

Combat Match (Modified Combat EIC) Sunday, Sept 14, 2014

Where: Buffalo Creek Gun Club/Camp Fickes, Bailey, CO see [www.bcgcc.com](http://www.bcgcc.com)

This is a fun match especially suited to newer shooters or those unfamiliar with matches or competitions. A sight-in period and help will be available. Other than a rifle and ammunition, very little else is needed.

Cost: \$5 members, \$10 non-members

Start time: Free mini clinic 0800, Match should start at 0900.

What to bring: Eye and ear protection. Snack, lunch, water, appropriate clothing, sun-screen. Rifle and safe ammo (no tracer or incendiary). Semi auto rifle with at least 2 magazines or clips is recommended. AR15 types, M1 Garands, M14 types are the most popular. Optics are allowed. A small pack to carry gear. Small binoculars to spot shots. Approx 60 rds rifle ammo. Notebook and pen. Mat, or pad for prone fire. Pistol phase: Semi auto pistol of 9mm or 45 cal recommended. 2 mags. Approx 22 rds safe ammo. Several loaner pistols can be made available.

Not allowed: Competition type shooting coats, shooting carts or stools, no blinders, or shooting mitts (glove). Spotting scopes allowed during sight-in only.

Match will start at 600 or 500 yds and progress closer. Gear will be hand carried to each yard line. While not engaged in live fire, weapons must be in weapon condition 4, or have bolt locked open with empty chamber, magazine removed, and safety "on". Pistols may be holstered or carried in a pack with chamber empty and magazine removed until told otherwise. All competitors will take their turn in the pits (target area).

Firing will be done on M9, echo, or similar silhouette, Approx 20 in wide, by 40 in tall.

Support is allowed in prone position by use of backpack or sling. Loop or hasty sling is allowed in all positions.

High score using a service rifle and service pistol (US or foreign) with open sights will receive an award. The broadest definition of service rifle will be used.

Besides a fun day with like-minded people, this will be a great learning experience. Pre-register at [epjend317@gmail.com](mailto:epjend317@gmail.com) or 303-564-5077

## COMBAT MATCH COURSE OF FIRE II

Rifle: 60 rds plus sighters, mags may be loaded to capacity. Mag changes are not required for rifle portion. However, for each stage of fire shooter must count his shots and unload between stages. For excessive hits, shooter will get low ten if he fires too many. Pistol: 5 + 5 +6. No alibis

- 1- 600 yds, 10 shots, pull and mark each shot
- 2- 500 (470) yds, 10 shots rapid fire, start in position, 70 sec's
- 3- 300 yds, 10 shots rapid fire, standing to prone, 70 sec's
- 4- 300 yds, 10 shots sitting sustained fire. Start in position, 3 min's, score at end
- 5- 200 yds, 10 shots kneeling, sustained. Start in position, 3 min's, score at end
- 6- 200 yds, 5 shots from standing position on a moving target (walk speed)
- 7- 200 yds, 5 shots from sitting or kneeling on moving target (jogging speed)

Moving targets will traverse approx 50 ft. Shoot only on your target. Targets will be in order. Each hit on mover is 5 pts.

Pistol:

- 1-25 yds, 5 shots from standing or crouch position. Reload when ready and fire 5 shots from kneeling position. 60 sec's
- 2- Approx 10 yds, Fire 2 to body and 1 to head. (2+1). Repeat when ready. "Failure to stop" drill. 30 sec's

Pistols will be on "safe" until "commence fire". Stage will begin with round chambered. Double action pistols will fire first shot in each stage via double action (hammer not cocked).

COF subject to change. Sighters to be determined. Firearms may NOT be handled in the pits. No alibis