

#### April 24-26, 2020

### Fort Miller/Springtown

3146 Route 212, Springtown, PA 18081

The Delaware Blues and 13<sup>th</sup> NJ Volunteer Infantry extend an invite to the Middle Atlantic Regional Shoot to be held April 24-26, 2020 at Fort Miller/Springtown Rod & Gun Club. Along with the usual musket, carbine, repeater and smooth bore team competitions, we are hosting a 3-person pistol match. All individual targets will be \$1.00. The range will be open for individual shooting Friday, 4/24, from 10:00 a.m. to 5:00 p.m. Saturday, 4/25, individual shooting will be from 9:00 a.m. until 12:30 p.m. All N-SSA rules will apply and uniforms will be required for team matches unless announced otherwise.

The Club will offer a dinner Saturday evening after the pistol match with prior sign-up required.

#### TEAM APPLICATION

Team Name:				
Region:	Team #:			
Contact Person:	Phone #:			
Musket Teams Entered	\$25 5-Person Team	Total \$		
Carbine Teams Entered	\$25 5-Person Team	Total \$		
Repeater Teams Entered	\$15 3-Person Team	Total \$		
Smooth Bore Teams Entered	\$15 3-Person Team	Total \$		
Pistol Teams Entered	\$15 3-Person Team	Total \$		
MAKE CHECKS PAYABLE TO: Debbie Delamater, 6267 Solomons Circle, Hurlock, MD 21643				
Contact Pat McGinness at 610-346-7521 with # of attendees for Saturday p.m Dinner.				



#### EVENT SCHEDULE

Friday, April 24	1000 hrs	Range opens for individual shooting
	1700 hrs	Range closed
Saturday, April 25	0900 hrs	Range opens for individual shooting
	1100 hrs	BB Gun match begins
	1230 hrs	Range closed; set up for carbine team match
	1245 hrs	Carbine team commanders' meeting
	1300 hrs	Carbine team match begins

The Repeater match set-up will follow the end of the Carbine match/clean-up. The team commanders' meeting will be announced prior to the start of the match.

The Pistol match set-up will follow the end of the Repeater match/clean-up. The team commanders' meeting will be announced prior to the match.

<u>Sunday, April 26</u>	0900 hrs	Protest Time for individuals ends
	0930 hrs	Set up for musket team match
	0945 hrs	Musket team commanders' meeting followed by
		Opening Ceremonies
	1000 hrs	Musket team match begins

The Smooth bore team match will follow the end of the musket team match/clean-up. The team commanders' meeting will be announced prior to the match.



### TEAM EVENTS

# Musket & Carbine (5 Person Teams)

	Event	Range	Targets	
	1	50 yard	20 Pigeon Board	
	2	50 yard	10 Hanging 4x4 Tiles	
	3	50 yard	10 Hanging Pigeons	
	4	50 yard	10 Wooden Pots	
	5	100 yard	7 Hanging 6x6 Tiles	
<u>Repeat</u>	<u>er (3 Pe</u>	erson Teams)		
	1	100 yard	7 Hanging 6x6 Tiles	
	2	50 yard	24 Pigeon Board	
3		50 yard	12 Hanging 4x4 Tiles	
	4	50 yard	12 Hanging Pigeons	
<u>Pistol (3 Person Teams)</u>				
	1	25 yard	9 Pigeon Board	
	2	25 yard	6 Hanging 4x4 Tiles	
	3	25 yard	6 Hanging Pigeons	
	4	25 yard	6 Wooden Pots	
<u>Smooth Bore (3 Person Teams)</u>				

1	25 yard	9 Pigeon Board
2	25 yard	6 Hanging 4x4 Tiles
3	25 yard	6 Hanging Pigeons
4	50 yard	5 Hanging 6x6 Tiles



### INDIVIDUAL MEDALS

Musket & Carbine Classified	50 Yards	<u>100 Yards</u>	
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>	
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>	
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>	
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>	
Pistol (Revolver) Unclassified	25 Yards	50 Yards	
	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	
Repeater Unclassified	50 Yards	<u>100 Yards</u>	
	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	
Smooth Bore Unclassified	25 Yards	50 Yards	
	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup>	
Unclassified Aggregates			
Nucleat Carbina Nucleat/Car	hina Distal Dana	ator Smooth	

<u>Musket</u>	<u>Carbine</u>	Musket/Carbine	<u>Pistol</u>	<u>Repeater</u>	<u>Smooth Bore</u>
1 <sup>st</sup> , 2 <sup>nd</sup>					

# ALL TEAM EVENT MEDALS – 1st & 2nd

Musket, Carbine, Pistol, Repeater, Smooth Bore