

2022 IOWA STATE HIGHPOWER CHAMPIONSHIP

Sponsored by:
Des Moines Rifle and Revolver Club
CMP Registered Match

DATES: **May 21, 2022**

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 range entrance. **Registration open at 0800, closes at 0830, Line Hot At 0900.**

FOR INFORMATION CONCERNING MATCH, CONTACT: John Wilson, 515-776-0500, email jmwdistro@gmail.com

ELIGIBILITY: CMP membership is no longer required for people to compete in CMP tournaments. Competitors will still need to be an CMP member to set **a CMP National Record. 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:	Entry (Saturday)	\$35.00 per comp.
	Pre-registration	\$30.00 per comp
	Junior Entry	\$10.00 per comp.
	MEAL (after match)	TBD

INDIVIDUAL ENTRIES: **Advance individual entries are required with payment TO GUARANTEE A MEAL(if provided).** Entries with out payment will be treated as a walk-on and will not be squadded until payment is made. The match is limited to 80 competitors. . Please use entry forms at the bottom of page. **Please fill it out completely.** Make checks payable to Des Moines Rifle and Revolver Club. Checks will be held until after the match. Mail entries to:

John Wilson
1416 NW Spruce DR
Ankeny, Iowa 50023
jmwdistro@gmail.com

Advanced Entries will close on **18 May 2022.** Any no shows with out prior notification will be charged a \$5.00 service fee. **Walk-ons are permitted providing no additional relays are needed.**

CMP Highpower Rifle Classification and Long Range Rifle Classification

High Master ≥ 98.0
Master 95.0- 97.99
Expert 90.0- 94.99
Sharpshooter 85.0- 89.99
Marksman ≤ 85.0

NO TARGET PULLING ELECTRONIC TARGETS

We are using electronic targets this year which requires competitors to supply their own wi-fi tablets. Competitors may elect to rent DMR&R tablets for a \$10.00 additional fee. (There is a limited number of Tablets available) **ALL COMPETITORS WILL BE REQUIRED TO HELP SET UP SND TEAR DOWN TARGETS**

These targets are from Silver Mountain.

TARGETS: All firing will be on appropriate CMP-NRA targets. All matches will be fired on Silver Mountain electronic targets. Competitors will need to bring a WIFI enabled display device (laptop, tablet, smartphone) to display shots fired on your target, and to score for other competitors. See “Des Moines Rifle and Revolver Club Electronic Scoring Rules below” for applicable rules applying to protests, shot anomalies, competitor duties, and target failures.

ELECTRONIC TARGET RULES (See bottom of program)

SQUADDING TICKETS: All matches will be squadded. Squadding for individual matches will be issued at the 200 yard line starting at 0800. Please pick up your packets by 8:30 am. Squadding closes at 8:30 AM. **LINE IS HOT at 0900**

Be prepared to present your classification card.

CLASSIFICATION: CMP Highpower Classification will be used. Unclassified shooters will fire in the Master class.

EMPTY CHAMBER INDICATORS: ECI ‘S will be required and will be available at the range for \$ 1.50 each.

RIFLES ALLOWED: CMP Rules 4.0, Service Rifle 4.1, 4.1.1, Alt Service Rifle 4.1.2, M14/M1A type Service Rifle 4.1.3, M1 Garand-Type Service Rifle 4.1.4, CMP Match Rifle 4.1.5

SIGHTS ALLOWED: Metallic Service Rifle (Scopes allowed) for both match and service rifles
Match Rifle Rule (SCOPE) 4.1.5G Any Magnification
Service Rifle (4.5 Power Max) Rule 4.1.1h

CHALLENGE FEE: \$ 1.00 each

SCORING: All competitors will be required to score. Failure to complete scoring duties will result in disqualification and loss of match fees.

GENERAL INFORMATION: Lunch and drinking water will not be available. Camping is allowed on the range, and the smallbore range on top of the hill at no charge.

DIVISIONS IN RIFLES: There will be two divisions: CMP Match rifle (4.1.5) and Service rifle (4.1, 4.1.2, and 4.1.4). **Please indicate on entry card which type of rifle you are using.**

COURSE OF FIRE:

21 May 2022 9:00 AM:

- MATCH 1: 2 SIGHTING SHOTS AND 20 SHOTS FOR RECORD, STANDING, SLOW FIRE, 200 YARDS. SR TARGET. RULE 5.12
- MATCH 2: 2 SIGHTING SHOTS AND 20 SHOTS FOR RECORD, SITTING OR KNEELING RAPID FIRE, 200 YARDS. SR TARGET. RULES 5.8 OR 5.10
- MATCH 3: 2 SIGHTING SHOTS AND 20 SHOTS FOR RECORD, PRONE RAPID FIRE, 300 YARDS. SR-3 TARGET. RULE 5.6
- MATCH 4: 2 SIGHTING SHOTS AND 20 SHOTS FOR RECORD, PRONE, SLOW FIRE, 600 YARDS. MR TARGET. RULE 5.6
- MATCH 5: SLOW FIRE AGGREGATE. AN AGGREGATE OF MATCHES OF 1 AND 4.
- MATCH 6: RAPID FIRE AGGREGATE. AN AGGREGATE OF MATCHES 2 AND 3.
- MATCH 7: HIGHPOWER CHAMPIONSHIP, MATCHES 1, 2, 3 AND 4.

AWARDS: Award groups must contain at least 5 competitors or they will be combined with the next higher class. If there are fewer than five high masters, they must compete for open awards only. There must be five or more entries for one award, eight or more for two awards, and 11 or more for three awards.

Special individual awards will be given for High Woman, High Junior and High Senior.

Match 1st,2nd,3rd (\$10,7,4) Class 1st,2nd,3rd (\$3,2,1)

Highpower Entry Form

NAME: _____
ADDRESS: _____
CITY: _____ STATE _____ ZIP _____
NRA # _____
CLASSIFICATION _____
E-MAIL: _____ RIFLE: MATCH SERVICE
DATE OF MATCH ENTERED _____ FEES _____

Des Moines R&R Club Electronic Target Scoring Rules

1. **Verifier Duties.** During E-target competitions, competitors on a prior or upcoming relay are assigned as verifiers.
 1. Confirming that competitors fire at their targets and that their targets score those shots.
 2. Confirming that competitors fire the correct number of shots at their targets during slow and rapid-fire series.
 3. Immediately notifying the RO regarding any questions, complaints or irregularities on the verifier's target.
 4. Scores recorded by verifiers are unofficial until the competitor's monitors and associated shot data are cleared, then the verifier's recorded scores become the official scores.
2. **Protested Shot Value.** Since backing cards are not used, score value protests cannot be accepted unless the target identifies the shot with a "*" in the shot column, indicating something non-standard, such as extreme shot angle, abnormal velocity, loss of a sensor, etc. In this case a protested shot value can be changed or refired at the Match Director's discretion.
3. **Missing Shot, Slow Fire**
 1. Check for extra shots on adjacent targets. If the competitor agrees that the crossfire is his, score the shot as a miss.
 2. If the competitor disagrees that he fired a crossfire, or there is no indication of a crossfire on adjacent targets, direct the competitor to fire his next record shot. **If that shot registers on the monitor**, direct the competitor to continue firing to complete the series, plus one extra shot at the end of the stage.
 3. If the competitor fires his/her next record shot and **that shot does not register on the monitor**, move the competitor to a spare target and allow him to complete the remaining shots in that series, plus two additional shots.
4. **Missing Shot, Rapid-Fire (Insufficient Hits)**
 1. Confirm the complaint with the competitor and verifier.
 2. If the verifier confirms that the competitor did not fire all 10 shots (saved rounds), count the scored hits.
 3. If the competitor fired all 10 shots and there are nine or fewer shots indicated, check for excessive hits on adjacent targets. If there are excessive hits equal to the number of missing shots, score the missing shot as a miss.
 4. If the competitor fired all 10 shots and there are nine or fewer shots indicated, and there are no excessive hits on adjacent targets, score the missing shot as equal to the value of the lowest scoring shot in that series, or allow refire of the string.
5. **Unclaimed or Extra Shot, Slow Fire**
 1. If an **unclaimed or extra shot appears on the monitor**, the competitor may complain a) when he/she discovers the extra shot, b) when the competitor has one shot to fire and the monitor indicates that all shots in that series have already been fired, or c) when after firing his/her last shot, the competitor observes that the monitor indicates an extra shot has been fired.

2. If the unclaimed shot appears before the completion of the series, check for missing shots on adjacent targets. If there is a missing shot on an adjacent target, direct the competitor to continue firing and disregard the crossfire.
 3. If the extra shot cannot be identified before the end of the series, nullify the lowest value shot as the crossfire shot and count the remaining 10 or 20 shots as the competitor's score.
 4. If a target receives two or more unclaimed extra shots in a slow-fire series and crossfires cannot be identified, apply Rule 6.3.
 5. If there is an unclaimed extra shot, it is also possible (very rare) that the extra shot (usually indicated as a frame hit or miss) was caused by a piece of debris from an off-target miss or frame hit on an adjacent target (ricochet hit). If a ricochet hit is identified, nullify the unclaimed extra shot and count the 10 or 20 record shots fired by the competitor.
6. **Extra Shot(s), Rapid-Fire (Excessive Hits)**
1. Confirm the complaint with the competitor and verifier.
 2. If 11 or 12 hits are indicated in a rapid-fire series and the crossfire shot cannot be identified, nullify the lowest value hit/hits and count the remaining ten (10) shots as the competitor's score (high 10).
 3. If 13 or more hits are indicated in a rapid-fire series and the crossfire shots cannot be identified, determine the total score for the 10 lowest value hits and give the competitor the option of a) accepting that score or b) refiring the series as a range alibi.
7. **Failure of One or More Targets.** In the event of a target failure or malfunction, the competitor must be moved to a spare (hospital) target and allowed to refire the series in which the complaint occurred as a range alibi.