

**Wildcat Valley Rifle & Pistol Club**  
**2021 Official Highpower Rifle Match Program**

Check the WVRPC website [www.wvrpc.org](http://www.wvrpc.org) for changes.  
 Printed copies are uncontrolled. Revision Date: **April 7, 2021**  
 Email: [wildcat.highpower@gmail.com](mailto:wildcat.highpower@gmail.com)

**LOCATION:**

Wildcat Valley Rifle and Pistol Club, Southeast of Brookston, IN. Check the website above for directions. The Wildcat Highpower Program utilizes counter-balanced target carriers in a military-style "pit", on a 300-yard, 10 firing point range. Wildcat will utilize Silver Mountain electronic targets for most matches. Matches shot on electronic targets will have no pit relays. **COMPETITORS WILL NEED TO BRING A WIFI CAPABLE LAPTOP, TABLET, OR SMARTPHONE TO DISPLAY SHOTS FIRED AND TO SCORE OTHER COMPETITORS.** Contact the HP committee at the above address for any questions. For Across-the-Course matches, the 600-yard stage is fired from 300 yards using the MR-63 reduced target.

**2021 SCHEDULE:**

The Highpower Chairman may reschedule any event due to weather or other unforeseen circumstances. All changes and reschedules will be posted on the Highpower page of the Wildcat website by the evening before the match. If you are travelling to Wildcat, please check the website for last minute updates, or contact one of the discipline chairmen.

Date	Description	Rounds	Sanctioning	Signup	Adult
1-Jan-21	Highpower Snow Snake	50	None	9:00 AM	\$10*
27-Mar-21	Highpower Work Day (8:00 to 10:30)	NA	None	8:00 AM	NA
27-Mar-21	Highpower Prone Match (11:00)	60	NRA Approved	10:30 AM	\$25*
23-Mar-21	Highpower League Begins	40	NRA Approved	5:00 PM	\$70**
10-Apr-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
24-Apr-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
1-May-21	Highpower Beginner Clinic	40	CMP	8:00 AM	\$20*
8-May-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
22-May-21	Highpower Prone Match	60	NRA Approved	8:00 AM	\$25*
12-Jun-21	Highpower CMP "Games" Day, JC Garand	30	CMP	8:00 AM	\$15*
12-Jun-21	Highpower CMP "Games" Day, Springfield/Vintage	30	CMP	10:00 AM	\$15*
19-Jun-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
3-Jul-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
17-Jul-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
12-Aug-21	Hoosier Hundred (Thursday Night)	80	NA	4:00 PM	\$10*
14-Aug-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
21-Aug-21	Highpower Indiana State Championship	80	CMP	8:00 AM	\$35*
4-Sep-21	Hoosier Hundred (Saturday)	80	NA	8:00 AM	\$10*
11-Sep-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
16-Sep-21	Hoosier Hundred (Thursday Night)	80	NA	4:00 PM	\$10*
25-Sep-21	Highpower Prone Match	60	NRA Approved	8:00 AM	\$25*
9-Oct-21	CMP Cup Match	80	CMP	8:00 AM	\$25*
23-Oct-21	CMP Cup Match	80	CMP	8:00 AM	\$25*

\* For CMP Cup Matches, competitors are allowed 2 sighters, and start rapid fire series in position

\*\* Wildcat Valley Members receive a \$5 discount from the Match Fee listed above.

\*\*\* Wildcat Valley Members receive a \$20 discount from the Match Fee for the Summer Weekly League

# **Wildcat Valley Rifle & Pistol Club**

## **2021 Official Highpower Rifle Match Program**

### **ENTRIES:**

Registration, sign up and squadding will take place at the 200 or 300-yard line on the Highpower range at WVRPC. Signup times are listed in the schedule above, and signup will close 30 minutes after it begins. For most matches, this means signup will open at 8:00 AM and close at 8:30 AM. Match fees are paid at sign up. Cash, checks, or money orders will be accepted.

### **ENTRY FEES:**

**Adults:** Refer to fees listed in match schedule above. Active Duty Military, Reserve, and Guard shoot as guests of the Highpower Program. Please be sure to mention your Service status at sign up.

**Juniors:** Match fees for Juniors is being waived for all WVRPC matches. Qualification as a Junior follows the rules based on the specified match sanctioning. Entry fees subject to change based on range usage fees.

### **ELIGIBILITY:**

National Rifle Association membership is no longer required for NRA matches. For CMP matches, if competitors want to track their scores on Competition Tracker, they will need a CMP Competitor Number.

### **RULES:**

See above match schedule for NRA or CMP sanctioning. For NRA approved or registered matches, NRA rules apply. For CMP Cup Matches & Games matches, CMP Rules apply. Competitors should make themselves familiar with these rules. Empty chamber indicators are required at all times and must be inserted in rifles before competitors enter the range. Block time may be utilized at the discretion of the Match Director.

### **CLASSIFICATION / SANCTIONING:**

The NRA or CMP classification system will be used for all NRA or CMP matches. Anyone who does not have a Highpower classification will fire in the Master Class (Master Unclassified) or the highest registered class. If a competitor does not yet have a CMP classification, they can use their current NRA classification. Temporary score cards and temporary classifications may be used as provided by NRA or CMP rules. NOTE: Non-Sanctioned matches will not have scores sent to the NRA or CMP, sanctioned matches will have scores submitted to the sanctioning body.

### **RIFLES:**

For NRA or CMP Matches, see the current NRA or CMP Rules. Competitors are responsible for the safekeeping and safe operation of their equipment. When the match director asks to clear the firing line, all rifles must be enclosed in a case, or fastened to a shooting cart, with EIC inserted, and moved off the line.

### **AMMUNITION:**

Any safe ammunition. No incendiary or tracer ammo allowed.

### **TARGETS:**

All firing will be on appropriate NRA targets. Most matches will be fired on Silver Mountain electronic targets. Competitors will need to bring a WIFI capable display device (laptop, tablet, smartphone) to display shots fired on your target, and to score for other competitors. See "Wildcat Valley R&P Club Electronic Scoring Rules" below, for applicable rules applying to protests, shot anomalies, competitor duties, and target failures.

### **SCORING AND PIT OPERATIONS:**

Competitors may be required to score and operate targets in the pits, unless the match is fired on electronic targets, in which case there will be no pit duty. Pit changes will be announced the day of the match. Competitors will be required to score for other competitors for pit operated or electronic target matches. Any competitor who does not fulfill his or her scoring or target pulling duties may be disqualified.

While not specifically "required", all competitors are strongly encouraged to help with target setup prior to the match, and target tear down after the match.

### **SQUADDING:**

All matches will be squadded the morning of the match. Competitors may be squadded into 2, 3, 4, or more relays depending on the number of competitors firing. Firing may be done on electronic targets or paper as backup. If firing on paper and 2 relays are used, scoring will be done in the pits. Entry fees must be paid prior to squadding at sign up.

Squadding will be completed immediately after sign-up. A competitor who fails to present himself at the proper firing point when his relay is called may lose his right to compete in the event.

# **Wildcat Valley Rifle & Pistol Club**

## **2021 Official Highpower Rifle Match Program**

### **SPECIAL CATEGORIES:**

All special categories as outlined in the official NRA or CMP rules for the sanctioning body of a particular match are valid. There must be at least three competitors to form a special category.

### **INFORMATION:**

For information and questions, please email the Highpower chairman [wildcat.highpower@gmail.com](mailto:wildcat.highpower@gmail.com)

### **COURSES OF FIRE:**

Consistent with use of block time or other changes per the Match Director's discretion, Wildcat will utilize the following courses of fire. Matches will be primarily fired on Silver Mountain electronic targets, but paper targets may be used as backup, in which case pit duties will apply. CMP sanctioned matches are "CMP Cup Matches", and as such, competitors are allowed 2 sighters, and start rapid fire series in position. Consistent with current official rules, rapid fire times may be extended from 60 seconds to 63, and from 70 seconds to 73 seconds when electronic targets are used.

#### **CMP CUP NATIONAL MATCH COURSE (50 rounds):**

50 shots for record – 500-point aggregate

- 200 yards – Prep period, 2 sighters and 10 shots, slow fire standing in 15 minutes on SR target.
- 200 yards – Prep period & 2 sighters in 5 minutes, and then 10 shots rapid fire sitting or kneeling, with a magazine change in 60 or 63 seconds on SR target.
- 300 yards – Prep period & 2 sighters in 5 minutes, and then 10 shots rapid fire prone, with a magazine change in 70 or 73 seconds on SR-3 target.
- Simulated 600 yards – Prep period, 2 sighters and 20 shots, slow fire prone in 25 minutes on MR-63 target.

#### **CMP CUP REGIONAL MATCH COURSE (80 rounds):**

80 shots for record – 800-point aggregate

- 200 yards – Prep period, 2 sighters and 20 shots, slow fire standing in 25 minutes on SR target.
- 200 yards – Prep period & 2 sighters in 5 minutes, and then 2 strings of 10 shots rapid fire sitting or kneeling, with a magazine change in 60 or 63 seconds each, on SR target.
- 300 yards – Prep period & 2 sighters in 5 minutes, and then 2 strings of 10 shots rapid fire prone, with a magazine change in 70 or 73 seconds each, on SR-3 target.
- Simulated 600 yards – Prep period, 2 sighters and 20 shots, slow fire prone in 25 minutes on MR-63 target.

#### **TUESDAY NIGHT LEAGUE:**

See Official HP League Program posted on WVRPC website for official rules.

#### **HOOSIER HUNDRED (NON-SANCTIONED 100 YARD MATCH)**

80 shots for record – 800-point aggregate

- 100 yards – Prep period, 2 sighters and 20 shots, slow fire standing in 25 minutes on SR-1 target.
- 100 yards – Prep period & 2 sighters in 5 minutes, and then 2 strings of 10 shots rapid fire sitting or kneeling, with a magazine change in 60 or 63 seconds each, on SR-1 target.
- 100 yards – Prep period & 2 sighters in 5 minutes, and then 2 strings of 10 shots rapid fire prone, with a magazine change in 70 or 73 seconds each, on SR-21 target.
- Simulated 600 yards – Prep period, 2 sighters and 20 shots, slow fire prone in 25 minutes on MR-31 target.

#### **CMP "SPRINGFIELD-VINTAGE" MATCH:**

30 shots for record – 300-point aggregate, CMP Rules and course of fire apply.

- 200 yards – Prep period, 5 sighters and 10 shots, slow fire prone in 18 minutes on SR target.
- 200 yards – 10 shots rapid fire prone from standing, with magazine change in 80 or 83 seconds on SR target.
- 200 yards – 10 shots, slow fire standing in 10 minutes on SR target.

#### **CMP "J. C. GARAND" MATCH:**

30 shots for record – 300-point aggregate, CMP Rules and course of fire apply.

- 200 yards – Prep period, 5 sighters and 10 shots, slow fire prone in 18 minutes on SR target.
- 200 yards – 10 shots rapid fire prone from standing, with magazine change in 70 or 73 seconds on SR target.
- 200 yards – 10 shots, slow fire standing in 10 minutes on SR target.

# **Wildcat Valley Rifle & Pistol Club**

## **2021 Official Highpower Rifle Match Program**

### **NRA Mid-Range Prone (60 rounds):**

60 shots for record – 600-point aggregate

- Simulated 600 yards – Prep period, unlimited sighters and 20 shots, slow fire prone in 25 minutes on MR-63 target.

### **SAFETY AND LIABILITY:**

Empty Chamber Indicators must be used by all competitors and will be for sale at each match. A liability waiver must be completed, signed and on file by all active participants. Eye and Ear protection is suggested while firing, and required in the pits.

### **ALTERNATE SHOOTING POSITIONS:**

For all matches and league, all competitors will have the option to shoot the entire match from any safe position. The competitor will shoot the course of fire for the match (times, sighters, shots for record, etc.), however, instead of standing, kneeling and sitting, the competitor will use any safe, comfortable position including prone, supported, or bipod, for the entire match. This is NOT an official NRA or CMP approved course of fire. Scores from shooting the alternate position will be considered “Out Of Competition” and will not be registered. All competitors who wish to shoot the alternate position, must alert the match director at sign-up.

### **CHALLENGES:**

A challenge fee of \$3.00 may be charged. If the challenge is won, it will be returned to the competitor. For matches fired on electronic targets, see the specific rules below on challenges.

### **PARKING:**

Parking must be at the farthest point near the 300-yard line, out of range from falling pellets from the trap ranges.

### **RANGE CAPACITY:**

When firing on electronic targets, range capacity is nearly unlimited, within reason. If paper targets are used, entries may be limited to the first 40 competitors.

### **MATCH SCHEDULE:**

All “CMP Cup” matches, the following schedule applies.

8:00 A.M. Registration / Sign-up Begins

8:30 A.M. Registration / Sign-up Closes

8:45 A.M. Pits are Sealed

A.S.A.P Match 1 begins

“Other” matches, including the “Snow Snake”, CMP Games” and “Hoosier Hundred”, registration will occur per the above posted schedule.

### **CHANGES IN SCHEDULE:**

The Match Director reserves the right to alter any facet of the match. All changes will be posted and/or announced on the firing line and in the pits.

### **POSTED SCORES:**

It is the competitor’s responsibility to check his/her individual shot values before signing his/her scorecard, and to check standings as they are posted. Competitors should inform the Match Director of any errors. The Challenge period for individual match ends one hour after the match. Once the challenge period ends, scores stand as posted. All ties will be broken by NRA or CMP Rulebook Guidelines.

### **MATCH RESULTS:**

A Match Bulletin will be available for download on the WVRPC website after all matches.

### **FACILITIES:**

Restroom facilities are available on the range and in the clubhouse. There is no water available on the range. Please bring your own food and water.

# **Wildcat Valley Rifle & Pistol Club**

## **2021 Official Highpower Rifle Match Program**

### **MISCELLANEOUS:**

Severe weather may cause the Match Director to delay relays until the situation improves. Matches will be fired regardless of mildly inclement weather, but not if lightening threatens. If at least one yard-line is completed, this will constitute an official match and no refunds will be given.

**Muzzle brakes are not allowed during any course of fire.**

### **HELP WANTED:**

Anyone wishing to help with match operations please contact the WVRPC Highpower Chairman or Co-Chairmen. Help is especially needed at the State Championship Registered Match. Wildcat Valley members may claim work hours for helping at a match.

### **DISPUTES:**

An official referee will not be in attendance at most matches. Any dispute or protest will be heard and decided by a 3-member jury made up of the Match Director, WVRPC Highpower Chairman (or Co-Chairman), and one other advanced competitor, not involved in the incident.

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### **Wildcat Valley R&P Club Electronic Target Scoring Rules**

1. **Verifier Duties.** During competitions with E-targets, 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 may 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

**Wildcat Valley Rifle & Pistol Club**  
**2021 Official Highpower Rifle Match Program**

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. **Bullet Diameter.** Many times, specific assigned competitors are not used, and in those instances all targets score all shots as 308.
8. **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.