

# 2024 CENTRAL VIRGINIA REGIONAL SKIRMISH

May 3-5, 2024 @ Fort Shenandoah, Winchester, Va.

Hosted by: 1<sup>st</sup> Regiment Engineers and the 30<sup>th</sup> Va Sharpshooters Battalion

You are invited to the 2024 Central Virginia Regional Skirmish at Fort Shenandoah. Enclosed you will find a Schedule of Events, Target List, Medal Distribution sheet, and Registration form.\*

\*Times, uniform requirements, team events and targets may change depending on the weather and prevailing conditions.

Must be postmarked by April 23, 2024

Unit Name: \_\_\_\_\_

Unit Number : \_\_\_\_\_ Region: \_\_\_\_\_

Contact Person \_\_\_\_\_

Address: \_\_\_\_\_

Email: \_\_\_\_\_ Phone: \_\_\_\_\_

Team Match	Competitors per Team	\$/Team	Number of Teams	Net \$/Match
Musket	5	\$35		
Carbine	5	\$35		
Smoothbore	3	25		
Repeater	3	25		
Breechloader/Carbine 2 (Single Shot)	3	20		
Revolver (note this will be at 12.5 yards)	3	20		
Singe Shot Pistol	3	20		
Mortar		20		
Total Enclosed \$				

Please make checks payable to: **William Hinson**

Mail To: William Hinson  
Skirmish Director  
653 Dobbins Hollow Rd  
Riner, VA 24149

For additional information or alternative payment options, Contact Skirmish Director, William Hinson ([tsgengineer@hotmail.com](mailto:tsgengineer@hotmail.com), 757-345-1437)

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## Schedule of Events\*

### Friday, May 3rd

1030 Stat House open for target sales  
 1100 Individual Matches begin – both ranges  
 ◆ 10 shots per target for score  
 ◆ \$2 per Match and unlimited \$1 Reentry  
 ◆ Only Breechloader/Carbine 2 & Single-Shot Pistol are UNCLASSIFIED  
 ◆ Recruit Shooting allowed\*\*  
 1630 Revolver range closes; set up for Single-Shot Pistol Team Match  
 1645 Single-Shot Pistol Team Commanders' meeting  
 1700 **Single-Shot Pistol Team Match begins**  
 Main Range closed  
 1800 Revolver Range closed **after Single Shot Pistol Match**

### Saturday, May 4th

0730 Stat House open for target sales  
 0800 Individual Matches begin – both ranges;  
 ◆ Recruit shooting allowed\*\*  
 ◆ Half of main range closed for Mortar match  
 0845 Mortar Team Commanders' meeting  
 0900 **Mortar Match begins**  
 1000 **Mortar Match ends**  
 1100 Revolver range closes  
 1115 Revolver Team Commanders' meeting  
 1130 **Revolver Team Match begins \*\*\***  
 1230 **Revolver Match ends**  
 Revolver Range is closed

1330 Main range closed  
 Set up for Carbine Team Match  
 1345 Carbine Team Commanders' meeting  
 1400 **Carbine Team Match begins**  
 1630 (approx) **Carbine Team Match ends**;  
 set up for Smoothbore Team Match  
 1645 (approx) Smoothbore Team Commanders' meeting  
 1700 (approx) **Smoothbore Team Match begins (approx. 30 minutes after Carbine match)**  
 1800 (approx) **Smoothbore Team Match ends**  
 All Ranges closed

### Sunday, May 7th

0800 Stat house open for Individual Protests  
 0830 Set up Main Range for Musket Team Match  
 0845 Individual Protest time ends;  
 Musket Team Commanders' meeting  
 0900 **Opening Ceremonies; Musket Team Match immediately follows**  
 1145 (approx) Repeater & Breechloader/Carbine 2 Team Commander's meeting  
 1200 (approx) **Repeater and Breechloader/Carbine Team Matches begin (approx. 30 minutes after Musket match ends)**  
 1400 (Approx) All Ranges closed for cleanup

\* All Team matches are Unclassified

\*\*Sponsored recruit shooting will be allowed during Individual Matches. Recruit shooting will be located at dedicated identified positions and requires a completed Non-Member Participation form, the supervision of an N-SSA designated Instructor, an N-SSA-approved small arm, and the permission of the Skirmish Director.

\*\*\* Revolver match will be at 12.5 yards

## Target List

(subject to change)

### Musket – 5-Person Teams (2 Relays)

50 yds 20 Pigeons on a backer  
 50 yds 5 Paper plate 2 min rapid fire  
 50 yds 10 Hanging 4” Tiles  
 50 yds 10 Hanging Pigeons  
 100 yds 7 Hanging 6” Tiles

### Carbine – 5-Person Teams (2 Relays)

50 yds 20 Pigeons on a backer  
 50 yds 5 Paper plate 2 min rapid fire  
 50 yds 10 Hanging 4” Tiles  
 50 yds 10 Hanging Pigeons  
 100 yds 7 Hanging 6” Tiles

### Smoothbore – 3-Person Teams (2 Relays)

25 yds 9 Pigeons on a backer  
 25 yds 3 Paper Plate 2 min rapid fire  
 25 yds 6 Hanging 4" Tiles  
 50 yds 6 Hanging 6" Tiles

### Repeater – 3-Person Teams (1 Relay)

*Teams must provide Timer/Safety*  
 50 yds 18 Pigeons on a backer  
 50 yds 12 Hanging 4” Tiles  
 50 yds 12 Hanging Pigeons  
 100 yds 8 Hanging 6” Tiles

### Breechloader/Carbine 2 (Single Shot) – 3-Person Teams (1 Relay)

*Teams must provide Timer/ Safety*  
 50 yds 9 Pigeons on a backer  
 50 yds 6 Hanging 4” Tiles  
 50 yds 6 Hanging Pigeons  
 100 yds 8 Hanging 6” Tiles

### Revolver – 3-Person Teams (1 Relay)

*Teams must provide Timer/ Safety*  
 12.5 yds 9 Pigeons on a backer  
 12.5 yds 6 Hanging 4” Tiles  
 12.5 yds 6 Hanging Pigeons

### Single Shot Pistol – 3-Person Teams (1 Relay)

*Teams must provide Timer/ Safety*  
 12.5 yds 9 Pigeons on a backer  
 12.5 yds 6 Hanging 4” Tiles  
 12.5 yds 6 Hanging Pigeons  
 12.5 yds 5 Hanging 6” Tiles

### Mortar (National scoring rules apply)

*Teams must provide Timer/ Safety*  
 100 yds 1 Stake – provided by Team

### Team Medal Distribution

(All Team awards will be available following completion of the Repeater/Breechloader/Carbine 2 Match)

Musket	Carbine	Smoothbore	Revolver
Unclassified 1st, 2nd, 3rd	Unclassified 1st, 2nd, 3rd	Unclassified 1st, 2nd, 3rd	Unclassified 1st, 2nd, 3rd
Repeater	Breechloader/Carbine 2 (Single Shot)	Single Shot Pistol	Mortar
Unclassified 1st, 2nd, 3rd	Unclassified 1st, 2nd, 3rd	Unclassified 1st, 2nd, 3rd	1st, 2nd 100-yd match

### Individual Medal Distribution

<b>Musket</b>	<b>50 yd</b>	<b>100 yd</b>	<b>Aggregate</b>
Expert	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Sharpshooter	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Marksman	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Striker	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
<b>Carbine</b>	<b>50 yd</b>	<b>100 yd</b>	<b>Aggregate</b>
Expert	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Sharpshooter	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Marksman	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Striker	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
<b>Smoothbore</b>	<b>25 yd</b>	<b>50 yd</b>	<b>Aggregate</b>
Expert	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Sharpshooter	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Marksman	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
Striker	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
<b>Revolver</b>	<b>12.5 yd</b>	<b>25 yd</b>	<b>Aggregate</b>
Expert	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Sharpshooter	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Marksman	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Striker	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
<b>Repeater</b>	<b>50 yd</b>	<b>100 yd</b>	<b>Aggregate</b>
Expert	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Sharpshooter	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Marksman	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
Striker	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>	1 <sup>st</sup>
<b>Breechloader/Carbine 2 (Single Shot)</b>	<b>50 yd</b>	<b>100 yd</b>	<b>Aggregate</b>
<i>Unclassified</i>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup>
<b>Single Shot Pistol</b>	<b>12.5 yd</b>	<b>25 yd</b>	<b>Aggregate</b>
<i>Unclassified</i>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup>

#### Musket/Carbine Aggregate

Unclassified 1st, 2nd, 3rd

#### Grand Aggregate – Free with sign up across the board on Musket, Carbine and Revolver Aggregates

Unclassified 1st, 2nd, 3rd

#### 7-Gun Aggregate – Free with sign up across the board on Musket, Carbine, Smoothbore, Repeater, Breechloader/Carbine 2 (Single-Shot), Revolver, and Single-Shot Pistol aggregates.