

PLEASE POST AND CIRCULATE

1st Annual Hunterdon County Law Enforcement Officers' Pistol Match

10 a.m.
Thursday, October 16, 2008
(Rain Date Friday, October 17, 2008)

County Firearms Facility
691 Pittstown Road, Franklin Twp. NJ

Trophies to be awarded to 1st and 2nd Place on Individual and 2 Man Team
Competitions

Lunch will be provided

Contestants will be required to provide weapon and ammo. The courses of
fire will require approximately 300 rounds per person for individual course
and 200 rounds per person for 2 Man Team course.

Contestants may pre register via e mail to: gwagner@co.hunterdon.nj.us

**Please include which competition, either individual, 2 man
team, or both**

0830-1000 On Site/Walk On Registration

1000-1030 Safety Briefing

1030 Individual Competition Begins

Lunch

2 Man Competition

(Actual Competition Times will depend on number of

contestants)

with Hunterdon County

Competition is limited to active duty members in good standing
municipal and county agencies only.

also invited to attend

Non participant spectators that meet the above criteria are

COMPETITION RULES BELOW

Hunterdon County Pistol Match Round Two Course of Fire

Range	Rounds	Position	Time	Course of Fire 50
Rounds				
25 yds.	10	Strong side of cover, standing, support side cover	30 Sec.	The shooter will be positioned three yards to the rear of cover at the 25 yard line with the weapon in the holstered position. The Range master will utilize an audible signal to start the timer; the shooter shall advance to the 25 yard line. Once at the 25 yard line, draw and utilizing cover, engage one (1) FBI "Q" target with 4 rounds kneeling strong side of cover. Stand and fire 3 rounds over the top of cover. Fire 3 rounds from the support side of cover. The shooter will be responsible for safely engaging the target with the 10 rounds at his /her pace. No command to fire will be given for the three separate shooting positions.
15 yds.	10	Standing to Kneeling	25 Sec.	Shooter will draw, fire six rounds standing and four rounds kneeling.
10 yds.	6	Standing	9 Sec.	Shooter will draw, fire six rounds in 9 seconds.
7 yds.	12	Standing	15 Sec.	Shooter will draw, fire 6 rounds complete a magazine change and fire 6 rounds.
5 yds.	4	Standing Strong Hand Only	4 Sec.	Shooter will draw, fire 4 rounds strong hand only.
5 yds.	4	Support Hand Only	4 Sec.	Shooter will start from the low ready position, on command fire 4 rounds. Safely holster.
1 yd.	4	Retention	2 Sec.	On Command Shooter will fire 2 rounds on each command to fire.

General Rules:

All Commands will be taken from the Range Master.

The Range Master will have unilateral command while on the range at all times.

All participants in the handgun match must wear soft body armor while competing.

Weapons will be safe and secure at all times while not actively competing.

An approved clearing area will be clearly marked and utilized as appropriate.

Medical personal (EMT) will be present throughout the competition.

Standard New Jersey Firearms Qualification rules will be utilized to determine rounds that are "hits" inside of the target area.

Round and Advancement Criteria :

Round One:

Will consist of one (1) 60 round standard HQC-1 course of fire.

Only competitors shooting a score of 90% or higher can advance to the second round of the competition.

Round Two:

Round two will consist of a modified HQC-2 qualification course, See Attached.

The top 50% of the competitors will advance too round three of the competition.

Round three:

Round three will consist of steel knockdown, standard "Q" and bowling pin targets (in that order). All targets must be engaged with positive hits prior to advancing to the next engagement area. The "Q" target hits will be verified by the range master. If during round three a shooter completes his/her course of fire without a positive hit inside of the scoring area that shooter will automatically be disqualified. The remaining competitor's will fire round three against the clock (shot timer). The top three (3) shooters by lowest time and verified hits will advance to the final round of the single person competition.

- Engage Steel targets from the 25yd. line
- Steel Targets Must be Knocked Down Prior Advancing to the 7yd. line
- From the 7yd. line "Q" targets

Finals:

The final round of the competition will consist of the round three (3) course of fire. First and Second place awards will be given to the top two (2) times and positive hits during the final round.

In the event of a tie the Range Master will determine the tie breaking course of fire.

The Course of fire will be timed using an approved Shot Timer.

Scores and Times will be recorded by the Range Master's or his designee and only the Range Master shall verify the scores.

The two person team competition will consist of the HQC-2- 50 round qualification course utilizing four (4) FBI "Q" targets. The first round of each engagement will be on the left target of each individual's pair of targets. Subsequent rounds during the specific string of fire will be on the right target of each competitor's pair of "Q" targets.

Example: From the 25 yard line each separate position of fire would start on the shooters left target and shift fire for the remaining rounds of the string of fire to the target on the right. If team "A" is situated in the center of lanes one and two and lanes three and four, the shooter centered between lane one and two addresses the left target with the first round of each string of fire. The shooter centered between lanes three and four would engage target 3 with the first round of each string of fire and target four with all subsequent rounds during the specific string of fire. A perfect course of fire would consist of twelve (12) rounds on the each left target and thirty eight (38) rounds to each right target. Excess rounds on either of the targets will count as misses.

All Advancement Percentages Are Based On The Total Number of Competitor's and Is Subject To Change