



# D-DAY COMMEMORATIVE VINTAGE 2 GUN MATCH

[20269 Birchwood Spur Rd, Chugiak, AK 99567](https://www.brsclub.com)

[Birchwood Recreation & Shooting Park \(brsclub.com\)](https://www.brsclub.com)

**What:** D-Day Commemorative match

**When:** June 4<sup>th</sup>, 11:00 AM Sign in and set up

**Why-** To commemorate the start of D-Day on June 6<sup>th</sup>, 1944.

**Equipment-** Equipment used any firearm used in World War 2 (all M1 Garands can be used regardless of DOM) and World War 1 .Thompson machine gun (if its full auto they will be allowed to use full auto) M1 Carbines will be used for rifle portion, list if firearms is long but to name a few 03 Springfield, 98 Mauser, SMLE, Moisin-Nagant, Carcano, Arisaka, SKS etc. **Pistols-** 1911 (regardless of date of manufacture) If you have a high capacity 1911 you can only load 7-8 rds. per magazine. Browning high power (reproductions High power may be used) Tokarev, Walther P38, Webley revolvers, M1917 etc.

Admin notes if you have an optic on your rifle, you will be placed in ‘all other class’ of practiscore. The other categories will be Manually-Bolt gun, Period Correct. Also no drawing pistols from a holster.

**Ammunition-** If you are shooting a **SKS No Steel core ammo** a magnet will be available if unsure if ammo has a steel core in it. If borrowing an M1 Garand that’s being made available by an Alaska Rifle club member, ensure **you buy M1 Garand specific ammunition that is available at 3 Bears, Bass pro.**

**Stages** – Their will be 3 stages that were designed by Dale Andrews.

1<sup>st</sup> stage “Hit the Beach” Your Higgins boat hit a sand bar and you ditched all your gear to keep from drowning. As you Crawl (there will be no actual crawling) to shore and you find a rifle and ammo at a tank trap. You may use the trap for support.

2<sup>nd</sup> stage I wish I had Pistol,

3<sup>rd</sup> stage #\$\$\$% impacted the oscillating device on signal, engage targets with a head, pepper poppers and Texas Star with pistol, and headless targets with rifle. Pistols will be abandoned in FAP empty.

**Course of fire-** Stage 1- Start position: Standing on x, Rifle Staged at Tank Trap loaded with no more than 5 rounds, safety on. All ammo and grenades are in Musette bag. **Rounds:** 13 or 22 rifles, Bolt action rifles only require 1 hit on each paper target. Semi auto requires two hits on each paper target.

Stage 2- Standing outside shooting area, toes on marks. A Pistol loaded on the table. Scoring: Paper: 1 A/B or 2 anywhere. **Rounds:** 20 Pistol

Stage 3- Outside shooting area, toes on marks. Handgun unloaded on table, Rifle unloaded and staged in FAP. Scoring: Pistol Paper: 1 A/B or 2 anywhere. Steel must fall Bolt action rifles only require 1 hit on each paper target. Semi auto requires two hits on each paper target. **Rounds:** 16 for pistol, 10 or 20 for rifle.

**Total Round Count-** Rifle 42 rounds, Pistol 36 rounds. Recommended bring extra ammo.

**Practiscore-** Will be used for this event.

**Winners-** Will be determined from Practiscore. Participants will have the choice of not doing this on a timer and doing the course at their own pace.

**Match Directors: John Winsor RO Dale Andrews**