

RULES OF ENGAGEMENT
10th Annual West of the Pecos Run 'n Gun 'n the Sun
Saturday October 15, 2011

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Flip flops
are optional.



Introduction:

The Run 'n Gun is a center-fire biathlon. The competition is the project of the Pecos Rifle Club. We created the run as a fun way to test man and equipment, and to have something to train for throughout the year. This event is not easy to put on. The range is far and away from civilization and the logistics are a stretch. Good attitudes are required. If a minor hitch in plans will ruin your whole day, this event is not for you.

The course is roughly six miles, cross country, with four or five shooting events spread along the course. Competitors must carry all their gear, including water, stuck case extractors and anything else. No outside help is allowed. Competitors receive a score for their run time, and a score for each shooting event. The scores are then tallied on a spreadsheet so that run time counts 50%, and the combined shooting scores count 50%.

Entry fee is \$75. Fees are due by September 15. The fee covers entry fee, and T-shirt. Mail entry fees to:
Pecos Rifle Club
P.O. Box 2057
Pecos, TX 79772

Basics:

Safety: Firearms safety is a matter of common sense. Keep your muzzle pointed in a safe direction and your finger off the trigger. This includes all staging areas. If you are unsafe, you will be told to leave.

Run Order: Runners will run in an order that best suits the needs of the event. Run order is determined the morning of the event.

Range officers (RO's) will run the day before the main event, so that we will not need to shift range officers around during the main event. Only range officers will run on Friday (Aug 13). RO's will then camp out and the range should be operational by the time competitors start arriving Saturday morning. Any non-Range officer competitors who would like to RO on Friday are welcome, but you cannot run until Saturday. If you are willing to serve as an RO, or run a range on Friday for the RO's, please let us know. RO's will be selected to best suit the needs of the event. Volunteers welcome and appreciated.

Stopwatch: All runners must carry a stopwatch of some kind. If a range is in use when a runner arrives it is the runner's duty to start his stopwatch and show the range officer how long he had to wait. This time will be noted by the range officer and taken off the final run time. This will happen. Be prepared. (And, range officers will also have a stopwatch, to mark your wait time. Your's is a backup in case things are SNAFU).

Recommended gear: Semi-automatic rifle and spare magazines, one gallon of liquid, 80 rounds of ammunition, cleaning kit/ruptured case extractor, running shoes or boots, and a pistol with 50 rounds of ammunition. Protective eyewear required for all pistol stages.

Timing Gear: All timing will be done with stopwatches. Time starts on the RO's command and stops when the last round is either down range, or the last reactive target is hit, depending on the course of fire.

The Run: The course is flagged with 10ft pvc and engineer's tape. The flags are set "as the crow flies" between ranges. Staying close to the flags is highly recommended so that you do not navigate yourself into the impact area of a range. Competitors may carry a pistol (live) for snakes and other varmints. Rifles will be safe (no loaded magazine inserted, no round in the chamber) at all times except when competitor is on a live range.

2011 Courses of Fire

* All CoF's and scoring are subject to change up to the beginning of the race on account of weather, available

range officers, live stock on the range, etc....

* There are no shooting position requirements at any stage of the match. Any position allowed by terrain is allowed, as are all slings, scopes, bipods, natural rests and magic potions. If you want to carry it 6 or 7 miles, you can use it. But, you may not use firing position marking stakes as a rest. Also, you may not use rocks, branches and such from outside the marked position, to build a rest. If it is within the marked firing line, and you want to spend time building a rest after your time has begun, go ahead.

- The procedure for each range will be the same. The competitor will approach the range. If it is busy, he will start his stopwatch. When the range is clear and the RO is ready for you he will ask you your name, record your wait time, if any, and then escort you to the firing line. Until you are given the command to do so, DO NOT begin to make ready. Once on the line, the RO will ask, "Do you understand the course of fire?"
- When the competitor indicates he understands the course of fire the Range Officer will give the prefatory command of, "Ready." Immediately thereafter the competitor will receive the command of, "Fire." At that point, and that point only, shooter may retrieve a magazine, charging clip or loose rounds, load his weapon, assume a position, and begin the course of fire. You may not start with a magazine, clip or rounds in your hand. The only exception is the courses of fire that require a pistol. Holstered pistols may be loaded at all times.
- On ranges that require movement, all your gear must move with you as you proceed through the course of fire. If it was on your body when you arrived, it goes down range.
- When you complete the course of fire, unload your weapon, make it safe, present it safely to the RO so that he can verify that there is no round in the chamber and no loaded magazine inserted. On verifying that your weapon is safe, the RO will give you the command to continue on the running course. IT IS THE COMPETITOR'S RESPONSIBILITY TO VERIFY THAT THE RO HAS RECORDED HIS SCORE CORRECTLY, BEFORE LEAVING EACH STAGE.

Stage One—PEEKABOO: MAGAZINE CHANGE / RELOAD REQUIRED BETWEEN SHOOTER'S FIRST AND LAST SHOTS (Shooter's choice). There will be one gong at approximately 125 yards from the firing line. At the firing line there will be a barrier with five holes cut into it, designed to piss you off and make it difficult to shoot the target. The target must be hit once while shooting through each of the holes in the barrier, and holes must be worked from top to bottom. Your score will be the amount of time it took for you to successfully engage all targets. Maximum time is four minutes. There is no max or min round count, or any required shooting positions or restrictions other than shooting through the holes.

Stage Two—LEFT, RIGHT, LEFT: MAGAZINE CHANGE / RELOAD REQUIRED BETWEEN SHOOTER'S FIRST AND LAST SHOTS (Shooter's choice). There will be two steel gongs down range at a distance of approximately 200 yards. There are four firing points on the range. Each firing point will present a type of available cover, and this cover must be used. From each point, the shooter must hit both gongs one time, for a total of eight hits to complete the course of fire. Terrain will probably dictate laying down parallel to cover and shooting sideways (curbside prone), shooting around obstacles right AND left-handed, and shooting from something of a squat. Things could change as we build the range, so be ready for anything. Should be great fun. Score will be the time taken to complete the course of fire. Four minutes will be the maximum time allowed.

Stage Three— FIGHT YOUR WAY TO A RIFLE: At the beginning of this stage shooter will ground his rifle on a mat and then proceed to firing position A. At Position A, after receiving the “Fire” command, shooter will draw his pistol and engage the targets immediately to his front (4-8). When the last target falls, shooter will immediately proceed back to his rifle, load, and engage one or more targets at approximately 150 yards until each target has been hit one time. Time ends when the last target is hit. Your score is your time. Time limit is 4 minutes.

OR

Alternate Stage Three — SHOOT OUT AT THE OK CORRAL — PISTOL ONLY — MAGAZINE CHANGE / RELOAD REQUIRED BETWEEN SHOOTER’S FIRST AND LAST SHOTS (Shooter’s choice): There will be several steel targets (probably 10) at approximately 15 yards. On the RO’s command the shooter will engage targets until all are hit. Your time is your score. Four minute time limit.

Stage Four — TAKE THE HILL: MAGAZINE CHANGE / RELOAD REQUIRED BETWEEN SHOOTER’S FIRST AND LAST SHOTS (Shooter’s choice). There will be three gongs situated approximately 200-300 yards from the beginning firing line. On the RO’s command, the shooter will engage and hit all targets with as many rounds as necessary to score one hit on each. Shooter will then advance to the second and third firing lines, repeating the process at each firing line. Each gong must be hit once before the shooter can advance. When the third gong is hit at the third firing line, time stops. Your score will be the amount of time it took for you to successfully engage all targets. Maximum time is four minutes. If you cannot complete the course of fire in the four-minute time limit you will receive zero points for this stage. There is no max or min round count, or any required shooting positions or restrictions.

Stage Five— DEFEND THE HILL: MAGAZINE CHANGE / RELOAD REQUIRED BETWEEN SHOOTER’S FIRST AND LAST SHOTS (Shooter’s choice). There will be five steel gongs at approximately 300-400 yards. On the RO’s command the competitor must score a hit on each target. Your score will be the amount of time it took for you to successfully engage all targets. Maximum time is four minutes. There is no max or min round count, or any required shooting positions or restrictions. (I THINK WE HAVE 400 YARDS DISTANCE THIS YEAR SO BE READY AND KNOW YOUR DOPE).

Stage Six (Maybe) — Targets will be 15-25 yards from the firing line. At the firing line there will be a Remington 870 Shotgun and 5 rounds of 12 gauge ammunition. Competitors must load the shotgun, engage targets, and then finish engaging any remaining targets with their pistol. Maximum time is four minutes. There is no max or min round count, or any required shooting positions or restrictions.

Headquarters: Our facilities on the range are rough. There is an outhouse. There is no running water. Shade is limited. Bring some of both. No electricity either. Snakes, bees and wasps are common.

Emergency services: We have not been able to procure a dedicated EMT or ambulance the past several years. Things do not look any better for this year. You will be at least one hour away from the closest medical services, and cell phones often do not work. Please plan accordingly.

Directions: A convoy will leave the Pecos Flying J Truck Stop on I-20 at 6:30 a.m. — SHARP. Competitors are welcome to make their own way to range as well. NEW RANGE THIS YEAR. I'LL HAVE A NEW MAP MADE IN THE COMING WEEKS.

Questions: Please do not hesitate to call Smokey Briggs at either 432-943-4313 (Monahans) or 432-445-5475 (Pecos) or 432-445-5155 (Home) or contact by email: smokey@pecos.net.

Lodging:

Laura Lodge (best deal going)
1000 E. Third Street
432-445-4924

Best Western Swiss Clock Inn
Country Club Drive & I-20 W
432 447-2215 Toll Free 1-800-332-1234

Motel 6
Bora Chung - Owner
Exit 42 on I-20 » 3002 S. Cedar
432 445-9034 Toll Free 1-800-466-8356

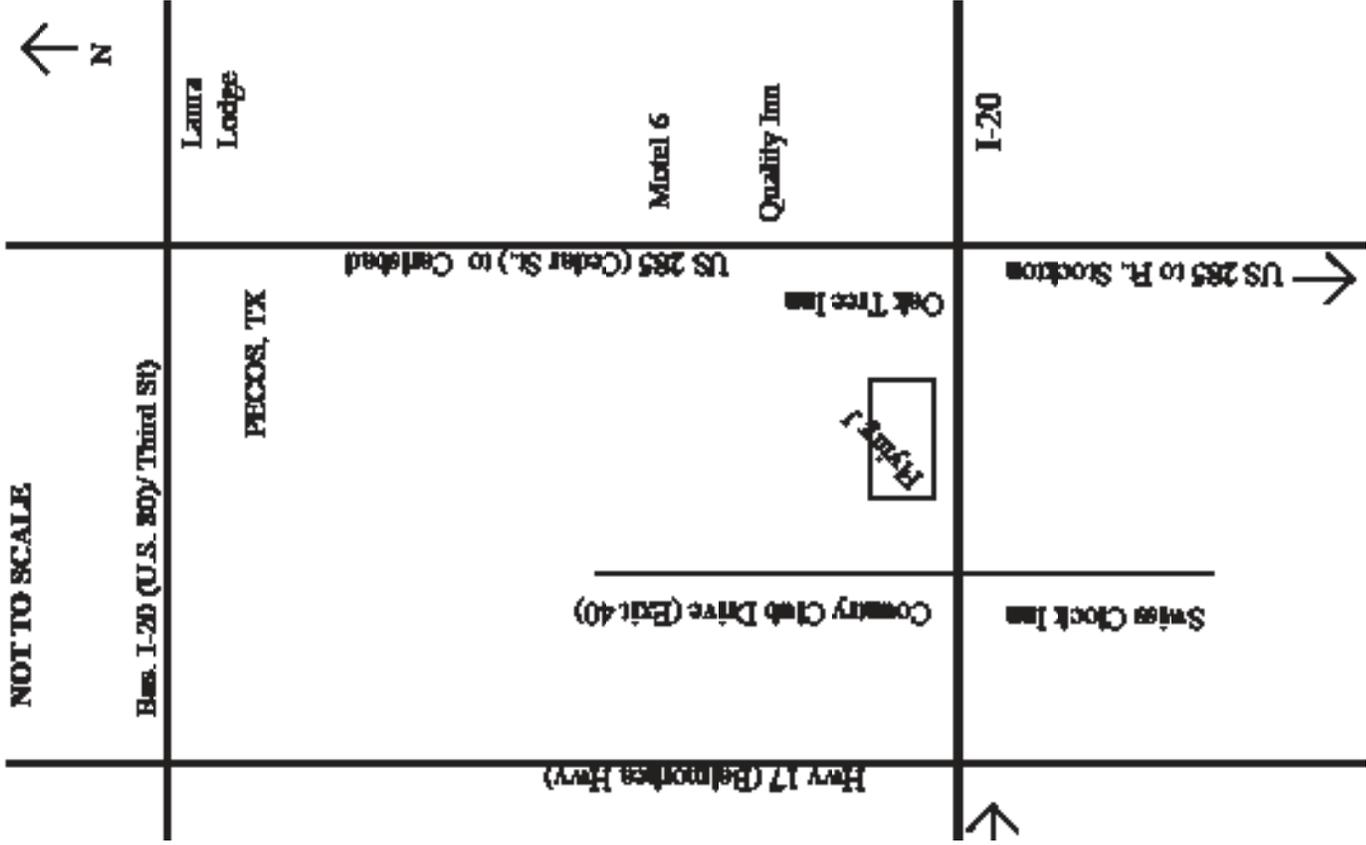
Quality Inn
Exit 42 I-20 & Hwy 285
432 445-5404
Toll Free 1-800-332-5255

Oak Tree Inn
Exit 42 on I-20 & Hwy 285 [22 N. Frontage Rd]
432 447-0180 Toll Free 1-800-537-8483

TraPark RV Park
Exit 40 on I-20 432 447-2137

Holiday Inn Express
On US 285 north of I-20 in Pecos
432-445-9970

NOT TO SCALE



Bas. I-20 (U.S. 80/Third St)

PECOS, TX

Laura Lodge

Motel 6

Quality Inn

I-20

US 285 (Cedar St.) to Carlsbad

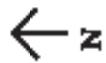
Oak Tree Inn

Trinity

Country Club Drive (Exit 40)

Swiss Clock Inn

Hwy 17 (Belmonte Hwy)



Run 'n Gun 'n the Sun 2011

Run fast, shoot straight



Registration (\$75)

Name

Age

Address

Telephone #s and email:

Emergency contact (name and number):

Known medical conditions / allergies that would assist a medic in treating you:

T-shirt size: S M L XL XXI. Extra shirts \$15 list size and quantity.

How did you hear about the event?

Occupation:

Please return registration
along with check for \$75 to:
Pecos Rifle Club
P.O. Box 2057
Pecos, Texas 79772

For more info contact Smokey Briggs at 432-943-4313, 432-445-5475 or smokey@pecos.net