

2011 Crew Served Match Course of Fire

Saturday July 23, 2011 - Sign-up @ 8:00 am - Shoot @ 9:00 am

The 3-man crew, consisting of a Gunner, Assistant Gunner and NCO will come to the line and set up in a safe manner.

Gunner: Will aim and fire the Main gun, clear jams as needed

Assistant gunner: Will load main gun, control ammo supply, help clear jams and assist in spotting.

NCO: Can tell Gunner where and what to shoot. He will have a sub-gun to defend their position from enemy attack.

The Main gun is a crew served, full power battle caliber [no 223's, 762x39 or 50cal's] on a tripod or bi-pod. You will need 300 to 500 rounds loaded on belts or in other feeding devices [mags or pans etc.] There will be 3 or 4 groups of pepper poppers at 100 to 250 yards and a Bunker target. The Bunker Target will be 3 square wall blocks laid side by side giving you 12 sides. You must hit {chip} ALL 12 sides. Each side not hit, will give you a "failure to neutralize" and a 10-second penalty. Each pepper popper still standing will give you a "failure to neutralize" and a 10 second penalty.

The NCO will stage his sub-gun on a table unloaded with the mag out. The advancing enemy will be one of two small, over lapping pepper poppers {think PSS match}. One will be positioned on the left side down range and one on the right side down range. When the enemy attacks and only after the targets START to come up, will he then pick up his sub-gun, load it and neutralize these two targets in 8 seconds. If not neutralized in the required 8-seconds, you will be over run and receive a 15-second penalty. After engaging the enemy, he will **UN-LOAD AND SHOW CLEAR** and then put his sub-gun back on the table with the mag out. Gun may be in any safe condition or position with the **MAG OUT**.

The Match Director will supply an Enemy commander for the Match. His job will be to order his men {the over lapping poppers} to attack the Gun Crew. He will draw a card to see what side his men will try to outflank, and pull the Red or Black rope according to the card drawn. After 8 seconds he will see if any of his men are still standing. If so, the 15-second penalty will be applied for that attack. This Commander will have his men attack twice, at random times during this single stage match.

If this is clear as Mud call Roy @ 467-0010 or email roy@gemstatearms.com