

2020 SPRING MID-RANGE

Sponsored by:

Des Moines Rifle and Revolver Club

CLUB TOURNAMENT

DATES: APRIL 18 2020

LOCATION: Des Moines Rifle and Revolver Club range in Van Meter, IA, about 20 miles west of Des Moines. Take I-80 west from Des Moines to the Van Meter exit, # 113, turn south into town. Cross railroad tracks and take first left to range entrance.

FOR INFORMATION CONCERNING MATCH, CONTACT:

ELIGIBILITY: NRA membership is no longer required for people to compete in NRA tournaments.

Competitors will still need to be an NRA member to set **a NRA National Record.**

RULES: Current NRA rules apply.

REGISTRATION FEES: Adult Entry \$ 15.00 per comp.
 Junior Entry \$ 5.00 per comp.

INDIVIDUAL ENTRIES: Advance entries are required with payment. Entries with out payment will not be squadded until payment is made. The match is limited to 56 competitors. Please use entry forms at the bottom of page. **Please fill it out completely.**

Make checks payable to Des Moines Rifle and Revolver Club. Checks will be held until after the match. Mail entries to:

Lee Wells
3935-14th st
Des Moines IA, 50313
(515) 490-5484

Entries will close on 15 April 2020

Any no shows with out prior notification will be charged a \$5.00 service fee.

ELECTRONIC TARGETS

We are using electronic targets this year which requires competitors to supply their own wi-fi tablets. Competitors may elect to rent DMR&R tablets for a \$10.00 additional fee. (There is a limited number of Tablets available)

These targets are from Silver Mountain.

TARGETS: All firing will be on appropriate NRA targets. All matches will be fired on Silver Mountain electronic targets. Competitors will need to bring a WIFI enabled display device (laptop, tablet, smartphone) to display shots fired on your target, and to score for other competitors. See “Des Moines Rifle and Revolver Club Electronic Scoring Rules below” for applicable rules applying to protests, shot anomalies, competitor duties, and target failures.

SQUADDING TICKETS: All matches will be squadded. Squadding tickets for individual matches will be issued at the 600 yard line. Please pick up your packets by 8:00 AM. Squadding closes at 8:30 AM. Be prepared to present your classification card. Walk-ons will be permitted to fill the line up. additional relays may be added at the match directors discretion

CLASSIFICATION: NRA High-power Classification will be used. Unclassified shooters will fire in the Master class.

EMPTY CHAMBER INDICATORS: ECI'S will be required and will be available at the range for \$ 1.50 each.

RIFLES ALLOWED: Current NRA high-power rifle rules will apply. Rifles with rainbow trajectories will not be allowed in the interest of pit safety.

CHALLENGE FEE: \$ 1.00 each

SCORING: All competitors will be required to score. A qualified substitute scorer will be allowed. Failure to complete scoring duties will result in disqualification and loss of match fees.

GENERAL INFORMATION: Lunch and drinking water will not be available. Bathrooms are available. Camping is allowed on the range, and the small-bore range on top of the hill at no charge.

COURSE OF FIRE: Sat 18 April 2020 at 9:00 AM.

MATCH 1: 2 SIGHTING SHOTS AND 20 ROUNDS FOR RECORD, PRONE, SLOW FIRE, 300 YARDS, MR-1 TARGET, 22 MIN. TIME LIMIT. ANY RIFLE, ANY SIGHT.

MATCH 2: 2 SIGHTING SHOTS AND 20 ROUNDS FOR RECORD, PRONE, SLOW FIRE, 500 YARDS, MR-1 TARGET, 22 MIN. TIME LIMIT. ANY RIFLE, ANY SIGHT

MATCH 3: 2 SIGHTING SHOTS AND 20 ROUNDS FOR RECORD, PRONE, SLOW FIRE, 600 YARDS, MR-1 TARGET, 22 MIN TIME LIMIT, ANY RIFLE, ANY SIGHT.

MATCH 4: AGGREGATE OF MATCHES 1-3.

Highpower Entry Form

NAME: _____
ADDRESS: _____
CITY: _____ STATE _____ ZIP _____
NRA # _____ Senior? _____
CLASSIFICATION _____
E-MAIL: _____ RIFLE: MATCH SERVICE
DATE OF MATCH ENTERED _____ FEES _____

Highpower Entry Form

NAME: _____
ADDRESS: _____
CITY: _____ STATE _____ ZIP _____
NRA # _____
CLASSIFICATION _____
E-MAIL: _____ RIFLE: MATCH SERVICE
DATE OF MATCH ENTERED _____ FEES _____

ELECTRONIC TARGET RULES

Des Moines Rifle and Revolver Club Electronic Target Scoring Rules

1. Verifier Duties. During competitions with EST, competitors on a prior or upcoming relay are assigned as verifiers.

1. Confirming that competitors fire at their targets and that their targets score those shots.
2. Confirming that competitors fire the correct number of shots at their targets during slow and rapid-fire series.
3. Immediately notifying the RO regarding any questions, complaints or irregularities on the verifier's target.
4. Scores recorded by verifiers are unofficial until the competitor's monitors and associated shot data are cleared, then the verifier's recorded scores become the official scores.

2. Protested Shot Value. Since backing cards are not used, score value protests cannot be accepted unless the target identifies the shot with a "*" in the shot column, indicating something non-standard, such as extreme shot angle, abnormal velocity, loss of a sensor, etc. In this case a protested shot value can be changed or refired at the Match Director's discretion.

3. Missing Shot, Slow Fire

1. Check for extra shots on adjacent targets. If the competitor agrees that the crossfire is his, score the shot as a miss.
2. If the competitor disagrees that he fired a crossfire, or there is no indication of a crossfire on adjacent targets, direct the competitor to fire his next record shot. If that shot registers on the monitor, direct the competitor to continue firing to complete the series, plus one extra shot at the end of the stage.
3. If the competitor fires his/her next record shot and that shot does not register on the monitor, move the competitor to a spare target and allow him to complete the remaining shots in that series, plus two additional shots.

4. Missing Shot, Rapid-Fire (Insufficient Hits)

1. Confirm the complaint with the competitor and verifier.
2. If the verifier confirms that the competitor did not fire all 10 shots (saved rounds), count the scored hits.
3. If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If there are excessive hits equal to the number of missing shots, score the missing shot as a miss.
4. If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, score the missing shot as equal to the value of the lowest scoring shot in that series, or allow refire of the string.

5. Unclaimed or Extra Shot, Slow Fire

1. If an unclaimed or extra shot appears on the monitor, the competitor may complain a) when he/she discovers the extra shot, b) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or c) when after firing his/her last shot, the competitor observes that the monitor indicates an extra shot has been fired.
2. If the unclaimed shot appears before the completion of the series, check for missing shots on adjacent targets. If there is a missing shot on an adjacent target, direct the competitor to continue firing and disregard the crossfire.
3. If the extra shot cannot be identified before the end of the series, nullify the lowest value shot as the crossfire shot and count the remaining 10 or 20 shots as the competitor's score.
4. If a target receives two or more unclaimed extra shots in a slow-fire series and crossfires cannot be identified, apply Rule 6.3.
5. If there is an unclaimed extra shot, it is also possible (very rare) that the extra shot (usually indicated as a frame hit or miss) was caused by a piece of debris from an off-target miss or frame hit on an adjacent target (ricochet hit). If a ricochet hit is identified, nullify the unclaimed extra shot and count the 10 or 20 record shots fired by the competitor.

6. Extra Shot(s), Rapid-Fire (Excessive Hits)

1. Confirm the complaint with the competitor and verifier.
2. If 11 or 12 hits are indicated in a rapid-fire series and the crossfire shot cannot be identified, nullify the lowest value hit/hits and count the remaining ten (10) shots as the competitor's score (high 10).
3. If 13 or more hits are indicated in a rapid-fire series and the crossfire shots cannot be identified, determine the total score for the 10 lowest value hits and give the competitor the option of a) accepting that score or b) refiring the series as a range alibi.

7. Failure of One or More Targets. In the event of a target failure or malfunction, the competitor must be moved to a spare (hospital) target and allowed to refire the series in which the complaint occurred as a range alibi.