Both shooters will fire on the target at the same time. IT CAN ONLY BE FIRED AT BETWEEN THE SHOOT FLAGS COMING OR GOING. For the safety of our crew this will be strictly enforced. Each team member may only fire ten rounds maximum at the target. Be advised that the instant the second team member steps into his/her middle shooting position the target will be called for.

Shooters will unload and show a safe firearm to the range officer then sling.

HIGEST POSSIBLE SCORE: 200-20X

**MATCH #3: Shotgun - “Help your neighbor”**

NO FIREARMS MAY BE HANDLED, REMOVED FROM THE RACK OR UNSLUNG WITHOUT PERMISSION OF THE RANGE OFFICER!!! IF YOU HAVE AN ISSUE AND NEED TO HANDLE THE GUN WE WILL ESCORT YOU TO THE LINE OR DIRECT YOU TO ANOTHER RANGE.

**Allotted Time:**

N/A

**Targets:**

The team will be presented with 30 single targets worth 10 points for each clay broken.

**Shoot Objective:**

There will be two trap machines set in fixed positions throwing the birds in the same direction. The third machine is a wobbler. There are a total of four firing positions. Targets will be presented in flurries of ten launched about 2 seconds apart. Either team member may shoot at them using as many rounds as necessary to hit each target. Each target presented and not shot at or not hit is considered a miss. Team members swap positions after each flurry of ten targets. The trapper will give shooters time to top off or load between flurries.

**SHOOTERS MUST EXERCISE CAUTION WHEN MOVING BETWEEN STATIONS NOT TO “SWEEP” OTHER SHOOTERS ON THE RANGE WITH THE MUZZLE OF THE GUN!!**

**Course of fire**

**STAGE #1: Flurry 1**

Shooters will report to firing stations 1 & 4 and on command will load his / her firearm and assume the low ready position. When ready one team member will advise the trapper they are “ready” and the first bird will be presented with 9 more to follow launched 3 seconds apart, 5 from each machine. The team's job is to hit as many of those birds as possible using as many rounds as necessary and maintaining ammunition levels in their firearms. In other words you will get 10 birds in 30 seconds that you need to hit without running your guns dry. Shooters swap the 1 & 4 positions.



SHOTGUN MUST BE POINTED UP, SAFETY ON AND FINGER OFF THE TRIGGER DURING THE MOVEMENT.

### **STAGE #2: Fast and Flurry 2**

Shooters will swap firing stations 1 & 4 and on command will load his / her firearm and assume the low ready position. When ready one team member will advise the trapper they are "ready" and the first bird will be presented with 9 more to follow launched 2 seconds apart, 5 from, each machine. The teams job is to hit as many of those birds as possible using as many rounds as necessary and maintaining ammunition levels in their firearms. In other words you will get 10 birds in 20 seconds that you need to hit without running your guns dry. Shooters move to position 2 & 3.

SHOTGUN MUST BE POINTED UP, SAFETY ON AND FINGER OFF THE TRIGGER DURING THE MOVEMENT.

### **Stage #3: Where Did It Go?**

Shooters will move to firing stations 2 & 3 and on command will load his / her firearm and assume the low ready position. All birds will be presented from the Wobbler machine. When ready one team member will advise the trapper they are "ready" and the first bird will be presented with 9 more to follow launched 2 seconds apart. The teams job is to hit as many of those birds as possible using as many rounds as necessary and maintaining ammunition levels in their firearms. In other words you will get 10 birds in 30 seconds that you need to hit without running your guns dry.

Shooters will show an empty and safe firearm to the range officer.

HIGEST POSSIBLE SCORE: 300

END OF SHOOT!!

THANK YOU FOR ATTENDING OUR SHOOT :)