

## MATCH INFORMATION

The match will consist of 6 stages, 25-35 targets **PER** stage. All knockdown steel will be used.

**STARTING TIMES:** 9:00 AM and 2:00 PM each day. Squads will be limited to 12 shooters per squad (72 shooters PER time slot). If the time slot you requested is filled, you will be notified and given the option to select another day/time. **PLEASE GET YOUR ENTRIES IN EARLY.**

### Six DIVISIONS:

**OPEN AUTO** - Any centerfire semi auto pistol. All modifications and optics allowed.

**OPEN REVOLVER** - Any centerfire revolver. All modifications and optics allowed.

**STOCK AUTO** – Centerfire semi-auto. No comps, ports or external weights, regardless of source, i.e., factory ported. No optics.

**STOCK REVOLVER** – **6-round limit.** No comps, ports or external weights regardless of source, i.e., factory ported. No optics. You may use a 7 or 8-shot revolver, as long as you only shoot 6 rounds and then reload. You will be penalized 10 seconds for every shot over 6 before a reload.

Shooters may shoot in all four divisions and be eligible for prizes in four divisions; however, you must shoot in four different time slots.

**REGISTRATION:** To guarantee a shooting slot, you must PRE-REGISTER. **YOU WILL NOT BE REGISTERED UNTIL THE REGISTRATION FORM AND PAYMENT ARE RECEIVED. NO PHONE OR E-MAIL REGISTRATIONS ACCEPTED.** Walk-on shooters will be accommodated **ONLY** if there are openings.

**ENTRY FEES:** \$50.00 one gun; \$90.00 two guns; \$130.00 three guns; \$170.00 four guns. **NO REFUNDS AFTER MARCH 22.**

**FREE PSA SHOOTOUT T-SHIRT** to every shooter who **submits registration and payment before March 22.**

**PAYBACK** – Minimum 50% cash payback by Lewis Class. If entries warrant, High Ladies, Juniors (16 and under) and Seniors (60+) will also be paid.

**SPORTING CLAYS, WOBBLE TRAP, and TRAP SHOOTING** will also be available at the club. Sporting Clays will run on Saturday from 8:00 AM to 2:00 PM. Cost is \$10.00 for 50 birds.

**LUNCH** will be available on-site all four days.

**CLUB RULES PROHIBIT ANYONE FROM CONSUMING ALCOHOLIC BEVERAGES UNTIL YOU ARE FINISHED SHOOTING FOR THE DAY.**

## RULES

1. **Due to increased target damage, a maximum velocity of 1350 fps will be in effect. Any questionable ammo will be chronographed.**
2. No more than 10 rounds in gun to start. No more than 10 rounds in a magazine at any time.
3. Start with gun in hand, muzzle touching table OR draw from a holster. Shooters choice. Shooters May take a loaded sight picture.
4. ALL safeties must be **ON** for single action pistols. Hammers down, safety off, for double action revolvers and autos. Early shot will result in DQ.
5. At start signal, begin shooting, continuing to shoot, reloading as necessary until ALL targets are down. Time will end on last shot fired.
6. Reload from belt or table. Shooter's option.
7. **ANY** ammo, magazine, moon clip, etc. that falls to the ground is **DEAD** and cannot be picked up during the run by the shooter or any squad member.
8. Please come prepared with enough magazine/speed loaders to complete the **ENTIRE** stage without reloading mags, or having someone else reloading mags, during the run.
9. ALL targets are knockdown and must fall. Any target left standing will incur a 5-second penalty. Targets will be set for minimum power factor. (However, we do recommend a 130 power factor.)
10. NO RESHOOTS and NO ALIBIS after the first shot is fired on a stage.
11. **ALL SHOOTERS MUST CHECK IN AT THE STAT HOUSE AT LEAST 30 MINUTES PRIOR TO THE SHOOTERS MEETING FOR EACH REGISTERED SLOT, EVEN IF YOU SHOT AN EARLIER TIME SLOT.**
12. **SHOOTERS MUST ATTEND MANDATORY SHOOTERS MEETING 30 MINUTES PRIOR TO EACH STARTING TIME.**
13. NO RE-ENTRIES in the same division.

**ANY UNSAFE GUN HANDLING WILL RESULT IN A MATCH DISQUALIFICATION. SPECIFICALLY, ANY SHOTS STRIKING THE TABLE OR ANY ACCIDENTAL DISCHARGE WHILE IN THE ACT OF RELOADING WILL RESULT IN AN AUTOMATIC DISQUALIFICATION.**

There will be designated gun handling areas. No ammo is allowed in these areas. Any handling of guns outside of these designated areas will result in disqualification.

