

**Central Kansas Gun Club**  
**2012 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 4 for Practice Schedule):**

**Match Dates. Match director to be Greg Krebaum unless otherwise noted.**

March 25 Precision Rifle	(Sunday)	(non-approved)
March 31 200/300/600-yd	(Saturday) (Mauck)	Work day follows match.
April 7 200/300/600-yd	(Saturday) (Mauck)	600-yd Any rifle/any sight to follow
April 14 DMR	(Saturday)	(non-approved)
April 21 Practical Carbine	(Saturday) (Mauck)	Carbine only this year (non-approved).
April 22 200/300/600-yd	(Sunday)	“Rifles for Veterans” match (\$25) & work day.
April 28 Precision Rifle	(Saturday)	(non-approved)
May 5 200/300/600-yd	(Saturday) (Camacho)	Work day follows match.
May 12 200/300/600-yd	(Saturday) (Heger)	KSRA Spring Warm Up
May 13 600-yd 88-rounds	(Sunday) (Heger)	KSRA Mid Range Match 4x600
June 2 200/300/600-yd	(Saturday) (Allen)	Work day follows match.
June 9 200/300/600-yd	(Saturday) (Heger)	KSRA State Match Rifle Championship
June 10 200/300/600-yd	(Sunday) (Heger)	EIC “Leg” Match & Hearst Doubles Teams
June 16 200/300/600	(Sat) (Bornholdt)	600-yd Any rifle/any sight to follow
June 30 200/300/600-yd	(Sat) (Bornholdt)	600-yd Any rifle/any sight to follow
July 4 DMR	(Wednesday)	(non-approved)
July 7 200/300/600-yd	(Saturday)	Work day follows match.
July 8 Practical Carbine	(Sunday) (Mauck)	Carbine only this year.
July 22 200/300/600-yd	(Sunday) (Camacho)	600-yd Any rifle/any sight to follow
Aug. 11 100yd 50rnd NMC	(Saturday) (Reed)	Bolt action SR (non-approved) .22 any/any
Aug. 25 100yd 50rnd NMC	(Sunday) (Reed)	M1 match (non-approved) .22 any/any
Sept 1 200/300/600-yd	(Saturday) (Reed)	600-yd Any rifle/any sight to follow
Sept. 8 200/300/600-yd	(Saturday) (non-app)	Toys for Tots benefit match (\$25).
Sept 15 200/300/600-yd	(Saturday) (Reed)	600-yd Any rifle/any sight to follow
Sept.29 200/300/600-yd	(Saturday)	Cromwell Cup (at OKC Gun Club this year)
Oct 6 200/300/600-yd	(Saturday) (Camacho)	Work day follows match w/Picnic afterwards.
Oct. 13 200/300/600-yd	(Saturday) (Heger)	KSRA M16A4 Optical Serv. Rifle Champ.
Oct. 14 200/300/600-yd	(Sunday) (Heger)	EIC “Leg” Match
Oct. 20 Precision Rifle	(Sunday)	(non-approved)
Oct. 27 Practical Carbine	(Saturday) (Mauck)	3 <sup>rd</sup> Annual “Load & Be Ready” Team Match
Oct. 28 DMR	(Sunday)	(non-approved)
Nov. 10 88-round 4x600-yd.	(Saturday) (HEGER)	KSRA Mid-Range Individual Championship
Nov. 11 44-round 2x600-yd.	(Sunday) (HEGER)	KSRA Mid-Range Team Championship

Jan 1, 2013 Practical Carbine (Tuesday) (Mauck) 4<sup>th</sup> Annual “Hang Over” carbine/handgun

**Other area matches of interest:**

April 12-15 CMP Games, OKC Gun Club, Arcadia, OK  
May 26-28 Service Rifle Extravaganza, OKC Gun Club, Arcadia, OK  
May 28 KSRA Pop-up match, 50-300 meters, Salina, KS National Guard range.  
June 23-24 Regional, OKC Gun Club, Arcadia, OK, See special note!  
July 14-15 KSRA Regional, Leg & John C. Garand Matches at Desoto, KS.  
Sept 3 KSRA Pop-up match, 100-800 meters, Salina, KS National Guard range.  
Sept 22-23 KSRA State Service Rifle Match (Sat) and E.I.C. Leg match (Sun) at Desoto, KS.

## 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 Includes NRA Registration Fee of \$4.50. Exceptions for “Rifles for Veterans” and Toys For Tots matches \$25, and Practical 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.

**CKGC Classification:** MSR (Modern day Service Rifle) governed by the M16A4 rules and will fall within the ASMT category and will compete together for awards.

**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. Fired at 600-yds using the MR-1 target.

**Awards:** Awards for approved matches based on 1/3 entry fees received. Classes will be combined if less than (3) entries per class. First and second place and individual match winners will be awarded. Second place class awards in the aggregate if eight (8) entries. Third place class awards in the aggregate if thirteen (13) entries. No award for benefit matches. Plaque only for M1 and Bolt Action SR matches (100-yards). See Practical programs for award schedule for Practical matches. See KSRA match bulletin for award schedule for KSRA matches.

**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, and KSRA matches.

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

**Ammunition:** 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 3rd 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.

For more information contact: Greg Krebaum  
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## 2012 PRACTICE SCHEDULE

Practice nights for High Power will start in March and end in October, and will run from 5 PM until sundown. For 2012, 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, 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 2012, the Cromwell Cup Match will be held at the Oklahoma City Gun Club in Arcadia on Sept 29th.

### **Kansas State Rifle Association, M16A4 Service Rifle State Championship October 13, 2012**

**Rules:** Current NRA High Power rules will govern. This Match will be governed by Rule 3.3.2. NRA Any Sight Match Rifle/Tactical Rifle. Open bolt indicators will be required, available at \$2.00 each.

**Special Rules for the KSRA M16A4 Service Rifle State Championship:** Same as NRA SERVICE RIFLE rule #3.1.C except up to a 4x scope and use the std issue M16A4 Knight Armament M5 rail system are allowed. Variable scopes that go above 4x must be left at 4x and it is the scorers responsibility to police this.

**Eligibility:** Open to all competitors.

**Entry Fee:** \$25.00 Includes NRA Registration Fee.

**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.

**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.

**Awards:** Awards will be given to Match Winner, Kansas State Champion (must be a Kansas residence) and the overall winner in each class, provided at least three shooters in a class.

**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.

**Location- Central Kansas Gun Club,** Location: 7908 North Lorraine Street, Hutchinson, KS (3 ½ miles north of K-Mart from the corner of 30th and Loraine)

## 2012 Practical Matches

**SPECIAL RULES FOR PRACTICAL 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 practical 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 Practical 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.

**PRACTICAL CARBINE:** With addition of the 3-gun Program to the CKGC schedule, we will fire carbine only in the future. 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 include M1-Carbine, AR-15/10, Mini-14/30, 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). Shooters using non-approved weapons will be allowed to shoot “out of competition.” Switching of firearm during the match will be allowed but the shooter’s score after the switch will not count for score. Shooters 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 will not be allowed more time). Expect to fire 75 to 100-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. Photography of any form is prohibited. Format for the "Load and Be Ready" team match is pending, but expect the worst and you will not be disappointed. For more information, contact Harold Mauck at 620-662-7060 or ckgcsec@cox.net.

### **2012 Practical Precision Rifle Match Schedule**

**March 25, April 28, October 27**

(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 will be squadded with other shooters using them. There will be some shots fired from standing and sitting or 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 outside 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/>

### **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. All shots will be fired before the target is scored and marked.

### **500 yards**

#### 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.

### **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 2012**  
**DESIGNATED MARKSMAN RIFLE MATCHES**  
**April 14, July 4, October 28**  
**(106 shots) possible score 530**

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, 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. There will be two relays if possible; we will score in the pits. There are no alibis. Moving targets will be identified with target number and will be in random order.

**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 outside 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/>

**25-yard/125-yard** (12 shots) Possible score 60

**MATCH #1** (no sling)

There will be two targets at 25 yards and two target at 125 yards.

Four shots fired standing in a time limit of six second and repeated three times until firing is completed. (start time when target moves)

When the target at 125 yards appear, 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.

**125-yards** (9 shots) possible score 45

**MATCH #2** (no sling)

**Standing moving target** at walking speed.

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 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.

**200-yards** (18 shots) possible score 90

**-No support, sitting, kneeling, prone** (no sling or bipod)

**MATCH #3** (6 shots) possible score 30

**No support sitting** (no sling or bipod)

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** (6 shots) possible score 30

**No support kneeling** (no sling or bipod)

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** (6 shots) possible score 30

**No support prone** (no sling or bipod)

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.

**300-yards** (27 shots) possible score 135

**-Minimum time exposure, Prone, sitting, and standing. Bipods, slings and rear bags 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 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.

**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 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.

**Match # 8 standing, slow** (6 shots) possible score 30

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

**MATCH #9** (9 shots) possible score 45

**Prone, moving target** at walking speed

Fire three shots on your # target. Repeat three times. Targets will be scored and mark after all nine shots have been fired. Targets will run left to right, right to left, left to right. You may start in position with the rifle in the shoulder.

**500-yards** (20 shots) possible score 100

**-Prone slow**

**-Minimum time exposure, Prone.**

**-Prone moving target**

**-Bipods, slings, and rear bags are allowed**

**Match # 10 prone slow** (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 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.

**MATCH #12** (9 shots) possible score 45

**Prone moving target** at walking speed

Fire three shots on your # target. Repeat three times. Targets will be scored and mark after all nine shots have been fired. Targets will run left to right, right to left, left to right. You may start in position with the rifle in the shoulder.

**600-yards** (20 shots) possible score 100

**-Prone slow**

**-Minimum time exposure, Prone.**

**-Prone moving target**

**-Bipods, slings and rear bags are allowed**

**Match # 13 prone slow** (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 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.

**MATCH #15** (9 shots) possible score 45

**Prone moving target** at walking speed

Fire three shots on your # target. Repeat three times. Targets will be scored and mark after all nine shots have been fired. Targets will run left to right, right to left, left to right. You may start in position with the rifle in the shoulder.