

2023 IOWA STATE XTC HIGHPOWER CHAMPIONSHIP

Sponsored by: Des Moines Rifle and Revolver Club

CMP Registered Match

DATE: Sunday August 20th, 2023

LOCATION: Des Moines Rifle and Revolver Club range in Van Meter, IA, about 20 miles west of Des Moines. Take I-80 to Van Meter exit, # 113, turn south into town. Cross railroad tracks and take first left to the range entrance.

The Gate has been moved further East than in the past, it is now built into the range property line. The smallbore range is on the south part of that range, cross the bridge and take the road to the right up the hill. The Smallbore Range faces north.

FOR INFORMATION CONCERNING MATCH

CONTACT: John Wilson 1416 NW Spruce Dr, Ankeny IA 50023

jmwdistro@gmail.com 515-776-0500 cell

ELIGIBILITY: All CMP-sponsored or CMP-sanctioned matches are open to any individual or team that complies with these eligibility requirements. U. S. citizenship is not required to participate. Individual membership in the CMP or a sponsoring organization is not required to participate. No person who has been convicted of a Federal or State felony or any violation of Section 922 of Title 18, U. S. Code, is eligible to participate in any activity sponsored or sanctioned by the CMP.

IOWA residents must be members of the Iowa State Rifle and Pistol Association to be eligible for state awards. Iowa State Association Membership Applications will be available at the range, dues are \$20.00 annually.

RULES: Current CMP rules apply

REGISTRATION FEES: Adult Entry \$30.00 for daily aggregate

Junior Entry \$15.00 for daily aggregate

INDIVIDUAL ENTRIES: Advance individual entries are requested to prepare the range and target needs. A simple email or text message will suffice.

Make checks payable to John Wilson. Checks will be held until after the match.

START TIME: Registration opens at 8:00, firing begins at 9am

Slow fire matches will use Convertible Sighters

Use of an chamber Safety flags are required at all times other than when in prep or during match

CMP HIGHPOWER STANDARD COURSE

MATCH 1: Standing Slow Fire 200 yards

Two sighters, 20 record shots in a block time of 25 minutes

MATCH 2: Sitting Rapid Fire 200 yards

Two sighters & 2 strings of 10 shots with a magazine change in 60 seconds

MATCH 3: Prone Rapid Fire 300 yards

Two sighters & 2 strings of 10 shots with a magazine change in 70 seconds

MATCH 4: Prone Slow Fire 600 yards

Two sighters, 20 record shots in a block time of 25 minutes

MATCH 5: Slow Fire Championship Aggregate

Aggregate of match 1 & 4

MATCH 6: Rapid Fire Championship Aggregate

Aggregate of Match 2 & 3

MATCH 5: State Championship 800 Aggregate

Aggregate of matches 1, 2, 3 & 4.

TARGETS: Silver Mountain Electronic targets will be used for all matches. Scorers are required to watch all slow fire shots go into the target using their spotting scopes. Rapid fire, scorers watch the firer and confirm that 10 shots were fired in the allotted time period.

If a scorer watches a bullet enter the target of their shooter during a slow fire match and no indication on the target is given, grant the firer another shot. Be sure to check with scorers of adjacent targets to rule out a crossfire.

If during a rapid fire string the scorer validates that 10 shots were fired but 9 or less shots registered the firer is given the option to refire the string.

Scoring on electronic targets requires more attention than on conventional targets. We would not grant a shooter a free shot if they crossfired on conventional targets, we should not do the same on electronic targets.

CATEGORIES:

High Junior (<21 yrs of age), High Senior (>60 yrs of age), High Iron sights, High Any Sights, F-Class

CLASSIFICATION:

Highpower Rifle Classifications					
	HighMaster	Master	Expert	Sharpshooter	Marksman
Highpower	≥98.0	97.99-95.0	94.99-90.0	89.99-85.0	≤85.0

5.0 RIFLES AND EQUIPMENT

Disciplines With Classifications. The CMP Competitor Classification System is available for the Highpower Rifle events (Rules 5.3, 5.4, 5.5, 29 5.10) fired with the Service Rifle (Rules 4.1.1, 4.1.3, 4.1.4), Alternative Rifle (Rule 4.1.2) and Match Rifle (Rule 4.1.5).