

CENTRAL KANSAS GUN CLUB, INC.

BOX 584
Hutchinson, KS 67504-0584

NRA APPROVED 2010 ACTION PISTOL MATCHES

DATES OF MATCHES: March 14, April 11, May 2, June 6, July 11, August 8,
September 12, October 3

RULES: Current NRA Action Pistol Rule Book

COMPETITION: Open to all competitors per section two of rule book.

ENTRY FEE: (1) Cost \$18.00 (\$16.00 for CKGC members)
(2) Entries close at completion of first event
(3) No pre-entry

RANGE OPENS: 8:30 AM

MATCHES START: 9:00 AM

CLASSIFICATION: NRA Action Pistol Classification will be used.

AWARDS: CENTERFIRE: First, Second, Third overall, and High Metallic Sight.

RIMFIRE: First-Open First-Production

DIRECTIONS: Highway K-61 North and 56th Street, go west on 56th to Lorraine Street (approximately 2 miles), then go north on Lorraine 1 1/2 miles. On the east side of the road, go approximately 200 yards past first entrance to north gate. Enter gate, follow road east, keep to north.

SIGHTS: Optical sights will be allowed. Metallic sights will conform to current action pistol rule book

FOR MORE INFORMATION CONTACT:

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1803 Wesbrook Drive
Hutchinson, KS 67502
(620) 669-8735 or
(620) 662-8141

2010 ACTION PISTOL MATCHES

- March 14 1) Falling Plate Event
 2) Practical Event
 3) Barricade Event
 4) Moving Target Event (Modified)
- April 11 1) Falling Plate Event
 2) Speedload Challenge Event
 3) Barricade Event
 4) Moving Target Event (Modified)
- May 2 1) Falling Plate Event
 2) Practical Event
 3) Barricade Event
 4) Moving Target Event (Modified)
- June 6 1) Crawford Barricade Event
 2) Speedload Challenge Event
 3) Ambidextrous Match
 4) Los Alamitos Event
- July 11 1) Internation Rapid Fire Event
 2) Los Alamitos Event
 3) Falling plate Event
 4) Flying "M" Event
- August 8 1) Advanced Military
 2) Moving Target Event (Modified)
 3) Barricade Event
 4) Falling Plate Event
- September 12 1) Falling Plate Event
 2) Practical Event
 3) Barricade Event
 4) Moving Target Event (Modified)
- October 3 1) Falling Plate Event
 2) Practical Event
 3) Barricade Event
 4) Moving Target Event (Modified)