



MATCH SUMMARY



of

The **1st** Ever CHASA **BIANCHI** **CHAMPIONSHIP 2016**

approved and sanctioned by

The National Rifle Association USA

Presented by:

The Gauteng Hunters Federation

14-15 May 2016

**S.W.A.T Shooting Range,
Centurion**

SPECIAL NOTICES:

All participants must complete and submit their entry forms no later than 05 May 2016

All participants must be a member of any one of the 23 CHASA Affiliated Member Groups



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The Match will be held over a period of two days and consists of 4 events. Below is a summary of each event and there will also be a function/safety range whereby all participants will need to conduct an equipment check and be required to fire a round through the chronograph. The chronograph will be used to determine each participants "Power Factor"

Power Factor = 120,000 (formula for determining the power factor is Bullet Weight (grains) x feet per second = Min of 120,000 anyone with a power factor of less than 120,000 will not be permitted to compete.

Each Participant will receive a Match Pack once they have completed their entry forms. The Match Pack will consist of an Official Match Program, the participant number, rules & regulations, event details, venue and match layout map and other general information.

Anyone who requires any additional information is welcome to contact the Match Hosts:

GAUTENG HUNTERS FEDERATION

Tel: 071 657 1908 - Fax: 086 616 8447 - Mobile: 082 307

5336 or Email: admin@gautenghunters.co.za

PO BOX 1504, JUJSKEI PARK, 2153

A PROUDLY CHASA ASSOCIATION



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Event 1: The Practical Event

Sponsored by: TBD

Rounds: 48

Targets: NRA OFFICIAL TOMBSTONE targets

Range: 10, 15, 25, and 50 Yards.



Procedure: The competitor stands facing 2 targets downrange. The tops of the targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the firearm holstered and both hands held shoulder high. The starting signal will be the turning of the targets preceded by the verbal commands "READY" and "STAND BY."



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10 Yard Stage: At the signal to commence fire, the competitor fires one round at each target within a three (3) second time period. At the second signal to commence fire, the competitor fires two (2) rounds at each target within a four (4) second time period. At the third signal to commence fire, the competitor fires three (3) rounds at each target with the weak hand only within eight (8) second time period

*(The competitor may use the strong hand to produce and exchange the handgun for this third segment, **but all six (6) rounds must be fired with the weak hand without support for the hand or arm of any kind.**)*

15 Yard Stage: At the signal to commence fire, the competitor fires one (1) round at each target within a four (4) second time period. At the second signal to commence fire, the competitor fires two (2) rounds at each target within five (5) seconds. At the third (3) signal to commence fire, the competitor fires three (3) rounds at each target within six (6) seconds.



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The targets are changed between the 15 and 25 yard stages.

25 Yard Stage: At the signal to commence fire, the competitor fires one (1) round at each target within a five (5) second time period. At the second signal to commence fire, the competitor fires two (2) rounds at each target within six (6) seconds. At the third signal to commence fire, the competitor fires three (3) rounds at each target within the seven (7) second time period.

50 Yard Stage: At the signal to commence fire, the competitor fires one (1) round at each target within seven (7) seconds. At the second signal to commence fire, the competitor fires two (2) rounds at each target within ten (10) seconds. At the third signal to commence fire, the competitor fires three (3) rounds at each target within fifteen (15) seconds.

Penalties: A penalty of ten (10) points will be charged for a premature start, for each procedural error, as well as for each round fired over the designated number, for each round fired while supporting the weak hand or arm during the third segment at the 10-yard stage. Penalties for crossfire will be determined from actual scoring of targets as outlined in NRA Action Pistol Rule 9.25, 14.7 & 14.10. Note: Competitors must fire the 10-yard line segment in the standing position. Competitors may fire the 15, 25, and 50-yard line segments in the prone position at their option.



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Event II: The Barricade Event

Sponsored by: TBD

Rounds: 48

Targets: NRA AP-I targets

Range: 10, 15, 25, and 35 Yards.



Procedure: At each stage there will be a six (6) foot high, two (2) foot-wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked two (2) foot-wide by three (3) foot long firing area on the up range side.



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The competitor must be within the firing area at the "COMMENCE FIRE" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used as support. There will be two (2) targets downrange. One will be placed three (3) feet to the left of the centerline and one three (3) feet to the right. The starting position will be with the firearm holstered and the palms of both hands on the face of the barricade. The starting signal will be the turning of the targets preceded by the verbal commands "READY" and "STAND BY."

10 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at either target from the matching side of the barricade within the five (5) second time period. At the second signal to commence fire, the competitor fires six (6) rounds at the remaining target from the matching side of the barricade within the five (5) second time period.

15 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at either target from the matching side of the barricade within the six (6) second time period. At the second signal to commence fire, the competitor fires six (6) rounds at the remaining target from the matching side of the barricade within the six (6) second time period.

The targets are changed between the 15 and 25 yard stages.



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25 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at either target from the matching side of the barricade within the seven (7) second time period. At the second signal to commence fire, the competitor fires six (6) rounds at the remaining target from the matching side of the barricade within the seven (7) second time period.

35 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at either target from the matching side of the barricade within the eight (8) second time period. At the second signal to commence fire, the competitor fires six (6) rounds at the remaining target from the matching side of the barricade within the eight (8) second time period.

Penalties: A penalty of ten (10) points will be charged for a premature start, for each procedural error and for each round fired over the designated number. Penalties for crossfire will be determined from actual scoring of targets as outlined in NRA Action Pistol Rule 9.25, 14.7 & 14.10.

Note: All competitors must fire all stages in the standing position. All competitors may use the Barricade for support. No portion of the firearm to rest against the Barricade for Metallic or Production Firearm categories. Competitors will not be permitted to "Lock on to the Barricade". This course will be divided into four stages, two strings per stage, 6 shots per string, 48 shots; all shots will be fired from behind a barricade.



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E-3 Event III: The Moving Target Event

Sponsored by: TBD

Rounds: 48

Targets: NRA AP-I target.

Range: 10, 15, 20, and 25 Yards



Procedure: The target will move from behind a barricade, travel sixty (60) feet in six (6) seconds, and then disappear behind another barricade. There will be a clearly marked, three (3) foot square firing area at each stage. The firing square will be at the center of the sixty (60) foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the firearm holstered and both hands held shoulder high. **There will be no audible signals.** When the competitor is ready to fire, both hands must be raised to the starting position. **The signal to commence firing will be when the target appears from behind the barricade.**



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10 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires six (6) rounds at the target, which moves from left to right.

15 Yard Stage: At the signal to commence fire, the competitor fires six (6) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires six (6) rounds at the target, which moves from left to right.

20 Yard Stage: At the signal to commence fire, the competitor fires three (3) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires three (3) rounds at the target, which moves from left to right.

25 Yard Stage: At the signal to commence fire, the competitor fires three (3) rounds at the target, which moves from right to left. At the second signal to commence fire, the competitor fires three (3) rounds at the target, which moves from left to right. **The full procedure is then repeated one more time.**

Penalties: There will be a ten (10)-point penalty for any premature start, for each procedural error, for any round that strikes either barricade, and for any round fired over the designated amount.



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Event IV: Falling Plate

Event Sponsored by: TBD

Rounds: 48

Targets: 8" Round White Metal Plates

Range: 10, 15, 20, and 25 Yards.



Procedure: There will be six (6) target plates placed one foot apart, edge-to-edge. They will be four (4) feet above ground level to the bottom edge. The starting position will be with firearm holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "READY" and "STAND BY."



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10 Yard Stage: At the signal to commence fire, the competitor will fire one (1) round at each target. The targets must be knocked down in order to count for score. The time limit will be six (6) seconds. The procedure is then repeated.

15 Yard Stage: At the signal to commence fire, the competitor will fire one (1) round at each target. The targets must be knocked down in order to count for score. The time limit will be seven (7) seconds. The procedure is then repeated.

20 Yard Stage: At the signal to commence fire, the competitor will fire one (1) round at each target. The targets must be knocked down in order to count for score. The time limit will be eight (8) seconds. The procedure is then repeated.

25 Yard Stage: At the signal to commence fire, the competitor will fire one (1) round at each target. The targets must be knocked down in order to count for score. The time limit will be nine (9) seconds. The procedure is then repeated.

Penalties: A penalty of ten (10) points and 1X will be charged for a premature start, for each procedural error, and for each round fired over the designated number. Note: Competitors must fire the 10-yard line segment in the standing position. Competitors may fire the 15, 20, and 25-yard line segments in the prone position at their option.