

# Walpole Sportsman's Association Combat Pistol League Ham Shoot

Saturday April 3, 2010

10:00AM to 2:00PM Rain or Shine, Public Invited

Entry Fee: \$10.00, re-entry \$5.00 – all entries are eligible for prizes.

Prizes will be awarded on a modified Lewis basis; all ties will be settled by shoot off. If a shooter is not present for a shoot off, they automatically forfeit.

Match consists of two stages; each shooter will fire both stages two times.

Final score is total of all four stage scores.

Re-entries will go to the bottom of the list (back of the line).

Minimum caliber (suggested): .40 S&W

**ABSOLUTELY NO FULL METAL JACKETED AMMO ON STEEL TARGETS!**

**EYE AND HEARING PROTECTION IS MANDATORY!**

## **Preliminary Stage Descriptions (subject to change)**

### Stage 1

Targets:

5 "Pepper Popper" steel targets, each with an attached pop-up cardboard target.

Course of Fire:

15 shots (8 shots max. in gun, at least one reload is required).

Gun must be holstered or held at low-ready until buzzer sounds.

The first (closest) Pepper Popper must be knocked down to expose its pop-up target.

At least two shots must be fired at the first pop-up target before shooting the second

Pepper Popper. At least two shots must be fired at the second pop-up target before

shooting the third Pepper Popper, and so on through the fifth target. Failure to shoot

in the described order will incur a 10 point procedural penalty.

Scoring:

Score is the time to shoot, plus a penalty for each Pepper Popper left standing, plus a penalty for each pop-up target with less than two center hits, plus any procedural penalty.

### Stage 2

Targets:

2 "Pepper Popper" steel targets, each with an attached pop-up IDPA target, plus 2

moving targets. No-shoot targets are also included.

Course of Fire:

10 shots (8 shots max. in gun, at least one reload is required).

Gun must be holstered or held at low-ready until buzzer sounds.

The moving targets will start at the buzzer. The moving targets may only be shot at

while in motion between the end markers. The Pepper Poppers may be shot at any

time after the buzzer. Two hits per pop-up target and per moving target are expected.

Any hits on No-Shoot targets incur a 10 point penalty each; barricade hits incur a 5

point penalty each.

Scoring:

Score is the time to shoot, plus a penalty for each Pepper Popper left standing, plus a penalty for each pop-up and moving target with less than two center hits, plus any other penalties. Lowest score wins.

## **Added event: Two man team Shotgun + Pistol combined event**

\$10.00 entry fee per team; 50% goes to prize pool. Course of fire consists of 5 Pepper Poppers; each with an attached pop-up cardboard target. One shooter will use a 12-gauge pump shotgun to knock down the Pepper Poppers (5 shells in gun, any misses will require a reload); the second shooter will use a pistol to fire at the cardboard pop-ups. Two hits expected on each pop-up target (8 shots max. in gun, a reload is required). Penalties will be assessed for missed Poppers and non-center hits on pop-ups. Score is time to shoot plus penalties (if any). Team with lowest score wins cash pool, ties split. Shotgun and shotgun ammo will be provided.

If you have any questions, please contact Steve Rosen at (508) 843-1025