

CVRPC .22 RIMFIRE TACTICAL STEEL CHALLENGE 2012 EVENTS

Beginning Saturday, March 10, the Catawba Valley Rifle & Pistol Club will be hosting our .22 Tactical Steel Challenge matches again in 2012. Matches are scheduled to run the 2nd Saturday of each month March through October. Sign up begins at 9:30am, Match review at 9:45, and shooting starts at 10:00 am.

LOCATION:

Conover, NC. Catawba Valley Rifle and Pistol Club. Directions to the range can be found at www.cvrp.org/dir.htm. The range is conveniently located a short distance off I-40 in Conover, NC (near Hickory, NC). Plenty of graveled parking is available as are indoor restrooms (men and women).

ENTRY FEE AND PAYOUT:

- Entry fee of \$10.
- Re-entries (not for match score) are permitted if position/time available
- Payout will be as follows:
 - 1st Place 40% of entry fees
 - 2nd Place 20% of entry fees
 - 3rd Place 10% of entry fees
 - (30% goes to the CVRPC range for usage)

Junior shooters (15 and under) will compete for trophies with awards presented for 1st, 2nd, and 3rd places. Junior shooters are still eligible for cash payout and match win.

We will also have a random draw, two-man team event for those who wish to participate for \$5.00 (90% payback with 10% going to CVRPC).

A "bonus" type side match shooting steel targets at various ranges from 112 to 240 yards may be offered at the Match Director's discretion, and time permitting. (90% payback with 10% going to CVRP)

COURSE:

All shooting will be from a paved, covered firing line with multiple positions available. Course will consist of 4 stages at distances as follows:

- Stage 1: 57 yards.

- Stage 2: 112 yards.
- Stage 3: 163 yards.
- Stage 4: 210 yards.
- Targets are IPSC “style” AR235 steel in sizes ranging from approx. 1.5” to approx. 8.5” in height.
- All targets (including sighter targets) are reactive steel with no paper targets being offered.
- A sighter target will be available at each Stage. Sighter targets are steel, round discs, white in color.
- The course of fire will consist of various size targets and will also include “hostage” style scenarios, partially blocked or hidden targets, diminishing size precision reactive targets, and other possible scenarios **at the Match Directors discretion.**
- Targets will be engaged from the following positions:

Modified Prone: Prone position at 90* from target. Fired from shooting mat.

Prone: Prone position from shooting mat.

Defilade: Simulated defilade fired from tabletop with limited field of view.

Barricade /cover: Simulated rooftop type cover position.

NOTE: No rear rest, bag, appendages, or mechanical support of any kind allowed on any position. Additionally, bipods must be adjusted so the stock does not contact the ground when firing from prone positions or the tabletop from the defilade position. The shooter may place their hand, wrist, fist, etc. between the stock and ground. If a competitor is found in violation, the competitor will be issued a warning with the shooter’s score for that stage entered as zero “0”, and in the event of a second offense the competitor will be disqualified.

- Course of fire will consist of 48 rounds, 8 of which are sighters.

You will encounter 12 targets total at each stage consisting of the following: Six, free-standing targets worth 1 point each; 4 aggressor/hostage style targets worth 2 points each - but with a minus one point (-1) hostage kill penalty; and two very challenging "option" targets worth 3 points each - but also with a -1 point hostage kill penalty. So that’s 12 available targets with varying difficulty, and with varying risk vs. reward. 10 shots, 12 targets, you decide.

Please note that ANY of the four positions described above may be encountered on ANY of the four Stages. Shooting positions will either be drawn on the morning of match day, or prescribed at the Match Director's discretion dependant on conditions.

NOTE: Course and targets may vary slightly at match director's discretion.

EQUIPMENT:

- Match is open to all .22 rimfire rifles including bolt action, semi auto, single shot, lever, and pump actions. No weight limit.
- .22 Short, Long, and Long Rifle only. No 22 WMR, 17M2, or 17HMR rifles allowed.
- No "adjustable" muzzle devices or "tuners" are allowed.
- Non-adjustable muzzle brakes and "bloop tubes" not exceeding an overall length of 3" are permitted.
- The use of suppressors is permitted.
- No mechanical front rests – bipod only. NOTE: Only "tactical" style bipods allowed. No F-Class or "wide footprint" models allowed.
- No rear bags, monopods, or rear rest of any kind allowed.
- No rear stock appendages, protrusions, or otherwise fixed, adjustable, or folding devices that would serve as support.
- The use of a sling is permitted.
- Shooting mats, elbow pads, etc. are allowed.
- No "High Power type" shooting coats or jackets allowed.
- The same gun MUST be fired throughout the course unless a verified mechanical or optical failure occurs which must be approved by the Match Director.

MATCH COMMANDS:

- At the command: "Shooters to the Line...Your 30 second prep period begins, NOW" competitors will have a 30 second prep period to get into position, adjust scope settings, etc. The firearm must remain unloaded during the prep period.
- At the end of the prep period the competitor will receive a "Load" command at which time he/she will have 30 seconds to load his weapon.
- At this "Load" command, shooters with magazine fed rifles will load a magazine with **2 (two) rounds only**. Shooters may also choose to engage sighter targets single fed.
- At the end of the 30 second "Load" period, the shooter will receive the "Fire" command and have 30 seconds to fire on 2 sighter targets only.

- The sighter targets **must** be engaged first.
- At the end of 30 seconds a “Cease Fire” command will be given. Bolts/actions are to be open at this time.
- After the two rounds are fired on the sighter target and the “Cease Fire” command given, **a magazine change is required**. The competitor may then load a magazine loaded with 5 or 10 rounds. The time period for the magazine change is 15 seconds.
- Tubular magazine fed rifles must load two rounds only, or engage sighter targets single fed; then load 10 rounds at Magazine Change command.
- At the end of the 15 second magazine change period the “Fire” command will be given at which time the competitor will fire 10 rounds for score during a 4 minute period.

NOTE: If a competitor does not fire the allocated two rounds on the sighter target for any reason, the competitor still has a maximum of ten shots for score. If a competitor fires more than 10 rounds for score, the score for that stage shall be zero “0”. If a second offense occurs the competitor will be disqualified.

- The competitor may choose to engage any target on the stage in any order. Competitor review of the scoring below and various strategies dependant on the presented targets at each stage are advised.
- If a competitor fires at a target for score prior to receiving the FIRE command, it shall be called as an “early shot” and any point scored shall be marked as a zero “0”.
- At the end of the 4 minute period a “Cease Fire” command will be given at which time the competitor must display a clear and open action, **insert an “open chamber indicator” or flag**, and acknowledge clear by a show of hands.
- Shooters must hold their position while target setters are downrange with **no handling** of the firearm permitted. Upon the command at the return of target setters shooters may advance to their next position, place their firearm at their designated shooting position, without further handling or adjustment.

NOTE: To help ensure the target setter’s safety and aid in enforcement of this rule, any competitor called for handling their firearm while persons are downrange will: 1st offense: Be issued a warning with 10 points deducted from their overall score; and 2nd offense: Be disqualified and the competitor asked to remove their equipment from the line. No exceptions. Safety will NOT be compromised.

SCORING:

- Targets **MUST** fall to be scored as a HIT.

- Turned targets still standing will be counted as a miss or “0”.
- Each missed target will be scored as “0” point.
- Each “single man” or “free-standing” man hit will be scored as 1 point.
- Hostage target hit (knocked over) will be scored as minus 1 (-1) point.
- Hostage target aggressor “kills” will be scored as 2 points.
- “Option” target aggressor kills will be scored as 3 points.
- “Option” target hostage kills are scored as minus 1 (-1) point.
- If the Aggressor target AND the Hostage target falls it is scored as minus 1 (-1).
- If a Hostage target is turned and does not fall it does not count against the competitor.
- All competitors must have their scorecard verified and initialed before advancing to the next position. Blank or mismarked targets will be scored as “0”. Line Officers will be available for assistance in scoring or match procedures.
- Competitors will turn in their scorecard to the Match Director or Line Officer at the completion of Relay #4.
- All scorecards must be completed with the competitor’s name and contact information prior to turning it in for scoring. Scorecards with no name or identifying information will be rejected.
- In the event of a “tie” for 1st, 2nd, and 3rd Place, a “Tiebreaker Stage” will be added and will be at the Match Directors discretion. Expect targets from 57 to 210 yards.

ALIBI SHOTS:

- No alibi shots will be given for failure to fire due to equipment or ammunition malfunction.
- No alibi shots will be given for failure to fire during the allotted time.
- Alibi shots will be permitted only when the respective targets are unavailable due to crossfire or mechanical target failure in the competitor’s bank and the competitor has not fired all 10 allowed shots.
- The competitor must notify a Range Officer or the Match Director immediately if he/she has missing targets due to crossfire or mechanical target failure.
- It is the sole responsibility of the competitor to notify the Range Officer of the alibi situation.
- It is the sole responsibility of the competitor to decide to engage further targets or suspend fire and engage the targets in an alibi period.
- At the Match Director’s command, the alibi shooter will engage targets with the standard range commands and the competitor shall be given 24 seconds per alibi shot.

SAFETY:

- CVRPC requires the use of open chamber indicators/flags at all times except after the load command has been given.
- ALL bolts and actions must remain open at all times except when “on stage” after the Load command is given.
- Failure to display open actions and Open Chamber Indicator will result in 1 warning, followed by disqualification.
- Eye and hearing protection must be worn by competitors, spotters, and bystanders.
- No horseplay or unsafe gun handling will be tolerated.

CONTACT:

Please contact apache308 (Steve Roe) or armorpl8chikn (Joe Lassiter) on this site or sroexp1@embarqmail.com for further information or preregistration. Pre registration is recommended but not required.