

## Details for the July 22<sup>nd</sup> UDPL Night Match –

(Note: New information is **highlighted**.)

**What:** UDPL's 4<sup>th</sup> Annual Night Match – **No “New Shooters” will be allowed for this match...**

**When:** July 22<sup>nd</sup> at the FARM (4<sup>th</sup> Saturday)

Sign in is at **4:30 p.m.** Shooting starts at **6 p.m.**

**There will be 2 divisions:**

- 3-Gun
- Pistol Only

**Stages: 7**

**What Ammo to Bring:**

**3-Gun -**

- Rifle: **80**      Pistol: **80**      Shotgun: **75 Bird, 2 Slugs**

**Pistol Only –**

- Bring **250 rounds minimum**

These are **MINIMUM** counts. All stages are Vickers, so **please bring more ammo.**

No timers will be used, we will score Points-Down-Only on the paper targets and the steel targets will be scored hit/miss.

If you are shooting in the 3-Gun Division, you may bring multiple shotguns, rifles and pistols. During the stages that have daylight, you may choose to shoot your tricked-out weapons, and then, during the dusk-dark stages, you may wish to shoot your "more tactical" light mounted pump shotgun, rifle, or pistol.

Remember to bring and use chamber flags with any of your weapons.

PLEASE NOTE: All pistols, regardless of division, will start from the "low ready", and often the pistols will be loaded on safe on a table.

Please bring a couple of extra flashlights besides your weapon mounted lights to aid in administrative activities: taping, scoring, finding live ammo, etc.

### **Additional Information as of 6/26/06 -**

**If you are shooting in the "3-Gun Division" for the night match, note that ALL the stages will require the use of all three guns.** This means that if you have 3 weapon lights mounted on all three guns, then great. But note that if you only have 2 guns with their own lights, then you will be using a handheld light for the remaining weapon. If you only have 1 weapon mounted light, then you will be using your handheld light for the other 2 weapons. And, of course, if you have no weapon mounted lights then guess what you'll be doing- yes, holding the light for all three weapons.

**YOU WILL NOT BE ALLOWED TO SWITCH WEAPON MOUNTED LIGHTS FROM GUN TO GUN ONCE YOU HAVE STARTED SHOOTING.** This is 100% a safety issue. I don't have any other solution but to disqualify someone who removes a weapon mounted light from a loaded gun and attaches the light to another firearm during the match. I hope you all can see where I am coming from.

Please read the following Questions/Answers. They may answer some of the questions you might have regarding the match:

#### **1) What are the requirements to shoot the July UDPL Night Match?**

You must have competed in at least one 3-gun match or 2 pistol matches anywhere on the Planet. **No new shooters are allowed to shoot UDPL's Night Match.**

## **2) Why no new shooters?**

3-Gun matches at night are lousy times for new shooters to try their hand at a new sport. It presents a greater risk for the safety of all shooters.

## **3) Why are we starting a Night Match at 6 p.m.?**

Most UDPL 3-gun and handgun matches usually last about 6 hours. If we start at 6 p.m., we will get done at 12 midnight. It starts getting dusk around 9:30 p.m., so approx. half the match will be shot in lowlight-dark conditions. In years past, we have gone clear till 2 a.m. – and I won't do that this year. I'm just not in the mood to clean up the FARM and go home at 3 a.m.

## **4) Why aren't we using timers?**

At this event, we have people using pistols with or without weapon mounted lights and people using 3 guns with or without weapon mounted lights. There is a large combination of Divisions when you look at all the possibilities. Instead of convoluting the Divisions so we can use timers, I am not going to use them and the match will be a quest for accuracy. Last year, I really thought that we were going to have a lot of shooters finish with Down Zero. If I recall correctly, there wasn't anyone who finished Down Zero, and there were two shooters who were Down 3 for the whole match. I think there is also an element of safety at a night match that can justify the non-use of timers.

## **5) Why will all the shotguns be completely empty before the shooter begins?**

Truthfully, the essence of 3-gun shotgun is who can reload the fastest. Since during each stage we are only shooting 8-9 rounds total, it gives us all a chance to practice reloading under a bit of a time constraint. It is not a safety issue, it is a demand of skill for this particular match.

## **6) Why are we going to completely unload each weapon after we are done shooting and before we transition to another weapon?**

This is a safety issue: 1/2 the match in lowlight/dark, using 3 weapons. It is a recipe for strange things to happen. This will be a step in the direction toward a safer match. After the shooter is finished with the stage, the weapons will be chamber-checked and flags inserted. All of us will benefit from it. Moreover, if everyone has to completely unload, it doesn't matter whether we are on the clock or not.

## **7) When do I put on/take off my weapon mounted light?**

Of course the SO will direct you when to do this, but you want to put on the light BEFORE you load, and you want to take off the light AFTER you unload. DO NOT put on a light after you have loaded. If you need to unload your gun and mount the light, and load again, please do so.

## **8) Why is the maximum range for the targets only about 25 yards away?**

A 60 lumen xenon bulb- which most of us have- will not illuminate much past that range. So it is a realism-fairness issue.

## **9) How long must we suffer under John being the 3-Gun Match Director?**

I will not run for re-election for the next year. One of you will need to fill this position and bring new ideas to the matches.

Lastly, if any UDPL member has access to medium to large wooden spools that he can donate to the FARM/UDPL to be used for tables (or targets for the police) then please do so. Betcha you could get a couple of free matches out of the donation.

## **Any questions:**

John Lowe

[johnlo45@juno.com](mailto:johnlo45@juno.com)

801.955.0388 home