

APPLE VALLEY GUN CLUB RIMFIRE SHOOTOUT REGISTRATION

October 30, 2010

Name:					
Address:					
City:		State:		Zip:	
Phone #					
Email:					

Category: (Mark all that apply)

Pistol Only

Rifle Only

Overall

Adult

Junior

Open

Limited

Apple Valley Gun Club will not share personal information with any third party

AVGC Member: \$25.00 Match Fee or \$15.00 for one gun (pistol or rifle)

Non-Member: \$30.00 Match Fee or \$20.00 for one gun (pistol or rifle)

Make Checks Payable to: AVGC

LIABILITY STATEMENT

The following is set forth and approved by the Board of Directors of the Apple Valley Gun Club (AVGC) in order to apprise each competitor of the risks involved in this sport and the safety responsibility he/she assumes. We must not relax our perception of the potential danger involved, nor our strict adherence to the safety rules as set forth by the NRA. The match official(s) cannot be everywhere all the time, nor can they be expected to see everything from every position they may be in. Therefore, we must rely on our competitors to assist us in the observation of safety rules. As a condition of shooting in an AVGC sponsored event each competitor must familiarize him/herself with the potentially dangerous situations and to assume personal responsibility to observe the rules governing these situations. This responsibility also includes the necessity to prevent these situations from occurring by ensuring the observance of safety procedures by others and assisting with the enforcement of safety rules in a helpful and courteous manner. Refusal to comply with safety rules and procedures will make the offender subject to dismissal from the event.

THIS SPORT HAS THE POTENTIAL OF BEING LIFE ENDANGERING!! DANGEROUS SITUATIONS INCLUDE BUT ARE NOT LIMITED TO:

- Pointing a firearm up-range (toward spectators), whether loaded or not.
- Dropping a firearm, whether loaded or not.
- Possessing a loaded firearm when not under the direction of a designated range official.
- Allowing the muzzle of the firearm to sweep across any portion of your body whether loaded or not.
- Placing your finger on the trigger before the firearm is pointed downrange.
- Placing your finger on the trigger while moving through or in a designated non-shooting area.
- Using ammunition which is unsafe for your firearm.

By signing this document I agree: 1) to assume personal responsibility as described herein, 2) to assume the risk involved, and 3) to waive any rights of action against the Apple Valley Gun Club or any of its members for injuries that may occur in connection with a shooting event.

Signed: _____ Date: _____

For Junior Competitors, a parent or legal guardian must also sign below.

Signed: _____ Date: _____

Mail registration to:

Apple Valley Gun Club
P.O. Box 786
Victorville, CA 92392

Mail by October 15th

AVGC RIMFIRE SHOOTOUT

The Apple Valley Gun Club Rimfire Shootout is designed to be fun for all members of the family in a safe, wholesome environment. Shootout staff is prepared to render assistance whenever needed. Competition is open to all safe, responsible individuals who can legally own or handle a firearm in California. Participants may compete in more than one class if it can be accomplished in a safe and timely manner.

All stages in the AVGC Rimfire Shootout are designed with safety in mind. Minimum safe distances from the steel targets must be maintained by shooters, staff and observers. Shooting areas are designated by a square on the ground. The front edge of the square will be no closer than 7 yards from the target. Courses of fire are not "mind games" or designed to trick competitors into making mistakes or being unsafe.

Competitors may participate in pistol-only, rifle-only and overall (shooting both pistol and rifle). Competing in only one event must be declared during the initial registration process and cannot be changed once the Shootout has begun.

REGISTRATION

Registration opens at 8:00 and will remain open until 11:45 AM. Participants must be registered and attend one of the two safety briefings prior to competing. Immediately following the safety briefing the competitors will be divided into squads and assigned to a starting stage. Squads will rotate through the stages as a group.

DIVISIONS

OPEN: Any firearm (pistol or revolver in handgun class) with scopes, optical sights, light gathering scopes, battery powered optics, lasers, compensator or muzzle brake.

LIMITED: Guns with iron sights, Adjustable sights, or fiber optics are allowed. No electronic sights.

ADULT: Male or female competitors age 18 and older.

JUNIOR: Female or male competitors under age 18.

SAFETY

ALL COMPETITORS, RANGE WORKERS AND SPECTATORS ARE REQUIRED TO USE EYE AND EAR PROTECTION.

SAFETY BRIEFING

The safety briefing will be conducted by one of the Apple Valley Gun Club Range Safety Officers at 8:45 AM and 11:45 AM. Participants must attend one of the safety briefings. Overall-event competitors must attend the briefing at 8:45 AM.

SAFETY AREAS

Safety areas are provided near each stage. No handling of ammunition or loaded magazines is permitted within the safety areas. The loading of magazines is permitted at the bench area behind the firing line.

HANDLING OF FIREARMS AND AMMUNITION

Apple Valley Gun Club ranges are cold. No loaded guns are permitted except as directed by the Range Officer.

1. Firearms are only to be handled when in a designated safety area or when under the supervision of, and in response to a direct command issued by, a Range Officer
2. After firing, firearms will be unloaded, cylinders empty, magazines removed and all actions cleared before benching or holstering

3. There will be no loaded firearms on the range other than those loaded at the direction of a Range Officer in order to complete a course of fire.
4. Firearm will be loaded and unloaded only on the line under direction of a Range Officer.
5. Firearms are to be bagged/holstered at the direction of the Safety Officer when the course of fire is completed and the Safety Officer has certified the firearm is unloaded and safe.
6. Safety areas are provided where Competitors can clean and check firearms.
7. No ammunition, or magazine containing ammunition, is to be handled in a safety area. The word "handling" does not preclude Competitors from entering a Safety Area with ammunition in magazines or speed loading devices on their belt, in their pockets or in their range bag, provided the Competitor does not physically remove the loaded magazines or loaded speed loading devices from their retaining or storage device while within the Safety Area.
8. Handling live ammunition, loaded magazines or loaded speed loading devices in a Safety Area, will result in a match disqualification.

EQUIPMENT

Firearms by any manufacturer that meet the division criteria may be used in the AVGC Rimfire Shootout. All firearms are to safely use .22 Long Rifle ammunition. Any commercially available .22 LR ammunition is considered suitable for competition. Competitors are responsible to ensure that all equipment that they bring to the match is fully in compliance with all laws of California. Competitors are personally responsible for the safety of all equipment and ammunition they bring to the match.

1. All magazines will be loaded with 10 rounds maximum. Reloads during a string of fire are allowed.
2. Tubular fed magazines may load to maximum.
3. **OPEN** and **LIMITED** Pistol and Rifle shooters must have at least two magazines for each gun. Five magazines are suggested.
4. Competitors may shoot a combination of OPEN and LIMITED guns (one rifle, one pistol) but must compete in the OPEN class regardless of the category of the firearm being used. For example, if the competitor has red dot optics on the handgun but iron sights on the rifle the competitor must compete in the OPEN class for both pistol and rifle.

PERSONNEL:

The Match Director (MD) is the final decision maker to settle all controversies after consultation with involved parties (Range Officer and Competitor).

Range Officer(s) are assigned to each stage and control the activity of the stage according to the range description as amended and posted by the MD. Assisting each range officer (RO) is a score keeper. ROs are encouraged to assist the Competitor. ROs may tell a competitor a gun is not loaded or let them restart if it wasn't loaded.

RANGE COMMANDS:

"Make ready"

"Are you ready?"

"Standby"

Shooter will begin with audible from timer.

"Load for next string" (if needed)

"If finished unload and show clear"

"Gun clear"

"Bag/Holster your gun"

"Range is clear"

SHOOTING POSITION:

A Competitor is permitted to take a sight picture with an unloaded firearm once given the command to "make ready".

- **Handgun** Competitor will start with handgun in hand, elbows at side with arms and gun barrel parallel with ground.
- **Rifle** Competitor will start with stock of rifle touching hip with rifle barrel parallel with ground.

Safety Officer will indicate start position if course of fire mandates something other than standard position. Finger will be off the trigger as shooter awaits start signal.

SCORING:

Score is total time plus penalties as calculated by the event statistician. A miss is noted on the score sheet and 3 seconds will be added by the event statistician to the string time for the stage being shot.

COMPETITOR CONDUCT:

Our objective is to make this a safe and fun event for all family members. Therefore, the following expectations of competitor conduct are provided:

1. Competitors are expected to demonstrate sportsmanlike conduct at all times during the Shootout.
2. All persons are required to be in complete control both mentally and physically during matches. Safe performance by Competitors and officials at matches must not be affected by drugs (including alcohol, over-the-counter medications and/or prescription medications) of any sort during matches.
3. Competitors will be disqualified from a match for conduct which a Range Officer deems to be unsportsmanlike. Examples of unsportsmanlike conduct include, but are not limited to, cheating, dishonesty, failing to comply with the reasonable directions of a Match Official, or any behavior likely to bring the sport into disrepute. The Match Director must be notified of any such conduct as soon as possible.
4. Other persons (non-competitor) may be expelled from the range for conduct which a Range Officer deems to be unacceptable. Examples of unacceptable conduct include, but are not limited to, failing to comply with the reasonable directions of a Match Official, interference with the operation of a course of fire and/or a Competitor's attempt thereof, and any other behavior impacting the safe management of the match.
5. Any person who, in the opinion of the Match Director, is visibly under the influence of any substance and not able to function safely will be disqualified from the match and may be required to leave the range.
6. All disputes are to be settled by the Range Officer on the range where the issue has become evident before the squad moves on. If necessary, the Match Director may be consulted. The decision is immediate and final.
7. Competitors may handle unloaded vendors' firearms while remaining wholly within the vendor areas, provided reasonable care is taken to ensure that the muzzle is not pointed at any person while being handled.

STAGES OF FIRE

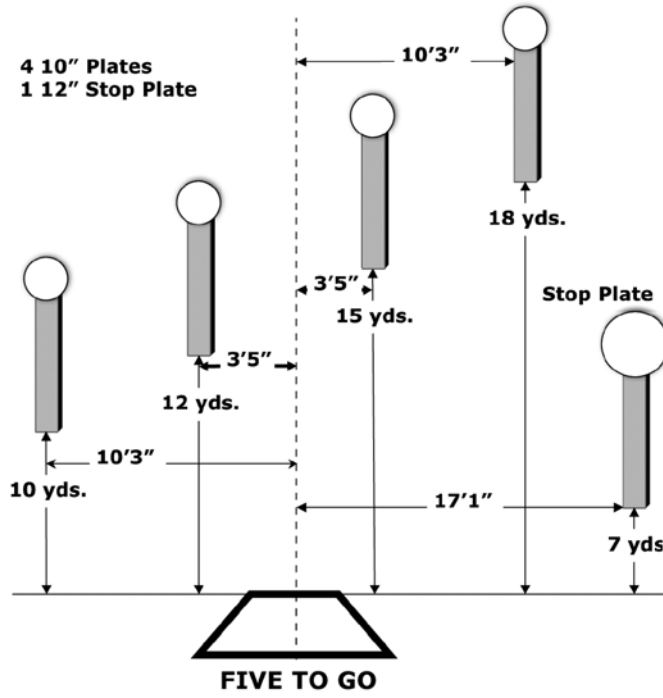
Five-to-Go

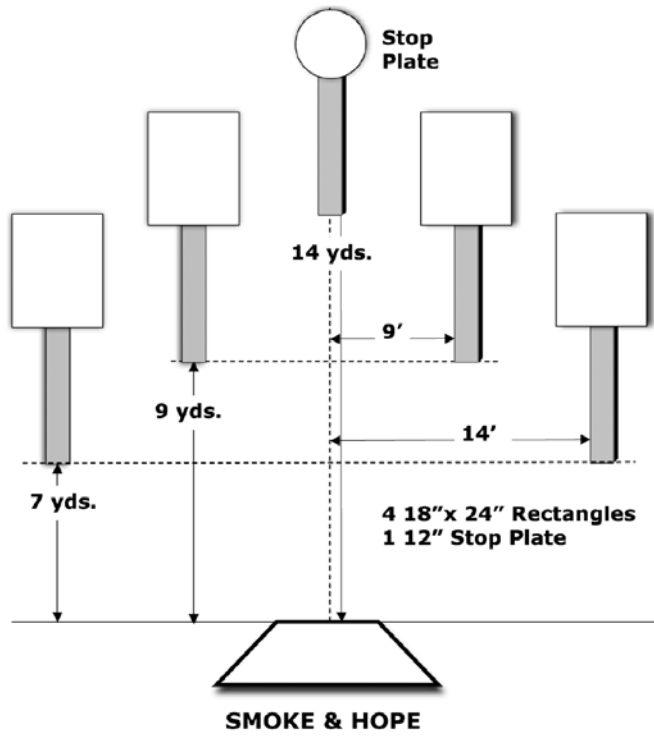
Smoke and Hope

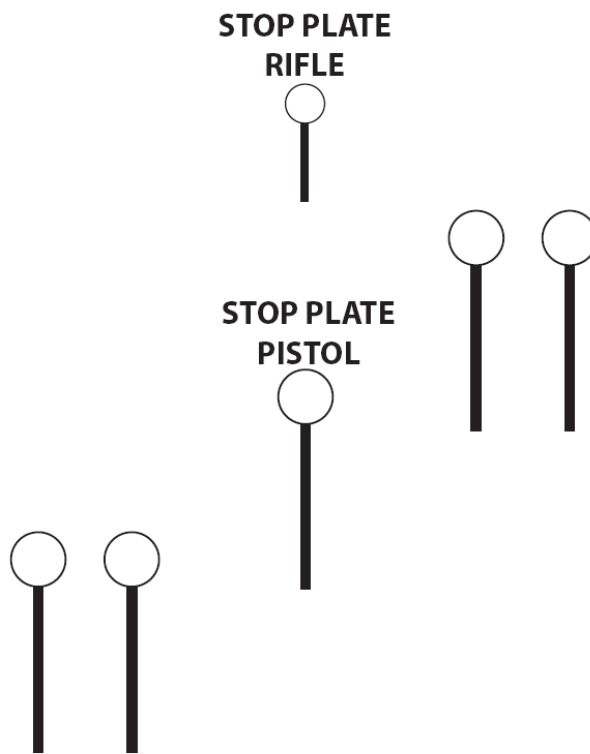
Speed Bump

Your Choice

Speed Option







BOX

BOX

<p>Targets... 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)</p> <p>Scoring... Shots unlimited, 5 strings each gun</p> <p>Scored Rounds... 5 for pistol 6 for rifle</p>	<p>Start Position... Low ready, elbows touching ribs of shooter.</p> <p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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Procedure... Shooter standing in either Box.

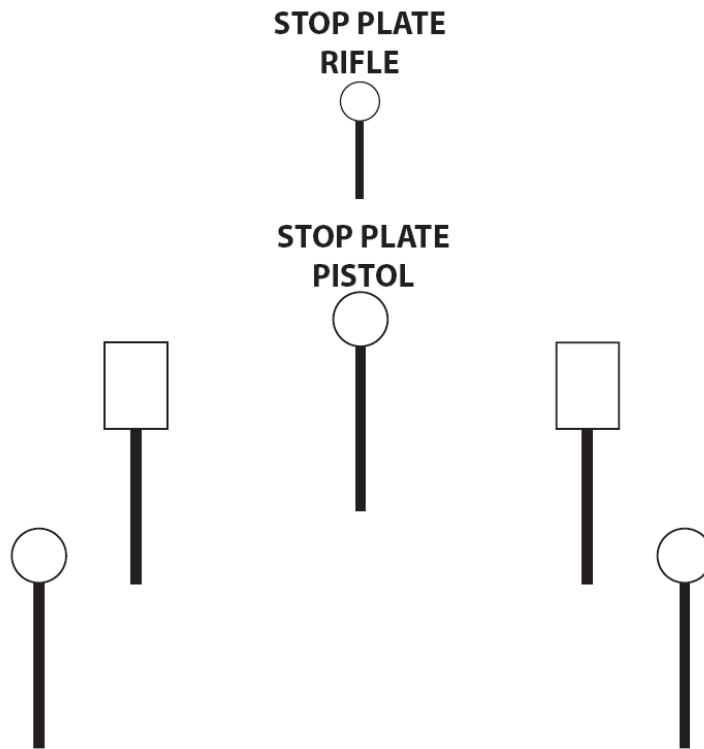
At Signal...

Shooter engages plates in any order from either box. Shooter must engage at least 1 plate from each box per string. The designated Stop Plate must be engaged last.

Penalties...

5 Seconds each missed plate
30 Seconds missed Stop Plate
A maximum of 30 seconds for each string

SPEED BUMP



BOX

<p>Targets... 5 plates for pistol (5 hits per string) 6 plates for rifle (6 hits per string)</p> <p>Scoring... Shots unlimited, 5 strings each gun</p> <p>Scored Rounds... 5 for pistol 6 for rifle</p>	<p>Start Position... Low ready, elbows touching ribs of shooter.</p> <p>Start Signal... Audible</p> <p>Stop Signal... Last shot fired</p> <p>Scored... Time + penalties</p>
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Procedure... Shooter standing in Box.

At Signal...

Shooter engages plates in any order from anywhere in box.
The designated Stop Plate must be engaged last.

Penalties...

5 Seconds each missed plate
30 Seconds missed Stop Plate
A maximum of 30 seconds for each string

YOUR CHOICE

