

CENTRAL VIRGINIA REGIONAL SKIRMISH

May 5-7, 2023

@ Fort Shenandoah, Winchester, Va.

Hosted by: Jeff Davis Legion & 48th Virginia Infantry, Smyth Rifle Greys Co. A

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

Schedule of Events*

Friday, May 5th

- 1130 Stat House open for target sales
- 1200 Individual Matches begin – both ranges**
- 10 shots per target for score
 - \$2 per Match and unlimited \$1 Reentry
 - Only Single-Shot BR/C2 & 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**
- 1700 Main Range closed
- 1800 Revolver Range closed

Saturday, May 6th

- 0730 Stat House open for target sales
- 0800 Individual Matches begin – both ranges; Recruit shooting allowed****
- 0845 Half of main range closes for Mortar setup; 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**

Saturday, con't.

- 1230 **Revolver Match ends;** range reopens for Individual matches until 1500 hrs.
- 1330 Main range closed; set up for Carbine Team Match
- 1345 Carbine Team Commanders' meeting
- 1400 **Carbine Team Match begins**
- c.1630 **Carbine Team Match ends;** set up for Smoothbore Team Match
- c.1645 Smoothbore Team Commanders' meeting
- c.1700 **Smoothbore Team Match begins** (approx. 30 minutes after Carbine match)
- c.1800 **Smoothbore Team Match ends**
- c.1800 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**
- c.1145 Repeater & Single-Shot Team Commander's meeting
- c.1200 **Repeater & Single-Shot Team Matches begin** approx. 30 minutes after Musket match ends (both Unclassified)
- c.1400 All Ranges closed for cleanup

[§] - All Team Matches are Unclassified

Individual Match Medal Distribution

<u>Musket</u>	<u>50 Yards</u>	<u>100 Yards</u>	<u>Aggregate</u>
Expert	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Sharpshooter	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Marksman	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Striker	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
<u>Carbine</u>	<u>50 Yards</u>	<u>100 Yards</u>	<u>Aggregate</u>
Expert	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Sharpshooter	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Marksman	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Striker	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
<u>Smoothbore</u>	<u>25 Yards</u>	<u>50 Yards</u>	<u>Aggregate</u>
Expert	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Sharpshooter	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Marksman	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
Striker	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
<u>Repeater</u>	<u>50 Yards</u>	<u>100 Yards</u>	<u>Aggregate</u>
Expert	1st, 2nd	1st, 2nd	1st
Sharpshooter	1st, 2nd	1st, 2nd	1st
Marksman	1st, 2nd	1st, 2nd	1st
Striker	1st, 2nd	1st, 2nd	1st
<u>Single-Shot</u>	<u>50 Yards</u>	<u>100 Yards</u>	<u>Aggregate</u>
<i>Unclassified</i>	1st, 2nd, 3rd	1st, 2nd, 3rd	1st, 2nd
<u>Revolver</u>	<u>50 Yards</u>	<u>100 Yards</u>	<u>Aggregate</u>
Expert	1st, 2nd	1st, 2nd	1st
Sharpshooter	1st, 2nd	1st, 2nd	1st
Marksman	1st, 2nd	1st, 2nd	1st
Striker	1st, 2nd	1st, 2nd	1st
<u>Single Shot Pistol</u>	<u>12.5 Yards</u>	<u>25 Yards</u>	<u>Aggregate</u>
<i>Unclassified</i>	1st, 2nd, 3rd	1st, 2nd, 3rd	1st

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, Single-Shot BR/C2, Revolver, and Single-Shot Pistol aggregates.

Unclassified 1st, 2nd, 3rd

Target List

(subject to change)

Musket – 5-Person Teams (2 Relays)

50yds 20 Pigeons on a backer
 50yds 10 Hanging 4" Tiles
 50yds 10 Hanging Pigeons
 25yds 1 Hanging stake
 100yds 7 Hanging 6" Tiles

Carbine – 5-Person Teams (2 Relays)

50yds 20 Pigeons on a backer
 50yds 10 Hanging 4" Tiles
 50yds 10 Hanging Pigeons
 25yds 1 Hanging stake
 100yds 7 Hanging 6" Tiles

Smoothbore – 3-Person Teams (2 Relays)

25yds 9 Pigeons on a backer
 25yds 6 Hanging 4" Tiles
 25yds 1 Hanging stake
 50yds 5 Hanging 6" Tiles

Repeater – 3-Person Teams (1 Relay)

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

Single Shot – 3-Person Teams (1 Relay)

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

Revolver – 3-Person Teams (1 Relay)

Teams must provide Timer/ Safety
 25yds 9 Pigeons on a backer
 25yds 6 Hanging 4" Tiles
 25yds 6 Hanging Pigeons

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

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

Mortar (National scoring rules apply)

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

Team Match Medal Distribution

All Team awards will be available following completion of the Repeater/SS BR/C2 Match.

<u>Musket</u>	<u>Carbine</u>	<u>Smoothbore</u>	<u>Revolver</u>
<i>Unclassified</i> 1st, 2nd, 3rd	<i>Unclassified</i> 1st, 2nd, 3rd	<i>Unclassified</i> 1st, 2nd, 3rd	<i>Unclassified</i> 1st, 2nd, 3rd
<u>Repeater</u>	<u>Single Shot</u>	<u>Single Shot Pistol</u>	<u>Mortar</u>
<i>Unclassified</i> 1st, 2nd, 3rd	<i>Unclassified</i> 1st, 2nd, 3rd	<i>Unclassified</i> 1st, 2nd, 3rd	1st, 2 nd 100-yd match

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

**Sponsored recruit shooting will be allowed during Individual Matches. Recruit shooting 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.

Central Virginia Regional Skirmish

May 5-7, 2023

Fort Shenandoah, Winchester, Va.

Hosted by: Jeff Davis Legion & 48th VA Infantry

Must be postmarked by April 25, 2023

Unit Name _____

Unit Number _____ Region _____

Contact Person _____

Address _____

Email _____ Phone _____

Team Match	Competitors per Team	# Teams	\$ Per Team	Net \$/Match
Musket	5		\$35	\$
Carbine	5		\$35	\$
Smoothbore	3		\$25	\$
Repeater	3		\$25	\$
Single Shot	3		\$20	\$
Revolver	3		\$20	\$
Single Shot Pistol	3		\$20	\$
Mortar	3		\$20	\$

Total Enclosed \$ _____

Please make checks payable to: Jeff Davis Legion

Mail To: Jason Rexrode
Commander, Jeff Davis Legion
527 Windrush Ln.
Doe Hill VA 24433

For additional information or alternative payment options, Contact Skirmish Director Jason Rexrode (jmrexrode@hotmail.com, 540-414-2127).