



## MATCH #2 The Bowling Pins

**Part 1.** Service/Police Pistol  
.38 Special, 9mm, .40S&W, or .45  
Three tables of 5 pins each at the back of the table  
Maximum of 8 rounds loaded per magazine  
Match fee \$4.00

**Part 2.** Shotgun – Pump or Auto  
12 or 20 gauge Advise 1-1/4 oz. of #4 shot or larger. #6 is the smallest allowed.  
**NO 7-1/2 or 8 shot permitted.**  
Three tables of 5 pins each at the front of the table  
Match fee \$4.00

**\*\*Take advantage of the savings, enter both the Service/Police Pistol and Shotgun parts for only \$6.00!\*\***

## MATCH #3 Master - Counter Sniper Challenge

Any Centerfire Police Type Rifle. Telescopic sight is strongly recommended. Magazine capacity of at least 4 rounds, not greater than .35 caliber. May be equipped with sling and bipod but must be retained throughout the entire match. No weight limit.

Optional equipment: Spotting scope or binoculars, range finder, ground cloth or mat, sandbags, recoil pads, or elbow pads may be used but must be carried through all stages. Tactical uniform and gloves may be worn. Heavy NRA type shooting coats and competition shooting gloves or mitts are not permitted.

Targets: Real world silhouette, B-3 target

Ammunition Required: 33 rounds minimum for record + sighters

**Match 1** One shot from a cold clean bore at a B-3 target from an unknown distance between 100 and 200 yards.

This is a one shot match! This match is optional! One shot from any one rifle for the day, no cleaning and reuse!

Rifle is on ground with one round in magazine, shooter from standing has 25 seconds from start signal to fire one round.

**Match 2** Counter sniper, total time limit four minutes carrying all equipment to complete all stages.

Shooter starts in standing position at 150 yards, rifle loaded with 4 rounds, bolt open. On command shooter assumes prone position, fires four rounds, reloads with four rounds, moves to 100 yards. Fires four rounds from seated position at a table. Shooter reloads, moves to 75 yards assumes prone position and fires four rounds, reloads with four rounds, moves to 50 yards.. Shooter assumes prone position and fires four rounds. Shooters will engage a separate target at each distance.

**Match 3** Tactical sniper - Four rounds prone 150 yards/30 seconds. Four rounds prone 100 yards/30 seconds. Four rounds prone 75 yards/30 seconds. Four rounds sitting or kneeling at 50 yards/30 seconds.

Match fee: \$6.00 each for Match 2 or Match 3 (includes Match 1). Or \$12 for all three matches.

## MATCH #4 Birds of Prey

25 clay birds along Hogan's Alley. **#8 shot must be used!** (available on range)

Equipment: The police 12 gauge riot gun

Match fee: \$6.00

## MATCH #5 Two Stage IDPA

Combat scenario for stock service pistols. Approximately 30 to 50 rounds required.

One stage will utilize IDPA targets and the second stage will use steel silhouettes.

Match fee: \$6.00

**TRIGGER SHOES ARE PROHIBITED IN ALL EVENTS!**

**ALL LONG GUNS MUST HAVE AN OPEN BOLT INDICATOR (OBI) IN THE ACTION  
WHEN NOT ON THE LINE!**

OBIs will be available at the registration table.

Food and beverages will available during the day at the pavilion at a nominal cost.

The shooter shuttle will be operating to transport shooters from the parking and pavilion areas to the ranges.

Social hour after 1800 hours.



Look for the yellow and blue ALGC sign!



ALGC  
P.O. Box 39121  
Solon, OH 44139

2005 Match Information Enclosed!