

# York Falling Steel

October 14<sup>th</sup> and 15<sup>th</sup> 2017

Please read the attached match information before filling out this application

Saturday 9:00 am

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

Saturday 1:00 pm

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

Sunday 9:00 am

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

Name: \_\_\_\_\_

Email: \_\_\_\_\_

Phone Number: \_\_\_\_\_

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

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Entry fee = \$30 per time slot chosen.

Total submitted: \_\_\_\_\_

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

Make check payable to: York Izaak Walton #67

Mail check and pages 1 and 2 of this application to:

Howard C. Thompson  
53 N Main St  
Stewartstown PA 17363

Full refund up until 9/30/2017  
50% refund between 10/1/2017 and 10/6/2017  
No refunds after 10/7/2017

## MATCH INFORMATION

- The match will consist of 6 stages, 25-35 targets per stage. 150-170 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 three divisions; however, you must shoot in three 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. \$30 per time slot.
- You may only enter once per time slot (either as a single or partner).

## 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.

## 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.
- 3a. Single shooters start with gun in hand, muzzle touching table OR draw from a holster. Shooter's choice. Shooters may take a loaded sight picture.
- 3b. Team shooters will start in the alternate boxes with gun in hand at low ready, defined as muzzle pointed at flag, or in the case of a handgun, holstered. Shooter's choice.
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. Even if you shot an earlier 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.