

COURSES OF FIRE

TOYS FOR TOTS BENEFIT MATCH

COURSE #1

TARGET: I.D.P.A. OR I.P.S.C.

DISTANCE (yd)	TIME (sec)	ROUNDS
25	30	12
15	25	12
5	6	6
5	25	12 (6 rds strong hand only, then 6 rds weak hand only)*

TOTAL RDS 42

* mandatory reload

All firing is done from the standing position. Start position: Standing erect with hands in surrender position above the shoulders with the firearm holstered.

COURSE #2

TARGET: I.D.P.A. OR I.P.S.C. (Covered with a T-shirt)

DISTANCE (yd)	TIME (sec)	ROUNDS
25	15	6 rounds, standing
25	15	6 rounds, standing or kneeling
15	10	6 rounds, standing
15	10	6 rounds, standing
5*	4	6 rounds, standing, two hand
5*	4	6 rounds, standing, left hand only
5*	4	6 rounds, standing, right hand only

TOTAL RDS 42

***5 yd line start with firearm drawn at a 45 degree down angle**

All firing for course # 2 is done from the standing position. Starting position: Standing erect with hands in surrender position above the shoulders (with the exception of the 5 yard line).

COURSE #3 (STEEL)

10 Steel Plates (various sizes and shapes) will be approximately 15 yards from the shooter. On the start signal shooter will pick up firearm from the shooting bench, and knock down all plates (random order). Shooter must reload his firearm once prior to hitting the last plate. Score will be determined by taking the total time used to knock the plates down with reload, and subtracting that from 100 points. Plates must fall to count. Time will be kept by a Pocket Pro Timer, or similar device, that audibly records total shooting time. Firearm and all spare ammunition will start on the shooting bench. Shooter will start standing erect with hands in surrender position.

Minimum number of rounds required for match: 100 (recommend 120 or higher)

A hip holster that has a retaining device is required (no cross-draws or shoulder holsters permitted). Pouches for speed devices/magazines is highly recommended.

All participants are required to bring a T-Shirt that will be used on course # 2.

Police Division

(Law Enforcement, Military, Security Guards, including police and military reserves and National Guard)

Division 1: Duty Gun: 5" barrel autos, or shorter. 4" barrel revolvers, or shorter (no compensators, or porting). No add on magazine-well funnels. No external modifications that dramatically changed the firearm. Any questions in reference to classification must be answered before you shoot! Holsters must have at least one (1) mechanical release for retention. Friction style holsters will not qualify.

Division 2: Police Open: All other firearms, no optics allowed.

Civilian Division:

Division 3: Carry Class: Same restrictions on the firearm as for Division 1. Holster restrictions do not apply.

Division 4: Civilian Open: All other firearms, no optics allowed.

Division 5: Optic: All firearms equipped with a scope, red dot sight, laser sighting system, or similar device.

Match Rules

1. Match Director's decision is final in all matters. Match Director is Jeff Herrman.
2. Unsafe firearm handling will result in disqualification.
3. Breaking a 90 degree plane with the muzzle of the firearm will result in disqualification.
4. Any dropped firearm will result in disqualification.
5. No handling of firearms off the firing line other than in designated safe areas.
6. All firearms will be unloaded at all times. Range Masters will give specific instructions as to when the firearms are to be loaded.
7. Anyone discovering a safety problem will report it to a Range Master immediately.
8. All rounds will be fired in such a manner that they will impact the berm.
9. Hearing and eye protection is mandatory for all persons on or near the firing line.
10. Shooters are required to wear a brimmed hat while competing.
11. Holsters will be strong side only. No cross draw, or shoulder holsters. Holsters must hold the firearm securely. (Special restrictions for police duty class.)
12. Ammunition must be kept on the shooter's belt, and stored there before each phase of the match.
13. No tracer, or armor piercing ammunition. Ammunition must not damage the metal targets.
14. Specific individual rules and restrictions will apply to each match event.

Your registration fee will be used to purchase targets, T-Shirts and trophies for the 1st, 2nd & 3rd place winners for each division. All remaining money will be donated to the Marine Corps Toys for Tots Program for use in the following counties in North Central Missouri:

**Adair, Caldwell, Clinton, Daviess, Dekalb, Grundy, Harrison,
Knox, Linn, Livingston, Mercer, Putnam, Scotland, Schyler, Sullivan.**

Door Prizes will be awarded randomly

CHECK-IN BEGINS AT 8 AM.

First relay will start at 10 AM.

June 13th, 2009

A limited number of accommodations are available at \$15.00 a night for a semi-private room. Please call for additional details.