

MCF&GAME CLUB PISTOL MATCH REMINDER

PISTOL MATCH – 9:45 A.M. SATURDAY, SEPTEMBER 4th 2021

Remember that you must be present at SAFETY BRIEFING (9:45 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 invited guests

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.

Try to be at range by 9:30 AM to assist with setup and to sign in so we may begin promptly. **MUST BE SIGNED IN BY 9:45!!!!**

PLEASE PRE-REGISTER -pay when you arrive. Match Fee \$10.00 IF NOT PRE-REGISTERED you are not guaranteed a squad position. (if squads fill up with pre-registered entries). So pre-register if you want a guaranteed slot to shoot.

5th Stage, optional, free to match competitor's and score does not count in match. This stage is 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. 5th stage is after conclusion of Steel Match.

Mike Shields
Match Director
Ms111676@aol.com
mfcginc.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

CENTERFIRE Pistol – OPEN = 9mm or larger handgun with Compensator, Optic sight or both
CENTERFIRE Pistol – IRON = 9MM or larger handgun with Iron sights
CENTERFIRE Revolver – OPEN = Centerfire revolver with Compensator, Optic sight or both
CENTERFIRE Revolver – IRON = Centerfire revolver with iron sights

RIMFIRE

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
RIMFIRE REVOLVER– IRON = .22LR revolver with Iron sights
RIMFIRE REVOLVER– OPEN = .22LR revolver with compensator, optic sight or both

PISTOL CALIBER CARBINE

PCC = Pistol Caliber Carbine---optic or iron

Recognized Categories: High Junior, High Lady, Senior (55-65), Super Senior (>65).

SEPTEMBER 2021 BONUS STAGE(S)

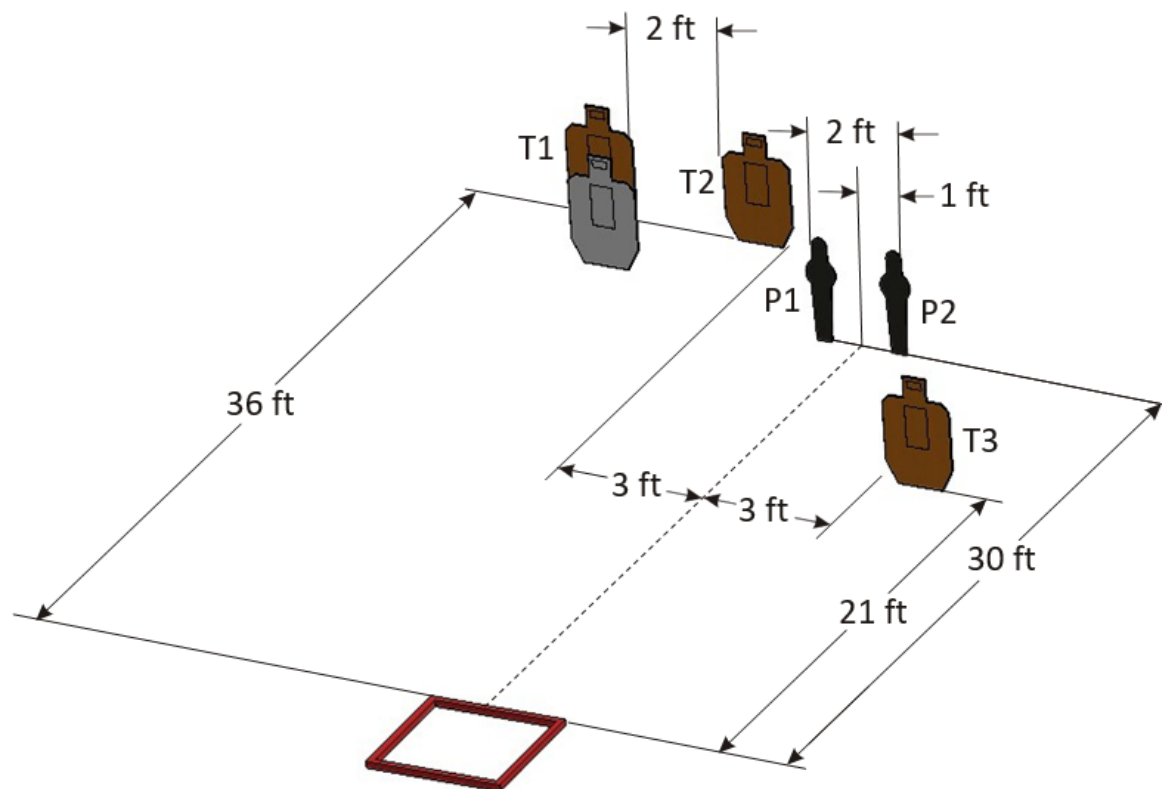
The bonus stage for September will be two stages. The stages will both test reload skills with a mandatory reload in each stage. One stage will start with a table start and the other from the draw. As always both stages will test speed and accuracy as well as your gun handling skills from a stationary position.

Tick-Tock is a Virginia count stage meaning you can only fire the specified number of rounds (16). Additional rounds fired will result in a penalty.

Someone Is Always Willing to Pay is an 8 round course of fire with 2 arrays; one consisting of the 3 metric targets and one array consisting of the 2 steel poppers. You must perform a reload in between. The original stage design calls for 2 mini poppers but we will be using 2 standard poppers.

Even though there are two stages, the round count is low for a total of 24 combined. Take a look at the stage diagrams and description below, work on a plan and be ready to shoot. Good Luck!

SOMEONE IS ALWAYS WILLING TO PAY



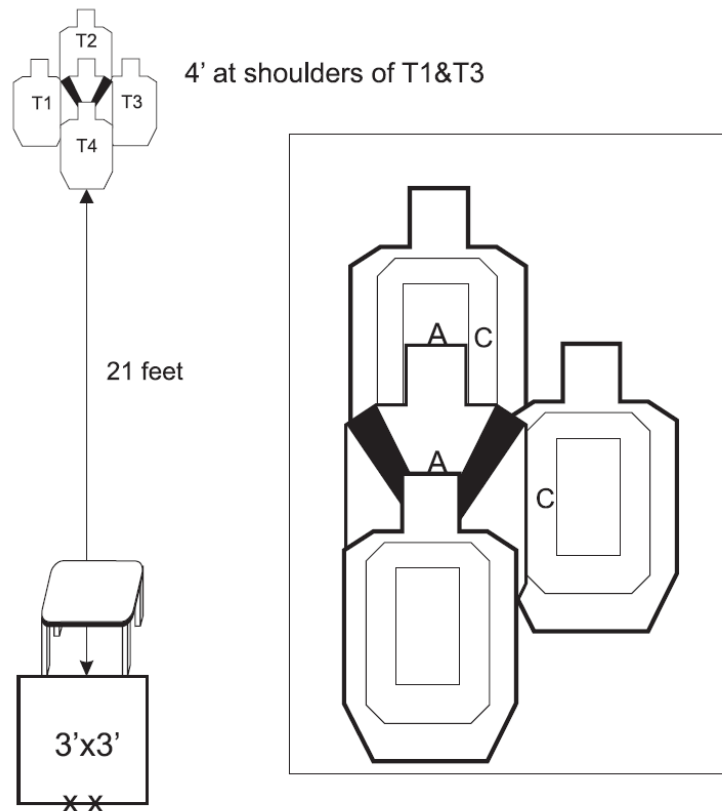
Someone Is Always Willing To Pay is a 8 round, 40-point, Comstock Speed Shoot. There are 3 metric targets and 2 poppers. The best 2 hits per paper will score and steel must fall to score.

The handgun start position is standing inside shooting area, facing downrange, wrists below belt with handgun loaded and holstered.

The PCC start position is standing inside shooting area, facing downrange, holding loaded PCC, stock on belt, and muzzle pointing downrange.

On the audible start signal from within shooting area, engage T1-T3 or P1 & P2, perform a mandatory reload, and engage remaining targets.

TICK-TOCK



Tick-Tock is a 16 round, 80 point Virginia Count Classifier course. There are four Metric targets. The best four hits per target will score. The Start signal is audible

The start position is standing outside the fault lines, toes touching marks, facing downrange and wrists above respective shoulders. Your gun will be unloaded, flat and unpropped on table, muzzle downrange, trigger guard centered on mark.

All magazines to be used on the stage must be placed on the table.

PCC: No change.

Upon start signal, from within the fault lines, engage T1-T4 with only two rounds each, make a mandatory reload using a magazine from the table only, then engage T1-T4 with only two rounds each. All reloads must be made using a magazine from the table only. Using magazines from mag pouches is not allowed.