

2024 NEWPORT AREA SHOOTING LEAGUE

**Newport Area Shooting League
required information**



SHOOTER NAME	
SHOOTER ADDRESS	
SHOOTER DOB	
SHOOTER EMAIL	
SHOOTER CELL	
EMERGENCY CONTACT & CELL	

Please check box of Division registering for:

LEAGUE FEE (includes one division only) \$100.00	SHOOTING LEAGUE DELUXE PACKAGE (includes 2 sight divisions & team member) \$150.00	Additional Division \$50.00	TEAM MEMBER \$25.00	TOTAL AMOUNT DUE
\$	\$	\$	\$	\$

The Newport Recreation Department wishes to enhance shooting sports and the safe handling and responsible use of firearms by providing an environment where shooters of all skill levels can practice and improve their pistol marksmanship in an atmosphere of camaraderie and friendly competition with fellow shooters.

As always, **SAFETY IS OUR HIGHEST PRIORITY**. We want everyone to enjoy their league experience, but it's no fun if someone gets hurt. To this end: • All range rules and safety procedures will be in full force during the competition and are posted at the range. • Guns must be cased or properly stored within a holster at all times when outside of the range. • Uncased or un-holstered guns MUST ONLY be handled while at the "SAFE STATION TABLE" and pointed in a safe direction as indicated on the table • Shooters must heed and obey all commands of the Range Commander or Range Safety Officer. • DO NOT insert the magazine into the gun until the "lock and load" or "make ready" command is given on the shooting line. • Revolver shooters: DO NOT load the cylinder until the "lock and load" or "make ready" command is given.

ELIGIBILITY

The Newport Shooting League is open to all persons over the age of 21 and who are legally authorized to own, purchase and use firearms.

LEAGUE STRUCTURE

Individual Shooters- The league will be made up of 150 individual shooters. Individuals must choose a division to participate in, however your chosen division may be adjusted by the League organizer depending on the weapon configuration.

The **DIVISIONS** are identified as follows:

IRON SIGHT DIVISION is defined as a shooter firing a center fire pistol without optics. No necked pistol cartridges i.e. 5.7x28 or 357 Sig etc... Any top tiered shooter may sign up for the Optic Division regardless of the sight configuration or gun type. The scoring will be held to a higher more challenging scoring standard. NO pistol carbines or other "Brace" style pistols will be permitted.

OPTIC SIGHT DIVISION is defined as a shooter firing a center fire pistol with optics. No necked pistol cartridges will be permitted ie.5.7x28 or 357 Sig etc. Standard scoring procedures. NO pistol carbines or other "Brace" style pistols will be permitted.

EQUIPMENT

Firearm: Any handgun firing calibers in either standard or magnum load, and having capacity of at least 6 rounds, may be used in competition. Revolvers may be double action or single action, but any revolver (especially single action only) may be at a disadvantage in some circumstances depending on the speed of the course of fire.

CALIBERS: ONLY factory produced centerfire ammo may be utilized. No rim fire or necked cartages. Permissible calibers: .38 cal, .380 cal, 9 mm, .357 cal .40 cal, 10 mm, .44 cal, .45 caliber or other commonly factory produced pistol/revolver cartridges.

SIGHTS: All competitions shooting in the Iron Division will be using OPEN SIGHTS ONLY. Open sight enhancements such as hooded front sight, white dots, day glow dots, and night glow dots are permitted. Optical aids or pointing devices such as magnified scopes, red dots, magnified holographs and lasers are NOT PERMITTED in the Optic division. The revolver division is open to all shooters utilizing a revolver, however if you are using a revolver with an optic, you will be competing in the Optic division which is generally comprised of mostly pistol shooters.

AMMUNITION: Shooters will provide their own ammo. Reloads are NOT permitted. Limited alibi provisions will be made for misfires and squib rounds (see Alibi Rules below).

LEAGUE SCHEDULE

The 2024 season will begin on Wednesday, May 1, 2024 with a new shooter orientation and fun shoot warm up to the league, with official scoring starting the following Wednesday, May 8, 2024 and every Wednesday thereafter with the exception of July 3, 2024. The last league scored match will be on August 14, 2024. A fun awards banquet and team Championship shoot-off will be held on Wednesday, August 21, 2024 starting at 5:00 PM.

REGULAR MATCHES: League matches will be starting a 3:00 PM until roughly 7:00 PM. Relays will be a maximum of 8 shooters, with the first relay taking to the range promptly at 3:00 PM. The course of fire normally takes about 15 minutes, so successive relays will start at regular intervals. Relays will be formed on a standby basis. Matches will generally be held on a rain or shine basis with extreme weather exceptions at the discretion of the Range Master. Teams DO NOT need to shoot at the same time on the

same line. Shooters should be at the range and ready to shoot NO LATER than 6:30 PM. Shooters arriving after the last relay starts will not be allowed to shoot. You will take the best scores from 10 out of 14 weeks overall.

ORIENTATION NIGHT: All new participants to the NASL will be required to attend the “New Shooter” orientation night held on Wednesday, MAY 1, 2024 at 5:00 PM. Here you will be shown range etiquette and we will go over range commands, scoring etc. Fees League fees cover range time, targets, the end-of-season awards.

2024 LEAGUE FEES: \$100 for each individual shooter. NEW for 2024 if you wish to shoot in multiple divisions, you will be permitted to shoot in an additional division. IT MUST be done with a different firearm. You may opt to choose only ONE additional division for an additional \$50. Just as in previous years, there will be an additional fee of \$25.00 per person per team.

COURSE OF FIRE (COF)

Generally, each COF will require 36 rounds of ammunition fired on one target with the weekly average being 36 rounds. All sets will be timed, ranging from 1 seconds to as much as 30 seconds depending on the scenario. Target types and styles may change weekly as may the number of course rounds. With changes in targets and round count, max points and scoring will be identified weekly. Target and stage scenarios will vary each week and will be published weekly on league night. In addition, the COF will be explained by the Range Commander at match time. Note: Some COFs require a reload on the clock, so, it is advisable to have at least one extra magazine (semi-autos) or a speed loader (DA revolvers). Single action revolvers will be at a disadvantage. SCORING: If the “grease ring” or edge of the round’s hole breaks the scoring line, then the round shall count as hitting within the higher scoring area. Range Commands: Shooters will be guided through each set of the COF by commands from the Range Commander. Shooters will take action only when instructed to do so. The range commands are grouped into Preparation, Lock and Load/make ready, Commence Fire tone, and Cease Fire tone. DO NOT load the magazine into the gun or make ready until directed to do so. NOTE: Revolver shooters, you may only insert rounds into the chambers when on the line, but DO NOT close the cylinder or loading gate until the “Lock and load or make ready” command is given. When ready to proceed with the set, the shooter moves to the distance specified by the Range Commander. When all shooters are at the correct position, the Range Commander confirm that all shooters are ready to load and make ready for the course of fire and range commands to begin. Lock and Load/make ready Range Commander: “Shooters, lock and load. Assume the commanded position” Shooter: Insert a loaded magazine into the gun and close the action. Revolver shooters may close cylinders and position the first round at this time. Grip your gun as per your style, KEEPING YOUR TRIGGER FINGER ON THE GUN FRAME, assume a ready position and wait for the signal to commence firing. A ready position means that the muzzle of your gun is well below your shoulders so that the gun must be raised significantly to engage the target once the command to fire is given. Acceptable ready positions are: Holstered: Firearm loaded and ready for fire and placed securely within a hip mounted, strong side holster only. If equipped with a safety, safety is in the “ON or SAFE” position. Low Ready: A low ready position means that your gun is held with arms fully extended at an angle approximately half way between straight down (vertical) and the shooting position (horizontal) with finger off the trigger. Your hands must be well below your shoulders and the muzzle basically pointed at the ground about 15 feet down range. If equipped with a safety, safety shall be in the “ON or SAFE” position. The Range Commander will not allow you to fire until you are at a proper ready position. Commence Firing Range Commander: “Shooters, you will have (xx sec) to fire (... course of fire).” Within a few seconds, the Range Commander will ask if Shooters are ready (requiring a verbal response) and Range commander will signal when to fire. Shooter: If you are NOT ready to proceed with the set, shout

loudly “NOT READY!”. The Range Commander will wait a bit and then repeat the COF call. At the commence firing command, raise your gun from ready and engage the target. Cease Fire Range Commander: When time has expired for the set a tone will sound, the Range Commander will announce “CEASE FIRE! Make your guns safe!” Shooter: Cease firing, and return your firearm to the ready or commanded position. This completes the set. Await the next command. **IF ANYONE WITNESSES A DANGEROUS OR UNSAFE ACTION, YOU MAY CALL FOR A CEASE FIRE UNTIL CONDITIONS ARE MADE SAFE.** Malfunctions Shooter: Each set is run in a tactical format. If, while firing the set, the shooter experiences a misfire, failure to feed, or other gun/ammo malfunction that prevents completing the set, the shooter must work through the malfunction and attempt to finish the set within the time prescribed. If you were unable to complete the set, advise the Range Commander/RSO when the set is complete, the Range Commander will assess the malfunction and determine how to best makeup the missing rounds.

Examples of situations where the Range Commander/RSO may allow makeup rounds:

- Failure to feed
- Failure to extract/eject
- Failure to fire/squib
- Double Feed
- Stove Pipe Shooter errors are NOT permitted to be made up.

Typical examples:

- Did not load enough rounds in the magazine
- Did not charge the first round
- Did not insert the magazine securely
- Did not disengage safety
- Engaged it while shooting

If the malfunction is valid, the shooter will be allowed to complete any unfired rounds as directed by the Range Commander.

I have read and understand the Newport Area Shooting League rules and regulations.

Print Name _____

Signature _____

Date _____