

# **2018 KEYSTONE CUP NRA REGISTERED ACTION PISTOL MATCH**

**Location: CPRC, Chambersburg, Pennsylvania  
Date: JULY 22, 2018**

**Sponsored by: Chambersburg Pistol and Rifle Club  
Eligibility: Open to all NRA members and non-members**

**Entry Fee: Entry fee is \$70.00 which includes an NRA fee, Hat  
and a lite lunch.**

**\*\*Fee for second gun is \$35.00**

RULES: CURRENT NRA ACTION PISTOL RULES SHALL GOVERN.

**\*\*YOU MUST COMPLETE THE COURSE OF FIRE WITH THE FIRST GUN BEFORE BEGINNING  
WITH THE SECOND.**

FOR MATCH INFORMATION AND ENTRIES WRITE , CALL OR VISIT OUR WEBSITE:

**[www.chambersburgpistolandrifleclub.com](http://www.chambersburgpistolandrifleclub.com)**

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Directions to Range: Take I 81 to Exit 15 (Wayne Ave.) Turn South on rt. 316 . At first traffic light make a left (Garber Road). Proceed to Stop sign and make a left on Cider Press Road. Club is located approx. 100 yards on the right. Club address is 1620 Cider Press Road.

MAKE CHECKS PAYABLE TO: CPRC AP Fund

ENTRIES ARE LIMITED TO 40 COMPETITORS.

POST ENTRIES WILL BE ACCEPTED UP TO THE STATED LIMIT.  
POST ENTRY FEE: NONE.

ENTRIES WILL BE ACCEPTED BY E-MAIL, REGULAR MAIL, OR PHONE.

BE SURE TO INDICATE YOUR CORRECT NRA MEMBER NUMBER, NRA CLASSIFICATION (IF APPLICABLE)

CLASSIFICATION: THE NRA CLASSIFICATION SYSTEM WILL BE USED. UNCLASSIFIED SHOOTERS WILL COMPETE IN THE MASTER CLASS UNLESS THERE ARE THREE OR MORE UNCLASSIFIED SHOOTERS AND THEY WILL THEN FIRE IN A SEPARATE CLASS. ASSIGNED CLASSIFICATION AND TEMPORARY CLASSIFICATION MAY BE USED.

FIREARMS: CENTERFIRE, OPEN, METALLIC SIGHT, PRODUCTION, RIMFIRE PRODUCTION, RIMFIRE OPEN AND RIMFIRE METALLIC. YOU MAY SHOOT TWO (2) GUNS.

SIGHTS: RULE 3.5 SHALL APPLY.

HOLSTER: THE HOLSTER MUST BE PRACTICAL, SAFE, SERVICEABLE AND SUITED TO THE PISTOL USED. FOR SAFETY REASONS NO CROSS DRAW OR SHOULDER HOLSTERS ALLOWED.

AMMUNITION: LOWER LIMIT OF CALIBER SHALL BE 9 MM AND ALL AMMUNITION USED MUST COMPLY WITH RULE 3.17 (Ammunition must meet the 120,000 power factor. Bullet weight X velocity =120,000).

SQUADDING: ALL MATCHES WILL BE SQUADED.

TIME OF FIRING: FIRING WILL COMMENCE AT 9:00 AM.

TARGETS: OFFICIAL NRA BLACK CENTER TARGETS (A-1) WILL BE USED.

**COURSE OF FIRE:**

MATCH #1 –SPEEDLOAD CHALLENGE  
MATCH #2 – FALLING PLATE EVENT  
MATCH #3 – BARRICADE MATCH  
MATCH #4 – TEXAS MOVER

CLASSES MAY BE COMBINED IF THERE ARE LESS THAN THREE (3) COMPETITORS IN A CLASS, BUT NO LOWER CLASS WILL BE COMBINED WITH THE HIGH MASTER CLASS, IF THERE ARE FEWER THAN THREE (3) HIGH MASTERS ENTERED.

THE KEYSTONE CUP AWARDS ARE PROVIDED BY THE CPRC AND ARE AS FOLLOWS:

**CATEGORY WINNERS (OPEN, METALLIC, PRODUCTION or .22 RIMFIRE) ARE NOT ELIGIBLE FOR CLASS AWARDS**

FIRST OPEN: PLAQUE and CASH AWARD  
SECOND OPEN: PLAQUE and CASH AWARD  
THIRD OPEN: PLAQUE and CASH AWARD

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARDS GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE KEYSTONE CUP.

METALLIC SIGHT: IN THE METALLIC SIGHT CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL PROVIDED THERE ARE AT LEAST 8 COMPETITORS IN THE CATEGORY.

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARDS GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE KEYSTONE CUP.

PRODUCTION CATEGORY: IN THE PRODUCTION CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL PROVIDED THERE ARE AT LEAST 8 COMPETITORS IN THE CATEGORY.

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARD GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE

KEYSTONE CUP.

RIMFIRE CATEGORY: IN THE RIMFIRE CATEGORY AN AWARD OF A PLAQUE AND CASH FOR 1ST, 2ND AND 3RD OVERALL PROVIDED THERE ARE AT LEAST 8 COMPETITORS IN THE CATEGORY..

AWARDS OF PLAQUES WILL BE GIVEN IN EACH CLASS WITH ONE (1) AWARD GIVEN FOR THREE (3) COMPETITORS IN A CLASS, TWO (2) AWARDS GIVEN FOR 5 COMPETITORS IN A CLASS AND THREE (3) AWARD GIVEN FOR 8 OR MORE COMPETITORS IN A CLASS IN THE CUP.

SENIOR CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED) WOMAN

CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED) JUNIOR CHAMPION:

PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

GRAND SENIOR CHAMPION: PLAQUE (AT LEAST TWO ENTRIES REQUIRED)

SAFETY: EYE AND EAR PROTECTION IS REQUIRED. NO ONE WILL BE ALLOWED ON THE RANGE WITHOUT GLASSES AND EAR PROTECTION.

ALL GUNS WILL REMAIN UNLOADED UNTIL A COMPETITOR IS INSTRUCTED TO LOAD BY A RANGE OFFICER. AFTER LOADING THE GUN THE COMPETITOR WILL REMAIN A "HOT" (LOADED) CONDITION UNTIL FINISHING THAT MATCH. AFTER FIRING THE LAST STRING THE SHOOTER WILL UNLOAD AND SHOW THE RANGE OFFICER THE UNLOADED GUN BEFORE RE-HOLSTERING.

ABSOLUTELY NO ALCOHOLIC BEVERAGES ALLOWED ON THE RANGE!!!!!!!!!!!!!!!!!!!!

**SPEEDLOAD CHALLENGE EVENT:**

**7.17 The Speedload Challenge Event** – This course will be divided into four stages, two strings per stage with a reload, six shots per string.

**Three D-1 targets.**

- (a) 10 yards – 6 shots freestyle, reload, 6 shots weak hand only. 14 seconds total time.
- (b) 15 yards – 6 shots freestyle, reload, 6 shots strong hand only. 16 seconds total time.
- (c) 25 yards – 6 shots freestyle, reload, 6 shots freestyle. 18 seconds total time.
- (d) 50 yards – 6 shots freestyle, reload, 6 shots freestyle, 23 seconds total time

**TEXAS MOVER:**

**7.18 Texas Moving Target Event – NRA AP-1 Target** Course of fire. The target will move from behind a barricade, travel 60 feet in 6 seconds, and then disappear behind another barricade. There will be a clearly marked, 3 foot square firing area at each stage. The firing square will be at the center of the 60-foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the gun holstered and both hands held shoulder high. There will be no audible signals. When the competitor is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to

commence fire. There will be a mandatory reload after each 6-rounds fired. A competitor has 5 minutes to complete firing this course, starting from entry into the first shooting box until the start of the string of fire.

10 yard stage: At the signal to commence fire, the competitor fires 6 rounds at the target, which moves from right to left. The target will pause for 3 seconds and then move from left to right while the competitor fires 6 rounds at the target. The target will pause for 3 seconds and then move right to left while the competitor fires 6 rounds at the target. The target will pause for 3 seconds and then move left to right while the competitor fires 6 rounds at the target.

15 yard stage: Same as the 10 Yard Stage.

### **BARRICADE MATCH:**

**7.7 Barricade Event** – All competitors must fire all stages in the standing position. All competitors may use the Barricade for support. No portion of the firearm to rest against the Barricade for Metallic or Production Firearm categories. This course will be divided into four stages, two strings per stage, 6 shots per string. 48 shots: all shots will be fired from behind a barricade.

- (a) 10 yards - 6 shots in 5 seconds, 2 strings.
- (b) 15 yards – 6 shots in 6 seconds, 2 strings.
- (c) 20 yards – 6 shots in 7 seconds, 2 strings.
- (d) 25 yards – 6 shots in 8 seconds, 2 strings

### **FALLING PLATE MATCH:**

**7.9 Falling Plate Event** – Competitors must fire the 10 yard segment in the standing position. Competitors may fire 15, 20 and 25 yard segments in the prone position at their option. This course will be divided into four stages, each stage will have 2 strings, 6 shots per string. 48 shots; targets will be 8” round metal plates.

- (a) 10 yards – 6 shots in 6 seconds, 2 strings
- (b) 15 yards – 6 shots in 7 seconds, 2 strings
- (c) 20 yards – 6 shots in 8 seconds, 2 strings
- (d) 25 yards – 6 shots in 9 seconds, 2 strings