

# SLSC Weekly Match Update

All matches listed open to the public (High Power matches only – non-members must be sponsored by a member). An explanation of each match type is at the end of the schedule listings.

Results: USPSA: <https://practiscore.com/results/13560>

Note: Sign up for the Bill Plath Memorial Toys for Tots 3-Gun Charity Fundraiser Match is now open (see listing below on Nov 13-14)

Sign up for the IDPA Chesapeake Cup (BUG and CCP only Tier II match – classification required) on Feb 6 is open at <https://practiscore.com/chesapeake-cup/register> Trophy only match - \$30.

This Week:

## Friday-Saturday November 13-14, 2015

### 3<sup>rd</sup> Annual Toys for Tots Bill Plath Memorial 3-Gun Fundraising Match (Bullseye Range and Dynamic Shooting Pits)

9am-5pm

Match POC: Chris Viverette [somd.practical.shooters@gmail.com](mailto:somd.practical.shooters@gmail.com)

<http://www.somdpracticalshooters.com/>

Sign Up: <http://matchsignup.org/match/default.php?matchid=464> walk on's, if space available but recommended to reserve a time. Time slots: 0900, 1100, 1300, and 1500.

Fee: \$40 includes rifle, pistol and shotgun stages. Each entry gives you a chance to win one of the 6 guns that are raffled off at the end of the match.

Course of fire: 22LR Rifle stage (12 rounds), 9mm pistol stage (Junior or Lady can shoot 22 LR) and 12 gauge shotgun stage (8 rounds). Side matches for \$10 each with shotgun (Texas Star) and 22LR pistol (plate rack).

## Saturday November 14, 2015

### Rimfire Silhouette Match (Rifle Range)

1-4pm (Gate open 12:00-12:30pm)

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: <http://matchsignup.org/match/default.php?matchid=531> ; walk on's, if space available.

Fee: SLSC members: \$4; non-members \$7

Course of fire: Standing with 4 stages 2 strings each. 40 rounds plus sighters before match starts.

## Sunday November 15, 2015

### Skeet Shoot (Shotgun Range)

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutheimer [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

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Upcoming Events:

**Saturday November 21, 2015**

**Vintage Military High Power Rifle Match (Rifle Range)**

**9am-2pm (Gate – Non-members need member sponsor)**

Match POC: Dick Chadwick [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net)

Sign Up: Email [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net) Highly recommended to pre-register due to limited range capacity (2 relays of 8 competitors). Priority to club members. Sponsored non-members on space available basis.

Fee: SLSC members \$10 and juniors \$7; non-members \$15. The entry fee includes a \$4.50 NRA registration fee.

Course of fire: Rifles used are military service rifles that were in service prior to 1961. Up to 5 sighting shots followed by 30 rounds for record.

**Sunday November 22, 2015**

**Skeet Shoot (Shotgun Range)**

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutheimer [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

**Sunday November 22, 2015**

**Rimfire Steel Challenge (Dynamic Shooting Pits)**

**9am-2pm (Gate open 8:15-8:45am)**

Match POC: "Doc" Holiday [mholliday@comcast.net](mailto:mholliday@comcast.net)

Sign Up: <http://matchsignup.org/match/default.php?matchid=539> Walk-ins, if space available.

When signing up online for Divisions use Revolver for Manually Operated and Classic for Cowboy/girl. Open is for optics and Limited for iron sight semi-autos. New shooters to Rimfire Steel select Novice class. We will squad the morning of the match.

Fee: SLSC members \$5; non-members \$10; Active duty military \$5; Youth, Novices, Wounded

Warriors and Paralympians FREE.

Course of fire: 4 stages with 5 strings each pistol and rifle; approx. 400 rounds.

**Saturday November 28, 2015 – Saturday December 12, 2015**  
**All Grounds Closed except for Shotgun Range**

**Sunday November 29, 2015**

**Skeet Shoot (Shotgun Range)**

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutheimer [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

**Sunday December 6, 2015**

**5-Stand (Shotgun Range)**

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutheimer [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: 25 shells per round. #7.5, 8 or 9 shot only

**Sunday December 13, 2015**

**Wobble Trap (Shotgun Range)**

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutheimer [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: 25 shells per round. #7.5, #8 or #9 shot only

**Saturday December 19, 2015**

**IDPA Match (Bullseye Range and Dynamic Shooting Pits)**

**9am-1pm (Gate open 8-8:45 am)**

Match POC: JJ Jackson [sannersidpa@gmail.com](mailto:sannersidpa@gmail.com)

Sign Up: TBA. If you wish to be on direct distro for IDPA match announcements contact match

POC.

Fee: SLSC \$10; non-members \$15

Course of fire: Classifier Match

## **Sunday December 20, 2015**

### **Skeet Shoot (Shotgun Range)**

**9am-1pm (Gate open 8:45 am)**

**Range will close when all participants are finished**

Match POC: Doug Sutherland [sanners.shotgun@gmail.com](mailto:sanners.shotgun@gmail.com) or Tony Picaroni  
[picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

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Matches on Winter Hiatus:

### **Woodstock Classic Military Match (resumes 17 March 2016)**

### **Wednesday Afternoon Skeet Matches (when Daylight Savings starts)**

### **CMP Rimfire Sporter Rifle (when Daylight Savings starts)**

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Additional Match Details:

### **Bowling Pin Matches**

Bowling Pin Matches are fast paced, close range handgun competitions that place a premium on accuracy and reliable equipment and ammunition. Five bowling pins are spaced evenly apart on a table 7 yards from the shooter. For minor power factor (.380-.40cal) the pins are placed one foot from the rear of the table while major power factor (over .40 cal) are placed one foot from the front of a 4' deep table. The competition pins are used bowling pins from bowling alleys after they have reached the end of their useful bowling life. The pins react randomly, particularly to off center hits. Thus accurate bullet placement is important. After a string has been started any firearms/ammunition malfunctions are dealt with on the clock and are not reshot while any range equipment failures will permit a reshot. A match is 4 strings of 5 pins each. All shooters will complete string 1 before proceeding to the next string allowing for magazine reload time. Top two strings for each match are totaled for a final time. There is no official organization oversight for bowling pin matches and rules may vary slightly from club to club.

What to bring: A pistol with case; several magazines (high capacity are permitted) and ammo (minimum of 20 rounds required per match but rarely does anyone clear all the pins each time with one shot a piece so suggested 50-75 rounds per match). No magnum loads permitted.

## CMP Rimfire Sporter Rifle Matches

The CMP Rimfire Sporter Rifle Matches offers shooters a recreation-oriented competition where they use .22 caliber sporter rifles (plinking and small game rifles) commonly owned by almost all gun enthusiasts. This is a unique match where all you need is a rifle and ammo. You fire with standard sporter-type rimfire rifles that can weigh no more than 7 ½ pounds, with sights and sling. Rifles may be manually operated or semi-automatic; shooters with manually operated actions are given extra time in rapid-fire to compensate for the difference.

There are three classes of competition - the standard "O Class" for open-sighted rifles, "T-Class" for telescope sighted and rear aperture sighted rifles and "Tactical Rimfire" class, which is a .22 caliber A4 or AR15 style rifle. Firing for all classes is done at 50 and 25 yards on a target with a 1.78" ten-ring and an 18" outer one-ring. Even new shooters can get hits on this target, but it's still tough enough that no one yet has fired a perfect 600x600 score.

More info: <http://thecmp.org/wp-content/uploads/Rimfire.pdf>

## High Power Rifle Matches

Due to limited range capacity our high power rifle matches are open to the public only by personal invitation. Invitations to non-members to compete with us may be issued if firing points are available after the deadline for club members to pre-register has expired.

Request a program from the match POC for specific details. A summary is below.

The **NRA Approved National Match Course** is shot using center fire rifles using metallic sights. A description of the High Power Service Rifle and High Power Match Rifle used in this event can be found in the NRA High Power Rifle Rule Book. The rifle must have an internal or detachable magazine with a capacity of at least 5 rounds and capable of being reloaded/changed during the timed rapid fire stages of the match. At least 55 rounds are required for this match: up to 5 sighting shots fired in up to 5 minutes, 10 rounds standing fired in 10 minutes, 10 rounds sitting or kneeling rapid fire fired in 60 seconds, reloading once, 10 rounds prone rapid fire fired in 70 seconds, reloading once and 20 rounds prone fired in 20 minutes.

The **NRA Approved High Power Sporting Rifle** match is shot using center fire rifles with internal or detachable magazine capacities of at least 4 rounds. The maximum weight of the rifle and sights cannot exceed 9 1/2 pounds. Optical and metallic sights are both allowed in this match. Specialized shooting equipment such as heavily padded shooting coats and gloves are **NOT ALLOWED** in this match, just clothing appropriate to the weather. Up to 37 rounds are required for this match: up to 5 sighting shots fired in up to 5 minutes, 8 rounds fired prone in 8 minutes, 8 rounds fired standing in 8 minutes, 8 rounds fired sitting or kneeling rapid fire in two 4 shot strings, 30 seconds per string, 8 rounds fired prone rapid fire in two 4 shot strings, 30 seconds per string. In all stages of this match the rifle will be loaded and the shooter in position when the command to fire is given.

The **Vintage Military Rifle** match is shot using "as issued" center fire military service rifles that were in service prior to 1961. Metallic sights only are used in this match. Rifles from any country may be used. Magazines will be reloaded/changed during the rapid fire stage of this match. Up to 35 rounds are required for this match: up to 5 sighting shots fired in up to 5 minutes, 10 rounds fired prone in 10 minutes, 10 rounds fired prone rapid fire in 80 seconds, reloading once, and 10 rounds fired standing in 10 minutes.

**What to bring:** A center fire rifle sighted in for 100 yards, sufficient ammunition to shoot the match allowing for the sighting shots and malfunctions. Two magazines or clips to load internal magazines are a must for the NMC and vintage military rifle matches. Shooting mat, spotting scope shooting coat and glove and a sling are very desirable too. The club will have a few mats and spotting scopes on hand the day of the match. Rule books for the NRA Approved matches are available from NRA Sales Department and are also available on line at: <http://compete.nra.org>. It is recommended that competitors obtain a rule book so they know just what is expected of them the day of the match.

## **IDPA Matches**

International Defensive Pistol Association (IDPA) is a shooting sport that simulates "real world" self-defense scenarios using practical handguns and holsters that are suitable for self-defense use. One of the unique facets of this sport is that it is geared toward the new or average shooter, yet is fun, challenging and rewarding for the experienced shooter. The main goal is to test the skill and ability of an individual, not equipment or gamesmanship. A typical club match will consist of 5 stages with real world scenarios where shooters engage the targets using appropriate sequence (ie near to far) while using cover. Strong hand, weak hand only, shooting on the move or from a vehicle are some of the situations encountered during a match.

<http://www.idpa.com/>

Classifier match (noted in the course of fire). In order for shooters to be able to compete with their peers, IDPA competitors are divided into classifications within each division based upon their skill level. The classifier match consists of three specified stages which provide a quick and easy method of classifying shooters. The stages and more about classification can be found here: <http://www.idpa.com/compete/rules>

What to bring: 9mm or higher caliber pistol, holster, magazine pouch for minimum of two magazines, minimum 3 magazines, cover garment which fully covers holstered pistol and magazines, 75-100 rounds of ammunition.

## **IR 50/50 Rimfire Bench Rest Matches**

An IR 50/50 match consists of shooting 25 targets at 50 yds (or meters on other ranges) from the benchrest using a scoped .22LR rimfire rifle. The target is a standard USRA-IR50/50 target with 25 targets for score and 3 sighting targets. One shot per target is allowed with unlimited shots on the sighting targets. 250 points and 25x's maximum score. The course of fire is completed within 30 mins. Typically a match consists of 3 relays each shooting a different class of rimfire rifle; however, at the SLSC local matches you may shoot all three relays with the same rifle. Wind flags are permitted. <http://www.ir5050.com/rules>

Classes: 13.5 lb class – unlimited scope power and rifle weighs 13.5 lbs or less; 10.5 lb class – unlimited scope power and rifle weighs 10.5 lbs or less; Sporter class – scope power 6.5 or less and rifle weighs 7.5 lbs or less. More details can be found in the rules link above.

What to bring: Sighted in (50 yds) scoped .22LR rimfire rifle, sand bags/rests, wind flags (if desired), sighting in target (for prior to match start), minimum of 75 rounds .22LR

## **Rimfire Silhouette Matches**

A rimfire silhouette match consists of shooting a total of 40 steel silhouette targets while standing using a scoped rimfire rifle. The course of fire consists of two strings with five steel targets each at the following distances: chickens – 40 m; pigs – 60 m; turkeys – 77 m and rams – 100 m. Targets are shot in order and no extra shots are allowed. A string is allowed 2 mins 30 sec to complete. Minimum of 30 seconds between strings. Complete rules are found: <http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-r-book.pdf>

No sighting shots are permitted during the match. SLSC club matches typically allow 30 minutes prior to match start for sighting in.

What to bring: Scoped rimfire rifle, bolt action or semi-auto are typical, with sighting info for 40, 60 , 77 and 100 yds. A single 5 round magazine is sufficient but two magazines are more efficient. Minimum 40 rounds plus any ammo for sighting in.

## **Rimfire Steel Matches**

The NSSF Rimfire Challenge is a .22 rifle and pistol program created to introduce new people to the shooting sports and provide a pathway to shooting competition. The NSSF Rimfire Challenge can provide individuals or families with a fun and exciting first-time shooting experience. A typical match will have ~4 stages where .22LR pistol and rifle are shot at steel targets at distances of approximately 10 yds for pistol and 15 yds for rifle. Each stage will consist of 5 strings for rifle and 5 strings for pistol. Best four strings for each stage count towards the shooter's final score. <http://www.nssf.org/rimfire/#&panel1-3>

What to bring: .22LR pistol (semi-auto, DA or SA revolver), .22LR rifle (semi-auto, pump or lever), 350-400 rounds of .22LR, bag or case for each firearm. Contact match POC for availability of loaner equipment for the match.

## **Skeet Shotgun Matches**

Skeet was developed to improve hunting in the field and is also now a competitive sport. There are a total of eight stations with two throwing houses – a low house (3 foot high near station 7) and high house (10 foot high near station 1). Seven of the stations are located around a half circle with the eighth station halfway between station one and seven (in the middle between the houses). Stations 1,2, 6 and 7 shoot doubles along with singles. All other stations shoot singles. A set of singles is a clay pigeon from the high house and then the low house individually. Doubles are when both the high house and low house clay pigeons are thrown at the same time. One shot per clay is allowed. <http://www.nssa-nzca.org/index.php/nssa-skeet-shooting/about-nssa/rule-book/>

What to bring: 12ga over/under, semi-auto or pump shotgun. Lower gauge is acceptable but no allowances are made. Skeet or improved cylinder chokes are typically used. One box (25 shells) of #9 shot ammo per round.

## **Tactical Shotgun Matches**

Similar to an IDPA match but only firearm used is a shotgun. Typically 5 stages. One stage is

usually a “blind” (no preview) Woods Walk and Stalk stage where targets are engaged from shooting boxes along a path between the rifle and archery ranges. Targets include steel and clay pigeons. Scoring: Missed targets 5 second penalty. Additional penalties for special targets (flipper etc.) may be assessed and will be announced at match brief.

What to bring: Pump or semi-auto shotgun. Shell holders or pouch for reloads which are on the clock. Empty chamber indicator flag or case for your shotgun. Approximately, 80-100 rounds of #7.5, 8 or 9 shot.

## **USPSA Matches**

United States Practical Shooting Association Practical Shooting (USPSA) is a scenario-based practical shooting competition which measures the effectiveness of participants’ shooting techniques and equipment. It is a fast paced style of practical shooting with rapid shooting on-the-move. A typically club match consists of 5-6 stages where competitors have 5 minutes at the start of each stage to walk through and plan their own course of action. Unlike IDPA use of cover is not required nor a specified sequence of engagement. Stages may consist of up to 32 shots. Typically one or two classifier stages are included in each club match.

<http://www.uspsa.org/uspsa-rules.php>

What to bring: 9mm or higher caliber pistol, holster, magazine pouches for minimum of three magazines, minimum 4 magazines, approximately 150-175 rounds of ammunition.

## **USPSA Steel Challenge**

Steel Challenge is similiar to Rimfire Steel Matches in the courses of fire but using a minor power factor (9mm) Production firearm and a USPSA holster. The stages are constant in design and are shot multiple times as in rimfire. More details on the rules can be found here:

<http://steelchallenge.com/steel-challenge-Rules-Home.php>

Stages (not all are used in a local match)

Accelerator - best 4 of 5 runs

Five to go - best 4 of 5 runs

Outer Limits - best 3 of 4 runs

Pendulum - best 4 of 5 runs

Roundabout - best 4 of 5 runs

Showdown - best 4 of 5 runs

Smoke & Hope - best 4 of 5 runs

Speed Option - best 4 of 5 runs

The best four out of five strings will be counted as the total score for each stage, except for Outer Limits, which will be the best three out of four runs.

## **Wobble Trap Matches**

A variation on trap shooting. Five stations behind the trap machine at 16 yds with targets going away from the shooter. The throwing machine oscillates back and forth as well as up and down in wobble trap. Five targets are shot from each station for a round total of 25 targets. Up to two shots per pull are permitted.

What to bring: Shotgun – 12ga semi-auto, over/under or pump shotgun. Lower gauge is acceptable but no allowances are made. Pouch or vest to hold shells and 25-50 shells in #7.5, #8 or #9 shot per round.



## **Wacky Wobble Wabbit Events**

Wobble trap (see above) with a rabbit and possibly a flyer mixed in.

What to bring: Same as Wobble Trap Matches

## **Woodstock – Classic Military Match**

Restricted to wood stocked military rifles in use by various nations prior to 1961. Iron sights and/or peeps ok. No scopes or optics of any kind. Krags, Springfields, Carcanos, Mausers, Mosins, Winchester '94, Thompsons, Garands and the ever-popular matchlock are all good candidates. As long as it was military issue. You wanna shoot your civil war musket and try to obscure the targets for the rest of us? Fine, as long as you can load and shoot 10 times in 10 minutes!

And no, a 1996 Winchester model 70 is NOT allowed even though it has military roots with the Mauser....Match Directors have final say, and will loan you a rifle if needed.

Schedule: 4-4:30 pm range closes for match setup and sign in. 4:30-5pm – sight-in period. 5-6:30 pm relays are shot. Awards and clean up afterwards.

Course of Fire: NRA targets at 100 yards. 10 shots 10 minutes. If 8 shooters or less, 3 targets will be shot. If 9 to 16 shooters, 2 targets will be shot, alternating relays. Shots will be taken from the bench with a front rest and rear bag if desired – no one-piece rests. Volunteers may be asked to change targets for some shooters.

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EVENTS ON HOLD – DO NOT INCLUDE IN WEEKLY UNTIL THEIR TIME

## **Sunday Mar 8, 2015**

### **USPSA Match (Bullseye Range and Dynamic Shooting Pits)**

**9am-3pm (Gate open 8-8:30 am and 11-11:30 am)**

#### **9am and Noon Starts**

Match POC: Chris Viverette [somd.practical.shooters@gmail.com](mailto:somd.practical.shooters@gmail.com)

<http://www.somdpracticalshooters.com/>

Sign Up: <http://matchsignup.org/match/default.php?matchid=359> Note for the classifier there will be morning and afternoon time slots.

Fee: SLSC members and non-members \$25

Course of fire: Classifier Match (stages 09-08, 06-09, 06-03, 03-02, 13-07); minimum 150 rounds; see <http://www.uspsa.org/uspsa-classifier-list.php> for a description of the classifier stages.

## **Sunday Mar 8, 2015**

### **Wobble Trap Match (Shotgun Range)**

**9am-12pm (Gate open 8:45 am)**

#### **Last squad starts at 11:30am**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net) or Mike Haskin [haskin62@hotmail.com](mailto:haskin62@hotmail.com)

Sign Up: Not required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: 25 shells per round. #7.5, #8 or #9 shot only

**Saturday March 14, 2015**

**Rimfire Silhouette Match (Rifle Range)**

**1-4pm (Gate open 12:00-12:45pm)**

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: Not Required

Fee: SLSC members: \$4; non-members \$7

Course of fire: Standing with 4 stages 2 strings each. Minimum 40 rounds.

**Wednesday April 1, 2014**

**Skeet Shoot (Shotgun Range)**

**3:30-6 pm (Gate open 3 pm)**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: Contact Match POC

Course of fire: Skeet; #9 shot only – 25 shells per round

**Sunday April 5, 2015**

**IR 50/50 Rimfire Bench Rest Match (Rifle Range)**

**1-5pm (Gate open 12:15-12:45pm)**

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: Not Required

Fee: SLSC members: \$5 one relay or \$10 for three; non-members: \$7 one relay or \$14 for three

Course of fire: 25 shots at 50 yds in 30 mins, from the bench at one target (USRA-IR50/50 Target – 25 scoring and three sighter targets on one sheet); minimum 75 rounds (.22LR) for three relays plus sighting rounds.

**Saturday March 28, 2015**

**High Power Rifle Match (Rifle Range)**

**9am-2pm (Gate open 8-8:30am)**

Match POC: Dick Chadwick [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net)

Sign Up: Email [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net) Highly recommended to pre-register due to limited range capacity (2 relays of 8 competitors). Walk-ups, if space permitting.

Fee: SLSC members and juniors \$5; non-members \$10

Course of fire: National Match Course; 50 rounds shot standing, prone rapid fire, sitting or kneeling rapid fire and prone slow fire.

**Saturday March 28, 2015**

**High Power Rifle Match (Rifle Range)**

**9am-2pm (Gate open 8-8:30am)**

Match POC: Dick Chadwick [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net)

Sign Up: Limited to 16 competitors. Contact Match POC to sign up.

Fee: SLSC members and juniors \$5; non-members \$10

Course of fire: Vintage Military Rifle Course of Fire; 30 rounds shot prone slow fire, prone rapid fire and standing.

**Saturday Jan 3, 2015**

**IDPA BUG Match (Bullseye Range and Dynamic Shooting Pits)  
9am-1pm (Gate open 8-8:45 am)**

Match POC: JJ Jackson sannersidpa@gmail.com

Sign Up: <http://matchsignup.org/match/default.php?matchid=332>

Fee: SLSC members: \$10; non-members \$15

Course of fire: Back Up Gun match – center fire caliber handgun with barrel length: semi auto 3.8” or less; revolver 3” or less. **Seven stages with a round count of 65.** No holster required. Two divisions – SSP and SSR. Sign up under highest classification. No reloads on the clock. Maximum 5 rounds loaded and 5 rounds per string.

**Saturday Jan 17, 2015**

**Tactical Shotgun and .22LR Rimfire Rifle Match (Dynamic Shooting Pits)**

**10am-1pm (Gate open 9:15-9:45 am)**

Match POC: Tom Slater tslater@md.metrocast.net

Sign Up: <https://www.eventbrite.com/e/tactical-shotgun-match-tickets-15102542110>

Fee: \$10 Sanners members; \$15 non-members

Course of fire: 3 stages of tactical shotgun along with 1 stage of .22LR rimfire rifle. #7.5, #8 or #9 shot for shotgun. Up to 25 rounds per stage for shotgun with reloads on the clock – shotgun with minimum 6 round capacity strongly suggested. Rimfire steel stage will be 10 steel targets with maximum 10 shots allowed (no misses, no stop plate) – 5 strings – 50 rounds minimum. Bring up to 5 magazines for efficiency. Single firearm for each stage, no combination stages.

**Sunday Jan 25, 2015**

**Skeet Shoot (Shotgun Range)**

**10am-1pm (Gate open 9:45 am)**

**Last squad starts at 12:30pm**

Match POC: Tony Picaroni picaroni@md.metrocast.net

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

**Saturday Feb 28, 2015**

**Bowling Pin Match (Dynamic Shooting Pits)**

**9am-2pm (Gate open 8:15-8:45am)**

Match POC: Kevin Stone kstone803@hotmail.com

Sign Up: Not Required

Fee: SLSC member \$5 per match; non-members \$10 first match, \$5 each additional match.

Course of fire: One match consists of 4 strings of 5 bowling pins per string. These are shot at 7 yards. Minimum of 2 matches per event. Minimum 20 rounds per match but suggested to bring 50-75 per match. No limit on number of shots per string.

NOTE: Due to the cold weather, steel poppers will be shot instead of bowling pins as the pins tend to explode in the cold weather.

## **Sunday Apr 5, 2015**

### **5-Stand (Shotgun Range)**

**9am-12pm (Gate open 8:45 am)**

**Last squad starts at 11:30pm**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net) or Mike Haskin [haskin62@hotmail.com](mailto:haskin62@hotmail.com)

Sign Up: Not required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: 25 shells per round. #7.5, 8 or 9 shot only

## **Saturday June 27, 2015**

### **High Power (Sporting Rifle Match Course) Rifle Match (Rifle Range)**

**9am-2pm (Gate – Non-members need member sponsor)**

Match POC: Dick Chadwick [dschadwick@md.metrocast.net](mailto:dschadwick@md.metrocast.net)

Sign Up: Limited to 16 competitors. Contact match POC to sign up. Priority to club members.

Sponsored non-members on space available basis.

Fee: TBA

Course of fire: Sporting Rifle Match Course of Fire; Up to 37 rounds are required for this match: up to 5 sighting shots fired in up to 5 minutes, 8 rounds fired prone in 8 minutes, 8 rounds fired standing in 8 minutes, 8 rounds fired sitting or kneeling rapid fire in two 4 shot strings, 30 seconds per string, 8 rounds fired prone rapid fire in two 4 shot strings, 30 seconds per string. More details in match descriptions below or contact match POC.

## **Saturday August 15, 2015**

### **Wacky Wobble Wabbit Event (Shotgun Range)**

**9am-12pm (Gate open 8:45 am)**

**Last squad starts at 11:30am**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net) or Mike Haskin [haskin62@hotmail.com](mailto:haskin62@hotmail.com)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

## **Saturday October 10, 2015**

### **Rimfire Silhouette Match (Rifle Range)**

**1-4pm (Gate open 12:00-12:30pm)**

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: <http://matchsignup.org/match/default.php?matchid=531> ; walk on's, if space available.

Fee: SLSC members: \$4; non-members \$7

Course of fire: Standing with 4 stages 2 strings each. 40 rounds plus sighters before match

starts.

## **Sunday November 1, 2015**

### **IR 50/50 Rimfire Bench Rest Match (Rifle Range)**

#### **1-5pm (Gate open – see below)**

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: TBA ; walk on's, if space available.

Fee: SLSC members: \$5 one relay or \$10 for three; non-members: \$7 one relay or \$14 for three

Course of fire: 25 shots at 50 yds in 30 mins, from the bench at one target (USRA-IR50/50 Target – 25 scoring and three sighter targets on one sheet); minimum 75 rounds (.22LR) for three relays plus sighting rounds.

Gate – someone will be by the gate at 12:30pm to let non-members in. Due to limited match personnel the gate cannot be reliably manned for an open period.

## **Thursday October 15, 2015**

### **Woodstock Classic Military Match (Rifle Range)**

#### **5-7 pm (Gate open 4:00-4:30pm)**

Match POC: Chris Moe [chrismoe@comcast.net](mailto:chrismoe@comcast.net)

Sign Up: Not Required

Fee: \$3 SLSC members; \$5 non-members

Course of fire: Wood stocked military rifles in use by various nations prior to 1961. Iron sights and/or peeps. No scopes or optics of any kind. NRA targets at 100 yards. 10 shots in 10 mins. If 8 shooters or less, 3 targets will be shot. 9-16 shooters, 2 targets will be shot, alternating relays. Shots taken from bench with front rest and rear bag if desired, no one-piece rests. Up to 30 shots plus any sighters.

## **Saturday October 24, 2015**

### **Bowling Pin Match (Dynamic Shooting Pits)**

#### **9am-2pm (Gate open 8:15-8:45am)**

Match POC: Kevin Stone [kstone803@hotmail.com](mailto:kstone803@hotmail.com)

Sign Up: Not Required

Fee: SLSC member \$5 per match; non-members \$10 first match, \$5 each additional match.

Course of fire: One match consists of 4 strings of 5 bowling pins per string. These are shot at 7 yards. Minimum of 2 matches per event. Minimum 20 rounds per match but suggested to bring 50-75 per match. No limit on number of shots per string.

## **Wednesday October 28, 2015**

### **Skeet Shoot (Shotgun Range)**

#### **3:30-6 pm (Gate open 3:15 pm)**

**Last squad starts at 5:30pm**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net)

Sign Up: Not Required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: Skeet; #9 shot only – 25 shells per round

## **Friday November 20, 2015**

### **CMP Rimfire Sporter Rifle (Rifle Range)**

**3-6pm**

Match POC: John Mountjoy [mountjoyjw@yahoo.com](mailto:mountjoyjw@yahoo.com)

Sign Up: Not required

Fee: TBA

Course of fire: See description of match below schedule listings. <http://thecmp.org/wp-content/uploads/Rimfire.pdf>

## **Sunday November 1, 2015**

### **IR 50/50 Rimfire Bench Rest Match (Rifle Range)**

**1-5pm (Gate open – see below)**

Match POC: Jim Drasgow [abf193@gmail.com](mailto:abf193@gmail.com)

Sign Up: <http://matchsignup.org/match/default.php?matchid=530> ; walk on's, if space available.

Fee: SLSC members: \$5 one relay or \$10 for three; non-members: \$7 one relay or \$14 for three

Course of fire: 25 shots at 50 yds in 30 mins, from the bench at one target (USRA-IR50/50 Target – 25 scoring and three sighter targets on one sheet); minimum 75 rounds (.22LR) for three relays plus sighting rounds.

Gate – someone will be by the gate at 12:30pm to let non-members in. Due to limited match personnel the gate cannot be reliably manned for an open period.

## **Sunday November 1, 2015**

### **5-Stand (Shotgun Range)**

**9am-12pm (Gate open 8:45 am)**

**Last squad starts at 11:30pm**

Match POC: Tony Picaroni [picaroni@md.metrocast.net](mailto:picaroni@md.metrocast.net) or Mike Haskin [haskin62@hotmail.com](mailto:haskin62@hotmail.com)

Sign Up: Not required

Fee: SLSC members \$5 per round; non-members \$6 per round

Course of fire: 25 shells per round. #7.5, 8 or 9 shot only