



North Star Rifle Club Infantryman's Weekend & EIC Match



June 23 & 24, 2018

- Tournament:** Saturday June 23, 30 Shot Governor Goofy Eyes Match & Individual Infantry Match.
Sunday 24, Individual Infantry Match & EIC "Leg" match.
- Location:** Northstar rifle club is located in the scenic Cannon River valley a few miles north of Red Wing Minnesota. Highway 61 to mile marker 99 and turn west on Greenspring Road up the hill. Follow Greenspring Rd. about 1 mile to range entrance.
Observe 20 MPH speed limit on Greenspring Rd & 10 MPH past the no trespassing signs.
- Entry Fee:** \$10.00 for all day Saturday (to cover target supplies), \$5.00 for Sunday's Infantry match.
\$20 for Sunday's EIC Match, \$30 for all matches both days.
- Entries:** Both Saturday matches and Sunday's Infantry Match are open to all comers.
Sunday's EIC match is open to all seeking glory.
All participants will be required to perform scoring and Pit duty.
- Rules:** The GGE Match and Infantry matches will be shot under informal club rules.
Sunday's EIC Match will be governed by "CMP COMPETITION RULES FOR SERVICE RIFLE" (21st Edition) All triggers will be weighed prior to firing. All competitors must furnish their own ammo. Note: Sunday's EIC will be a no alibi match.
- Firing Times:** Squadding for Saturday's GGEM will start at 8:00, with first shot downrange at 9:00.
Squadding for Saturday's Infantry match will begin no earlier than 10:00, first shot no earlier than 11:00. Sunday's Infantry match will begin at 8:00 with first shot down range at 9:00. Squadding for Sunday's EIC Match will start around 10:00 with first shot downrange at or about 11:00.
- Course of Fire:** Governor Goofy Eyes match
Saturday: 10 shots slow-fire standing, 200 yards. 10 minute time limit.
10 shots prone rapid-fire, 300 yards. 70 second time limit
10 shots prone slow-fire, 600 yards. 10 minute time limit.
- Sunday EIC: 10 shots slow-fire standing, 200 yards. 10 minute time limit.
10 shots sitting rapid-fire, 200 yards. 60 second time limit
10 shots prone rapid-fire, 300 yards. 70 second time limit
20 shots prone slow-fire, 600 yards. 20 minute time limit.
- For more information on the Infantry Match CoF See attachment.
- Information:** Saturday's GGE Match is intended for those wishing to confirm zeros for the weekend.
Both Saturday's and Sunday's Infantry matches will have multiple classes, NO ONE WILL BE TURNED AWAY. Sunday's EIC Match will be open to all wishing to compete with Service Rifles complying to CMP Rules 6.6.1, 6.1.3, or 6.1.4.

Awards: No Awards for the Governor Goofy Eyes or Infantry matches.

Sunday;s EIC Match will feature Gold, Silver & Bronze Place Medals presented to the top three competitors (Distinguished or Non-Distinguished). Gold, Silver & Bronze Achievement Pins will be presented to competitors that equal or exceed Achievement Award Scores. "Leg" Points will be awarded to any non-distinguished shooter who places in the top ten percent of non-distinguished shooters, provided that the score fired by the competitor equals or exceeds the EIC Minimum Credit Score (Rule, 9.2.7). Calculations are based on rule 9.2.6. All "Leg" Points are issued by the CMP.

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Entries: Advanced entries will be accepted, but not required. Please call or email (email preferred). Money for matches will be due the day of the match.

The Infantrymen Match Course of Fire will consist of 4 stages fired at 600, 500, 300 and 200 yards. Shooters will begin the match with 60 rounds of ammunition and engage two targets at each stage. Targets will be exposed for 50 seconds at each stage and shooters may fire as many rounds per stage as they choose. All shooters will move up to the next stage's yard line when firing is completed.

Targets:

The Army "E" silhouette target will be used at the 500 & 600 yard stages.

The Army "F" silhouette target will be used at the 200 & 300 yard stages.

Each shooter will be assigned 2 targets

Course of Fire:

Shooters will take their position on the 600 yard firing line as directed by match officials. Only the shooters and match officials are permitted on the firing line. A three-minute preparation period will proceed the 600 yard stage only. After the preparation period ends, the command to **LOAD AND BE READY** will be given. Targets will appear between 10 seconds and 40 seconds after the command is given. Shooters may start firing as soon as targets appear. Targets will be exposed for a total of 50 seconds and shooters may fire as many of their allotted 60 shots as they wish per stage. Only hits on the silhouette will be marked and scored.

With the exception of a prep period, the firing procedures at each stage will be the same as at 600 yards. Every competitor will advance with the relay to the next stage even if out of ammunition. All shooters will advance to the pits to perform Pit duty for the next relay after their 200 yard stage..

Between stages, each relay will move forward abreast. All rifles must be unloaded, with magazines removed and bolts locked open. Muzzles will be kept elevated and pointed down range in a safe direction.

Scoring:

All scores are recorded in the pits and relayed to the firing line at the end of each stage.

Hits on the silhouettes count 4 points each at 600 yards, 3 points each at 500 yards, 2 points each at 300 yards and 1 point each at 200 yards.

Hits outside the silhouettes will not be scored or marked.

A bonus of 10 points will be awarded to the shooter if there are a minimum of 6 hits in each target.

Ammunition.

Each shooter is permitted a total of 60 rounds of ammunition. He/she may distribute their ammunition in as many 20 or 30 round magazines as they choose.

Stage	Distance	Position	Time	Target
First	600 Yards	Prone	50 Seconds	E
Second	500 Yards	Prone	50 Seconds	E
Third	300Yards	Sitting or Kneeling	50 Seconds	F
Fourth	200 Yards	Standing	50 Seconds	F

