

**Central Kansas Gun Club**  
**2010 High Power Rifle Schedule**

Location: 7908 North Lorraine Street, Hutchinson, KS  
(3 ½ miles north of K-Mart from the corner of 30<sup>th</sup> and Lorraine)

**(See Page 3 for Practice Schedule):**

**Match Dates**

|   |   |
|---|---|
| March 20 200/300/600-yd (Saturday)            | 600-yd Any rifle/any sight to follow          |
| March 27 200/300/600-yd (Saturday)            | 600-yd Any rifle/any sight to follow          |
| March 28 Tactical Carbine (Sunday)            | Two-gun match with handgun transitions        |
| April 10 Precision Rifle (Saturday)           | (non-approved)                                |
| April 17 200/300/600-yd (Saturday)            | 600-yd Any rifle/any sight to follow          |
| April 24 200/300/600-yd (Saturday)            | KSRA Spring Warm Up                           |
| April 25 600-yd 88-rounds (Sunday)            | KSRA Mid Range Match 4x600                    |
| May 9 200/300/600-yd (Sunday)                 | 600-yd Any rifle/any sight to follow          |
| May 15 200/300/600-yd (Saturday)              | “Rifles for Veterans” benefit match (\$25).   |
| May 22 200/300/600-yd (Saturday)              | KSRA State Match Rifle Match                  |
| May 23 200/300/600-yd (Sunday)                | EIC “Leg” Match & Hearst Doubles Teams        |
| May 31 DMR (non-approved)(Monday)             | Designated Marksman Rifle Course              |
| June 12 200/300/600-yd (Saturday)             | 600-yd Any rifle/any sight to follow          |
| June 19 200/300/600-yd (Saturday)             | 600-yd Any rifle/any sight to follow          |
| July 3 M-1A & John C. Garand (Saturday)       | Camp Perry Prep Matches, see special note!    |
| July 24 200/300/600-yd (Saturday)             | 600-yd Any rifle/any sight to follow          |
| August 14 100-yd Reduced (Saturday)           | M1 Garand followed by BASR                    |
| August 14 100-yd Reduced (Saturday)           | Bolt Action SR followed by 100-yard 22-cal    |
| August 22 100-yd Reduced (Sunday)             | 100-yard 22-cal any rifle/any sight to follow |
| August 28 Tactical Carbine (Saturday)         | Two-gun match with Shotgun Component          |
| Sept. 4 200/300/600-yd (Saturday)             | 600-yd Any rifle/any sight to follow          |
| Sept. 6 DMR (non-approved)(Monday)            | Designated Marksman Rifle Course              |
| Sept. 25 200/300/600-yd (Saturday)            | 600-yd Any rifle/any sight to follow          |
| Oct. 9 88-round 4x600-yd. (Saturday)          | KSRA Mid-Range Individual Championship        |
| Oct.10 44-round 2x600-yd. (Sunday)            | KSRA Mid-Range Team Championship              |
| Oct. 16 200/300/600-yd (Saturday)             | Toys for Tots (non-approved) & Picnic         |
| Oct. 23 Precision Rifle (Saturday)            | (non-approved)                                |
| Oct. 30 DMR (non-approved) (Saturday)         | Designated Marksman Rifle Course              |
| Oct. 31 Tactical Carbine (Sunday)             | “Load and Be Ready” Team Match                |
| Nov. 13 Veterans Day Hurst Doubles (Saturday) | Service Rifle team match, non-approved.       |

**Other area matches of interest:**

- 5-1, 2 Regional, Bucksport at Marshall, MO
- 6-25, 26 & 27 Regional & LR, NRA Whittington Center, Raton, NM
- 7-11 Cromwell Cup, OKC Gun Club, Arcadia, OK, See special note!

7-17, 18 KSRA Regional, Leg & John C. Garand Matches at Desoto, KS.  
9-11, 12 KSRA State Service Rifle Match (Sat) and E.I.C. Leg match (Sun) at Desoto, KS.  
10-2, 3 Bucksnot State Mid Range match at Marshall, MO

## Central Kansas Gun Club

**Rules:** Current NRA High Power rules will govern. Open bolt indicators will be required, available at \$2.00 each.

**Eligibility:** Open to all competitors.

**Entry Fee:** \$20.00 (\$18.00 for CKGC members) Includes NRA Registration Fee of \$4.50. Exceptions for "Rifles for Veterans" and Toys For Tots matches \$25, and Tactical Carbine, DMR & Precision Rifle matches are \$15.

**Entries:** Registration starts at 7:30 and are accepted until 8:15 on match day. Firing starts at 8:30 SHARP. Pre-registration is available for KSRA matches only.

**Classification:** NRA classification will be used throughout. Those not having current classification will fire in the Master class. If a class has less than three shooters, those individuals will fire in the next higher class, excluding the High Master class. Service rifle and Match rifle will compete together in one classification. Any Sight Match/Tactical Rifle will only compete within their class. See Tactical Match program for special classifications for these.

**Squadding and Scoring:** All matches will be squadded and competitors will score and pull targets for each other by relays when firing the 200/300/600-yd. course.

**Course of Fire:** 80 Shot Regional Match course. (88 shots, 800 points).

**Match #1:** 2 sighting shots and 20 shots for record, standing slow fire (single round loading) in 22 minutes. Distance is 200-yds using the SR target.

**Match #2:** 2 sighting shots and two 10 shot strings for record, sitting or kneeling, rapid fire with 1 reload in 60 seconds. Distance is 200-yds using the SR target.

**Match #3:** 2 sighting shots and two 10 shot strings for record, prone rapid fire with 1 reload in 70 seconds. Distance is 300-yds using the SR-3 target.

**Match #4:** 2 sighting shots and 20 shots for record, prone slow fire (single round loading) in 22 minutes. Distance is 600-yds using the MR-1 target.

**Match #5:** Aggregate of matches of 1 thru 4.

**Match #6: Mid Range Any Rifle / Any Sight.** 2 sighting shots and 20 shots for record, prone slow fire (single round loading) in 22 minutes. Distance is 600-yds using the MR-1 target

**Awards:** Awards will be given to Match Winner, Service Rifle Winner, Any Sight Match/Tactical Rifle Winner, and the overall winner in each class, provided at least three shooters in a class.

**Any Rifle / Any Sight Match:** 600-yard open match for center fire rifles .35 caliber or less. Telescopic sight allowed. Classification will not be used. Entry fee is \$3.00 with 100% payback to the match winner. 2 sighting shots and 20 shots for record, prone slow fire in 22 minutes. May also be offered after the 100-yard reduced matches if temperature and shooter participation levels allow, either at 600 or 100-yards.

**Hearst Doubles Team Match:** 2-shooter teams firing the CMP Presidents Rifle Match. 30 shots total: 10 shots, slow fire standing at 200-yards in 10 minutes; 10 shots, rapid fire prone at 300-yards in 70 seconds with magazine change; and 10 shots, slow fire prone at 600-yards in 10 minutes. Sighting shots are NOT allowed.

**The Dean Nelson Traveling Trophy** will be awarded to the shooter who has accumulated the most total points of all the matches thru the Annual Picnic, excluding Mid Range Matches (Match #6), Tactical Matches, Camp Perry Prep match and KSRA matches.

**Food and running water** are not available at the range. Outhouse facilities are provided.

For more information contact:

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**or:** Brad Mosiman  
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**FOR KSRA MATCHES**  
John Heger  
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## **New High Power Range Rules**

Effective May 1, 2004: Shooters firing at 600-yd. targets with .223 / 5.56 mm ammunition must use bullet weights of 68 grains or heavier. Shooters that are unable to hit their target by the 7<sup>th</sup> shot will be removed from the firing line. Shooters may only use ammunition that will maintain bullets at supersonic speeds. Shooters will be removed from the firing line for bullets that key hole at the target because of minimum velocity. Discretion and judgment of the Match Director as to what constitutes safe ammunition and equipment / rifles will prevail.

## **2010 PRACTICE SCHEDULE**

Practice nights for High Power will start in March and end in October, and will run from 5 PM until sundown. For 2010, call Richard Reed ahead of time to indicate you will attend or the practice may not be held, and also to verify the practice will be held as scheduled.

**1<sup>st</sup> Wednesday every month:** 200-yard only practice. The South plinking range will be open during this practice session.

**3<sup>rd</sup> Wednesday every month:** 300 or 600-yard practice. The entire South half of the range will be used during this practice session on an exclusive basis. It can be all 300 or all 600 depending upon who wants to practice what.

For more information on practice nights, or to RSVP, call Richard Reed at 620-755-2767 or email to [peelsrick@hotmail.com](mailto:peelsrick@hotmail.com).

## **CROMWELL CUP MEMORIAL MATCHES**

Guy Cromwell was well known to Oklahoma and Kansas high power rifle shooters and passed away in 2009. Beginning in 2009 with the first match in Hutchinson, this memorial match alternates between Hutchinson and Guy's home range at the Oklahoma City Gun Club at Arcadia, OK north of Oklahoma City, with proceeds donated to youth shooting programs. For 2010, the Cromwell Cup Match will be held in Arcadia on July 11. For more information, contact Dan Arnold at 405-206-9935 or via email at [dsarnold@sbcglobal.net](mailto:dsarnold@sbcglobal.net), or view the OKC Gun Club match schedule at [http://www.okcgunclub.org/highpower/hp\\_calendar10.html](http://www.okcgunclub.org/highpower/hp_calendar10.html).

## **CAMP PERRY PREPARATION MATCHES JULY 3, 2010**

Consists of NRA 300-yard M-1A-format and 200-yard CMP John C. Garand-format matches for preparation for shooters competing in those matches at Camp Perry, or just interested in firing those weapon types. We will fire the M-1A match first. Shooters firing other type weapons may participate "out-of-competition". M-1A match to be non-approved by NRA and John C. Garand match to be non-sanctioned by CMP. Ammunition will not be provided. Use of all sighting shots is not mandatory.

The NRA rules for M-1A match are:

Regular 300-yard SR-3 target.

5 sighting shots any position and 20 shots slow fire prone in 25-minutes.

10-rounds rapid fire prone, 70-seconds.

10-rounds rapid fire sitting or kneeling, 60-seconds.

10-rounds slow fire standing, 10-minutes.

Rapid fires start in position. No alibis. Any M-14-type rifle conforming to NRA rule 3.1.1 for NRA service rifle is eligible. Two mags loaded with 5 rounds each required for rapids.

Special additional rules:

Rifles NOT firing 308/7.62mm NATO ammunition will be allowed "out of competition".

The CMP rules for John C. Garand match are:

Classes for "as issued" and "Unlimited" (including NM-type rifles).

Regular 200-yard SR target.

5-sighting shots any position and 10-shots slow fire prone in 15-minutes.

10-rounds rapid fire prone in 70-seconds, loaded 2 and 8.

10-rounds slow fire standing in 10 minutes.

Rapid fire starts from standing and drop to prone. No alibis.

Special additional rules:

M-1 rifles NOT firing 30-06 ammunition will be allowed "out of competition".

## 2010 Tactical Matches

**SPECIAL RULES FOR TACTICAL MATCHES:** “Rambo” style equipment, dress, language and behavior will not be permitted. The match director will have final call on proper equipment. Shooting coats are not allowed, but you may dress for the weather conditions. Legally owned silencers are permitted. Match fees will be \$15 each for any tactical match. For DMR & Precision Rifle, \$5.00 of the match fee will be paid to the club and the rest will be paid back for prizes at the rate of 50% for 1<sup>st</sup>, 25% for 2<sup>nd</sup>, and 25% for 3<sup>rd</sup>. For Tactical Carbine, 50% of the match fee will be paid to the club and the rest will be paid back for prizes to the separate classes depending upon participation.

**TACTICAL CARBINE:** Emphasis will be on fast and accurate rifle fire at close range. Course of fire will consist of a variety of shots from very close range to 300-yards, with the majority of shots well below 100-yards. There will be NO sighting shots and NO alibis. Know your zeros and bring a rifle that runs 100%! The use of bipods or slings for anything other than a carrying strap is prohibited. Max barrel length is 20”. Suitable rifles will include M1-Carbine, AR-15, Mini-14, AK-style, SKS, HK-91/93-style, Galil/Golani, AUG-type, and SOCOM-style M1-A (others may be allowed at discretion of the match director). Shooter will be divided into classes of scope sight and iron sight/non-magnified electronic or reflex sight. Scopes limited to 4x, and may be set down to that power. Be prepared for non-traditional targets, moving targets and hostage targets, and magazine changes (carbines with non-detachable magazines may be allowed more time). Expect to fire 50 to 75-rounds. Shooters will fire one at a time or by squads, and will pull and score competitor’s targets. Expect a non-firing event testing target identification and discernment skills requiring binoculars. For the two-gun match with handgun, bring a center-fire handgun of at least 38 Special or 9mm Luger caliber, capable of firing at least 6-rounds without reloading, with a holster and at least 25-rounds. Extra points for calibers beginning with the number “4”. Be prepared for magazine change/tactical reload. Transition from carbine to handgun will be required. For the two-gun match with shotgun, bring a shotgun of at least 20-gauge, capable of firing at least three rounds without reloading. Be prepared for tactical reload. Bring at least 25-rounds, maximum shot size is 7 & ½, no slugs or buckshot. Format for the “Load and Be Ready” team match is pending, but be prepared for anything at this time. For more information, contact Harold Mauck at 620-662-7060 or ckgcsec@cox.net.

### 2010 Tactical Precision Rifle Match Schedule

April 10, October 23

**(73 shots) 365 possible points**

The courses of fire consist of shots from 300yds – 600yds on stationary and moving targets. These matches are intended to test the shooters ability to make highly accurate shots at different distances in a variety of conditions. The majority of the shots will be fired from the prone position. Bi-pods, slings and shooting packs are allowed. Tactical rear bags such as the Redman are allowed. Tactical tripods such as offered by Precision Rifle Solutions, <http://www.precisionriflesolutions.com/> are allowed on match 9 and 10 (Tall Grass Match). No shooting coats are allowed. Dress for the weather conditions. Muzzle brakes are allowed, but shooters may be squadded with other shooters using them. There will be some shots fired from standing, sitting and kneeling.

There will be multiple shots. Single shot rifles are allowed but are discouraged. IPSC

targets are used in all matches, A zone = 5 pts, B zone = 4 points, C zone = 4 points, D zone = 2 point, shooting a no-shoot target -10 points.

**Entries:** Registration starts at 7:30 and are accepted until 8:15 on match day. Firing starts at 8:30 SHARP.

**Scoring-** Shots must touch the line to score in that zone. If you get a hit on the target out side the D line, it is scored as a miss.

**Entry fee-** \$15.00, \$5.00 to the club and the rest will be paid back for prizes at the rate of 50% for 1<sup>st</sup>, 25% for 2<sup>nd</sup>, 25% for 3<sup>rd</sup>.

**RIFLE-** You must only shoot one rifle. Bring a rifle with a solid zero. This is not the time to be sighting in your rifle.

**Moving targets-** All targets will run at once and all shooters will shoot at the same time. Your targets will be marked with your firing line number spray painted on them. Targets will be in random order. You will have to pick out your target. Targets will be scored and marked after each shot string.

There will be one three minute prep period per shooting position. We will run two relays if possible and score in the pits.

For more information, contact:

Greg Krebaum

620-662-7515

[Krebaum@sbcglobal.net](mailto:Krebaum@sbcglobal.net)

Web site: <http://www.ckgc.org/>

## **MATCHES 1 THROUGH 6, 300 YARDS**

**Match 1** (Prone): 5 shots fired from prone, slow fire. 5 minute block time. Each shot scored and marked.

**Match 2** (Hostage): 5 shots fired from prone, slow fire. 10 minute block time. Hostage target, -10pts if you shoot the no-shoot target. Each shot scored and marked.

**Match 3** (standing): 5 shots fired from standing, slow fire. 5 minute block time. All shots will be fired before the target is scored and marked.

**Match 4** (standing mover): 5 shots fired from standing, slow fire, moving target, walking speed. All shots will be fired before the target is scored and marked.

**Match 5** (sitting): 5 shots fired from sitting or kneeling, slow fire. 5 minute block time. All shots will be fired before the target is scored and marked.

**Match 6** (prone mover): 6 shots fired from prone in two shot strings, moving target, walking speed. Targets will be scored and mark after each two shot string.

## **MATCHES 7 THROUGH 10, 500yds**

**Match 7** (prone): 5 shots fired from prone, slow fire. 5 minute block time. Each shot scored and marked.

**Match 8** (prone mover): 6 shots fired from prone in two shot strings, moving target, walking speed. Targets will be scored and mark after each two shot string.

**Match 9** (Tall Grass): 5 shots fired from a kneeling height position. The barrel needs to be between 28"-36" above the ground. Shooting sticks, tactical tripods and bipods allowed. Slow fire, 5 minute block time. Each shot scored and marked.

**Match 10** (tall grass mover): 6 shots fired from a kneeling height position. The barrel needs to be between 28"-36" above the ground. Shooting sticks, tactical tripods and bipods allowed. Moving target, walking speed. Targets will be scored and mark after each two shot string.

## **MATCHES 11 & 12, 600 YARDS**

**Match 11** (prone): 10 shots slow fire, 10 minute block time. Each shot scored and marked.

**Match 12** (prone mover): 10 shots fired from prone in two shot strings, moving target, walking speed. Targets will be scored and mark after each two shot string.

**DMR 2010**  
**DESIGNATED MARKSMAN RIFLE MATCHES**  
**May 31, September 6, October 30**  
**(100 shots) possible score 500**

The courses of fire consist of shots from 25yds – 600yds on stationary targets, moving targets and minimum time exposure targets. These matches are intended to test the shooters ability to make accurate shots at different distances in a variety of conditions and time limits. Shots will be fired from prone, sitting, kneeling, and standing. The course of fire is designed for a DMR type rifle (AR-15, SR-25, and M1A) with optic sights. IPSC targets are used in all matches, A zone = 5 pts, B zone = 4 points, C zone = 4 points, D zone = 2 point. No shooting coats are allowed. Dress for the weather conditions. Muzzle brakes are allowed, but shooters will be squadded with other shooters using them. Slings, bipods, and shooting packs are allowed on most stages. No rear rests are allowed. There will be two relays if possible; we will score in the pits.

There are no alibis.

**Entries:** Registration starts at 7:30 and are accepted until 8:15 on match day. Firing starts at 8:30 SHARP.

**Scoring-** Shots must touch the line to score in that zone. If you get a hit on the target out side the D line, it is scored as a miss.

There will be one three minute prep period per shooting position.

**Entry fee-** \$15.00, \$5.00 to the club and the rest will be paid back for prizes at the rate of 50% for 1<sup>st</sup>, 25% for 2<sup>nd</sup>, 25% for 3<sup>rd</sup>.

**RIFLE-** You must only shoot one rifle.

For more information, contact:

Greg Krebaum

620-662-7515

[Krebaum@sbcglobal.net](mailto:Krebaum@sbcglobal.net)

Web site: <http://www.ckgc.org/>

**MATCH #1: Quick-fire. 25yd/125 yd** (12 shots) Possible score 60

There will be two targets at 25 yds and two targets at 125 yds. Four shots fired standing in a time limit of six second and repeated three times until firing is completed.

When the target at 125 yds appears, fire 1 shot each on both of the targets at 25yds and then fire one shot each on both of the targets 125yds in the standing position. You will have six seconds. You will repeat this three times and there will be five seconds between the strings. Start with your rifle pointed down and out of the shoulder each time. Targets will be scored and marked after all 12 shots have been fired.

**MATCH #2: Standing moving target at walking speed. 125yds** (9 shots) possible score 45

Fire three shots on your # target. All targets will run at once and all shooters will shoot at the same time. Repeat three times, your targets will be marked with your firing line number spray painted on them. Targets will be in random order. You will have to pick out your target. Targets will be scored and mark after all nine shots have been fired. Load all nine rounds in the magazine. Start with your rifle pointed down and out of the shoulder each time. You will shoot all nine shots in three shots strings with the line hot. There will be approximately ten seconds between strings with the targets running left to right, right to left and then left to right.

**MATCH 3, 4 & 5: 200 YDS, BIPODS AND SLINGS ARE NOT ALLOWED**

**MATCH #3 No support sitting 200 yds** (6 shots) possible score 30

Fire two shots in a time limit of five seconds one shot in each target and repeated three times until firing is completed. Targets will be scored and mark after all six shots have been fired. There will be a five second delay between strings. You may start in position with the rifle in the shoulder. Load all six rounds in the magazine.

**MATCH #4 No support kneeling 200 yds (6 shots) possible score 30**

Fire two shots in a time limit of five seconds one shot in each target and repeated three times until firing is completed. Targets will be scored and mark after all six shots have been fired. There will be a five second delay between strings. You may start in position with the rifle in the shoulder. Load all six rounds in the magazine.

**MATCH #5 No Support Prone 200 yds (6 shots) possible score 30**

Fire two shots in a time limit of five seconds one shot in each target and repeated three times until firing is completed. Targets will be scored and mark after all six shots have been fired. There will be a five second delay between strings. You may start in position with the rifle in the shoulder. Load all six rounds in the magazine.

**Matches 6, 7, 8 & 9: 300-yards, Minimum time exposures, Bipods and Slings are allowed.**

**Match # 6 Prone, Minimum time exposure (6 shots) possible score 30**

Fire two shots in a time limit of five seconds one shot in each target. Targets will be scored and mark after each string. Repeat three times. You may start in position with the rifle in the shoulder.

**Match # 7 Sitting, Minimum time exposure (6 shots) possible score 30**

Fire two shots in a time limit of five seconds one shot in each target. Targets will be scored and mark after each string. Repeat three times. You may start in position with the rifle in the shoulder.

**Match # 8 Standing, Slow fire (6 shots) possible score 30**

Fire six shots on the left target in a time limit of three minutes. Targets will be scored and marked after all six shots have been fired.

**MATCH #9, Prone, Moving Target at walking speed, (9 shots) possible score 45**

Fire three shots on your # target. Targets will be scored and marked after each time. All targets will run at once and all shooters will shoot at the same time. Repeat three times. Targets will be marked with your firing line number spray painted on them. You will have to pick out your target. You may start in position with the rifle in the shoulder.

**MATCHES 10, 11 & 12: 500 YDS, ALL PRONE, BIPODS AND SLINGS ALLOWED**

**Match # 10 Prone, Slow Fire (5 shots) possible score 25**

Five shots fired Prone slow fire on the left target. Five minute block time. Pull and mark after each shot.

**Match # 11 Prone, Minimum time exposure** (6 shots) possible score 30 Fire two shots in a time limit of five seconds one shot on each target. Targets will be scored and mark after each string. Repeat three times. You may start in position with the rifle in the shoulder.

**MATCH #12: Prone, Moving Target at walking speed,** (6 shots) possible score 30 Fire two shots on your # target. Targets will be scored and marked after each time. All targets will run at once and all shooters will shoot at the same time. Repeat three times. Targets will be marked with your firing line number spray painted on them. You will have to pick out your target. You may start in position with the rifle in the shoulder.

**MATCHES 13, 14 & 15: 600YDS, ALL PRONE, BIPODS AND SLINGS ALLOWED**

**Match # 13 Prone Slow Fire** (5 shots) possible score 25  
Five shots fired Prone slow fire on the left target. Five minute block time. Pull and mark after each shot.

**Match # 14 Prone, Minimum time exposure** (6 shots) possible score 30  
Fire two shots in a time limit of five seconds one shot on each target. Targets will be scored and mark after each string. Repeat three times. You may start in position with the rifle in the shoulder.

**MATCH #15 Prone, Moving Target at walking speed,** (6 shots) possible score 30  
Fire two shots on your # target. Targets will be scored and marked after each time. All targets will run at once and all shooters will shoot at the same time. Repeat three times. Targets will be marked with your firing line number spray painted on them. You will have to pick out your target. You may start in position with the rifle in the shoulder.