



**NRA**

**WORLD  
SHOOTING**

**CHAMPIONSHIP**

Presented by



**September 24 - 26, 2015**

**OFFICIAL PROGRAM**

Conducted By

**The National Rifle Association of America  
and Peacemaker National Training Center**

# PMAG® 17 GL9

## GLOCK MAG

The PMAG 17 GL9 is a 17-round magazine featuring durable polymer construction, paint pen dot-matrix for labeling, tool-less floor plate removal for ease of maintenance, a visible full capacity indicator window, and Magpul reliability. Compatible with all full-size 9mm Glock handguns, as well as compact and sub-compact variants with some protrusion below the grip.

MSRP \$15.95



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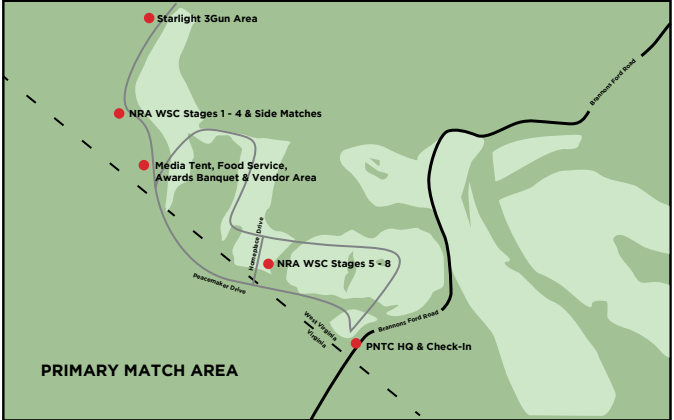
## SCHEDULE OF EVENTS

Wed – 9/23	Registration – Hampton Inn, Winchester, VA. 5pm -7pm*
Wed – 9/23	Mandatory Competitor meeting – Hampton Inn, Winchester VA 7pm -9pm*
Thursday Sept 24	First day of Competition
Friday Sept 25	Competition continues
Saturday Sept 26	Last day of Competition
Saturday Sept 26	Awards Banquet 8:30pm – 11:30pm Doors open at 8pm*

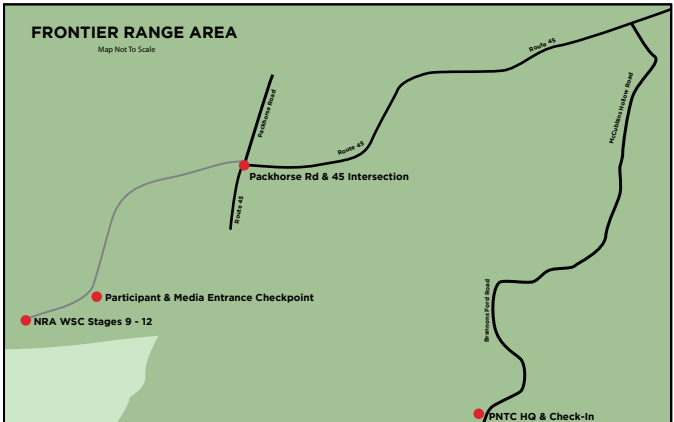
\* All times and locations are subject to Change



### EVENT MAP



### EVENT MAP 2





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## CHAMPIONSHIP AWARDS

**NRA World Shooting Champion** **\$25,000**  
plus additional champion awards and title of  
“World Shooting Champion”

**2nd Place** **\$5000 and**  
first pro table prize selection

**3rd Place** **\$4000 and**  
second pro table prize selection

**Lady Champion** **\$10,000 and**  
third place pro table prize selection

**2nd Place Lady** **\$3000 and**  
prize table per division and overall finish

**3rd Place Lady** **\$2000 and**  
prize table per division and overall finish

**4th Place Lady** **\$1000 and**  
prize table per division and overall finish

**Amateur Prizes** **Prize table of over \$25,000**

### Side Match Awards

Not division related and will be randomly selected from the shooters who complete each side match.



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# THE CHAMPIONSHIP EVENTS

## **Stage 1: Cowboy Action**

Firearms: Taylor's & Co Smoke Wagon 45 Colt, Taylors & Co 1873 Carbine 45 Colt, Hammer Coach 12GA

## **Stage 2: NRA Precision**

Firearm: Sig Sauer 1911 MAX .45 ACP

## **Stage 3: NRA Bianchi Cup Mover**

Firearm: 1911 Traditional Match Elite Stainless 9mm

## **Stage 4: USCA 2Gun**

Firearm: Armalite M153G with Nightforce 2.5-10

## **Stage 5: Five Stand**

Firearm: Beretta Silver Pigeon 12GA

## **Stage 6: Wobble Clays**

Firearm: Beretta Silver Pigeon 12GA

## **Stage 7: .22 Smallbore**

Firearm: Kahr Arms Group MLR22AT with Vortex SPARC II and Eley Match Ammunition

## **Stage 8: 3 Gun**

Firearms: FNH USA FN15 with Vortex 1-6 Strike Eagle, FN SLP 12GA and FNS9 Competition Handgun

## **Stage 9: USPSA**

Firearm: STI DVC Limited 9mm

## **Stage 10: DMR Challenge**

Firearm: JP Enterprises LRP-07 with Nightforce 4-16 ATAR DMR Optic and Berger/ABM Ammo

## **Stage 11: PRS Long Range Challenge**

Firearm: Surgeon Scalpel McMillan A5 Adjustable .308 Rifle with NightForce ATAC F1 5-25 and Berger/ABM Ammo

## **Stage 12: America's Rifle Match**

Firearm: Daniel Defense V11 Pro with Leupold VR-6 Multigun



# **SIDE MATCHES**

## **Side Match 1: Taylors Bonanza**

Firearms: Cattleman .22 Revolver with Eley Match Ammunition

## **Side Match 2: SilencerCo**

Silencers: Harvester, Osprey, Sparrow, Specter and Salvo

## **Side Match 3: Kahr Arms Defensive Skills Test**

Firearm: TP9

## **Side Match 4: Eley Ammunition Challenge**

Firearm: Subsonic 22LR and Eley Match Ammunition

## **Side Match 5: Trident Arms Precision Event**

Firearm: Trident AR-15

Side matches will be fired starting on Thursday, 24 September 2015 from 7:30 a.m. to 5:00 p.m. These Events will be continued through Saturday, 26 September 2015 and will be by “open” squadding. Just be sure to stop by and shoot each side match in order to qualify for side match prizes.

Sign-up to receive squadding must be completed prior to 3:00 p.m. each day, although firing times may continue till 5:00pm. All side matches will close by 12:00 p.m. on Saturday, 26 September 2015 with the final sign-up by 10:00 a.m. All prizes for side matches are by random draw.

# STAGE 1: COWBOY ACTION

TAYLOR'S & CO., INC.



<p><b>Start Position:</b> Standing inside shooting area 1 with shotgun on table</p>	<p><b>Scoring:</b> SASS</p>
<p><b>Stage Procedure:</b> Shotgun staged on far left table, revolver staged on the middle table, and rifle staged on the right table. Shooter starts with shotgun on left and shoots two shotgun targets in any order. Shooter then leaves shotgun open and empty on table and moves to far right table to engage rifle targets. Shooter shoots rifle targets in the following sequence sweeping from left to right and then back to the right: 1-2-3-4-5-5-4-3-2-1. Shooter then places rifle on table with lever open and moves to the middle revolver table. Shooter shoots the revolver targets in the following sequence outside, outside, inside, inside, middle target: 1-5-2-4-3.</p> <p><b>Sponsors:</b></p> <ul style="list-style-type: none"><li>- Taylor &amp; Co</li></ul>	<p><b>Additional Stage Information:</b></p> <p><b>TARGETS:</b> 12 Steel Targets</p> <p><b>SCORED HITS:</b> Audible hit</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> NRA WSC</p> <p><b>AMMUNITION:</b> 12 Ga &amp; 45 Colt</p> <p><b>PENALTIES:</b> Procedures,</p> <p><b>Firearms:</b> Taylors &amp; Co, Smokewagon Revolver, 1873 Carbine, Hammer Coach Shotgun 12 Ga</p> <p><b>Maximum Par Time:</b> 180 Seconds</p>

# STAGE 2: NRA PRECISION PISTOL



<p><b>Start Position:</b> Standing in shooting box with handgun pointed at low ready. Safety on.</p> <p>Shooter must be behind the designated firing line.</p>	<p><b>SCORING:</b> NRA Pistol</p> <p><b>TARGETS:</b> B – 8 / B 16</p> <p><b>SCORED HITS:</b> 2 Strings of 10 per shots, 10 scored hits per string. 20 total shots for score. Shooters will have 5 Minutes Per String.</p> <p><b>Sighter Shots:</b> 3 Sighter Shots Per shooter. 60 Second Sighter Period</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> NRA Precision Pistol</p> <p><b>AMMUNITION:</b> Sig 45ACP</p> <p><b>PENALTIES:</b> Procedures</p>
<p><b>Sponsors:</b></p> <ul style="list-style-type: none"> <li>- Sig Sauer &amp; Sig Elite Performance Ammunition</li> </ul>	<p><b>Additional Stage Information:</b></p> <ul style="list-style-type: none"> <li>- Handgun is Sig 1911 MAX 45ACP</li> </ul> <p><b>PENALTIES:</b> Procedures</p> <p><b>Maximum Par Time:</b> 1 minute Sighter period, 2 strings of 10 shots 5 Minutes Each String</p>

Sighter Target



String One Target



String Two Target



25 yards

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**Shooting Line**  
(Course Of Fire Subject to Change)



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# WORLD SHOOTING CHAMPIONSHIP

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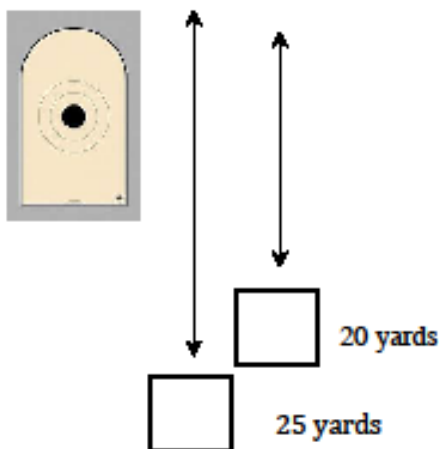
PROFESSIONAL GRADE  
LUBRICATION FOR EXTREME OPERATING CONDITIONS

# ANYTIME, ANYWHERE!

# STAGE 3: NRA BIANCHI MOVER



<p><b>Start Position:</b> Standing in shooting box with handgun pointed at the ready cone.</p> <p>Pistol loaded with 6 rounds, safety may or may not be engaged.</p> <p><b>STAGE PROCEDURE:</b>                  String 1: As target appears, engage target with 3 rounds each for 4 passes, total of 12 rounds.                  String 2: As target appears, engage target with 3 rounds each for 4 passes, total of 12 rounds.</p>	<p><b>SCORING:</b> Bianchi Cup scoring</p> <p><b>TARGETS:</b> 2 Paper</p> <p><b>SCORED HITS:</b> 24 rounds</p> <p><b>START-STOP:</b> Visual - Last shot</p> <p><b>RULES:</b> NRA Action Pistol</p> <p><b>AMMUNITION:</b> Sig Elite</p> <p><b>PENALTIES:</b> 9MM Procedures</p>
<p><b>Sponsors:</b></p> <ul style="list-style-type: none"> <li>- Sig Sauer &amp; Sig Elite Performance Ammunition</li> </ul>	<p><b>Additional Stage Information:</b></p> <ul style="list-style-type: none"> <li>- Handgun is Sig 1911 MAX 45ACP</li> </ul>



(Course of Fire Subject To Change)

# STAGE 4: USCA 2 GUN



<p><b>Start Position:</b> Standing in shooting box with handgun pointed at low ready</p>	<p><b>Scoring:</b> Time Plus Penalties</p>
<p><b>Stage Procedure:</b> Handgun loaded and rifle staged, bolt forward on empty chamber with 17 round magazine inserted. On signal, engage paper targets T1 – T6 with the handgun from area P1. Insert handgun into dump bucket and move to P2. Pick up and charge rifle, then engage Rifle Paper Targets 1 - 4 then Long Range Targets LR1 – LR6 from P2.</p> <p>Shooter will have 17 rounds of handgun ammunition &amp; 20 rounds of rifle ammunition.</p> <p><b>Sponsors:</b></p> <ul style="list-style-type: none"> <li>- Armalite</li> <li>- NightForce</li> <li>- Sig Sauer &amp; Sig Elite Performance Ammunition</li> </ul>	<p><b>Additional Stage Information:</b></p> <ul style="list-style-type: none"> <li>- Stage is set in natural terrain</li> <li>- Rifle is Armalite M153G</li> <li>- with NightForce 2.5-10</li> <li>- Handgun P320 in 9mm with Sig Sauer Ammunition</li> </ul> <p><b>SCORED HITS:</b> Handgun Steel is audible hit, Rifle Steel is visible spotted hit</p> <p><b>START-STOP:</b> Audible last shot</p> <p><b>RULES:</b> NRA WSC</p> <p><b>AMMUNITION:</b> Sig's 9mm Elite Performance 17 Round Maximum &amp; 223 Factory. 20 Round Maximum</p> <p><b>PENALTIES:</b> Procedures</p> <p><b>Maximum Par Time:</b> 180 Seconds</p>



LR1-LR6 200-500 yards

T1 – T6 The Rifle Paper Targets 1-4





# STAND OUT

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# STAGE 5: 5 STAND



<p><b>Start Position:</b> Standing in the designated shooting stand, waiting to load two shells at to RO's instruction.</p>	<p><b>Scoring:</b> Points</p>
<p><b>Stage Procedure:</b> The 5-Stand Stage is a standing course of fire designed to test a shooter's ability in "Sporting Clays." Each shooter will receive "2" patterning shots, and then be presented with 25 targets, 5 from each of five stands. - Sighter Period: 3 Minutes</p> <p><b>Sponsors:</b> - Beretta</p>	<p><b>SCORED HITS:</b> visible spotted hit <b>START-STOP:</b> Audible last shot <b>RULES:</b> National Sporting Clays Association Sporting Clays Rules <b>AMMUNITION:</b> 12 GA #7.5 2 ¼ <b>Firearm:</b> Beretta Silver Pigeon 12 Ga Over Under <b>Maximum Par Time:</b> 20 Min</p>



## STAGE 6: WOBBLE CLAYS



<p><b>Start Position:</b> Standing in the designated shooting area, waiting to load one shell at to RO's instruction.</p>	<p><b>Scoring:</b> Points</p>
<p><b>Stage Procedure:</b> The Wobble Clays Stage is a standing course of fire designed to test a shooter's ability in "Sporting Clays." Each shooter will receive "2" patterning shots, and then be presented with 25 targets, 5 from each distance on the trap field. - Sighter Period: 3 Minutes</p> <p><b>Sponsors:</b> - Beretta</p>	<p><b>SCORED HITS:</b> Visible spotted hit <b>START-STOP:</b> Audible last shot <b>RULES:</b> National Sporting Clays Association Sporting Clays Rules <b>AMMUNITION:</b> 12 GA #7.5 2 ¼ <b>Firearm:</b> Beretta Silver Pigeon 12 Ga Over Under <b>Maximum Par Time:</b> 25 Min</p>



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Speed and accuracy – that's what the Strike Eagle 1-6x24 offers. Whether you're burning through an A-Sup Sarge, logging some range time, or holding your hair on a range you've dipped into thinking you're jinx, the Strike Eagle is up to the task. High-quality, fully multi-coated lenses deliver a clear, crisp high-contrast and optimal low-light performance. A true one-power-on-the-go end of its 6x zoom range provides quick target acquisition. In close quarters, you may need to engage targets at a distance? Crank it up to 6x and let it fly.

# STAGE 8: 3 GUN CHALLENGE



<p><b>Start Position:</b> Standing at P1 at the rifle at the low ready.</p>	<p><b>Scoring:</b> Time Plus Penalties</p>
<p><b>Stage Procedure:</b> At P1 starting with a the rifle at the low ready, 10 rounds total, engage the plate rack ST1-ST6. DO NOT engage any other steel targets with the rifle! Move to P2 and engage Steel Targets ST7-ST20 with either pistol or shotgun. Pistol will be loaded with 10 rounds loaded inside of box on table, shotgun will be loaded placed on table with 8 rounds. When grounding the pistol you must ground in the pistol dumb bucket. Once any firearm is grounded it may NOT be used again. You must safely ground all firearms in a designated grounding container.</p>	<p><b>Additional Stage Information:</b></p> <p><b>TARGETS:</b> 6 rifle steel, 14 steel for pistol or shotgun</p> <p><b>SCORED HITS:</b> All steel must fall to count as a hit</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> NRA WSC – FNH 3Gun Rules</p> <p><b>AMMUNITION:</b> 223, 9mm, 12 Ga birdshot</p> <p><b>PENALTIES:</b> Procedures Stage is set in natural terrain</p> <p><b>Maximum Par Time:</b> 180 Seconds</p>

# STAGE 9: USPSA



<p><b>Start Position:</b> Standing inside the starting heels anywhere on the rear fault line with handgun pointed at the ready cone.</p>	<p><b>Scoring:</b> USPSA</p>
<p><b>Stage Procedure:</b> Pistol loaded with 12 rounds. One additional pistol magazine may be staged on any ONE of three tables.</p> <p><b>Sponsors:</b></p> <ul style="list-style-type: none"><li>- STI</li><li>- MGM Targets</li></ul>	<p><b>Additional Stage Information:</b></p> <p><b>TARGETS:</b> 6 IPSC Metric, 1 MGM Plate rack,</p> <p><b>SCORED HITS:</b> 2 hits per paper to score, 1 per hit per steel plate</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> NRA WSC</p> <p><b>AMMUNITION:</b> 9mm handgun. 24 shots total</p> <p><b>PENALTIES:</b> Procedures, No Shoots, Misses</p> <ul style="list-style-type: none"><li>- Handgun is STI DVC Limited 9mm</li></ul> <p><b>Maximum Par Time:</b> 180 Seconds</p>

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THE SAME

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# STAGE 10: DMR CHALLENGE



<b>Start Position:</b> Standing with loaded rifle, safety on at the low ready.	<b>Scoring:</b> Time Plus Penalties
<b>Stage Procedure:</b> At the signal, kneel and engage Steel Targets ST1 – ST5. Targets will be placed from 500 to 600 yards. <b>Sponsors:</b> <ul style="list-style-type: none"><li>- JP Enterprises</li><li>- NightForce</li><li>- Berger Bullets &amp; ABM Ammo</li></ul>	<b>Additional Stage Information:</b> <ul style="list-style-type: none"><li>- Stage is set in natural terrain</li><li>- Rifle JP LRP-08</li><li>- with NightForce 4-16 ATAR</li></ul> <b>SCORED HITS:</b> Rifle Steel is visible spotted hit <b>START-STOP:</b> Audible last shot <b>RULES:</b> NRA WSC <b>AMMUNITION:</b> ABM Ammo 308. 15 Round Maximum <b>Maximum Par Time:</b> 180 Seconds



ST1-ST5 500-600 yards

Shooting Area

# STAGE 11: PRS LONG RANGE CHALLENGE



<p><b>Start Position:</b> Laying prone behind rifle with bolt closed safety on, sights on target.</p>	<p><b>Scoring:</b> Time Plus</p>
<p><b>Stage Procedure:</b> Upon start signal, engage the 5 long range targets with one round each.</p>	<p><b>Additional Stage Information:</b></p> <p><b>TARGETS:</b> 5 targets total. Targets start at 16 inches and reduce to 8 inches as the shooter moves from left to right.</p> <p><b>SIGHTER SHOTS:</b> Shooters are permitted up to 3 Sighter shots in a 90 second period</p> <p><b>SCORED HITS:</b> 1 shot per target. Hits are 1 per steel target. By spotters confirming hit.</p> <p><b>START-STOP:</b> Audible - Last shot</p> <p><b>RULES:</b> NRA WSC</p> <p><b>AMMUNITION:</b> 308 ABM Match</p> <p><b>PENALTIES:</b> Procedure - Stage is set in natural terrain</p> <p><b>RULES:</b> NRA WSC</p> <p><b>Maximum Par Time:</b> 120 Seconds</p>

ST 1 - ST5

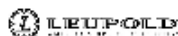


Targets Placed At 800 yards Targets will reduce in size from left to right

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Firing Line

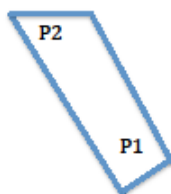
# STAGE 12: NRA AMERICA'S RIFLE MATCH



<b>Start Position:</b> Standing with heels touching marks, rifle at low ready	<b>Scoring:</b> Time Plus Penalties
<b>Stage Procedure:</b> Upon start signal at P1, engage paper targets T1-T5 on the move, and then advance to P2 and then engage long range targets LR1-LR4. Shooters will have 1, 30 Round Magazine.  <b>Sponsors:</b> <ul style="list-style-type: none"> <li>- Daniel Defense</li> <li>- Leupold</li> <li>- MGM Targets</li> </ul>	<b>Additional Stage Information:</b> <ul style="list-style-type: none"> <li>- Stage is set in natural terrain</li> <li>- Rifle is Daniel Defense V11 Pro with Leupold VR-6 Multi-Gun</li> </ul> <b>SCORED HITS:</b> Steel Must Flash, 1 center hit or 2 on paper <b>START-STOP:</b> Audible last shot <b>RULES:</b> NRA WSC <b>AMMUNITION:</b> 223 Factory. 28 Round Maximum <b>PENALTIES:</b> Procedures <b>Maximum Par Time:</b> 180 Seconds



LR1-LR5 200-350 yards





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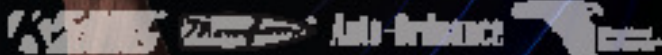
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Thursday, 5:30 pm

The boss isn't at his desk.

He's at the range, accuracy  
testing rifles himself.

Who stands behind  
***your rifle?***

*John Paul*



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**RULES & REGULATIONS**

## **GENERAL INFORMATION**

### **Location of 2015 NRA World Shooting Championship**

By agreement, the Peacemaker National Training Center, 1624 Brannon's Ford Rd, Gerrardstown, WV 25420 (304) 229-4867 will host the 2015 Championship. <http://www.peacemakernational.com/>

### **Mailing Address**

Mail sent during the Championship:

It is the competitor's responsibility to have all mailing/shipping needs and locations taken care of prior to attending the championship. The National Rifle Association and Peacemaker National Training Center are not responsible for any shipping or mailing error or loss.

### **Travel**

There is a small airport for charter, private and business flights (Winchester Regional Airport) located at 491 Airport Road Winchester, Virginia 22602.

There are two air terminals: Dulles International in Dulles, VA and Ronald Reagan Washington National Airport, in Arlington, VA. Both are less than 100 miles from Gerrardstown, WV.

Each competitor is responsible for providing his/her own transportation to and from the range. For further information on interstate transportation of firearms see [www.nraila.org](http://www.nraila.org).

For Airline Transportation of Firearms see, [www.tsa.gov](http://www.tsa.gov) as well as the web site for the airlines you are traveling.

### **Accommodations**

All expenses for lodging, travel, etc., to and from the Championship are the responsibility of the competitor.

It is the responsibility of each competitor to make his/her arrangements for lodging and travel.

The Holiday Inn Express, Winchester, VA has agreed to provide a "shooter's rate" to competitors wishing to use their accommodations. The rate for participants is \$70.00/day (plus tax), double and king occupancy. If you wish to stay at the Holiday Inn Express Winchester, VA be sure to indicate that you are participating in the

NRA World Shooting Championship, call Toll Free at: 1-800-HOLIDAY or call direct at 1-888-480-0427 For ONLINE reservations (coded to the Championship rate) go here:

[http://www.ihg.com/holidayinnexpress/hotels/us/en/winchester/wncva/hoteldetail?qAdlt=1&qBrs=6c.hi.ex.rs.ic.cp.in.sb.cw.cv.ul.vn&qChld=0&qFRA=1&qGRM=0&qGrpCd=NRA&qPSt=0&qRRSrt=rt&qRef=df&qRms=1&qRpn=1&qRpp=12&qSHp=1&qSmP=3&qSrt=sDD&qWch=0&srb\\_u=1&icdv=99801505&icdv=99801505](http://www.ihg.com/holidayinnexpress/hotels/us/en/winchester/wncva/hoteldetail?qAdlt=1&qBrs=6c.hi.ex.rs.ic.cp.in.sb.cw.cv.ul.vn&qChld=0&qFRA=1&qGRM=0&qGrpCd=NRA&qPSt=0&qRRSrt=rt&qRef=df&qRms=1&qRpn=1&qRpp=12&qSHp=1&qSmP=3&qSrt=sDD&qWch=0&srb_u=1&icdv=99801505&icdv=99801505)

## Meals

A limited lunch and beverage service will be available at the range during the Championship.

## Safety

All pertinent firearms safety practices will be observed. Failure to observe safety rules will be cause for **disqualification**. This section applies to safety violations, which may occur anywhere on the grounds of Peacemaker National Training Center.

Any **medical emergency** should be reported immediately to the Tournament Officials or range personnel.

Eye and ear protection is **REQUIRED** and must be worn by **EVERYONE** in and around the firing line. Eye & Ear protection may be purchased in the Vendor area.

## Conduct

Good sportsmanship, professionalism and safety are important principles of the sport of Competitive Shooting and shall be requirements for attendance or participation in the NRA World Shooting Championship. This principle should be followed by attending the Awards Ceremony on Saturday, 26 September 2015.

Any competitor, guest or visitor who demonstrates an inability to act in accordance with these principles shall be instructed to leave the range and may be disqualified with no refund, from further participation in the Championship and its associated events.

## **Dress Code**

Since safety is always of prime concern in the conduct of shooting events, it is strongly recommended that articles of clothing be worn that will insure the comfort and safety of all competitors and range personnel.

In keeping with the tradition established by NRA in shooting events, and recognizing the publicity attracted by the World Shooting Championship, it is important to promote an acceptable image for competitive shooting. Attire worn during all phases of the Championship should be in good taste and appropriate to such a prestigious sporting event. Articles of clothing with controversial or offensive slogans, or illustrations, are strongly discouraged. The Match Director is empowered to take what action is necessary to maintain acceptable clothing standards.

For the 2015 Awards Banquet held onsite at PNTC at the end of the tournament, the attire is **CASUAL**. The event will be outdoors, in the evening. The mountains of West Virginia can be chilly in September. Dress accordingly.

d. Competitor Back numbers are required to be worn on the back of your shirt (**IN FULL VIEW**) while competing in the Championship, if you do not have your assigned competitor back number you will not be permitted to compete in the Championship, and you will forfeit your time slot for that event. **NO EXCEPTIONS!**

### **Disqualification:**

1.7 A participant shall be disqualified from the event for unsportsmanlike conduct. Examples of unsportsmanlike conduct include:

1.7.1 Cheating, such as:

1.7.1.1 Intentionally altering a target prior to the target being scored to gain advantage or avoid a penalty.

1.7.1.2 Altering or falsifying score sheets.

1.7.1.3 Altering the configuration of firearms or equipment without permission of a Range Master.

1.7.2 Abusive behavior, such as:

1.7.2 Threatening or assaulting other participants or Event Officials.

1.7.2.1 Disruptive behavior likely to disturb, distract or coach other participants while they are shooting.

1.7.3 Willful disregard of an event official:

1.7.3 Willfully disregarding the instructions of any official as it pertains to the safe conduct or peaceful atmosphere of the event.

1.8 Range Officers tasked with running the participant shall make the initial call on scoring, penalties or a disqualification. The Chief Range Officer for that stage/section or area shall be the final step in the appeals process.

1.9 The final decision on all disqualifications, scoring challenges and reshoots will be made by the Match Director and NRA Appeals Director.

1.10 Any rule not explicitly covered by this document will be resolved with a ruling by the Match Director(s) and NRA Appeals Director or their designee. Rulings by the Match Director(s) and NRA Appeals Director, or their designee will be final, and will serve as a precedent for the duration of the event.

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## ENTRY INFORMATION

### **Competitor Eligibility**

Participation in this Championship will be by entry form sent to the Peacemaker National Training Center.

Entry forms/emails will be sent to previous year's Championship competitors.

Entry forms/emails will also be sent to qualified individuals from Championships in other shooting disciplines (e.g. Police Revolver, International, 3 Gun Nation, USP-SA etc.).

Individuals may request, in writing, an entry form to compete.

*Receipt of an "Entry to compete" shall not automatically guarantee a shooting position in the Championship.*

*To accept an entry, certain requirements must be met as specified elsewhere in this section.*

**Citizens of any country may win the NRA World Shooting Championship, except by those whose countries restrict participation and winning the championship to their own citizens.**

Participation in this Championship will be by invitation of the NRA of America and or Peacemaker National Training Center.

### **To Make an Entry**

Individuals will receive an official entry Invitation. To accept an invitation, the completed entry form or online form, with appropriate fees, must be returned by the stated closing date.

Entries will be accepted on a first come basis determined by earliest date received. *Entries shall be limited to the first 250 individuals accepting invitation for the Championship.*

When making entry using the official entry form.

Fill out completely and send to:

**Peacemaker National Training Center**

**Attn: NRA - WSC**

1624 Brannon's Ford Rd, Gerrardstown, WV 25420.

Telephone inquiries concerning entry in the Championship should be made to **304.229.4867**, Peacemaker

National Training Center.

It is the competitor's personal responsibility to assure that he/she has been entered properly and on time.

Online registration and entry forms can be found here: <https://wsc.nra.org/match-info/>

### **Check-In/ Registration**

Check in and registration for competitors will be held on 23 September from 5:00 p.m. to 7:00 p.m. at the Hampton Inn, in Winchester VA.

<http://hamptoninn3.hilton.com/en/hotels/virginia/hampton-innwinchester-n-conference-center-WNCHH-HX/index.html>

All guests must be PRE-REGISTERED by contacting PNTC 304-229-4867. Guest spots are extremely limited and are on a first come, first serve basis. Guest(s) Fee are \$45.00 each (Entitles guest to attend the awards banquet). All guests must wear a wrist band, provided at registration in order to gain access to the awards banquet.

### **Special Awards Categories**

Categories in which special Category awards will be made are listed on the entry form.

When making an entry, the individual must Check all Special Awards Categories which apply to him/her in order to be eligible for any possible award(s).

If you have any change in special awards categories, notify the NRA Match Headquarters onsite at the Peacemaker facility (main building) prior to close of **REGISTRATION 23 September 2015. No changes will be made to any registration paperwork after 23 September 2015, NO EXCEPTIONS.**

### **Entries Close**

Individual entries: Official Entries are to be submitted **WITH FEES** to Match Headquarters (PNTC main building) not later than 23 September 2015.

### **Fees**

2015 Championship Fees must be submitted with Entry.

Pro Match Fee: \$395.00

Amateur Match Fee: \$325.00

Junior Match Fee: \$325.00

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# **NRA WORLD SHOOTING CHAMPIONSHIP INFORMATION**

## **NRA World Shooting Championship**

The Championship consists of the aggregate of twelve (12) fired Events conducted over 3 days, Thursday, 24 September to Saturday, 26 September 2015.

The National Champion will be determined by the final aggregate score. In the event of a tie/s the following rules break ties:

- If tied, highest finish place from any stage, wins.
- If shooters are still tied, then next highest place finish, and so on.
- If shooters remain tied, then the highest "x" count earned in the aggregate wins.

## **Squadding**

Individuals shall be squadded at the discretion of the Tournament Officials.

Competitors will be assigned firing times and dates for each of the 12-fired Events in the Championship. Separate squadding will be made for the Special Events.

Competitors shall report to and remain in the staging area provided at each firing range at least fifteen (15) minutes before the assigned firing time. There will be a stage briefing 5 minutes prior to the start of the stage. The question and answer period is during the 5 minute briefing.

## **Award Distribution**

The NRA and Peacemaker National Training Center Tournament Officials shall assume no responsibility whatsoever for the transfer or transportation of any award, for the legal compliance of such transfer or transport, or for the loss, theft or damage to same. The winners shall be solely responsible for any and all fees related to the transfer of the firearm, including but not limited to possible license fees, transfer fees, handling fees, background fees, and/or shipping fees. Reasonable security shall be provided in the handling of all awards.

Only the winner shall claim his/her prize, FFL contact must be provided by the competitor (when necessary) by the end of the awards banquet 26

September 2015 or the award/awarded firearm will be forfeited. Competitor may not select another person to select or claim their prize.

Peacemaker National Training Center has been temporarily appointed the authorized FFL agent for the NRA World Shooting Championship, (NO International Transfers) Participants are encouraged to bring with them the necessary contact information for a local firearm dealer in their locality to whom they would like possession of the firearm prizes transferred. Peacemaker National Training Center will charge a \$35 Handling fee plus a fee of \$50 for Handgun shipping which includes a mandatory signature for delivery and insurance is included in this shipping fee. A fee of \$85 for long gun shipping which includes a mandatory signature for delivery and insurance is included in this shipping fee.

***Firearms prizes won by an International competitor must be claimed and shipped through an appointed export agent in accordance with ATF, STATE DEPARTMENT AND INTERNATIONAL REGULATION. The winner shall pay all shipping and any administrative handling fees. If a firearm cannot be awarded, a substitute award MAY be issued.***

***NO PRIZES WILL BE SHIPPED AFTER OCTOBER 26TH 2015. FAILURE TO CLAIM A PRIZE AT THE DESIGNATED TIME/LOCATION SHALL MEAN THE PRIZE(S) IS FORFEITED. \* NO FIREARM AWARDS MAY BE SOLD OR TRADED. In cases where the winner may not legally claim a firearm prize, an appropriate substitution MAY be made at the discretion of NRA/PNTC if substitution prizes are available.***

### **Awards Ceremony**

The Awards Ceremony will be conducted at the Peacemaker National Training Center on Saturday, 26 September from 8:30 – 11:30 p.m. ***The REQUIRED attire for the Ceremony is CASUAL for all attendee's.*** In the spirit of "Good Sportsmanship" you also **must** be present at the Awards Banquet to accept any awards or prizes. Failure to claim any prize at the awards ceremony on 26 September 2015 shall mean the prize(s) is forfeited. No prizes, to exclude firearms, will be shipped after the conclusion of the Championship.



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# CHAMPIONSHIP RULES

## Rules

This Championship shall be governed by the 2015 NRA World Shooting Championship rules, the Official Program, or by the Match Director's Bulletin.

## Coaching

The events in this Championship are individual in nature. Coaching will not be allowed.

## Weather

The Match Director may, at his/her discretion, cancel, extend or alter the course of fire due to inclement weather or for any other reason considered worthy.

In the event of weather delays, it is the competitor's responsibility to remain in the immediate vicinity of the range and to be ready to resume shooting as soon as notified by range personnel that the delay has been lifted. Weather delays will be conducted in 15-minute intervals.

## Firearms and Equipment

The only firearms permitted on the range are the stage firearms provided by the range officer. Any and all CCW firearms must be cleared and stowed prior to exiting your vehicle.

Eye and ear protection is **REQUIRED** and must be worn by **EVERYONE** in and around the firing line. Eye & Ear protection may be purchased in the Peacemaker National Training Center main building.

Ground cover (i.e. shooting mats) shall be provided only by the Tournament sponsor if and when applicable.

3.1 Participants **MAY NOT** reconfigure any firearm during the course of the event.

3.1.1 If a participant's firearm becomes unserviceable, that participant will be provided another firearm and will be required to reshoot the course of fire for score.

3.1.2

3.2 Unless otherwise stipulated in the stage briefing, required firearms will begin the stage in the following ready conditions:

3.2.1 Handgun: Loaded to division start capacity staged or held in the designated starting position. In the case of single-action autos with manual override safeties, the safety catch must be in the “safe” position. In the case of double-action only autos & revolvers, the hammer must be down/forward.

3.2.2 Rifle: Loaded to division or designated capacity and held in the low ready, port arms position or staged. Safety catch must be in the “safe” position.

3.2.3 Shotgun: Loaded to division or designated capacity and held in the low ready, port arms position or staged. Safety catch must be in the “safe” position.

3.2.4 Participants may not touch or hold any firearm loading device or ammunition after the “Standby” command and before the “Start Signal”.

3.2.4 Any firearm that the competitor decides to be staged may be loaded up to division capacity with the chamber empty and the competitor may choose not to engage the external manual safety. The official stage briefing may designate a different starting condition.

## **Ammunition**

All ammunition is provided

## **Positions**

It is the competitor’s responsibility to assume the correct ready position before firing commences and to maintain a proper firing position on any stage, throughout the Championship.

## **Targets**

Targets provided have been approved by the Governing Body or match officials of that particular shooting discipline.

All targets shall be the property of the Tournament and shall not be removed nor retained by the competitors.

## **Scoring**

All scores will be input on the range, by range staff using the Practice Score, scoring device.

Competitors then may review their targets and score card. If in agreement sign the card (on electronic

scoring devices you will click “save” to sign your scorecard). Competitors must review their targets before the end of that day of shooting. Targets will not be available the following day under any circumstance. The scoring officials will score all matches and other side matches at the rear of each range. In Events using paper targets, targets will be changed according to discipline rules or as needed.

b. In matches using steel targets, the target must be knocked down to score a hit. Where static steel is used, it is the Range Officers call for a hit or miss. Stage score will be based on the following scoring methods:

### **USPSA SCORING**

Comstock – Unlimited time stops on the last shot, unlimited number of shots to be fired, stipulated number of hits per target to count for score.

A competitor’s score is calculated by adding the highest value of the best two (2) hits per target, minus penalties, divided by the total time (recorded to two decimal places) taken by the competitor to complete the course of fire, to arrive at a hit factor. The overall stage results are factored by awarding the competitor with the highest hit factor the maximum points available for the course of fire, with all other competitors ranked relatively below the stage winner.

Scoring of the USPSA targets is as follows:

A Hit = 5 points

B Hit = 4 points

C Hit = 4 points

D Hit = 3 points

### **BIANCHI CUP SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than twelve hits before being scored and taped.

A shot hole which comes in contact with the outside of the bull’s-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points

10 Ring = 10 points

8 Ring = 8 points

On target outside 8 Ring = 5 points

No penalty for shots not on target

## **NRA CONVENTIONAL PISTOL SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than ten hits before being scored and taped.

A shot hole which comes in contact with the outside of the bull's-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points

10 Ring = 10 points

9 Ring = 9 points

8 Ring = 8 points

7 Ring = 7 points

6 Ring = 6 points

5 Ring = 5 points

## **NRA SMALLBORE SCORING**

Targets are scored at completion of each stage or match as indicated by the match director.

Targets shall not accumulate more than ten hits before being scored and taped, except for those matches in which a single stage exceeds 10 rounds.

A shot hole which comes in contact with the outside of the bull's-eye or scoring rings of a target, is given the higher value.

X Ring = 10 points

10 Ring = 10 points

9 Ring = 9 points

8 Ring = 8 points

7 Ring = 7 points

6 Ring = 6 points

5 Ring = 5 points

4.1.2 Only holes made by bullets/slugs/pellets will count for score/penalty. Evidence that the bullet made the hole must be present on the target (i.e. crown or

grease ring/mark). Holes made by shrapnel, fragments, wads or flying debris will not count for score/penalty.

4.1.3 Knock-down targets (e.g. Pepper Poppers and Plates) must fall to score. Swinging/flashing targets must react in the manner prescribed in the stage briefing. An event official may call hits.

4.1.4 Knock-down/swinging/flashing targets that do not fall/react will incur time penalties as follows:

4.1.4.1 Target did not fall/react, but target was engaged = 10 second penalty (Un-hit Target).

4.1.4.2 Target did not fall/react and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

4.1.4.3 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that does not react = 20 second penalty (un-hit long range target).

4.1.4.4 Long range steel target (designated as any reactive steel target that is greater than 125 yards from the farthest forward shooting position) that 29 does not react and target was not engaged = 30 second penalty (un-hit long range target and was not engaged).

4.1.5 Knock-down targets will be calibrated before the event begins.

4.1.5.1 Handgun targets will be calibrated with a 9mm handgun using factory ammunition.

4.1.5.2 Shotgun targets will be calibrated with a 20 gauge shotgun, barrel length not to exceed 26", using a factory 2 dram, ounce load of #7.5 or #8 birdshot.

4.1.5.3

4.1.6 Frangible targets (e.g. clay pigeons) must break by gunfire to score. A target with a significant piece visibly detached is considered "broken".

4.1.7

4.1.7.1

4.1.7.2 Target did not break and target was not engaged = 15 second penalty (Target Not Hit and Not Engaged).

4.1.8 Scoring hits on designated "No Shoot" targets will

incur a 10 second penalty per hit, up to a maximum of 2 hits per no-shoot.

4.1.9 Failure to follow the procedure in the stage briefing will result in a 10 second or 10 point penalty. If a competitive advantage is deemed to have been gained, procedural penalties may be applied on a “per shot” basis.

4.1.9.1 Failure to ground a firearm in the designated grounding container shall result in a 20 second procedural penalty per occurrence.

4.1.9.2 If it is determined by the Match Director that a participant started a stage in a position other than that as stated in the stage description, a procedural penalty shall be applied and if the opinion of the range officer that a competitive advantage was gained a 60 second or 60 point procedural penalty shall be applied. Either penalty shall be applied without consideration of the competitor being given a reshoot.

4.1.10 Stage Not Fired (SNF) penalty is a DNF per stage not fired and will not be counted in the overall match results.

4.1.11 Unless clearly stated as being otherwise in the official stage briefing the maximum time for completing any stage will be 180 seconds. If a participant exceeds the stage time limit, they will be stopped by an event official and the stage will be scored as shot with all applicable miss and FTE penalties”.

4.1.12 The time limit established for this match per stage is 180 seconds.

4.1.13: The signing of a competitors score sheet by either the Range Officer or the competitor shall not be a final act. The signing of a score sheet will not be relief from further penalties or disqualification should Match Officials deem it necessary.

6.1.14.1 In the event of electronic scoring (i.e.: tablets), once the competitor hits the next shooter and save button, the scores are not subject to any other actions with the exception of 6.1.14 above.

4.1.14 No competitor shall touch his/her own target after it has been fired until final score determination on the target has been made. If a competitor is observed

touching his/her target prior to scoring, and if the scorer feels the target has been altered, the entire target, regardless of the number of hits on it, shall be scored zero or applicable misses applied.

**Each stage is worth a maximum of 250 points. Each competitor will receive stage points based on their finishing rank subtracted from 250.**

**In the case of a rank tie the same points will be awarded to each competitor at the given rank.**

**The stage winner(s) will receive 250 points ( $250 - 0 = 250$ ).**

**The 2nd place competitor(s) will receive 249 points ( $249 - 1 = 249$ ).**

**The 10th place competitor(s) will receive 241 points ( $250 - 9 = 241$ ).**

**There will be no tie breakers per stage as there are no stage awards.**

**The final match score will be the sum of all stage points. The maximum match score will be 3,000 points.**

### **Ties**

In the case of a tie the single highest stage placement will determine order of finish. If a tie remains, the next highest order of finish will be used as many times as required to break the tie.

If a tie remains given that all tie shooters had equal stage placements, the highest X counts for all NRA target stages will be used.

### **Challenges**

All scoring challenges must be made before scorecard is signed, paper or electronic. Match Director or NRA Appeals Director decision is final.

### **Disqualifications**

A dropped firearm, **loaded or unloaded**, at any time during the (12) Championship Events shall result in disqualification of competitor for entire tournament.

Safety – violations which occur on the grounds of



the Peacemaker National Training Center at any time during the Championship with the exception of Side Events, will lead to disqualification of that competitor from the entire tournament. Safety violations on side matches will disqualify you from all side matches.

**Any violation of a safety rule as found in Section 2 of these rules shall be grounds for a match disqualification.**

2.1 All events will be run on cold ranges.

2.1.1 Participants firearms will remain unloaded at the event site except under the direction and immediate supervision of an event official.

2.2 Firearms may only be handled and/or displayed in a designated safety area.

2.2.1 Safety areas will be marked with signs or designated by event officials.

2.2.2 No firearm may be loaded in a safety area.

2.2.3 No ammunition (including dummy ammunition or snap caps) may be handled in a safety area.

2.2.4 No firearm may contain or have attached any ammo or simulated ammo of any kind in the safe area.

2.3

2.3.1

2.3.2

2.4 A participant who causes an accidental discharge will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of accidental discharge include:

2.4.1 A shot, which travels over a backstop, a berm or in any other direction deemed by Event Officials to be unsafe. Note that a participant who has fired a legitimate shot at a target, which then travels in an unsafe direction, will not be disqualified.

2.4.2 A shot which strikes the ground within 10 feet of the participant, except when shooting at a target closer than 10 feet to the participant.

2.4.2.1 Exception - a shot which strikes the ground

within 10 feet of the participant due to a “hang fire” or “delayed discharge”.

2.4.2.2 In the case of a shot striking a prop where the projectile is deflected or does not continue to strike the ground, if an Event Official determines that the projectile would have struck the ground within 10 feet of the participant had it not been deflected or stopped by the prop, the provisions of 2.4.2 shall apply.

2.4.3 A shot which occurs while loading, reloading or unloading any firearm.

2.4.3.1 Exception - a detonation which occurs while unloading a firearm is not considered an accidental discharge. A “detonation” is defined as the ignition of the primer of a round, other than by action of a firing pin, where the projectile or shot does not pass through the barrel (e.g. when a slide is being manually retracted or when a round is dropped etc.).

2.4.4 A shot which occurs during remedial action in the case of a malfunction. Remedial action is defined as an action to clear a firearm malfunction or ammunition feeding device malfunction after it fails to fire.

2.4.4.1 A remedial action is complete once the firearm is capable of discharging a round.

2.4.5 A shot which occurs while transferring a firearm between hands.

2.4.6 A shot which occurs during movement, except while actually engaging targets.

2.5 A participant who performs an act of unsafe gun handling will be stopped by an Event Official as soon as possible, and shall be disqualified. Examples of unsafe gun handling include:

2.5.1 Dropping a firearm, whether loaded or unloaded, at any time after the “Load” or “Make Ready” command and before the “Range Is Clear” command. A dropped firearm is defined as a firearm that hits the ground and the competitor no longer has a hand grasping and exercising control of the firearm. Accessories attached to the firearm at the time of the dropped firearm are considered part of the firearm.

2.5.1.1 Dropping an unloaded firearm before the “Load”

or “Make Ready” command or after the “Range Is Clear” command will not result in disqualification, provided the firearm is retrieved by an Event Official.

2.5.2 Use of any unsafe ammunition as defined in Section 3.

2.5.3 Firearms may only be abandoned in one of the following conditions:

2.5.3.1 Loaded, safety fully engaged, muzzle pointed in the designated safe direction (muzzle pointed down toward the bottom of the grounding container).

2.5.3.2 Completely unloaded (no ammunition in the firearm), muzzle pointed in the designated safe direction. (Muzzle pointed down toward the bottom of the grounding container), safety does not have to be engaged.

2.5.4 Abandoning two firearms whether loaded or unloaded in the same location, i.e.: putting a shotgun and rifle in the same abandonment container.

2.5.5 Unloading any firearm in an unsafe manner, or discharging a firearm while not legitimately engaging a target or in the direction of a target.

2.5.6 Allowing the muzzle of a firearm to break the 180 degree safety plane.

2.5.6.1 In the case of a unloaded slung firearm, the participant is not required to maintain the 180 degree rule until ammunition is placed into the firearm, i.e.: magazine being inserted or rounds being loaded into the tube.

2.5.7 Engaging a steel target in an unsafe manner, such as by:

2.5.8.1 Engaging steel targets with handgun ammunition at a range of less than 30 feet.

2.5.8.2 Engaging steel targets with shotgun birdshot shot ammunition at a range of less than 30 feet.

2.5.8.3 Engaging steel targets with shotgun slug ammunition at a range of less than 90 feet.

2.5.8.4 Engaging steel targets with rifle ammunition at a range of less than 100 yards.

2.5.9 Allowing the muzzle of a firearm to point at any part of the participant’s body during a course of fire (i.e. sweeping).

2.5.10 Pointing a firearm, whether loaded or unloaded, in any direction deemed by event officials to be unsafe.

### **Supplemental rules**

In the event a situation is not covered in this set of match rules, the Match Director shall refer to the following rule books for information to make a decision. Once a decision is made, it shall set the precedence for the remainder of the event. It is also acceptable for the match officials to accept scoring guidelines which will be detailed in stage descriptions.

USPSA Rule Book, IDPA Rule Book, NRA Action Pistol Rule Book, NRA Pistol Rules, NRA Small Bore Rifle Rule Book, FNH USA 3 Gun Championship Rules and PRS Rules all apply.

# **PREVIOUS CHAMPIONS**

## **World Shooting Championship Winners**

1. Daniel Horner

2014

## **APPENDIX A**

### **PEACEMAKER NATIONAL TRAINING CENTER RANGE INFORMATION**

**THE RANGE FACILITY OF THE PEACEMAKER  
NATIONAL TRAINING CENTER WILL BE  
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