

PA State Falling Steel Championship

Sunday, October 13th, 2019

Please read the attached match information before filling out this application

9:00 am

<u><i>Division</i></u>	<u><i>Single</i></u>	<u><i>Team</i></u>	<u><i>Teammate's name</i></u>
Stock Auto			
Stock Auto 140			
Open Auto			
Open Auto 170			
Stock Revolver			
Open Revolver			
PCC			
TO Shotgun			
Open Shotgun			
TO Shooter's Choice			
Open Shooter's Choice			

12:30 pm

<u><i>Division</i></u>	<u><i>Single</i></u>	<u><i>Team</i></u>	<u><i>Teammate's name</i></u>
Stock Auto			
Stock Auto 140			
Open Auto			
Open Auto 170			
Stock Revolver			
Open Revolver			
PCC			
TO Shotgun			
Open Shotgun			
TO Shooter's Choice			
Open Shooter's Choice			

Name: _____
Email: _____

Squad requests (people you know are shooting the same time slot, and are not your partner if applicable):

Match fee = \$40 per entry.

Total submitted: _____

Remember you are paying for both you and your partner. He or she does not have to submit a separate application or payment.

Make check payable to: York Izaak Walton #67 and mail check and pages 1 and 2 of this application to:

Howard C. Thompson
53 N Main St
Stewartstown PA 17363

or paypal match fee as a "personal payment" to yorksignup@gmail.com and send your application to the same email address.

Full refund up until 9/1/2019
50% refund between 9/2/2019 and 9/15/2019
No refunds after 9/16/2019

New for 2019 – Cash prizes for all divisions with more than 3 competitors or teams in them. Prizes will be proportional to participation in each division. You may only shoot each division once, but you may shoot up to 2 divisions in each time slot.

MATCH INFORMATION

- The match will consist of 7 stages, 25-35 targets per stage. 175-200 total.
- All knockdown steel will be used.
- 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 one, if available.
- Shooters may shoot in four divisions; however, you must shoot in two different time slots.
- You may shoot as “Single” meaning you shoot by yourself, or as “Team” meaning you and another shooter will be shooting each stage simultaneously. In theory, each teammate only has half the targets, and each team only pays one entry fee. \$40 per time slot.

DIVISIONS

STOCK AUTO – Centerfire semi-auto. No comps, ports or external weights, regardless of source, i.e., factory ported. No optics. Only 10 rounds may be loaded in any magazine.

STOCK AUTO 140 – Centerfire semi-auto. No comps, ports or external weights, regardless of source, i.e., factory ported. No optics. Magazines up to 140 mm in length may be used, and loaded to full capacity.

OPEN AUTO - Any centerfire semi auto pistol. All modifications and optics allowed. Only 10 rounds may be loaded in any magazine.

OPEN AUTO 170 - Any centerfire semi auto pistol. All modifications and optics allowed. Magazines up to 170 mm in length may be used, and loaded to full capacity.

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.

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

PCC – Any pistol caliber carbine. 9mm, 40, or 45 acp. (other calibers with prior authorization, please ask on registration form) All modifications and optics allowed. No magazine restrictions.

TO SHOTGUN - Tactical Optics shotguns as defined by the Mid-Atlantic Multi-Gun rules. If you need a copy they are available at <http://tinyurl.com/MAMGrules2-23-2017>. Only shooters with prior authorization may shoot either shotgun division. i.e. must be a regular multi-gun competitor.

OPEN SHOTGUN – Open shotguns as defined by the Mid-Atlantic Multi-Gun rules. If you need a copy they are available at <http://tinyurl.com/MAMGrules2-23-2017>. Only shooters with prior authorization may shoot either shotgun division. i.e. must be a regular multi-gun competitor. Basically all modifications and optics are allowed. No mag, or reloading device limits.

TO SHOOTER’S CHOICE – Shooter may use any firearm on each stage. Choices include any of the Stock handguns, PCC, and TO Shotgun. For instance, if you are shooting single you may use one of the aforementioned firearms on one stage and the same or another on the next stage. If you are shooting teams both members may use the same type of firearm or two different ones on each stage as they see fit. Only shooters with prior authorization may use shotguns. i.e. must be a regular multi-gun competitor.

OPEN SHOOTER’S CHOICE – Shooter may use any firearm on each stage. Choices include any types of handguns, PCC, and any type of shotgun. For instance, if you are shooting single you may use one of the aforementioned firearms on one stage and the same or another on the next stage. If you are shooting teams both members may use the same type of firearm or two different ones on each stage as they see fit. Only shooters with prior authorization may use shotguns. i.e. must be a regular multi-gun competitor.

RULES

1. Due to risk of target damage, a maximum velocity of 1350 fps will be in effect. Any questionable ammo will be chronographed. This includes shot and PCC. No steel shot may be used. No shot larger than #6 will be allowed.
2. Shooter may start with the amount of ammunition allowed in their division in their magazines, but they may not chamber a round from a magazine and then switch magazines or top off. Maximum magazine capacity is all that may be in the gun to start.
3. All shooters will start with gun in hand, muzzle touching table or barrel. Shooters may take a loaded sight picture.
4. Shooters feet must remain inside their box for the duration of each stage.
5. All safeties must be on for all pistols equipped with them, and all shotguns and PCCs without exception. All double action revolvers or autos are not required to have safeties on, if hammer is down. Any early shot will result in Time Slot DQ.
6. At start signal, begin shooting, and continue to shoot, reloading as necessary until all targets are down. Time will end on last shot fired, or 60 seconds, whichever comes first.
7. Reload from belt or table. Shooter's option.
8. 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.
9. 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.
10. 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.)
11. No reshoots and no alibis are allowed after the first shot is fired on a stage.
12. All shooter must check in to stats at least 30 minutes prior to their time slot.
13. Shooter must attend a mandatory shooter's meeting 15 minutes before each time slot.
14. You may re-enter in the same division.
15. This is a cold range. No loaded firearms off the firing line. This is both shooters and spectators.

16. Unsafe gun handling or acts will result in a time slot Disqualification. Examples include but are not limited to:

- Accidental discharge.
- Firing a round in an unsafe direction.
- Firing a round that strikes the ground closer than 10 feet from you.
- Firing a round that strikes a prop, or table.
- Firing a round that is over the berm.
- Handling ammunition in safety areas.
- Dropping a firearm during a course of fire.

17. All participants and spectators must have eye and ear protection at all times.

18. Handguns may only be carried cased or in a holster. Long guns must be carried in a safe manner with a chamber flag inserted.

19. This is a lost brass match. You may not pick up brass during the match.