

## MCF&GAME CLUB PISTOL MATCH REMINDER

### PISTOL MATCH – SATURDAY JULY 6th, 2019 at 10:00 AM

Remember that you must be present at SAFETY BRIEFING (10:00 AM SHARP) to be eligible to shoot the match.

PISTOL RANGE CLOSES AT 9:00 AM to allow setup.

Bring at least 150 rounds of ammo.

Usually finished in 3 hrs.

Open to members and their friends.

Note to ALL SHOOTERS: must have eye and ear protection on range and **EMPTY weapon** is in a case, pistol pouch or gun rug and is never presented until safety officer in your squad gives you range command to load and make ready.

These are fun matches for our members and their friends.

Try to be at range by 9:30 AM to assist with setup and to sign in so we may begin promptly.

5<sup>TH</sup> Stage optional, free to match competitor's and score does not count in match. We do this for fun and to expose our shooters to other shooting formats. Bring your **centerfire handgun** and your (optional) holster & mag carriers if you have them, you can start from low ready if no holster or mag carriers.

We will take entries for 2<sup>nd</sup> gun up to 25 entries.

Match Fee \$10.00

Mike Shields

Match Director

[Ms111676@aol.com](mailto:Ms111676@aol.com)

[mcfgcinc.com](http://mcfgcinc.com) - for additional information (directions etc.).

Safety area for malfunctions and function check. NO AMMO IN SAFETY AREA EVER!

You may load magazines and handle ammo anywhere on range but SAFETY AREA.

#### DIVISIONS YOU MAY ENTER:

CENTERFIRE Pistol – OPEN = 9mm or larger handgun with Compensator, Optic sight or both.

CENTERFIRE Pistol – IRON = 9MM or larger handgun with Iron sights.

RIMFIRE Pistol - OPEN = .22LR Handgun with compensator, optic sight or both

RIMFIRE Pistol - IRON = .22LR Handgun with Iron sights.

RIFLE RIMFIRE - OPEN = .22LR RIFLE with compensator, optic sight or both

RIFLE RIMFIRE - IRON = .22LR RIFLE with Iron sights.

PCC = Pistol Caliber Carbine---optic or iron.

Bragging rights to:

High Senior, Super Senior, High Lady, High Junior and division winners.