

RGV Shooters Practice Tournament

Greetings gun enthusiast,

Every day we at the RGV Shooters Association will invite someone out to one of our tourneys. More often than not we are met with concerns like "I need more practice" or "Maybe I'll come out and watch once first". Then we never see them again. During matches we'll have new shooters asking questions about gear and rules and we don't feel like we have the time to give good enough answers to their questions. Well, we're going to fix that.

The RGV Shooters Association would like to invite you out to our practice tournament. Here's how it works.

We have designed 3 "standards". These are courses of fire we have designed to be the same every time. There is a course of fire for pistol, shotgun and rifle. These "standards" will test skills needed for the real tournaments we normally put on. These standards will not change until people get tired of them. What we are hoping for is that people new to the sport will be more willing to come out and give it a go in a less stressful, less competitive atmosphere while giving the more experienced shooters a base line to either work on missing skills or find out what is and isn't working in their training. Each standard will require right at a box of ammunition. You can shoot all three standards, just two standards or the same one several times (as long as we are sharing the range). The shooter will be responsible for their own scoring and for resetting the stage. There will be no "match officials" at these events. There will be club members there willing to lend a hand and offer advice but we will not be working the range. We suggest you bring a friend to help you out. We'll be posting the courses of fire along with an attached score sheet on www.rgvshooters.com. You'll need to print these out and bring them with you. This will be your base line. The stages are broken into strings to help you identify where your issues are. Are you having problems with reloads? Maybe it's long range that's giving you fits. Shooting these standards should go a long way towards helping you figure that out. Identify your problem, go home and practice then come out for the next session and shoot the standard again. You'll retain your score sheet from last time so now you can compare and see where you're at. Is your practice paying off?

Now what does it offer the experienced shooter? Come on, you're not Jerry, you can use practice too. We'd like to get more experienced shooters out to give the new guys a hand and maybe to demo some of the race gear so folks can save some money on our mistakes and knowledge. How are we going to bribe you into doing that? Pride. Each standard has a spot on the score sheet for "records". This is for record times and it's holder. That's right, it's right there on the score sheet. You'll be famous. All you need to do is call your shot. Once per practice session, when you're ready, you can call over a club officer and have them run the timer for you. This is your record run. When the buzzer goes off there are no muligans. Your score is your attempt and you get ONE RUN per standard PER SESSION. We're not going to run the timer all day while you try and shave a tenth of a second. You guys wanna compete? Side bets? Cool, squad up and turn it into a tourney but make sure you're sharing the range.

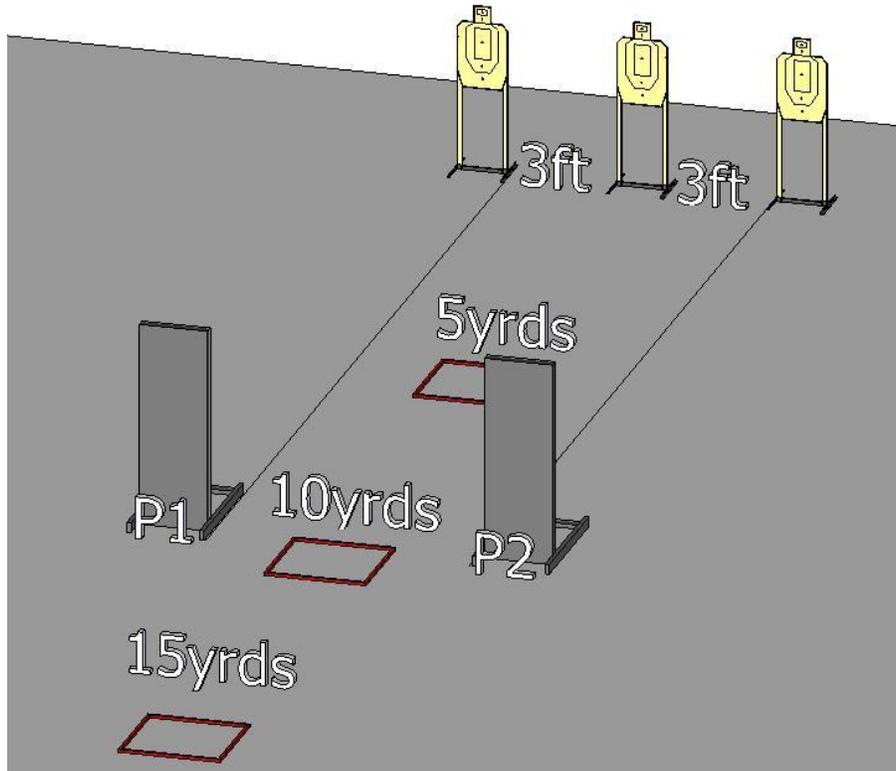
What does it cost? That's up to you. Members pay \$15 and future members pay \$20. You'll notice if you look at the website that the stages are very simple and require very little set up and tear down. If you help set up AND tear down you'll get \$5 back. So the fee will be members \$10 future members \$15. What we take in on fees will cover your range fee and the cost of any consumables we use. I figure with 6 people pitching in the stages should take no more than 30 minutes to set up and tear down. We'll supply all the props and targets and you supply the labor (or make a donation to the club and we'll do it.

Hope to see you there.

Pistol

String 1: From 5 yards, draw and fire 6 rounds at left target. (Limited Vickers)
String 2: From 10 yards, draw and fire 6 rounds at left target. (Limited Vickers)
String 3: From 15 yards, draw and fire 6 rounds at center target. (Limited Vickers)
String 4: From 10 yards, start facing up range with 2 magazines loaded to 6 rounds each. At buzzer, turn to strong side and fire 2 rounds at each target. Reload from slide lock and fire 2 more rounds at each target. (12 rounds total) (Limited Vickers)
String 5: From P1. Start with pistol holstered and hands on barricade. At buzzer, engage each target with 2 rounds from left side of barricade. Move to P2 and from right side of barricade engage each target with 2 rounds again. (12 rounds) (Limited Vickers) (two magazine with 10 rounds each max/ea)
String 6: From 15 yards, draw and engage each target with 2 rounds each. (6 rounds) (Limited Vickers)

Please follow instructions to preserve targets. Course is 48 rounds.



String One	String Two	String Three	String Four	String Five	String Six
Jason Saucedo					
2.47	7.02	5.34	9.04	19.06	5.44 = 48.37
Raw time 2.47	3.52	4.34	8.04	14.06	4.44

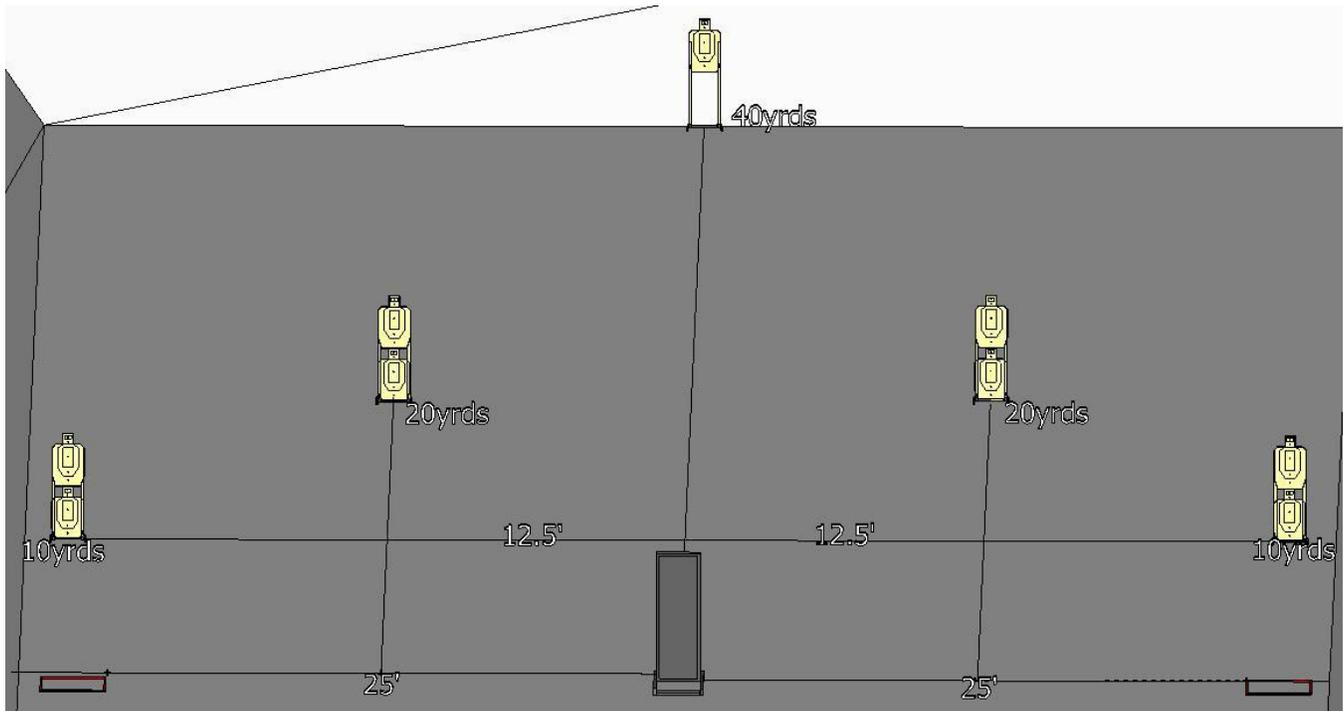
	String 1	String 2	String 3	String 4	String 5	String 6
Time						
Target 1						
Target 2						
Target 3						
Penalty						
Total						

Rifle

Note: Stage can be set up for left or right handed shooter.

Start with rifle at low ready standing inside left or right shooting box. At buzzer, engage two closest targets with 2 rounds each from inside shooting area then move to barricade while engaging next set of targets with 2 rounds each. From behind barricade engage last target with 2 rounds.

Course is 10 rounds.



Left Side	Right Side
Record Holder	Record Holder
00:00	00:00

	Left Side	Right Side
Time		
Target 1		
Target 2		
Target 3		
Target 4		
Target 5		
Penalty		
Total		

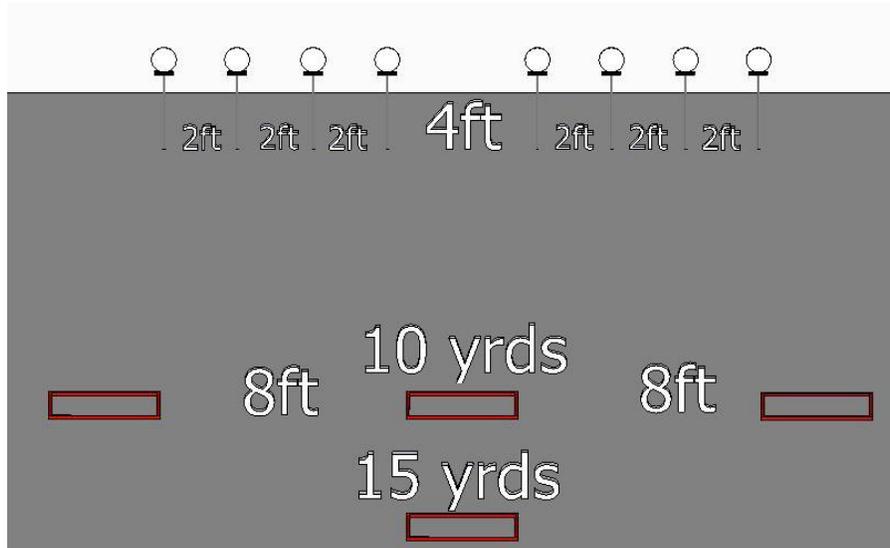
Shotgun

String 1: Start at 10 yards Shotgun at low ready loaded with 5 rounds. At buzzer engage 4 targets on left, reload 4 rounds then engage 4 targets on right. (8 rounds) (Limited Vickers)

String 2: Start at 15 yards shotgun at low ready loaded with 5 rounds. At buzzer engage 4 targets on left, reload 4 rounds then engage 4 targets on right. (8 rounds) (Limited Vickers)

String 3: Start at either left box (for right handed shooters) or right box (for left handed shooters) shotgun at low ready loaded with 5 rounds. At buzzer engage 4 targets in front of your box. Reload 4 rounds while moving to opposite box then engage 4 targets in front of that box. (8 rounds) (Limited Vickers)

24 rounds



String One	String Two	String Three
Record Holder	Record Holder	Record Holder
00:00	00:00	00:00

	String One	String Two	String Three
Time			
Target 1			
Target 2			
Target 3			
Target 4			
Target 5			
Target 6			
Target 7			
Target 8			
Penalty			
Total			

10 points per missed steel (5 seconds)