

## **INTRODUCTORY EVENTS / CLASSES**

### **NRA - BASIC PISTOL / CCW**

Open to ages 10 years old and up. Must be 18 or older to apply for CCW.

If parent is enrolled younger people may attend depending on height and maturity.

The course is held on 2 consecutive Saturdays.

NRA Certified Instructors

This course covers the basic knowledge, skills and attitude for owning and using a pistol safely.

This course fulfills the requirements for Ohio CCW permit.

Approximately 10 hours will be spent on classroom activities which include the below.

How to care for, load, unload, disassemble and store various pistols.

Various holster designs and styles. Firearm safety and laws.

There will be 2 to 3 hours of hands-on supervised live fire on our range.

Attendees must bring their own firearm and ammunition.

### **WOMEN ON TARGET (INTRODUCTION TO FIREARMS) NO CHARGE**

Women only !!!!!

Ages 8 and up, younger shooters may attend depending on height and maturity.

One day session.

NRA Certified Instructors

Brief history of firearms and their development.

Learn: Safe firearm handling, storage, shooting techniques, load, unload various firearms.

Firearms used: 22 and 9 mm Pistol, Shotgun and AR style rifle.

There will be hands-on supervised live fire on our range.

All firearms and ammunition will be provided.

Breakfast snacks and lunch are provided.

### **YOUTH SHOOT - RIFLE NO CHARGE**

Any child 8 to 18. All shooters must have a responsible adult present at the range.

NRA Certified Instructors

introduction to smallbore rifles.

Classroom activities will cover:

Firearm safety, brief history, loading, unloading, handling of 22 caliber rifles.

Range activities:

Fire from bench and prone position.

All firearms and ammunition will be provided.

Breakfast snacks and lunch are provided.

### **YOUTH SHOOT - SHOTGUN NO CHARGE**

Any child 8 to 18. All shooters must have a responsible adult present at the range.

NRA Certified Instructors

Introduction to the use of shotgun for trap shooting and turkey shoot targets.

Classroom activities will cover:

Firearm safety, brief history, loading, unloading, handling of shotguns.

Range activities:

All firearms and ammunition will be provided.

Breakfast snacks and lunch are provided.

## **PISTOL EVENTS**

### **.22 Silhouette - Pistol**

Pistol: Any safe .22 caliber rimfire pistol  
Sights: Any sights  
Ammunition: Any .22LR except Stinger, Viper or other hypervelocity ammunition.  
10 shots Chickens 10 yards  
10 shots Pigs 15 yards  
10 shots Turkeys 20 yards  
10 shots Rams 25 yards

### **Bowling Pin - Pistol**

Pistol: Any safe centerfire or rimfire  
Sights: Any sights  
Ammunition: Any ammunition safe for the pistol being fired  
Classes: Centerfire and Rimfire  
5 pins 25 feet 20 seconds maximum to knock off stand  
Fired 3 times Lowest 2 times count for score  
Lowest score wins the match

### **Steel Plate - Pistol**

Pistol: Any safe centerfire or rimfire  
Sights: Any sights  
Ammunition: Any ammunition safe for the pistol being fired  
Classes: Centerfire and Rimfire  
6 plates 15 yards  
Fired 3 times Lowest 2 times count for score  
Lowest score wins the match

## **RIFLE EVENTS**

### **.22 Bench - Rifle**

Rifle: Any safe rimfire  
Sights: Any sights  
Ammunition: Any .22LR except Stinger, Viper or other hypervelocity ammunition.  
Equipment: Artificial rest or bipod allowed  
Classes: .22LR, .22WMR and .17 rim fire  
50 yards: One shot each in twenty targets - not including sighters 2 rounds  
100 yards: Five shots each target - not including sighters  
Total shots of 50 for score

## **.22 Silhouette - Rifle**

Rifle: Any safe rimfire  
Sights: Any sights  
Ammunition: Any .22LR except Stinger, Viper or other hypervelocity ammunition.  
Equipment: No slings or rest allowed  
Classes: .22LR, .22WMR and .17 rim fire  
40 points possible, 10 rounds per target  
Targets at 40, 60, 77 and 100 yards  
Offhand (standing) only

## **High Power - Rifle**

Rifle: Any centerfire rifle capable of holding 5 rounds in a mag or clip  
This is generally a military, match rifle or one modified for match use.  
Sights: Any sights  
Ammunition: Any safe centerfire ammunition  
Equipment: Shooting mat, garments glove, sling, spotting scope and other match related equipment (equipment is allowed but not required)  
50 rounds fired in the below course of fire. All targets are Military Reduction Type.  
Offhand (standing no sling) - Slow Fire - 10 rounds 10 minutes - 200 yard Target @ 100 yards  
Sitting - Rapid - 10 rounds 60 seconds - 200 yard Target @ 100 yards  
Prone - Rapid - 10 rounds 70 seconds - 300 yard Target @ 100 yards  
Prone - Slow Fire - 10 rounds 10 minutes - 600 yard Target @ 100 yards  
Prone - Slow Fire - 10 rounds 10 minutes - 600 yard Target @ 100 yards

## **Varmint - Rifle**

Rifle: Any safe rifle  
Sights: Any sights  
Ammunition: Any safe ammunition  
Equipment: Artificial rest or bipod allowed  
Two courses of fire - 100 yards and 200 yards  
Ten shots each at 100 yards and 200 yards - total of 20 shots  
Sighter shot allowed on first string at beginning of each course of fire  
One minute per shot after order to load has been given

## **SHOTGUN EVENTS**

### **Trap - Shotgun**

Matches consist of 2 rounds of 25 birds each. First round will be from 16 yards. Second round from minimum yardage corresponding to the shooter's class.  
Class A - 25 yards, Class B - 23 yards, Class C - 21 yards.  
Tied scores following the second round will be reconciled by a method chosen by the match chairman and all shooters involved in the tie.  
Total Matches: 23 Count for Points Top 15 Matches

Annie Oakley: Can be held at each match by standard or agreed rules. The winner takes half of the pot and the club the other half

Awards: 1st, 2nd, and 3rd in each class.

Shooters without a previous year's average will be unclassified until they shoot five matches. Shooters Classification determined by averaging of up to the top 15 matches shot. New shooters will be classified after their first five matches. Scheduled Open Trap Matches do not count towards awards.

### **Trap 100 Bird - Shotgun**

There are five 100 bird events, three will count towards a medal for 1st, 2nd and 3rd places.

Members only are eligible for awards.

The same 5, 4, 3, 2 Club Point System will be used.

Ties in any match will be broken by shooting another 25 birds.