

# Chesapeake Regional SKIRMISH

April 25, 26, 27, 2008

The 27<sup>th</sup> Virginia Volunteer Infantry and the St Marys Guard invite you to participate in the 2008 Spring Regional to be held at Fort Shenandoah, Virginia. Please note that this is a Chesapeake Regional Skirmish and all skirmish rules apply. Uniform rules apply for all team events and you must display your current membership card. Mandatory team commanders meeting will precede all team competitions. ALL teams are responsible to find their own line judge and safety for team events.

## SCHEDULE OF EVENTS

### Friday, April 25, 2008

9:00 Individual Registration begins  
9:30 Individual Competition begins  
4:30 Mandatory Mortar Team Commanders meeting followed by 100 yd Mortar Match  
Individuals \$1.50 Re-Entries \$1  
4:00 Last relay for individuals for the day

### Saturday, April 26, 2008

7:30 Individual Registration continues...  
12:30 Last relay for pistol individuals  
1:00 Mandatory Pistol Team Commanders meeting followed by Pistol Team Match  
2:30 Last relay for individuals main range  
3:00 Mandatory Smoothbore Team Commanders mtg followed by SmoothBore Team Match  
4:00 Mandatory Carbine Team Commanders meeting followed by Carbine Team Match  
8:00 Individual Competition Resumes  
1:00 Pistol Range closes to s/u for match  
Individual targets must be turned in by 3:00 pm

### Sunday, April 27, 2008

8:00 Protest Period until 8:30 am – Protest Fee is \$2.00 and completion of protest form  
8:15 Mandatory Musket Company Commanders meeting in front of Stat House  
followed by Opening Ceremonies – immediately followed by Musket Match  
Breech Loading Rifle Company Match will begin 30 min after Musket Match ends

Individuals are classified. Team events are not.

We will NOT provide line judges/safety

All teams must work out their own arrangements for line judge and safety for team events

Individual medals will be distributed after the third relay of Musket Match

Chesapeake Regional  
April 25, 26, 27, 2008

_____	Musket Team	@ \$ 50.00 ea.
_____	Carbine Team	@ \$ 30.00 ea.
_____	Revolver Team	@ \$ 20.00 ea.
_____	Breechloader Team	@ \$ 20.00 ea.
_____	Smoothbore Team	@ \$ 20.00 ea.
_____	100 yd Mortar Team	@ \$ 20.00 ea.
	TOTAL	\$ _____

Any registration requests or request to add additional teams that are done via e-mail will be printed out and your team will be committed to make payment before the event.

Team Name: \_\_\_\_\_  
Region: \_\_\_\_\_ Team N-SSA #: \_\_\_\_\_  
Your Name \_\_\_\_\_ Title: \_\_\_\_\_  
Team E-mail address: \_\_\_\_\_@\_\_\_\_\_

Mail to: Chesapeake Regional  
Mr. Wally Kern  
P.O. Box 525  
Capon Bridge, WV 26711  
304,856,1731 email- tcutright@valcom.com

Make check payable to: 27<sup>th</sup> Va Vol Inf check # \_\_\_\_\_

## **2008 Chesapeake Regional Skirmish**

April 25,27,28, 2008

### **List of Team Events**

Revolver Team (3- person teams) April 27, 1300 hrs (1:00pm)

25yd Events

9 Clay pigeons on a backer ( uniform in color)

6 Wooden Blocks Hanging

7 Water filled soda bottles

Smoothbore Team Event ( 3-person team) April 27, 1300 hrs ( 3:00pm)

All Events are 25yds

6 hanging 4x4 blocks

6 hanging clay pigeons

6 hanging 4" tile

3 6x6 dry wall silhouettes 2 minute rapid fire

Carbine Team Event (5-person team) April 27, Following the smoothbore team event ( about 4:00 pm)

25 yd 8 wooden blocks (Triangles)

50 yd 10 4x4 wooden blocks

50 yd 10 Hanging Clay Pigeons

100 yd 8 hanging 6" Tiles

100 yd 12X12 Dry wall

Musket Team Event ( 8-person team) April 28, 2008 0815 ( 8:15 am)

100 yd 8 clay pigeons

100 yd 10 6"x 6" tiles

50 yd 16 4 x 4 tile

50 yd 16 water filled beer cans

50 yd 16 4x4 wooden blocks

25 yd 10 wooden triangle blocks

25 yd 16 Water filled cups

Breechloader Team Event ( Following Musket team Match)

25 yd 16 water filled cups

25 yd 10 wooden triangles

50 yd 16 wood 4x4 blocks

50 yd 16 hanging clay pigeons

## INDIVIDUAL MEDALS

	Expert	Sharpshooter	Marksman	Striker
50 Yd Musket	3	3	2	2
100 Yd Musket	3	3	2	2
Musket Aggregate	1	1	1	1
50 Yd Carbine	3	3	2	2
100 Yd Carbine	3	3	2	2
Carbine Aggregate	1	1	1	1
25 Yd Revolver	3	3	2	2
50 Yd Revolver	3	3	2	2
Revolver Agg	1	1	1	1
50 Yd Breechloader	3	3	2	2
100 Yd Breechloader	3	3	2	2
Breechloader Agg	1	1	1	1
25 Yd Smoothbore	3	3	2	2
50 Yd Smoothbore	3	3	2	2
Smoothbore Agg	1	1	1	1

Musket Teams (8 man team)	3 A team	2 B teams	1 C/D team	48
Carbine Teams (5 man team)	3 A team	2 B teams	1 C/D team	30
Revolver Team (3 man team)	2 A team	1 B team		9
Breechloader (3 man team)	2 A team	1 B team	1 C/D team	12
Smoothbore (3 man team)	2 A team	1 B team	1 C/D team	12

## MORTAR TEAM

4 = 1 <sup>st</sup> Place, 100 Yd Mortar Team	4
4 = 2 <sup>nd</sup> Place, 100 Yd Mortar Team	4