

Details for July 26th 2008 UDPL Shooter's Choice 3-Gun or Pistol-Only Night Match –

(Note: This information may be changed prior to the match date.)

What: UDPL's Annual Night Match – **No "New Shooters" will be allowed for this match...**

When: July 26th at The Range (4th Saturday)

- Registration starts at **7:00**. (Please arrive so you can register **by no later than 8:00 p.m.**)
- S.O Meeting Begins at **8 p.m.**
- Shooter Safety Meeting starts at **8:30 p.m.**
- Shooting starts at **9 p.m.**

There will be 2 divisions: **3-Gun** or **Pistol Only**

Stages: **6**

What Ammo to Bring:

3-Gun –

- Rifle: **50** Pistol: **50** Shotgun: **25 Bird, 0 Slugs**

Pistol Only –

- Bring **125 rounds minimum**

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

Please Note:

Timers will be used, this is to speed things along. We will score Points-Down-Only on the paper targets and the steel targets will be scored hit/miss.

Lighting:

Spotlighting for other shooters or turning on your headlights to illuminate the COF for a shooter will result in a DQ and you will be asked to leave. There are no exceptions and the SO's will be instructed to enforce this policy.

Remember to **bring and use chamber flags with your rifle/carbine and shotgun**. If you do not have chamber flags, they will be available for purchase during registration for \$1.00 each.

Remember to bring everything you will need to each stage, this will speed the night along for everyone.

All pistols, regardless of division, **will start from the "low ready"**, and often will be loaded and "on safe" on a table. This is due to the fact many shooters don't have holsters that support lights.

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

YOU WILL NOT BE ALLOWED TO SWITCH WEAPON MOUNTED LIGHTS FROM GUN TO GUN ONCE YOU HAVE STARTED SHOOTING THE STAGE. 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.

If you are shooting in the **"3-Gun Division"**, note that **ALL** the stages will require the use of all three guns. This means that:

- If you have 3 weapon lights mounted, one on each of your three guns, then great.
- 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.

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 Handgun Matches anywhere on the Planet. **No "New Shooters" are allowed to shoot the UDPL Night Match.**

2) Why are we starting a Night Match at 9 p.m.?

The request has been made to actually begin at night, so I have agreed, this will require all shooters to help break down and clean up after the match. The 3-Gun Match Directors and Club Officers that help with the setup and clean-up put many hours in so that we can all have fun. For this we ask that everyone help in the break down so we can all get home at a decent time.

3) Why are we using timers?

Many of the shooters have been asking to use timers and, since we have put user restrictions on new shooters, this will allow us to use this in the scoring.

4) 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 is shot 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.

5) 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 the light on 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.

6) 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.