

2018 Pine City Sportsmen's Club
 Action Handgun, **Empire State Steel Shootout**,
 'HOT STEEL Challenge' Match, 2-Gun, Steel Challenge,
 and GSSF (Glock) Match Schedule & Guide

Contact: Alan Stephens at pinecity@rochester.rr.com
 Club website: <https://pinecitysportsmensclub.com>
 187 Mountain View Drive, PO Box 110, Pine City, NY 14871

Date	Event	Cost
1/13	Action Handgun Match (10am start)	\$10
2/10	Action Handgun Match (10am start)	\$10
3/10	Action Handgun Match (10am start)	\$10
4/14	Action Handgun Match (10am start)	\$10
5/12	Empire State Steel Shootout (8am & 1pm starts)	\$40
6/9	Action Handgun Match (10am start)	\$10
6/29	Steel Challenge Match (10am start - Six Stages)	\$15
7/14	*NEW* "Hot Steel" Challenge Match (10am - Eight Stages!)	\$40
8/11	2-Gun w/Pistol-Only Option (10am start)	\$20/\$15
9/8	GSSF Glock Match (9am – 5pm)	\$25
9/9	GSSF Glock Match (9am – 3pm)	\$25
9/29	Steel Challenge Match (10am start - Six Stages)	\$15
10/13	Action Handgun Match (10am start)	\$10
11/10	Action Handgun Match (10am start)	\$10
12/8	Action Handgun Match (10am start)	\$10

Also – Continuing in 2018!!!

We are hosting a 1-2 stage “challenge-match” every Tuesday evening starting at 6pm.
 The match director is Greg Snyder and cost is only \$3 (to cover target usage).
 (Note: All events are NRA sanctioned so out of state shooters can participate!)

*Please try to arrive at least 45 minutes before match start times!
 Squads will be determined at ~9:45am so that shooting can start promptly at 10:00am.
 Setup assistance is always appreciated – please arrive any time after 8:00am to help...*

Directions to the club...

Take I-86 to Exit 56 (Water/Church St exit). Go 1.0 mile west on Church Street and turn left onto Clemens Center Pkwy. Proceed 3.1 miles south to Broadway St. Just past this intersection, take small off-ramp (on right) to Pennsylvania Ave. Turn left onto Pennsylvania Ave. Proceed 1.2 miles and turn right onto Mt. View Dr. Go up the hill about 3/4 of a mile - the club is on the left. Go thru the gate and straight up the hill.

Action Handgun Match Information

Cost: \$10 per entry.

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Typically 5-6 stages with 18-32 rounds per stage for a total of 125-150 rounds for the match (*bring ~200 rounds to ensure you have enough*). *Also, you will need a minimum of five 8-10 round magazines* - revolver shooters should plan accordingly.

Handgun Divisions:

- **Production** – Identical to IDPA definitions of SSP, CCP, and REV. Must utilize an *IDPA legal holster* and have the ability to carry at least 4 magazines on belt (any pouch style).
- **Limited** – Identical to IDPA definition of ESP. May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- **Single Stack** - Identical to IDPA definition of CDP (8+1). May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- **Revolver** – Identical to IDPA definition of REV. Must utilize an *IDPA legal holster* and have the ability to carry *at least* 5 speed-loaders on belt (any pouch style).
- **Open** – Anything that does not fit into Production or Limited (optics, lasers, comps, etc).

Targets/Scoring: We will use standard IDPA targets and scoring for these matches (each point down equals one second added to the shooter's time).

Rules: Procedural penalties (-5 points each) are imposed when a competitor fails to comply with procedures specified in a written stage description. Ammo may be dropped on ground.

Questions: Contact Alan Stephens at pinecity@rochester.rr.com

Empire State Steel Shootout Match Information

Cost: \$40 per division entry (payable via check in advance) with ~50% modified Lewis Class payout, plus random cash awards. No more than three division entries per shooter (and only one entry per division).

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Currently five stages with 24-32 rounds per stage for a total of 140-150 rounds for the match (*bring 250-300 rounds to ensure you have enough*). *Also, you will need a minimum of five 8-10 round magazines* - revolver shooters should plan accordingly.

Divisions:

- **Pistol (SSP/Production)** – Identical to IDPA definition of SSP/CCP (no optics).
- **Revolver** – Identical to IDPA definition of REV.
- **Open Pistol and Open Revolver** – Anything that does not fit into Pistol or Revolver (optics, lasers, comps, etc).
- **Pistol Caliber Carbine** – Any shoulder fired rifle that shoots pistol caliber ammunition between 9mm-45ACP.

Targets/Scoring: We will use steel knock-down targets for this match.

Rules:

- 1) Pine City runs a COLD range. No loaded firearms off the firing line. All PCCs must have a chamber flag inserted (can be as simple as a colored zip-tie).
- 2) Gun handling only at Safety Tables (no ammo may be present at Safety Tables). Load magazines anywhere other than safety tables!
- 3) Club rules prohibit anyone from consuming alcoholic beverages until you are finished shooting for the day.
- 4) Format: Currently five stages of steel with 140-150 targets total.
- 5) To prevent target damage, a maximum velocity of 1350 fps will be in effect. Any questionable ammo deemed to be causing damage will be disallowed.
- 6) ALL safeties must be ON for single action pistols. Hammers down, safety off, for double action revolvers and pistols.
 - a. Early shot will result in DQ.
 - b. Any unsafe gun handling will result is a DQ.
 - c. Any shots striking the table or any accidental discharge while in the act of reloading will result in an automatic disqualification from the match
 - d. The match director has the right to ask the shooter to leave club property for any infractions, including poor sportsmanship.
- 7) Procedure:
 - a. Load gun to magazine capacity plus one in chamber (10+1, 8+1, etc)
 - b. Shooters may take a loaded or unloaded sight picture.
 - c. Start with gun in hand, muzzle touching table OR draw from a holster (shooter's choice).
 - d. At start signal, begin shooting and continue to shoot, reloading as necessary, until ALL targets are down or you run out of ammo!
 - e. Time will end on last shot fired.
- 8) Reloads may come from belt or table (shooter's choice). Note – do not 'sweep yourself' with the muzzle of your gun or you will be disqualified from the match due to a safety violation.
- 9) Shooters feet must remain inside the painted box at each stage.
- 10) ANY ammo, magazines, moon clips, etc. that fall onto the ground are DEAD and cannot be picked up during the run by the shooter or any squad member. Doing so will result in a safety-related DQ.
- 11) Shooters must have enough magazine/speed loaders to complete the ENTIRE stage. No reloading of any magazines, speed loaders, or moon clips will be allowed during the stage.
- 12) ALL targets are knockdown and MUST fall to score. Any targets left standing will incur a 3-second penalty for each target standing. There is a maximum PAR/timeout of 90 seconds for each stage. After 90 seconds the RO will tell the shooter to stop and show clear. The score will be 90 seconds plus penalties for any steel still standing. Targets will be set for minimum power factor (though we do recommend a minimum of 130 power factor).

13) NO RESHOOTS and NO ALIBIS after the first shot is fired on any stage.

Questions: Contact Alan Stephens at pinecity@rochester.rr.com

"HOT STEEL! Challenge" Match Information

Cost: \$40 per division entry (payable via check in advance) with ~50% modified Lewis Class payout, plus random cash awards. No more than three division entries per shooter (and only one entry per division).

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: We are planning to set up EIGHT stages with a minimum of 20-25 rounds per stage for a total of ~200 rounds for the match (*bring 300-400 rounds to ensure you have enough*). *Also, you will need a minimum of five 8-10 round magazines* - revolver shooters should plan accordingly.

Divisions:

- **Production** – Identical to IDPA definitions of SSP, CCP, and REV. Must utilize an *IDPA legal holster* and have the ability to carry at least 4 magazines on belt (any pouch style).
- **Limited** – Identical to IDPA definition of ESP. May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- **Single Stack** - Identical to IDPA definition of CDP (8+1). May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- **Revolver** – Identical to IDPA definition of REV.
- **Open Pistol and Open Revolver** – Anything that does not fit into Production or Limited (optics, lasers, comps, etc).
- **Pistol Caliber Carbine** – Any shoulder fired rifle that shoots pistol caliber ammunition between 9mm-45ACP.

Targets/Scoring: We will use standard steel challenge targets for this match.

Rules:

- 1) Pine City runs a COLD range. No loaded firearms off the firing line. All PCCs must have a chamber flag inserted (can be as simple as a colored zip-tie).
- 2) Gun handling only at Safety Tables (no ammo may be present at Safety Tables). Load magazines anywhere other than safety tables!
- 3) Club rules prohibit anyone from consuming alcoholic beverages until you are finished shooting for the day.
- 4) Format: Eight stages of steel with 5 steel challenge targets per stage (4-5 strings of fire for each). Estimated round count is ~200 rounds.
- 5) To prevent target damage, a maximum velocity of 1350 fps will be in effect. Any questionable ammo deemed to be causing damage will be disallowed.
- 6) ALL safeties must be ON for single action pistols. Hammers down, safety off, for double action revolvers and pistols.
- 7) Early shot will result in DQ.
- 8) Any unsafe gun handling will result is a DQ.

- 9) Any shots striking the table or any accidental discharge while in the act of reloading will result in an automatic disqualification from the match
- 10) The match director has the right to ask the shooter to leave club property for any infractions, including poor sportsmanship.
- 11) Procedure:
 - a. Load gun to magazine capacity plus one in chamber (8+1, 10+1, etc)
 - b. Shooters may take a loaded or unloaded sight picture.
 - c. Start with gun in hand, muzzle at low ready OR draw from a holster (shooter's choice).
 - d. At start signal, begin shooting until each of the five targets has been hit. Shooting the 'stop' plate stops the string of fire. Penalties will be incurred for any missed targets.
 - e. Time for each string will end on the last shot fired.
- 12) Reloads may come from belt or table (shooter's choice). Note – do not 'sweep yourself' with the muzzle of your gun or you will be disqualified from the match due to a safety violation.
- 13) Shooters feet must remain inside the painted box at each stage.
- 14) ANY ammo, magazines, moon clips, etc. that fall onto the ground are DEAD and cannot be picked up during the run by the shooter or any squad member. Doing so will result in a safety-related DQ.
- 15) Shooters must have enough magazine/speed loaders to complete the ENTIRE stage. No reloading of any magazines, speed loaders, or moon clips will be allowed during the stage.
- 16) NO RESHOOTS and NO ALIBIS after the first shot is fired on any stage.

Questions: Contact Alan Stephens at pinecity@rochester.rr.com

Steel Challenge Match Information

Cost: \$15 per entry.

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: We are planning to set up six stages with a minimum of 20-25 rounds per stage for a total of ~150 rounds for the match (*bring ~250 rounds to ensure you have enough*). *Also, you will need a minimum of five 8-10 round magazines* - revolver shooters should plan accordingly.

Divisions:

- **Production** – Identical to IDPA definitions of SSP, CCP, and REV. Must utilize an *IDPA legal holster* and have the ability to carry at least 4 magazines on belt (any pouch style).
- **Limited** – Identical to IDPA definition of ESP. May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.
- **Single Stack** - Identical to IDPA definition of CDP (8+1). May utilize belt-mounted drop/offset holsters and speed rigs (no thigh rigs) with ability to carry at least 4 magazines.

- **Revolver** – Identical to IDPA definition of REV.
- **Open Pistol and Open Revolver** – Anything that does not fit into Production or Limited (optics, lasers, comps, etc).
- **Pistol Caliber Carbine** – Any shoulder fired rifle that shoots pistol caliber ammunition between 9mm-45ACP.

Targets/Scoring: We will use standard steel challenge targets for this match.

Rules: Same as for the Hot Steel match above.

2-Gun / Steel Match Information

Cost: \$20 for 2-Gun or \$15 for the “Pistol-Only Option”

First time shooters: You must obtain a safety briefing so please arrive at the club at least 1/2 hour before the scheduled start time and let the sign-up person know that you are a first-timer.

Round count: Typically 75-100 rounds for the pistol and 50-75 for the shotgun (bring extra for both!). If shooting the pistol-only option, then bring at least 150 rounds.

Rules: We will utilize standard IDPA rules for penalties, procedural errors, unsportsmanlike conduct, etc. Refer to <http://www.idpa.com> for complete rules.

Questions: Contact Alan Stephens at pinecity@rochester.rr.com

Divisions:

Stock or Open: Any ‘open’ item below places you in the OPEN division

Pump or Semi: A semi-auto shotgun puts you in the SEMI division

- Pistols:
 - Stock – SSP, ESP, CDP, REV, CCP, no BUG allowed (*according to IDPA rules*).
 - Open – Anything that doesn’t comply with IDPA rules (optics, lasers, comps, etc).
 - Holsters/Pouches – All divisions may utilize belt-mounted drop/offset holsters. The use of speed rigs, drop-leg holsters, etc, puts you in the OPEN Division. Note - your gun must be securely retained in the holster while moving, kneeling, going prone, etc. If the gun falls out of the holster....you will be DQ’d.
 - Caliber – must be 9mm minimum
- Shotguns - *bird shot only (9, 8, 7.5 or 6 lead shot only)*
 - Stock Shotgun (Pump/Semi) – No scopes/optics, no extended tubes (4+1 max)
 - Open Shotgun (Pump/Semi) – Anything that is not stock

2-Gun/Steel Rules:

Scoring:

- The scoring for these matches will be in accordance with IDPA rules.
- Clay targets must break to score - one pellet is sufficient - doesn't have to fall.
- Steel must fall to score, no exceptions.
- You must fire the minimum number of rounds required at each array on each stage. For example, if you hit two clays with one shot or a clay accidentally falls, then you must

pretend it was not hit or did not fall and discharge a round at the clay. If you do not, you will incur a procedural error (3 seconds).

Penalties:

- Penalties for these matches will be in accordance with IDPA rules.
- You must fire at least one round from your shotgun or rifle before reloading or you will incur a procedural error (3 seconds).
- An allowed exception to IDPA rules will be that ammo may be dropped on the ground!

Pistols:

- All center-fire pistols (no rim-fire allowed) will be loaded a maximum of 10 plus 1; or the number of rounds outlined in the course of fire. If your gun can only hold 9, 8, or 7 rounds then you will load that number of rounds, plus 1.

Shotguns:

- All shotguns will start with 4+1 rounds OR the number of rounds outlined in the course of fire (whichever is less). If your shotgun holds less than 4+1, then your starting capacity is what you can load.
- Bird shot only (9, 8, 7.5 or 6 lead shot).

Miscellaneous:

- Note: these are *LOST BRASS MATCHES* to keep the match moving (pick up the spent shotgun shells after each shooter and put them in the trash to avoid trip hazards).
- 'Low-Ready' is defined as having butt-stock in shoulder with muzzle pointed 45° toward ground. Failure to start at low ready when required will incur a procedural error.
- No reloads can come from stage props (i.e. you cannot set rounds on the table and reload from the table).
- Slings for long guns are permitted, but not required.
- All long guns must utilize empty chamber indicators. Since all long guns will have an empty chamber indicator, you will not be required to hammer down on the long guns. However, you will be required to show clear before inserting the chamber indicator.

Firearm Transitions:

- All pistols will go in the designated drop box with safety on (if equipped).
- All long guns will go on a table or in a barrel with safety on. If you fail to put the safety on a gun when required, you will be warned. Repeated warnings will incur a procedural.

Reflex sights: The reflex (or red-dot sight) takes the place of the rear sight on the pistol. If you run this type of handgun sight, regardless of long guns, you are in the OPEN division.

Transport of guns to/from/at the range:

- Pistols - unloaded and holstered; no magazines in gun at any time

- Long guns - bagged or mounted on a cart. If you do not have a bag, you must carry your gun vertically with the muzzle in the air at all times and the chamber indicator must be inserted at all times.