

2009, 3rd Annual Trooper Island Law Enforcement Shooting Benefit

Sponsored by Kentucky State Police, Post 5

COMPETITION OVERVIEW

DATE - Tuesday, December 1st, 2009
REGISTRATION OPENS - 0815 Hrs. Local Time
BRIEFING START - 0900 Hrs. Local Time
LOCATION - Open Range, Crestwood, KY

INDIVIDUAL COMPETITION (Duty Pistol):

Phase Overview- Phase 1 and Phase 2 scores are combined for individual total.

Phase 1 (Reactive)- Turning “Shoot / No Shoot” silhouette target with multi-distant threats. Shot in low light conditions with strobing red, blue and clear lighting. Twenty-four (24) total rounds fired with a minimum of one (1) magazine change. Each “Shoot” target exposure will be less than two (2) seconds, requiring a double tap from a downrange covered threat (low ready) position.

Phase 2 (Precision) – Timed exposure Bianchi target (tomb stone) with progressing and retreating distances. Shot in full lighting. Twenty (20) total rounds fired with a minimum of one (1) magazine change. This phase will start in a downrange covered threat (low ready) position.

Poker Shoot (Precision, Fun) – Each participant will have ten seconds to fire five (5) rounds at a deck of cards target. If the participant would like to improve his/her poker hand additional shots can be purchased for \$5.00 per shot with an additional ten (10) seconds each. (unlimited, if you got the cash we’ll let you shoot).

Awards and Prizes-

- 1st Place - Grand Prize (Glock Handgun of your choosing) and Trophy
- 2nd Place –Trophy and Misc. Prizes
- 3rd Place – Misc. Prizes and Trophy
- Poker Shoot Best Hand – Trophy and Misc. Prizes.

TEAM COMPETITION (3 Person):

Phase Overview- Phase 1 and Phase 2 scores are combined for all team members.

Phase 1 (Reactive)- Turning “Shoot / No Shoot” silhouette target with multi-distant threats. Shot in low light conditions with strobing red, blue and clear lighting. Twenty-four (24) total rounds fired with a minimum of one (1) magazine change. Each “Shoot” target exposure will be less than two (2) seconds, requiring a double tap from a downrange covered threat (low ready) position.

Phase 2 (Precision) – Timed exposure Bianchi target (tomb stone) with progressing and retreating distances. Shot in full lighting. Twenty (20) total rounds fired with a minimum of one (1) magazine change. This phase will start in a downrange covered threat (low ready) position.

Re-ball Team Tournament – Each team will be randomly placed on a tournament schedule where they will play against other teams. The winning teams will play against a team of semi-professional paintball players for the Re-ball grand prize All equipment is being supplied.

TEAM Awards and Prizes-

- 1st Place - All members receive a Trophy and misc. prizes.
- 2nd Place – All members receive a Trophy and misc. prizes.
- 3rd Place – All members receive a Trophy and misc. prizes.
- Re-ball Grand Prize –Trophy misc. prizes.

RIFLE SHOOT

Stage	Rounds	Time	Yards	Notes
1	10	2 mins.	100	Prone, slow fire
2	2+8	60 secs.	100	Standing to prone, hasty fire
3	10	2 mins.	100	Standing

STAGES OF FIRE

1. 100 yards, prone: The shooter will begin in the prone position. The rifle will be loaded with one (1) magazine with ten (10) rounds. Upon command, the shooter will fire ten- (10) rounds slow fire within two (2) minutes.
2. 100 yards, standing to prone: The shooter will begin in the standing position. One magazine will be loaded with two (2) rounds. A second magazine will be loaded with eight (8) rounds. Upon command, the shooter will assume the prone position and fire two- (2) rounds, conduct a magazine change, and fire eight (8) rounds within 70 seconds.

3. 100 yards, standing: The shooter will begin in the standing position. The rifle will be loaded with one (1) magazine with ten (10) rounds. Upon command, the shooter will fire ten- (10) rounds slow fire within two (2) minutes.

REQUIRED EQUIPMENT and GUIDELINES:

- Duty type pistol with no more than a 5” barrel. No optical or laser sites will be permitted. No ported barrels or compensators, whether permanently attached or removable will be allowed. Weapons that have manufacturer installed safety mechanisms that have been removed will not be allowed.
- Duty type “patrol” rifle, NO optical or laser sites at all. ONLY Iron sites!
- A minimum of two (2) magazines are required for each phase. No more than fifteen (15) rounds will be allowed in a single magazine for each phase.
- A belt or duty holster, or range case will be allowed for participants to move about facility. Handguns cannot be carried by participants while not on the firing line, unless the officer is actively engaged in a law enforcement duty.
- A room will be designated for loading of magazines. Before going to the firing line each magazine and weapon may be examined by a line judge or safety officer for proper ammunition numbers and gun length and safety.
- Appropriate hearing and eye protection.
- Fifty (50) rounds of ammunition for Individual competition and an additional fifty (50) rounds for Team competition. Ammunition can be purchased at Open Range.

Scoring / Rules:

All scoring will be conducted by independent officials, whose decisions are final. At no time will any shooter score their own or any other shooter’s target. Each phase will have independent scoring methodology. Scoring markers will be used to determine the scoring of on-line shots. Each “Off Target” shot will be scored as zero (0) points. Each “No Shoot” in-target hit will be scored as a negative five (5).

All firing lines will be observed and supervised by designated Safety Officers. Any safety violations will require all shooters to place their weapon in a safe mode until the safety issue is resolved.

Shooters that have a weapon or ammunition malfunction shall make an attempt to rectify the problem and then re-engage the target. After making a failed second attempt to rectify the problem the weapon shall be placed in front of the shooter on the range table. The shooter should raise his/her hand to notify the judges of an unresolved failure. After the phase is complete the weapon will be examined by the Scoring Judges to determine if the failure is equipment (target), pistol, ammunition or shooter related. If it is determined that the failure is equipment (target) or ammunition related and a proper attempt to clear the problem was attempted by the shooter, the judges in agreement may allow the phase to be re-shot by the shooter.

Shooter will be required to sign a liability waiver before participating in any competition.

Shooters found to be cheating will be disqualified.

Lunch / Misc. Prizes:

Lunch will be provided at approximately noon by Arby's. Drinks can be purchased at Open Range.

Door prizes will be given away during the event.

All participants and workers will be provided a tournament T-shirt. Additional T-shirts can be purchased.

LOCATION:

<http://www.openrangesports.com>

**6401 Cross Keys Blvd
Crestwood, KY 40014
502-243-8282**

OPENRANGE for a BLAST!!!

Hwy 71 to Exit 14 (329 bypass) towards Crestwood. Left at Hwy 146 (first traffic signal), Left on Cross Keys (about ½ mile). We're just behind Crestwood Station (former location of Champs Rollerdrome for you locals!)

Event Coordinator: Trooper Seth Willis, Unit 1003
Kentucky State Police, Post 5
Campbellsburg, KY 40011

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PLEASE CONTACT ME IF YOU HAVE ANY QUESTIONS.