



Who: All Active Members of the Pennsylvania Deputy Sheriffs' Association Members.

Please visit www.dsap.org to enroll if you are not currently a member.

What: Roy B. Herbert 2017 Top Gun Match

When: Saturday, September 23, 2017 starting at 10:00 A.M.

Where: Kimberton Fish and Game Association, 118 Cold Stream Road, Phoenixville, PA 19640

Why: Come together in a friendly environment to have fun and support our vendors who provide us with up-to-date technology and uniform items that make our jobs safer. There will be a Law-Enforcement Friendly Barbeque Food Truck for lunch so please bring some cash.

Course Requirements

All Participants must be members of a Sheriff's Office within the Commonwealth of Pennsylvania at the time of the Top Gun Match and must be active members of the Deputy Sheriff's Association of Pennsylvania. Each County Sheriff's Office shall determine their individual and/or team representatives.

Weapons Permitted

All Weapons shall be duty issued or duty type approved by the Agency Firearms Instructor. All weapons shall be inspected for safe operational condition prior to the matches and the magazine capacity will be limited to 10 rounds for individual stages and 5 rounds for the team stage. The shotguns and the shells will be provided.

2017 Match Overview

The Match will consist of two individual stages and one team stage. Please note that 50 rounds will be enough to shoot all.

Individual Stages

Each individual will be a scored by two factors; time and accuracy. There will be no time limit for the deputies to complete each stage but the score will be determined by a combination of the time taken and the accuracy of the shots on the target.

Team Stage

The team stage will be scored by the overall time that it takes for the entire team to complete the stage. The teams will have no less than two and no more than four team members per team. The team stage is not gender specific.

Match Procedures

1. Each County Sheriff's Office Firearms Training instructors shall determine their qualification of participants using the In-Service Weapons Training Program.
2. All times will be recorded by a shot timer.
3. All shooters must follow all stage procedures.
4. The range will be operated as a "cold range" and all weapons will remain unloaded until the shooter prepares for the stage.
5. The Match Director shall have the final decision on all challenges.
6. All scores shall be posted at the match site
7. Awards will be presented at the Banquet Award Ceremony at the Clarion Hotel and Conference Center, 815 North Pottstown Pike, Exton, PA 19341 on the evening of September 23, 2017

Match Awards

TOP GUN

1st Place Overall

2nd Place Overall

3rd Place Overall

Men's Division

1st Place Male

2nd Place Male

3rd Place Male

Women's Division

1st Place Female

2nd Place Female

3rd Place Female

Team Division

1st Place Team

2nd Place Team

3rd Place Team

STAGE 1 - Close Quarter Standards

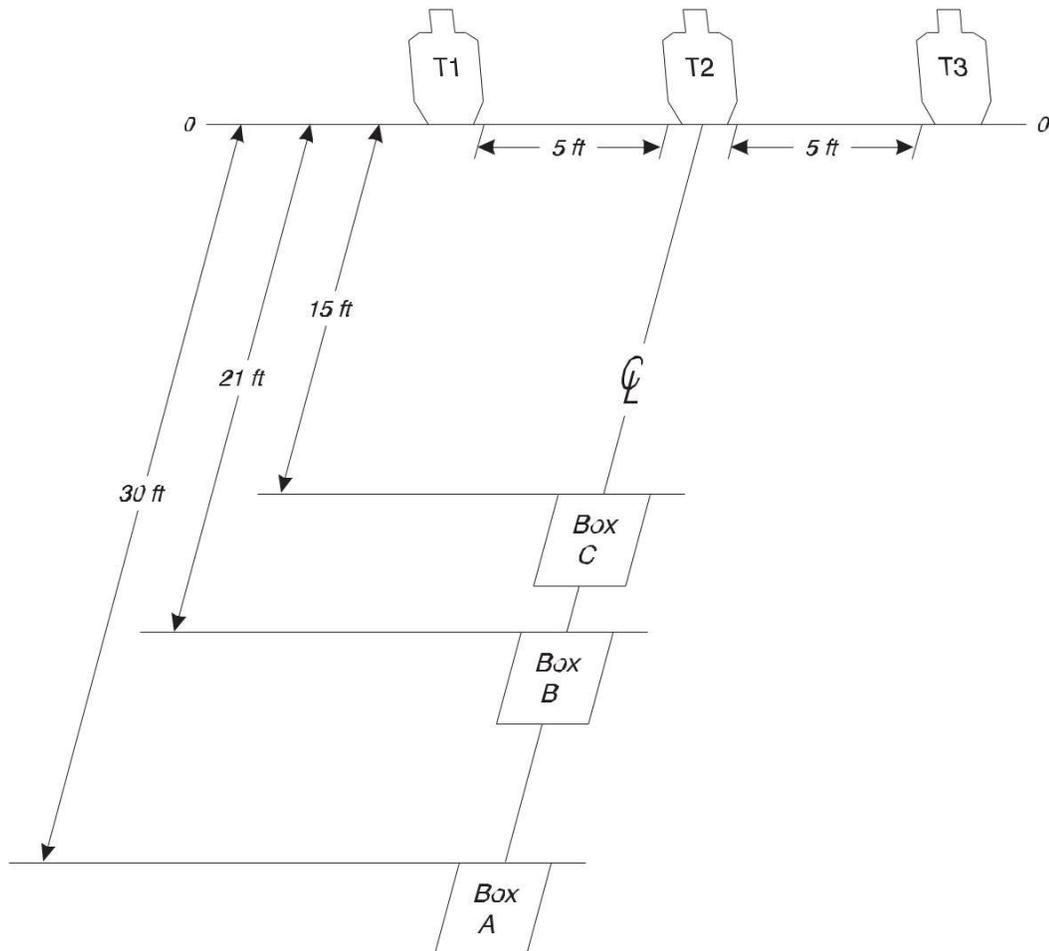
START POSITION: Standing in appropriate shooting box facing targets with both hands in front of body in interview stance position. Handgun is loaded and holstered in ready condition.

STAGE PROCEDURE

- String 1. Upon start signal, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1-T3 with only two rounds per target.
- String 2. Upon start signal, from Box B, engage T1-T3 with only two rounds per target using strong hand only.
- String 3. Upon start signal, transfer gun to weak hand and from Box C engage T1-T3 with only two rounds per target using weak hand only.
- Jams may be cleared with both hands.

SCORING

- SCORING:** LIMITED, 24 rounds, 120 points
- TARGETS:** 3 Metric
- SCORED HITS:** Best 8/paper
- START - STOP:** Audible - Last shot
- PENALTIES:** Failure to perform mandatory reload will result in one procedural penalty per shot fired.



SETUP NOTES: All boxes are 3 feet by 3 feet. Set paper targets to 5 feet high at shoulders.

STAGE 1 - Close Quarter Standards

Written Stage Briefing

Close Quarter Standards is a 24 round, 120 point limited round count course. There are 3 metric targets. The best 8 hits per target will score. The start signal is audible.

The start position is standing in appropriate shooting box facing targets with both hands in front of body in interview stance position. Handgun is loaded and holstered.

For string 1, on the start signal, from Box A, engage T1-T3 with only two rounds per target, then make a mandatory reload and from Box A re-engage T1- T3 with only two rounds per target.

For string 2, on the start signal, from Box B, engage T1-T3 with only two rounds per target using strong hand only.

For string 3, on the start signal, transfer gun to weak hand and from Box C engage T1-T3 with only two rounds per target using weak / support hand only.

Stage 2 - Two Gun Run

START POSITION: Standing in Box A facing targets with both arms hanging relaxed at sides. Handgun is loaded and holstered in ready condition.

STAGE PROCEDURE

Upon start signal, from Box A, using shotgun, engage only PP1-PP4, then move to Box B engage T1-T4 and any remaining targets P1-P4. Targets engaged from Box A may not be re-engaged from Box B.

SCORING

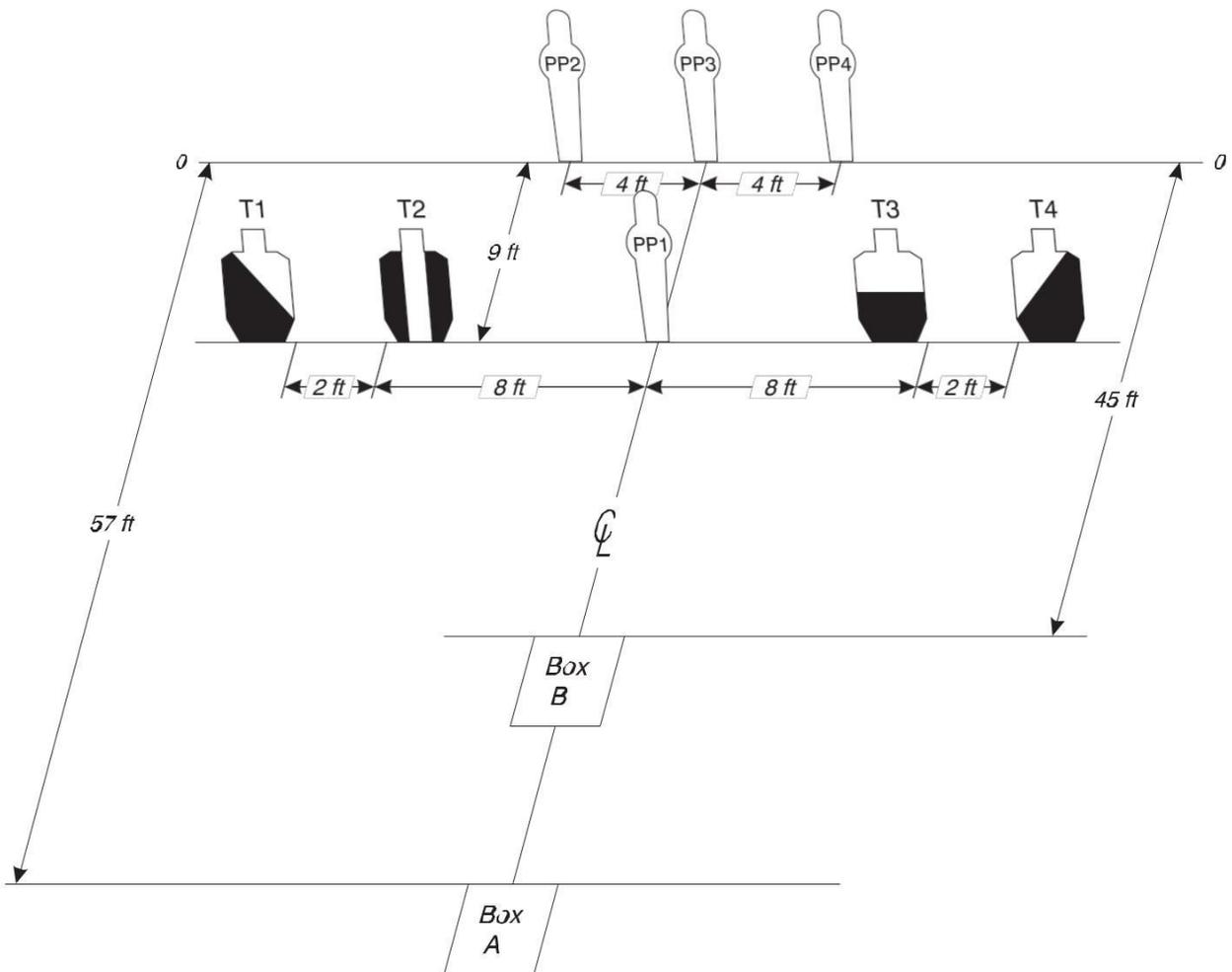
SCORING: UNLIMITED, 12 rounds, 60 points

TARGETS: 4 Metric, 4 Pepper poppers

SCORED HITS: Best 2/paper, KD = 1 A

START - STOP: Audible - Last shot

PENALTIES:



SETUP NOTES: Set paper targets to 5 feet high at shoulders. Shooting boxes are 3 feet by 3 feet. Hard cover on T3 goes up to the center of the A zone. Hard cover line on T1 and T4 runs from top of shoulder to top of hip. Hard cover on T2 comes to edges of A zone.

Stage 1 - Two Gun Run

Written Stage Briefing

Two Gun Run is a 12 round, 60 point unlimited round course. There are 4 modified metric (paper) targets and 4 pepper poppers. The best two hits per metric (paper) target will be scored, steel must fall to score. The black areas of the metric (paper) target signify. Hits in the black portion of targets are counted as misses. The start signal is audible stop is on last shot fired.

The start position is seated in patrol vehicle on driver's side, seat belt on. Your handgun is loaded and holstered. On start signal deputy will exit vehicle, run to Box A and retrieve shotgun staged at that location. Shotgun will be loaded to *Patrol Ready** with 4 rounds of buckshot. Engage targets P1-P4 with shotgun standing in Box A. Replace empty shotgun at Box A then move to Box B. From Box B, engage the remaining targets T1-T4 and any steel targets left standing.

*Patrol Ready a.k.a. Cruiser Safe: Magazine tube loaded, safety on, action closed on empty chamber.

TEAM STAGE - Bowling Pin Race

START POSITION: Facing downrange, hands relaxed at sides. Handgun is loaded and holstered as per ready condition.

Team Size 2, 3 or 4 members

30 ft. Engage T1-T5 until all bowling pins are down. All team members start on audible signal. Final time recorded at last round fired. Shooters finishing faster can assist team members with their targets.

Team with fastest overall time wins.

SCORING

LOADING: 5 rounds X 2 magazines

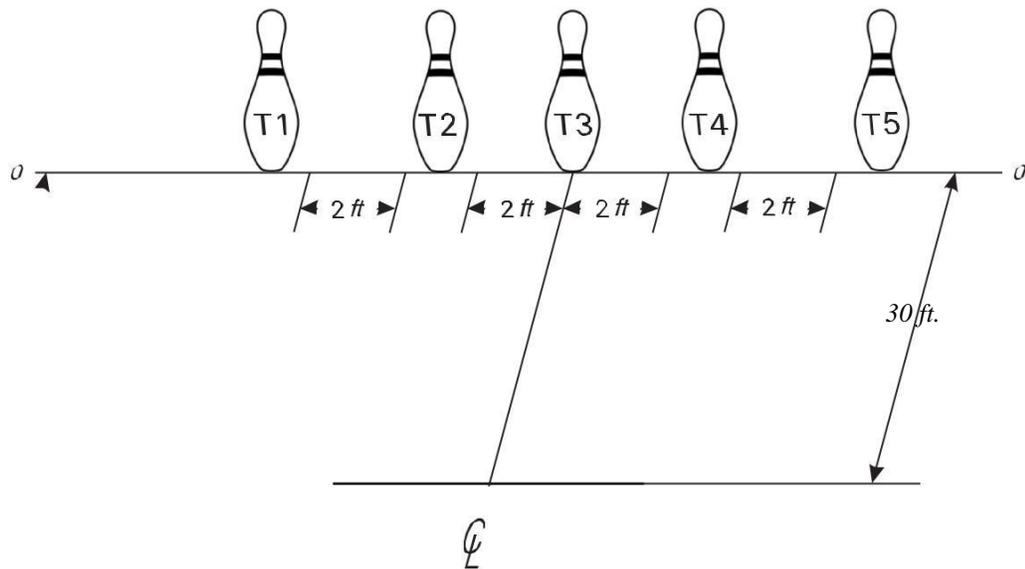
SCORING: 5 rounds, 50 points

TARGETS: 5 Bowling Pins

SCORED HITS: Target Down

START - STOP: Audible - Last shot

PENALTIES: 5 Seconds added to overall time for each pin left standing.



SETUP NOTES: Set 5 pins 2 feet apart, 5 pins X number of shooters.

Have shooters load 2 magazines with 5 rounds each.

Team Stage - Bowling Pin Race

Written Stage Briefing

The Bowling Pin Team Stage is a 5 round, 50 point course. There are 5 bowling pin targets per shooter / team member.

Shooters finishing faster can assist team members with their targets. The start signal is audible, time stops on last round fired.

The team with the overall fastest time wins.

Penalties

5 second penalty for each bowling pin left standing.

Loading

2 Magazines with 5 rounds each

The start position is standing behind the appropriate fault line facing downrange with your hands naturally hanging at sides. Your gun will be loaded and holstered.

Metric Target

Scoring

Zone	Point Value
A	5
B	3
C	3
D	1

Shots that break the line between scoring zones are awarded the higher point value.

