

2010 Alaska Rifle Club High Power Tournaments

Dates: April 17, May 2, July 10, July 31, August 7, August 28, September 18

Location: Pedneau Range, Ft. Richardson, Alaska

Directions: Traveling North from Anchorage exit the Glenn Highway at Ft. Richardson, turn right at top of ramp, turn left at gate onto frontage road, go two miles North and turn right at the Small Arms Range Complex, turn right at Y and follow the signs to Pedneau Range (first range on left).

Contact: Alaska Rifle Club, P.O. Box 243923, Anchorage, AK 99524
Jon Terhune 907-262-5875

Rules: Current NRA High Power rules will govern. Open Bolt Indicator, Hearing and Eye Protection is required!

Eligibility: Open to any ARC member. One-day memberships (\$5.00) are available for out of town competitors.

Capacity: Maximum competitors: 30

Fees: Tournament Fee: \$20. (Includes NRA fee of \$4.50. Shooters under 18 are free)

Entries Due: 08:00 AM-8:30 AM

Start Times: 08:30 AM

Squadding: Squadding assignment for individual matches will be issued during registration.

Classification The NRA classification system will be used. Unclassified competitors will compete in the Master Class. Assigned Classification (Rule 19.6), or Temporary Classification (Rule 19.2), may be used.

Targets: 200 yards (SR target), 300 yards (SR-3 target), and 600 yards (MR-1). Competitors will be required to pull targets.

Sighters: Sighting shots (Rule 9.2.1), which are allowed in the conditions for each match may be taken and recorded. Sighting shots may be taken in a position other than specified for the match, but must be one of those described in Rule 5 of the High Power Rifle Rule Book, except 5.13.

Match 1: 2 sighting shots and 20 shots for record, standing, slow fire, 200 yards, SR target.

Match 2: 2 sighting shots and 20 shots for record, sitting or kneeling, rapid fire, 200 yards, SR target.

Match 3: 2 sighting shots and 20 shots for record, prone, rapid fire, 300 yards, SR-3 target.

Match 4: 2 sighting shots and 20 shots for record, prone, slow fire, 600 yards, MR-1 target.

Match 5: The slow fire aggregate: an aggregate of scores fired in matches 1 and 4

Match 6: The rapid fire aggregate: an aggregate of scores fired in matches 2 and 3

Match 7: Aggregate of scores from matches 1-4

Classes: In fired match will be the same as aggregate matches.

Awards: Open Awards: First, Second, etc. based on Match 7

Class and Category Awards:

There must be 5 or more entries in a class for one award, 8 or more for two awards; and 13 or more for three awards. If there are fewer than 5 High Masters entered, they must fire for open awards only. The High Master Class may not be combined with the Master Class. If there are fewer than the required number of entries in a class to provide awards, they will be combined with the same class in another category. If there are still fewer than 5 entries after combining all categories of a class, there will be **no awards** provided in that class, and all competitors in the lower class will be moved back to their respective category within the next higher class until there is a minimum of 5 competitors in the combined class.