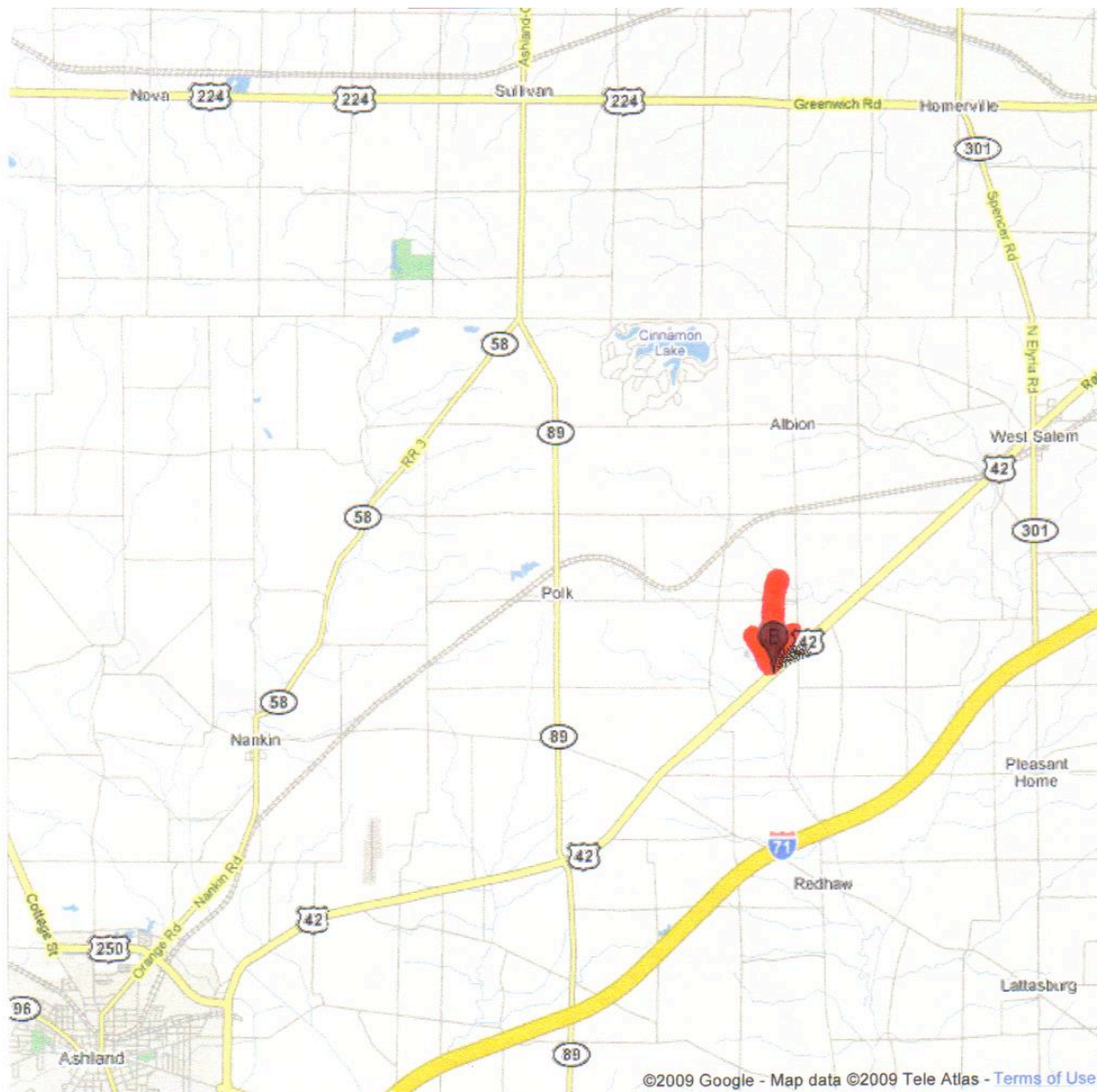


1st Annual Ashland Lake Gun Club Law Enforcement Invitational

Date & Time: Saturday, 11 July 2009 --- 0900 to 1500

Location: Ashland Lake Gun Club, US Route 42, 4 miles southwest of West Salem, OH
Look for the ALGC sign, at a gravel road, on the north side of Route 42. [Google Map](#)



Rules: ALGC and current NRA Police Combat Pistol Rules apply.

Eligibility: Anyone interested and competent in the shooting sports. **You must be 21 years or older.**

Purpose: To provide additional firearms training to law enforcement officers and expose civilians to police firearms training.

Safety: ALGC Rules in force. No handling or loading any weapons off the firing line. Disorderly conduct will not be tolerated and will be cause for immediate removal from the range. ALGC liability release must be signed by **all** competitors and spectators. Use of a trigger-shoe device on any weapon is prohibited. **ALL LONG GUNS MUST HAVE AN OPEN BOLT INDICATOR (OBI) IN THE ACTION WHEN NOT ON THE LINE!**

Entries: Accepted at date and time of the match. All entrants must sign a waiver of liability. Any match may be re-entered, but only the best score counts.

Fees: \$7.00 per each event. Bowling pins include one shotgun and one pistol table per entry fee.

Refreshments: “Picnic” food, soft drinks and water will be available for purchase at the pavilion.

The Events

PPC

Ammunition required: 48 rounds each match

Teams: The PPC can be shot as a team and/or individual event. 4 person teams may be composed of law enforcement agencies, fraternal organizations, military units or clubs. Pick-up teams permitted. Participants may be on one team only. Fee is \$28.00 per team.

STAGE 1: 10 feet 6 shots 8 seconds Strong hand only, hip or point, standing without support

STAGE 2: 21 feet 12 shots 25 seconds 2 hand, standing without support – Includes reloading time

STAGE 3: 50 feet 12 shots 25 seconds 2 hand, standing without support – Includes reloading time

STAGE 4: 75 feet 18 shots 90 seconds 6 shots kneeling, using the barricade for support
6 shots left side of barricade using the left hand
6 shots right side of barricade using the right hand

Equipment: Any revolver or semiautomatic pistol, caliber .38 Special, .357 Magnum, 9mm Luger, .40 S&W, .45. Fixed or adjustable iron sights. Sights may be change but must remain duty serviceable and fit in a holster. **NO** optical sights or rib type sight systems. **NO** custom heavy barrels or compensators allowed. Sight radius must not be in excess of 8 inches. Use of duty issue weapons is encouraged! All weapons are subject to inspection for rule compliance.

Grips: May be changed but remain duty type and serviceable.

Holsters: Duty type only. **No shoulder, crossdraw or spring-activated holsters allowed!**

Ammunition: Wadcutter, semiwadcutter, or round nose allowed. May be factory or hand loaded. Shooters must provide own ammunition. No magnum ammunition allowed.

Reloading: Must be done from shooter's person, belt loops, speedloaders, pockets or magazines. Auto pistol magazines will be with no more than 6 rounds.

Alibis: None

Targets: NRA B-27-E

Birds of Prey

Ammunition: 25 rounds of any gauge shotgun. #'s 7-1/2, 8, or 9 shot ONLY. Shot size will be policed and enforced! (There will be 12 gauge ammo available, at cost, the day of the match for walk-ons.)

Course of Fire: There will be 2 classifications: Service/Riot and Sporting shotgun.

This "Aerial Assault" will be a quasi-Sporting Clays course using the Club's electronic trap and skeet machines as well as various single and double hand throwers.

Squads will consist of a maximum of 5 shooters per round.

The competitor's 1st round fired at a target counts for the official match score.

Sub-Gun

Ammunition: 9mm or .45ACP. Commercial only...no reloads.

Equipment: Sub-guns will be available for rental. Personal Class III weapons will be subject to approval by the course director.

Sniper

Ammunition: Sniper matches approximately 20 rounds. Counter sniper 9 rounds.

Course of Fire: Three types of matches.

1. A one-round cold bore match.
2. Slow-moving stage sniper match.
3. Counter-sniper timed match.

I.D.P.A. Pistol

Ammunition: 36 rounds maximum

Course of Fire: Two IDPA courses of fire. Combat scenario for stock service pistols, concealed carry weapon and BUG's

Stages will include IDPA targets and possibly steel silhouettes.

Short Range Tactical Rifle

Stage One

- Limited Vickers Count, 4 rounds, no extra shots
- Shooting mat at 50 or 100 yards
- 4 Dreaded Headshot Targets at the backstop

SPR's and BASR shoot at 100 yards, all other rifles shoot at 50 yards. Shooters start in a natural standing position, gun at Hip Ready, two steps behind the shooting position. Gun is loaded, bolt closed, safety on. More than 4 rounds can be in the gun (no extra shots may be taken though). If a "tactical sling" is being used, it must be in a "natural" carry mode (not pre-wrapped, etc.). Standard slings will be hanging loose, bipods folded up.

On the audible start signal, the shooter will assume a prone position and engage T1 – T4 with one headshot each. Body shots will not count. Balloons must pop to be scored as a hit.

NOTE: Safety must stay ON until the shooter is into a full prone position.

Stage Two

- Limited Vickers Count, 12 rounds, no extra shots
- Shooting mat at 50 yards, barrel at 50 yards, barricades at 30 and 20 yards.
- 4 Dreaded Headshot Targets at the backstop

Shooters start in a natural standing position, gun at Hip Ready, two steps behind the shooting position. Gun is loaded, bolt closed, safety on. The gun must start loaded with either 4 rounds or 8 rounds (shooter's preference). If a "tactical sling" is being used, it must be in a "natural" carry mode (not pre-wrapped, etc.). Standard slings will be hanging loose, bipods folded up.

On the audible start signal, the shooter will assume a low cover position at the barrel (prone, kneeling or sitting). If the shooter is going into prone position, the safety must stay ON until the shooter is into the full prone position. The shooter will then engage T1 - T4 with one body shot each, in tactical priority (slicing the pie). The shooter will then move to the barricade at 30 yards, and engage T1 – T4 with one body shot each, in tactical priority (slicing the pie). The shooter will then move to the barricade at 20 yards and engage T1 – T4 with one body shot each, in tactical priority (slicing the pie). A slide-lock reload will be performed at 50 yards or 30 yards, before leaving cover. The reload magazine may have more than the minimum number of rounds required, but no extra shots may be taken.

While moving between positions, the shooter’s finger must always be outside the trigger guard, and the muzzle must always be pointed down range at the backstop (no “port arms” or High Ready allowed)!!!!

Tactical Shotgun

Scenario – You are an LEO on patrol when you get an “officer down” call. Apparently, a drug bust has gone wrong, with suspects engaging in a gun fight with the two under-cover narcotics officers on the scene. You are the first cruiser on the scene, and the only officer in your patrol car.

NOTE: SHOOTING A PEPPER POPPER WITH A SLUG WILL BE CAUSE FOR DISQUALIFICATION AND A \$25 FINE.

String One (Vickers Count, extra shots allowed) – As you pull up on the scene, you don’t see anyone or anything. You exit your vehicle and begin to approach a building. As soon as you have left the cover of your vehicle, you see three suspects who begin shooting at you.

Shooter is in a seated position, simulating a squad car. Shotgun is racked, in “cruiser-ready” condition (chamber empty, bolt closed, hammer down, safety OFF, magazine loaded with a maximum of 6 rounds of buckshot for RG classes, 8 rounds of buckshot for ES classes). On the start signal, the shooter removes the shotgun from the rack, works

the action while pointing it downrange, and begins moving to the barricade while engaging PP1 – PP3. Upon reaching the barricade, the shooter will continue engaging PP4 – PP10 in Tactical Priority (slicing the pie), reloading as necessary. All reloads must be Ready Position Reloads, and they must be done behind cover.

LEAVE THE BACK FOUR POPPERS DOWN BETWEEN STAGES

String Two (Vickers Count, extra shots allowed) –

FOR TARGET / SAFETY REASONS, ALL SLUGS WILL BE PLACED AT THE BARRICADE BEFORE THE BEGINNING OF THE STAGE.

Shooter is in a seated position, simulating a squad car. Shotgun is racked, in “cruiser-ready” condition (chamber empty, bolt closed, hammer down, safety OFF, magazine loaded with a maximum of 6 rounds of buckshot for RG classes, 8 rounds of buckshot for ES classes). On the start signal, the shooter removes the shotgun from the rack, works the action while pointing it downrange, and begins moving to the barricade while engaging PP1 – PP3. Upon reaching the barricade, the shooter will continue engaging PP4 – PP6 in Tactical Priority (slicing the pie). The shooter will then execute a Transition Reload to slugs (Ready position not required), and engage T1 – T4 with one shot each, in Tactical Priority (slicing the pie).

Bowling Pins

Course of Fire: One pistol and one shotgun table

Part 1 - Service/Police Pistol

.38 Special, 9mm, .40S&W, or .45

Three tables of 5 pins each at the back of the table

Maximum of 8 rounds loaded per magazine

Part 2 - Shotgun – Pump or Auto

12 or 20 gauge Advise 1-1/4 oz. of #4 shot or larger. #6 is the smallest allowed.
NO 7-1/2 or 8 shot permitted.

Three tables of 5 pins each at the front of the table.

Lodging & Accommodations

The Ashland, Ohio area has several hotels and motels several minutes from the Club grounds. To find or book rooms go to [Ashland Hotels](#).

There are also several camp sites in the area that have overnight camping.

For the most current information visit our website at www.ashlandlakegunclub.org.

ALGC

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