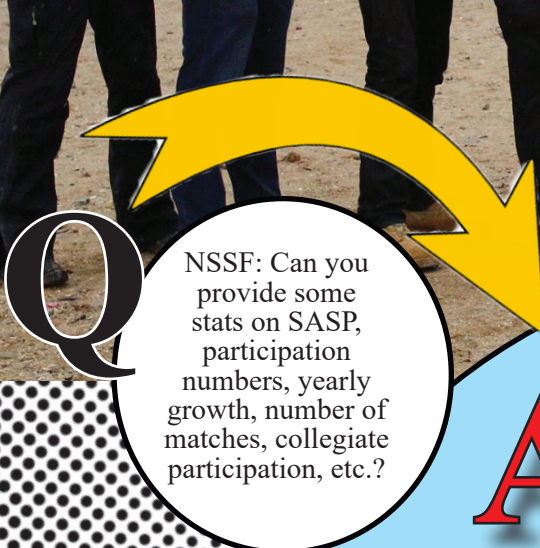




Team photo at the 2017 AZ State match.



Q NSSF: Can you provide some stats on SASP, participation numbers, yearly growth, number of matches, collegiate participation, etc.?

A

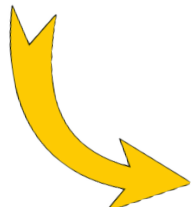
BP: Nationally, the program is really gaining momentum; we have more than 1,400 athletes, with participation ranging from those in the fifth grade through full-time college enrollment. Our program has grown 119 percent from 2013 to 2017, and women are the fastest growing segment, making up 30 percent of our competitors. We have teams in 45 states, and this year we will have over 40 competitions between the state matches, regionals and our nationals competitions.

SASP also has partnerships with other organizations to provide our youth with the opportunity to participate in competitive shooting. For instance, when the Boy Scouts of America wanted to add a competitive shooting program for their Venture-aged Scouts, they didn't need to invent their own program, they partnered with the SASP. And last year, the Young Marines announced that some of their 9,600 youth were joining in the fun and would be creating their own teams to compete side-by-side with our youth teams. We continue to look to add more teams, more coaches and more youth to our program.

The WildGats are growing. This year we will see a jump in the size of our team to almost 30 members. As a team we are practicing for SASP, but we are also providing resources to help these team members participate in other shooting sports, including Steel Challenge, Steel Workers, Rimfire Challenge, 2-gun, USPSA and other local matches that occur in town. It is great to see these athletes take the skills that they have learned in the SASP and then branch out and join in the larger shooting



THANKS NSSF!



Though NSSF's Collegiate Shooting Sports Initiative is on hiatus for 2018, NSSF continues to work with ranges, retailers, shooting clubs and others in numerous ways to promote, protect and preserve hunting and the shooting sports. To learn more about NSSF's many resources for today's shooters, including its popular sites wheretoshoot.org, wheretohunt.org and wheretobuy.org, please visit www.nssf.org. For more information on the Scholastic Shooting Sports Foundation and all the ways it works to involve youths and young adults in the shooting sports, visit www.sssfonline.org. ©



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RATTLE



The Ohio team.

“Beep Beep.” My black flip phone lit up and vibrated violently against the granite counter top. I was a few days into competing at the National Matches at Camp Perry, Ohio, staying with a close friend in nearby Marblehead. Having just arrived back at her house: hot and sweaty, carrying my camouflage water bottle in one hand and a nearly empty cooler in the other, I glanced over at the phone. One of my junior coaches wanted to know if I had any interest in shooting “Rattle Battle.” ANY INTEREST? ABSOLUTELY. YES. 100% YES.

The National Trophy Infantry Team Match (NTIT), fondly referred to as the “Rattle Battle,” is a team match that differs from any other match fired at Camp Perry during the Nationals and even during the rest of the year. It is non-traditional in that shooters advance closer to, not further from, the targets. Shooters start at the 600-yard line and end at the 200-yard line. The match is incredibly fast and is composed of only rapid-fire stages, hence its nickname, “Rattle Battle.” It has been a favorite among shooters and spectators alike since its first firing at the National Matches in 1922, especially because of its fast pace (“National Trophy”). Teams of six people fire the Infantry Team Match Course of Fire during the NTIT. Each stage is 50 seconds in length and are as follows: 600-yard prone; 500-yard prone, sitting, or kneeling; 300-yard sitting or kneeling; and 200-yard standing (CMP Highpower). Each team is assigned a bank of eight silhouette targets. According to the Civilian Marksmanship Program’s (CMP) First Shot Online, competitors fire upon Army “E” silhouette targets at 600 yards and 500 yards and at Army “F” silhouette targets at 300 yards and 200 yards (Anderson). Army “E” silhouettes measure about 40 inches tall by 20 inches wide while the Army “F” silhouettes are approximately 13 inches tall by 26 inches wide (Anderson). With eight targets and six firing team members, at least one person needs to shoot more than one target. Every team has a different strategy, but typically a

team’s two best shooters are assigned to be “swing shooters.” A swing shooter is one who will shoot one target and “swing” over to shoot a second target during a stage. Usually these two targets are next to one another. Strategy dictates the selection of swing shooters and the targets assigned to them. For example, a team may elect to have Shooter A and Shooter B swing at 600 yards but have Shooter C and Shooter D swing at 300 yards.

Competitors are given three minutes of preparation time at the 600-yard line, but no preparation time at the other yard lines (CMP Highpower). A captain and a coach stand behind each team with binoculars, providing wind calls and instructing shooters if and when to swing. After the three minutes of prep time, the targets go down. When the targets reappear, shooters have 50 seconds to fire as quickly and as accurately as possible. Each “hit” or shot in the black of the silhouette is worth four points at 600 yards (CMP Highpower). Shooters then stand and advance to the 500-yard line, wearing their coat, glove, sling, and ear and eye protection while holding their rifles. Each team walks in line with the other on their relay. Everyone walks in line with the flagbearer, a person carrying the American flag in the center of the line. While walking, each team member changes his or her zeroes and adjusts for wind if necessary. When teams are only a few yards from the firing line, a line command is given: “Coaches, advance your teams to the firing line.” Each firing member rushes forward and throws himself or herself on the dirt, settling in and trying to find a natural point of aim before the targets come up and the time begins. Even though competitors may shoot prone, sitting, or kneeling at the 500-yard line, most choose to shoot prone as it is the most stable position. Each hit at the 500-yard line is worth three points (CMP Highpower). Since the match is continuous, coaches and captains help distribute remaining rounds among team members and fill empty magazines. Empty casings and magazines are left on the line where each team’s

BATTLE

By Serena Juchnowski (18)



“brass rat” collects them. (Each team recruits a volunteer to pick up brass casings and empty magazines as the team advances to the next yard line.) Competitors advance to the 300-yard line with any remaining rounds, changing their sight settings and adjusting slings and jackets along the way. When the command is given, shooters rush to establish their sitting position. Once again, the silhouette targets appear for only 50 seconds, but this time each hit only merits two points (CMP Highpower). Shooters fire any last rounds from the standing position at 200 yards. After the line has been made safe, all team members and coaches walk from the 200-yard line to the pits to pull targets for the next relay of teams.

As aforementioned, the NTIT match is one of strategy. While each team has six shooters, a bank of eight targets, 384 rounds of ammunition, a captain, and a coach, the way that each team uses these resources is different (CMP Highpower). The National Trophy Infantry Team Match has seven or fewer teams squadded on each relay (“National Trophy”). A maximum of 84 teams can compete over the course of the day (“National Trophy”). Teams must register in advance and can choose to attend a clinic highlighting the rules and strategy of the match the day before (“National Trophy”). The goal is for teams to accumulate the greatest number of points as possible. There are no alibis or refires (CMP Highpower). Thus it is imperative that all team members shoot quickly and accurately, that no equipment malfunctions, and that coaches and captains make sound wind calls. While I do not know the strategies of other teams, I have heard that many of the military teams have fired all of their rounds by the end of the 500-yard stage. Most teams finish firing at the 300-yard line, but some advance to the 200-yard line. To win, teams put great effort into selecting their firing members and coaches, making sure that they have accurate zeroes, and into determining how to best allot their rounds. Some teams may choose to give more rounds to faster or better shooters, or to have more than two members “swing.” They may also elect to have swing shooters set up on two targets in the middle of a bank as opposed to two targets on one end of the bank. Teams usually have a plan to minimize point losses in the case of an equipment failure or other mishap that prevents a member from firing. In addition to the points earned by “hits” on the targets, teams can “square” targets (CMP Highpower). This means that a team can earn bonus points by having six or more hits on more than one target (CMP Highpower). The number of targets with more than six hits on them is squared, which is the number of additional points the team earns (CMP Highpower). This system applies to each yard line. For example, if at 600 yards a team gets more than six hits on three of their

eight targets, then they will earn nine additional points, having squared three targets. These nine points are added to their total 600-yard stage score.

Some clubs put teams together a year in advance while other people do not know they are shooting the “Rattle Battle” until a few days or even hours before the match. With the Ohio Rifle and Pistol Association’s (ORPA) high power program in shambles this year, I was lucky to be invited to shoot with Zanesville Rifle Club’s (ZRC) junior team. We shot “out of competition,” meaning that we would not qualify for any awards, since our team was not comprised of entirely junior members (“National Trophy”). Our team consisted of four shooters from ZRC: Brianna Haynes, Jordan Smotzer, Shannon Heist, Steve Heist (Shannon’s dad), myself from the ORPA junior team and Jaycie Hoenig... an independent shooter from Illinois who had just began her adventure into high power.

The ZRC “mostly junior” team was assigned to one of the last relays so I arrived mid-morning rather than at sunrise. As I walked the ready line, I observed many parents and coaches monitoring team progress or trying to predict wind conditions by peering through binoculars or spotting scopes.

I had never formerly shot the NTIT but soon gained an understanding of the match as I watched the other teams shoot and from asking questions of those behind the firing line. Many people stopped by to watch, even if they were not shooting. Travis Gilkey and JJ Ohlinger, the ZRC junior coach and ORPA junior coach respectively, worked together to make sure that all team members understood the course of fire and basic team strategy. Jordan Smotzer and I were designated swing shooters for the match. I shot on the far left end of the bank while Jordan shot two targets in the middle of the bank. Everyone was sure to label the magazines they brought with them so that they could claim them at the conclusion of the match.

Ammo must be counted and magazines loaded in front of CMP officials to ensure that each team starts with the same number of rounds. Travis and JJ had spread out the team ammunition upon the table, and split it amongst the six firing members. Each team member received 64 rounds of .223 ammunition which he or she loaded into twenty-round magazines (each nearly at capacity). The loaded magazines remained on the table until we were called to the line.

JJ served as the team coach for the match while his father, Mark Ohlinger, served as team captain. Watching with binoculars, both provided wind calls, reminders to change zeroes between yard lines and



★ *“Ammo must be counted and magazines loaded in front of CMP officials to ensure that each team starts with the same number of rounds.”*

★ *“Serena Juchnowski changes magazines during the 500-yard rapid fire prone stage.”*

★ *“Brianna Haynes, ready to load for her next rapid-fire string.”*

suggestions if needed during a stage. JJ was nearest me.

Finally, my relay was called to the line. Wearing my shooting coat, glove, and rifle sling around my arm, I laid down on the firing line and began to establish my natural point of aim. It was odd having no mat to lay on and no other equipment to carry around.

Everything about the match is designed so that shooters travel as lightly as possible. When instructed, I removed the empty chamber indicator from my rifle and tucked it in the pocket of my shooting coat along with two of my magazines. I placed my remaining two magazines in front of me. With the command “Load and Be Ready,” I inserted my first magazine and waited for the silhouette targets to reappear (CMP Highpower). As soon as the targets came up I began firing on my first target, hoping that the zero that I had recorded was accurate.

I was using an older upper for the “Rattle Battle” as I did not want to use my competition upper with a newer barrel for such a match. I still had zeroes for the older upper but I had not confirmed them during the week since I had shot my newer upper. I heard JJ shout “Good!” behind me and tap my foot.

A feeling of relief flooded over me; my zeroes were accurate. I focused on taking swift, accurate shots. I then heard JJ yell “Swing!” and tap my foot again. I quickly switched my magazine even though I had a few shots remaining in the first one, wanting to ensure that I would not run out of ammunition. While I switched the magazine

I adjusted over to my second target, firing on it several times before the target disappeared into the pits. I ejected my magazine and remained in position until JJ came by to consolidate my magazines.

The coach and captain took each shooter’s remaining rounds and put them in a single magazine, leaving the empty magazines on the firing line along with a multitude of scattered brass. Each shooter then stood, still slung up,

while the coach worked with a line officer to record the number of hits on each target.

A pit official read these numbers to a line official over a radio. With the scoring complete for the stage, I walked in line with my team to the 500-yard line. Travis had recruited Mrs. Hoening to be the team brass rat. She followed behind the team, throwing the abandoned casings and magazines into a bag.

With no preparation time, I changed my sight settings as I walked. Adrenaline pumping, teams were soon told to advance. Everyone ran to the line and laid down seconds before the silhouette targets appeared. I had shot well at the 600-yard line, squaring both of my targets, but I struggled to discern the silhouettes from 500 yards away.

The landscape obscured the number boards when I laid down. I tried to count over from the target shapes, easier because I was firing upon targets on the far left end of the bank, but I still struggled. Part of the issue was that I was focusing so intensely that I was wearing my eyes out, but most of the problem stemmed from my near-sightedness. (I discovered during the NTIT that I could not see as well as I needed to in order to shoot to the best of my ability.

ADRENALINE PUMPING. TEAMS WERE SOON TOLD TO ADVANCE.



“Jaycie Hoening, firing from the sitting position at 300 yards.”



★ *Coach JJ Ohlinger and team captain Mark Ohlinger watch the progress of the ZRC mostly junior NTIT Team.*

★ *A CMP Range Officer shows team members Serena Juchnowski and Steve Heist the team's stage score.*

I mounted a scope on my service rifle the week after, having previously shot using iron sights.) While JJ and Mr. Ohlinger consolidated rounds, I adjusted my sling for the sitting position. As I journeyed to the 300-yard line, I adjusted my jacket with one hand, clutching my rifle in the other.

By the time the fifty seconds of rapid-fire sitting had elapsed, I had expended all of my rounds. The coaches had recommended that all team members finish firing by the end of the 300-yard stage. Some shooters still had some ammunition left, so the coaches divided the remaining rounds among all team members for rapid-fire standing. With four rounds apiece, the ZRC team fired upon three targets, hoping to square at least two. Even though this was not part of the original plan, and not sound strategy, I was not disappointed as I had always wanted to shoot rapid-fire standing.

With firing complete and the line secure, all shooters, captains, and coaches then walked to the pits to pull targets. Shooting coats protected the rifles from dirt and debris on the ground behind the pits. Each pit puller swiftly removed the "E" silhouette target from the frame and replaced it with the "F" target for the longer distances. When the command "Targets Up" was given pullers ran them up as quickly as possible.

There was no room for error and no time to waste. While those in the pits panted, repaired, and switched targets, the next relay of shooters advanced to the next yard line. After each stage, pullers marked the shots in the black and recorded the score on a chalkboard hung above the target.

When the targets had been displayed and the scores radioed to and recorded on the line, chalkboards were taken down and shots in the black pasted to be ready for the next string of fire. With no prep time, targets were raised when the line called for it. After the second stage had been marked and scored, pullers readied themselves with "E" silhouette targets as the scores were recorded on the line. Pit service had never gone by so quickly.



When the relay I was pulling for finished shooting, and the pits were "opened," I grabbed my gear and rode a shooter shuttle back to the line with the rest of my team. Having completed the match, I claimed my magazines and packed up the gear I had left at the ready line.

Shooting the "Rattle Battle" for the first time was everything I expected and more. Not only was the match great fun, but it was also a fantastic learning and team bonding experience.

The National Trophy Infantry Team match is the only match in which cross-firing, or shooting on a target other than the one a shooter is assigned to, is encouraged. Each team member can score points by shooting on any of the eight targets assigned to his or her team.

It is a much different pace and style than traditional service rifle matches and requires teammates to work and shoot together simultaneously. This is unlike a regular team match in which while everyone's scores contribute to the team total, each person shoots as an individual.

The NTIT also brings competitors, teammates, and spectators together. There is plenty time for people to visit, strategize, and watch other relays during the match.

The "Rattle Battle" is not just a "fun match." It is an exciting spectator event, a historical tradition, and national reunion all in one. ©

SMOKELESS

What does one do when the weather is less than favorable to go out and shoot? Never happens you say? How about cutting down on your cost of ammo? There's a good one. The cure is getting an indoor Smokeless Range from Laser Ammo.

The Smokeless Range uses a special camera, and laser that attaches to the firearm, and a projector. In our case, we used a projector, and a movie screen. We set up the screen, and the projector in our garage because it was the only place it would fit. Bonus, we could watch movies on it too!

After

setting up the screen, we set up a laptop and loaded the software on to it from the Smokeless Range web site. It's a pretty easy task, and the program walked us through the set up easily. Even someone that is IT challenged can set up the program with ease. It really walks you through it well. We had the laptop and the projector up on a table for a good stable platform, then hooked up the laser camera to the laptop and began syncing in the camera to the screen. This was probably the hardest part of the whole process. The screen is big, and the camera had a hard time finding the dots that it uses to complete the sync. But, after several tries, we got it going. On a smaller screen with better resolution, this part would be much easier to do. But, with the huge screen we used, things were a bit fuzzy. After the sync was complete, we didn't have any issues again with that part of the system.

FROM LASER AMMO

SS RANGE

By Ashley Rumble (16)

To use

the Smokeless Range, you're going to need just one thing. A gun to shoot. The laser that attaches to the gun senses the click of the trigger to activate it. When shooting a pistol, a double-action is recommended, but not exactly required. A recoil operated (gas or CO2 – no bbs) airsoft pistol can also be used. Any of the red lasers or infra-red lasers that Laser Ammo produces will work. There are ones that fit on the bottom rail and ones that fit inside the chamber of a regular handgun.

Once the gun is chosen, the laser can be attached, and its ready to go. Editor's note: Laser Ammo also makes lasers that will fit shotguns and rifles!



MASTER BLASTER



Next up

is selecting what you want to shoot. Several scenarios can be chosen to challenge the shooter, such as shapes, plate racks and a variety of steel targets, silhouettes, outdoor scenarios, or even just simple bullseyes. It will suit whatever needs or wants you happen to have that day, and can be used with any gun with the Smokeless Range attachment.

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RING OF TARGETS

STEEL TARGETS
Animal Edition

Course Selection

Course Type: Demo

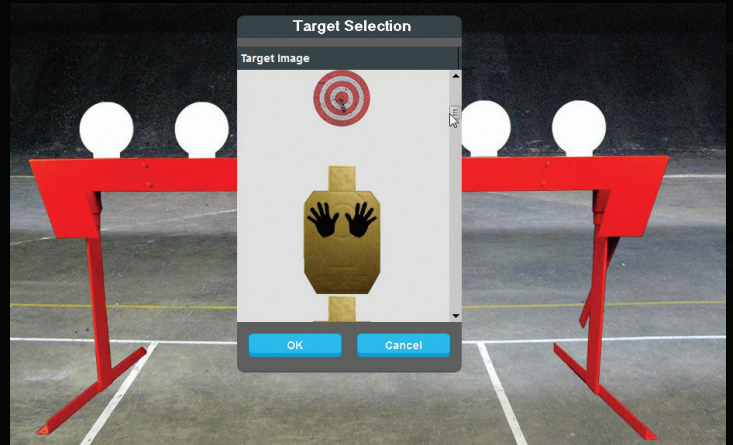
Course Name	Course Description
B27 Target	Static B27 Target
COP 1	Demo course of fire
Demo Course	This is a simple demo course
Multiple Targets 1	mix of steel and paper targets
Random Targets 1	Targets present in random places
Shoot No-Shoot	Shoot at at targets only
Six Pack	six pack of targets
Speed Pop up Plates 1	Steel plates pop up one after another
Speed Steel 1	Clear the steel plates as quick as
Steel Plate Rack	Steel Plate Rack
Test Course 1	This is a test course

Start Tone Delay: 0 seconds

Load
Exit

FANTASTIC!

I used a similar system while training at Forward Movement (the Smokeless Range is way cheaper,) and this is a great alternative to what they offer there if you aren't quite ready to make that jump to a really big one, or you simply enjoy staying at home. For training, I used a speed target setup. I could practice the techniques I use in most of my competition. This is a big plus for me, because I can't always get to the range and train like I need to. For playing around, I like the silhouettes, and outdoor scenarios.



All of this can be done in the comfort of your own home. My dad wasn't willing to give up his garage permanently for me to have a full-time practice range, but its easy enough to put up and take down that I was still able to get plenty of time on it. If it was to stay in our house permanently, I'd set it up on the TV in the garage. Even still, it wasn't too hard to set up from the box and get running. Our first time it took about an hour.



There are lots of dry fire training aids out there to help sharpen a shooter's skills. I've tried a few, and I think the smokeless is the most complete. It allows a lot of options, and is easy to use. The more basic systems work just fine, but this one takes it to a higher level. The different scenarios make it more entertaining and that helps because you'll want to use it more, and that's the name of the game in getting better.



SHOOTING



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CMP

Camp Perry Open

2018

By Ashley Brugnone, CMP Writer

On the weekend of January 11, Northwest Ohio was battered by a strong winter storm

that brought with it slick ice, drifting snow and wind gusts up near 30 mph. It was the perfect weekend for a little marksmanship competition – that is, for the airgun athletes who traveled to Port Clinton, Ohio, for the 2018 Camp Perry Open. The participants fired in the 80-point electronic indoor air range located within the Civilian Marksmanship Program's (CMP) Gary Anderson CMP Competition Center.

The Camp Perry Open is an air gun competition that combines both junior and adult competitors in shoulder-to-shoulder competition. A 3x20 junior match, featuring a qualification round and an elimination final, as well as an open 60 Shot air rifle and air pistol event for both adults and juniors make up the weekend schedule, along with the Open's famous Super Final.

This year, the event saw more participants than ever, requiring the addition of a fourth relay for the first time in the match's history.

While the wind howled, the snow swirled and the ice shelves from nearby Lake Erie brushed up over the shoreline outside of the facility, the one-day 3x20 junior competition kicked off the Camp Perry Open festivities. Due to the bad weather that persisted outdoors, making the roadways increasingly hazardous for travelers in the area, the 3x20 Finals matches were cancelled. The Top 3 precision and sporter competitors and teams were chosen from qualifying entries from the day's scores.

Antonio Gross, 18, of Webster from New York, fired a score of 591-44x to overtake the precision match. Last year, Gross finished the junior event in third place, managing this year to squeak by Amelia Dell, 17, of Riverside Shooting Club from Michigan, by only x-count to earn his win. Dell finished with an overall score of 591-38x. Annabelle Stanec, 17, of Ashland Eagles in Ohio, landed in third with 589-33x.

In sporter, Max Martinez, 16, of Pickaway Diabolos from Ohio, bested the field with a score of 555-21x to beat out Freeport NJROTC teammates from Illinois, Linsey Kleckner, 16, and Makiah Stacy, 18. Kleckner fired an aggregate score of 551-18x, while Stacy stayed close with a score of 544-15x.

Largest Crowd



CMP NEWS

TODAY

This year's winning teams were:

Sporter:

- 1. Freeport NJROTC 1, Illinois
- 2. Zion Benton NJROTC 1, Illinois
- 3. Zion Benton NJROTC 2, Illinois

Precision:

- 1. Ashland Eagles, Ohio
- 2. Riverside Shooting Club, Michigan
- 3. Taunton Marksmanship Unit Gold, Massachusetts



Athletes from all over the country and even Canada traveled to Camp Perry to fire in the 2018 Camp Perry Open.



Sarah Beard set a new range record with her qualification score on the first day of competition. She went on to win second overall in the 60 Shot Open and Super Final matches.



Dempster Christenson was the overall winner of the 60 Shot rifle match.

The Super Finals, which has made the Camp Perry Open unlike any other air event throughout the year and arguably the most widely attended by fans, features costumes, music, cheering fans and other distractions – all echoing simultaneously throughout the range as the competitors fire their shots. This year, the Top 40 air rifle and pistol overall competitors, respectively, took the firing line in the event, with the winners walking away with a custom Camp Perry Open cowbell to keep as a memento.

Winning this year's Super Final was CPT Matt Rawlings, 33, of Fairbanks, AK, in rifle and Kathryn Roberston, 24, of Lynden, ON, in pistol. Roberston sported a large, red maple leaf hat during the match to throw homage to her home country of Canada as she battled for the win.

Overtaking the Super Final was a personal victory for CPT Rawlings, who took a break from the sport but was recently given the option to return to competing. He jumped at the opportunity and has been shooting in events as often as possible since August 2017 – even purchasing a new

rifle and giving up on one he had been using since 1998.

"I didn't know I was going to be able to do it (compete) again, quite honestly, but it's been going alright," he said, with a smile. "I'm glad I was given the opportunity to get back into it – you don't see that very often."

"Just have to see where the road takes me," he added.

Sarah Beard, 26, of the U.S. National Shooting team, landed in second in the rifle Super Final match, while Manny Snyderman, 56, of Milford, MA, was the runner-up in the pistol competition.

"The Super Final is fun," said Beard. "I go into it thinking I'm going to try out something – like this one I worked on aggressive trigger control. And I made it every round, which was pretty cool."

On the opening day of the 60 Shot event, Beard fired a new range record score of 627.3. She went on to earn second place overall in the 60 Shot event. Though she's accustomed to firing in 40 Shot matches, Beard admitted this was her first time competing in a 60 Shot event, and,

with her busy schedule, she was happy she had the time to come to Camp Perry to try it out.

"The timing of this event seems to work – being in January, there isn't too much else going on," she said. "And it's a great range to shoot at. A lot of people don't get to shoot on electronic targets that much."

Leading up to the Camp Perry Open event, while she was home visiting family for the holidays, she only dry-fired for practice, which she believes helped sustain her trigger control.

She also took a week to practice in Colorado Springs at the Olympic Training Center, where she served as a resident athlete for years.

In the coming months, Beard said she'll be taking a break from shooting as she begins to pursue a career in the Army, going in as an officer in the World Class Athlete Program (WCAP). Though she may have to set the rifle down for a bit, with her performance at Camp Perry, she's looking forward to what's to come in 2018.

to Date Braves Stormy Weather



A junior 60 Shot event and team events were also held concurrently with the Open event. Top winners of the junior competition and the team matchup included:

Pistol Overall Team Rankings:

1. THE Ohio State – Anthony McCollum, Michael Soklaski, Zachary Dahm
2. Scarlet & Gray, The Ohio State University female members – Irina An
3. 2 Feds 1 Canuck – Samuel Gens, Stuart Burns, John Marrinan

Pistol Individual Juniors:

1. Stuart Burns, 18, of Kilbride, ON
2. Samuel Gens, 18, of The Ohio State University pistol team
3. John Marrinan, 18, of The Ohio State University pistol team

Rifle Individual Juniors:

1. Antonio Gross, 18, of Ontario, NY
2. Kyle Kutz, 16, of Darien, CT
3. Marcus Mojica, 18, of Woonsocket, RI



Stuart Burns was the king of the podium during the Junior 60 Shot pistol event – earning first overall.



Rifle Junior Team Rankings:

1. DuBois Jr Rifle Team – Abigail Zeitler, Rachel Sprague, Keith Fatula
2. Chicks of CIPS – Martina Gratz, Jaden Thompson, Josette Peters
3. MDJRC – Sarah Lough, Aaron Flowers, Lauren Cox

Rifle Overall Team Rankings:

1. Loyalty – Dempster Christenson, Sarah Beard, Savannah Demetrius
2. Three Shades of Gray – CPT Matthew Rawlings, SPL Patrick Sundern
3. Blue Ladies – Sonya May, Ruby Gomes, Elizabeth Harty

Left: Antonio Gross overtook both the precision 3x20 and Junior 60 Shot events throughout the weekend.

Right: Max Martinez was the overall winner in the sporter 3x20 event.

Far right: The Ohio State University pistol athlete Anthony McCollum topped the 60 Shot pistol open event.



CMP NEWS TODAY

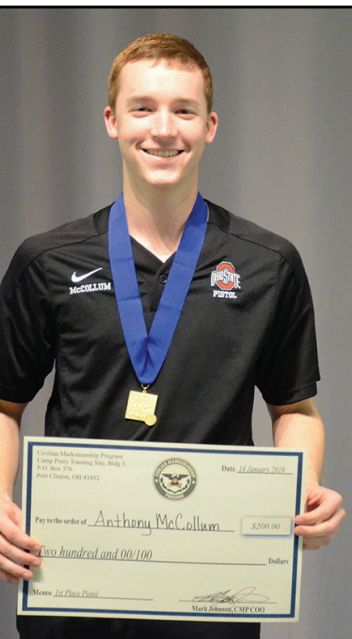
The Civilian Marksmanship Program is a federally chartered 501 (c) (3) non-profit corporation. It is dedicated to firearm safety and marksmanship training and to the promotion of marksmanship competition for citizens of the United States. For more information about the CMP and its programs, log onto www.TheCMP.org. ©

**en
drianova, Kara Moody, Emily Rust**



CPT Matt Rawlings earned his cowbell as the winner of the rifle Super Final.

man, Brandon Muske



For a complete list of results, visit the CMP Competition Tracker page at <https://ct.thecmp.org/app/v1/index.php?do=match&task=edit&match=15909&tab=results>.
Photos of the event can be found and downloaded for free on the CMP Zenfolio page at <http://cmp1.zenfolio.com/f765273018>.



Topped with a Canadian crown, Kathryn Roberston gained the title of pistol Super Final champion.

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By Steven Shults (16)

A FAIR NUMBER

of pistols used in 3-Gun have been GLOCKS. The GLOCK 17 model is one that *Junior Shooters* has consistently had good luck with over the years with juniors from the ages of 13 on up. I was tremendously excited when Andy Fink, at *Junior Shooters*, called and asked me to test the one that came in for review. I had been shooting my Dad's GLOCK 19 since the beginning of last year.

The Gen5 pistols feature over twenty design changes which distinguish them from their Gen4 predecessors.

Among the design changes are:

The GLOCK Marksman Barrel (GMB) utilizes new barrel rifling to deliver improved accuracy.

The removal of the finger grooves and an added ambidextrous slide stop delivers improved control and flexibility.

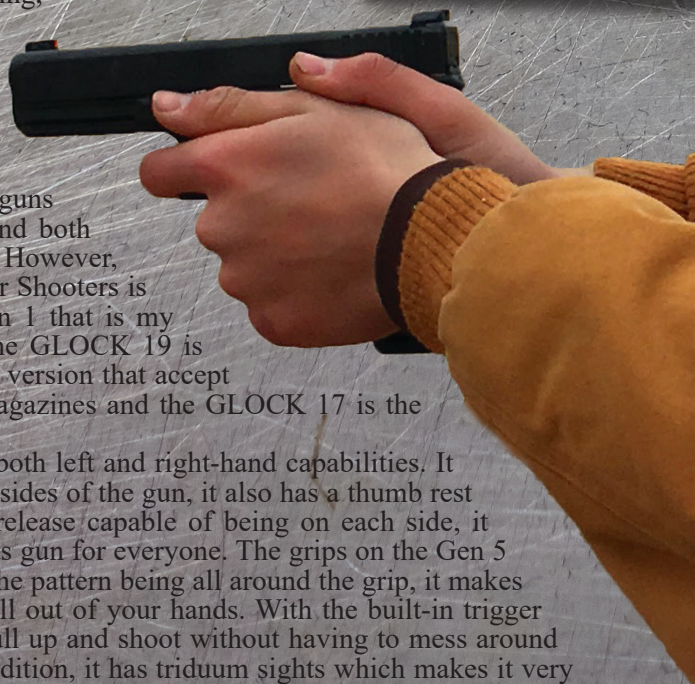
The DLC finish is a tougher and more

durable finish that is exclusive to the GLOCK manufacturing process.

Introduction of a flared mag-well increases performance by making it easier to funnel the magazine into the mag-well, particularly in high-stress situations.

Throughout the time I spent with the GLOCK Gen 5 (shooting, disassembling and assembling) I found quite a few similarities and differences between the many years of the Gen 1 and Gen 5's production. Both guns are chambered in 9mm, and both guns were made in Austria. However, the Gen 5 I got from Junior Shooters is a GLOCK 17 and the Gen 1 that is my dad's is a GLOCK 19. The GLOCK 19 is a concealed carry compact version that accept any size GLOCK 9mm magazines and the GLOCK 17 is the full-size version.

The GLOCK gen 5 has both left and right-hand capabilities. It has a slide release on both sides of the gun, it also has a thumb rest on each side, and a mag release capable of being on each side, it makes a great ambidextrous gun for everyone. The grips on the Gen 5 are a checker board, with the pattern being all around the grip, it makes it very hard to not let it fall out of your hands. With the built-in trigger safety, it is very easy to pull up and shoot without having to mess around with a regular safety. In addition, it has triduum sights which makes it very easy to view the sights at all hours of the day. The Gen 5 has ribs on the slide



making is very easy to pull back. It also has a double recoil spring which make it easy to keep the gun under control when firing.

GLOCK 19 Gen 1: With the Gen 1 being a compact version it makes it very easy for being a concealed carry weapon. This particular gun is only a right-handed gun. With the white block sights, it makes it a little hard for you to see what your aiming at, especially if it's a small target. But, you can always change the sights to ones you prefer. The The GLOCK 19 Gen 1 also has ribs on the back side of the slide, making it very easy to gain traction when pulling the slide back. The Gen 1 only has one recoil spring with makes the recoil pretty strong but it can easily be fixed with a

magnaport or some other after-market recoil reduction system.

Both guns look almost exactly the same from the outside other then the Model 19 being obviously smaller than the Model 17. They both have a curved front part of the trigger guard making it easy for your finger to wrap around and secure the gun. They both fit very comfortable into your hand and grip easily. They are both very reliable guns and easy for anyone to use. With "GLOCK" being a very popular company, there are plenty of accessories to make the gun just the way you want.

The Gen 5 is a very comfortable and simple for anyone to use and extremely reliable. I never once had a stovepipe or any sort of jam when

firing it. It is very simple to take apart and clean and equally as easy to put back together. With "GLOCK," you will always be able to find a part in case something fails on it. With that being said, I 10/10 would recommend the GLOCK 17 Gen 5, or, as a matter of fact, any generation of GLOCK. ©





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Learn more at gen5.glock.us

*Flared Mag Well not featured on G26 Gen5. Optic not included.



**ARMED WITH
CONFIDENCE.**

TRAINING WITH THE MANTISX

By Andy Fink and Randy Irish

One of the most interesting, and effective new tools for instructors is the MANTISX training system from MANTIS. This system is absolutely outstanding and is perfect for teaching, especially juniors.

It comes packaged inside a small PELICAN case with a USB connection for charging – NO BATTERIES!

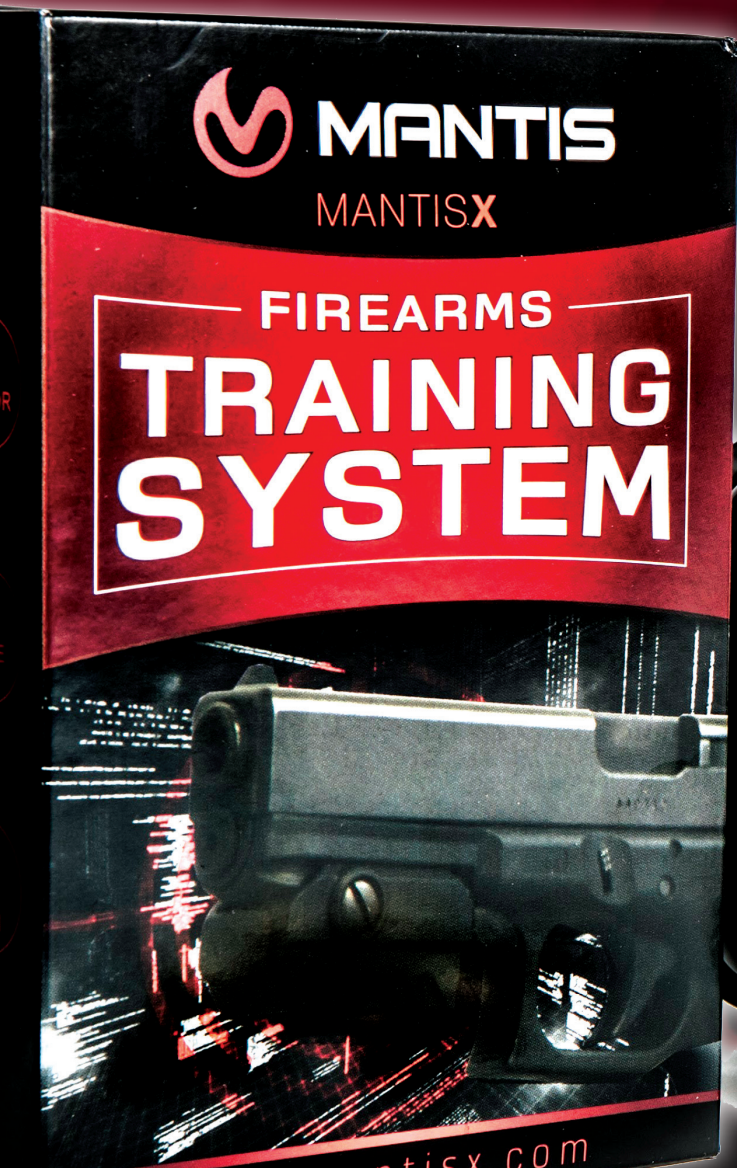
The MANTISX is mounted on a picatinny rail, either the bottom or the top. It works equally well using a pistol or a rifle. The unit will activate in a totally dry-fire mode, or dry-fire or actual fire using an airsoft gun that has a recoil system.

The important part of the system is a sensor in the unit that will measure and analyze the movement of the firearm when it is moved and the trigger is pressed. This means that it can analyze the complete trigger pull from beginning to end! This information is sent to your iOS or Android device connected through Bluetooth after you have downloaded the MANTISX application.

We were lucky enough to get some of these units in for training our *Junior Shooters* shooting team and it is having a huge impact. You can see everything the student does from the beginning of the trigger squeeze to their follow through. It is really a great training tool, especially in the off season during winter time,

One of the biggest things we saw is that we now have a controlled environment without recoil, or with the very small recoil provided by airsoft (no BBs just CO2 recoil). We can look at how the students are holding the gun while the movement shows up on the display. You can then see exactly what the shooter is doing and then prove it on the screen. With the MANTISX system, you can get very close to the student and see the physical characteristics of what the student is doing versus live fire where you have to be back a safe distance.

The downside of live fire is when you are talking to the





MANTIS

student after firing is that the student's focus is all on the aiming point. All they see is one impact point. Now, you can talk to the student about everything they did to get to that point. The tracking of the lasers shows all the movement and can be traced on the screen and you can prove exactly what the student did. There is now a visual representation of what the student did while pulling the trigger. This provides a more easily understood picture of what happened.

It is not about where the bullet went but about how the bullet got there.

With laser training with the MANTISX you can see the whole path. This provides the instructor with a tool that has NEVER been available before.

There are also different techniques and drills you can use, like the 10 shots fired over the time, where you can do speed drills. You can even have students competing against each other. This works very well when training multiple students and provides a real competitive interest.

Without having to use ear protection, you can speak vocally, up close, to express your points and go through training without worrying about range-time. It can be done in the house, in your garage, and it is SAFE!

There are no bulky components, no big screens. You can even throw one in your shooting bag so you can take a student off to the side at the range spend one-on-one and focus on trigger squeeze training.

When did you have to reload a MANTISX? Just charge it back up! The cost of saving ammo alone pays for it over and over again. The end benefit will result in cleaner more accurate shots. Guess what, you will have fun doing it!

A technique we use is no ammo at all, just the air soft cartridge CO2 producing recoil. It works so well and makes indoor training fun and so beneficial.

One of our juniors said, "I did not do that!." You can look at the junior and show them in the screen. The juniors really enjoyed competing against each other. They really liked to see their scores and how it compared to others.

This is a win/win product for the student and the instructor and a pleasure to use. Getting a kid interested in anything other than a video game is exciting! 🎯



"...we now have a controlled environment without recoil..."



Kid Rango

By Colby Furniss (aka Kid Rango – 12)

HI, MY NAME IS **COLBY FURNISS** AND I AM 12 YEARS OLD. I HAVE BEEN INVOLVED IN FAST DRAW SINCE I WAS EIGHT YEARS OLD. I ALSO STARTED HUNTING WHEN I WAS NINE FOR DUCKS, GEESE, DEER AND TURKEYS.



Hunting



I went to a hunter education class with my uncle a few years ago, getting a 99% score on the test. The first thing I ever hunted for was waterfowl. I was able to get a duck and a goose. The biggest bird I have hunted for is a turkey. I have gone two years in a row and got my turkey both years. My last turkey that I got this year had a 9-1/2-inch beard. I got to the hunting spot at 6:30 a.m. and was back in bed at 7:45 a.m.; it was the fastest hunt I have ever been on. My first turkey from the year before had a 4-inch beard.

The biggest animal I have hunted for is a deer, but I have not gotten one yet. I have been to many different hunting locations in Idaho. The hunting spot that I love to go to is a private island in Oregon; but for some reason it has an Idaho address. We also have some nice underground blinds and above-ground blinds that we have used for hunts on the island. For deer hunting I usually go to the Boise County area in Idaho, but this year my uncle is taking me to a new location. Last year I got a tag for white-tailed deer, both males (buck) and females (doe). Although I mostly tried for female deer, I would rather have a male deer so I can put the antlers on my wall. I have always wanted to go for a big buck hunt and someday I will start to hunt for elk.

I also like hunting for chukars in the Owyhee Mountains. My aunt and uncle have a cabin up there. We usually have their dog named Zoe with us. She is very nice to have with us, to fetch the birds and bring the birds back, since the country out there is so steep and rough.

This is just a short explanation about my hunting and fast draw. I would recommend you join the CFDA (Cowboy Fast Draw Association). It is a nice and friendly sport, a lot of fun, and also a good skill to know and have. ©

Cowboy Fast Draw

My Alias I use for shooting is Kid Rango. Although I started fast draw when I was eight, I started practicing with my mentor Curley Calhoun when I was seven, at his home range and during breaks at regular shoots. Since starting fast draw I have won a number of titles and trophies. My very first trophy was in Lowman, Idaho. It was also my very first actual shooting tournament besides practice. This event was held on 10/13/12. The cool part, it was also my birthday. One of the titles I won and received a trophy for was called the Eliminator. Lowman was always one of my favorite shoots to attend.

I have also participated in many different shoots. In a majority of these shoots, I have won a title or placed in the top three of the side category challenges. Some of the bigger sanctioned shoots I attended were the GNTC (Great Northwest Territorial Championship) and Idaho State. Both of those shoots go for at least two days and have a lot of different competitions to participate in.

I got into fast draw by my grandparents, who had both been shooting for some time before I started to get interested in the sport. After one day going to watch my grandparents, Tucson (Grandpa Steve) and Mustang Annie (Grandma Marie) at the shoot, I grew interested and wanted to try it out. After that, I started going over the rule book and started practicing. My instructor was Curley Calhoun and we started to go to the monthly matches after I got my Cowboy Fast Draw Association membership card.

I was shooting 10's and 9's, and slowly started to get faster. 10's and 9's mean: 10 is one-second flat and 9 is 9/10 of a second. We use this numbering so we can document our times for the fastest shots. This time represents when the light flashes on the metal target and I pull my gun out, firing at the target, standing 21 feet away.

Since starting I have got my shooting times lower; my fastest shot was in the high .400's of a second. My dad shoots in the 5/10's of a second consistently, and it always brings a smile to my face when I shoot against him, shooting a faster time than he did. Since getting busier, I find myself not going to as many monthly club matches but rather mostly attending bigger shoots.

Over the time, I have met many nice people and kids in my shooting club. One of my good friends is Sheriff Rango (we have very similar aliases), and I look forward to attending these shoots when we get to hang out. He lives in Nevada, so we only get to see each other once or twice a year. But, each time we see each other, it seems like yesterday ... we just both got taller.





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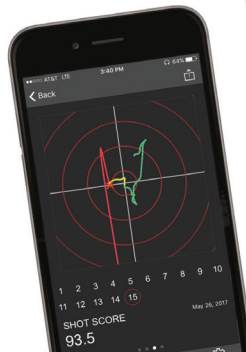
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SAFETY FIRST

By Andy Fink



Junior Shooters is dedicated to the importance of safety with people, products, & practices.

ALWAYS EACH AND EVERY TIME

Safety Notice: During article development, firearm testing, training, and participating in shooting activities, Junior Shooters insists that all juniors are supervised by an adult and follow NRA-approved safety rules. In addition, any photography, spectating or otherwise participating must always be accomplished in a safe manner. Any photographs taken in which the camera is in front of the firing line, or what would be the firing line, are made using a remote camera.

Frangible BBS!

I could not have been happier when I saw these babies at the SHOT Show this January - Frangible BBS!

Air Venturi should get an innovation award for coming up with these "Dust Devils!" Faster & safer. The worlds first frangible .177 caliber BBS will change the way BB guns are used! Consider all the BB-gun-firearm-replicas now available; Dust Devils give us opportunities for indoor shooting that we never had before.

The revolutionary Dust Devils shoot 10% faster than traditional steel BBS and shatter on impact with hardened targets for dramatically less ricochets and an overall safer round.

"Made right here in the USA, this new patent pending ammo is designed for dynamic shooting sessions where shooters don't have to worry about ricochet," says Paul Milkovich, Air Venturi's Director of Business Development. "While frangible ammo has been popular with firearm shooters for decades, Air Venturi is the first company to produce a BB that leaves ricochets in the dust. Dust Devils are BBS perfected and we're sure backyard plinkers and indoor shooters will take notice."

Dust Devil BBS fit in any air gun that accepts BBS and disintegrate into tiny fragments that safely crumble and fall, instead of sending rounds bouncing back at the shooter. Its proprietary blend of special alloys create a round that shoots 10% faster and is completely lead-free. Adding to Air Venturi's wide assortment of airguns, airsoft, and ammunition, Dust Devil BBS will be available beginning in March 2018.

P.S. I just got my first batch in for testing - Can't wait! ©



Air Venturi releases Frangibles!



Wow!

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Hey
JS,
whats
on the
list?

GEARGUIDE



SLIP 2000

SLIP 2000 has a number of products that really stand out. We were able to test three of these; Carbon Killer, Slip 2000 725 Degreaser, and the EWL. All of these products are:

- **BIODEGRADABLE**
- **USER FRIENDLY**
- **NON-REGULATED**
- **NON-TOXIC**
- **NON-HAZARDOUS**

CARBON KILLER

You can actually submerge your gun parts in it and soak them. Clean as can be. This product is reusable so a little bit can be used over and over.

Slip 2000 Carbon Killer also works great as a bore cleaner. Simply Push a wet patch or mop through barrel and allow to soak 2-5 minutes. Run a brush through your bore. Repeat if necessary. Follow with a wet patch of a Slip 2000 Lubricant to displace any moisture. NOTE: Carbon Killer should not be allowed to dry out when using it.

The 725 Gun Cleaner Degreaser

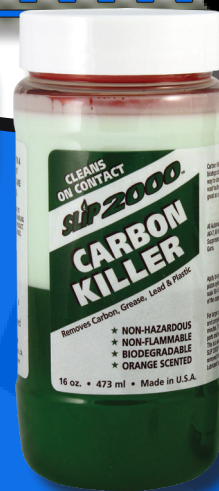
725 GUN CLEANER/DEGREASER is an aqueous base liquid cleaner. This product was specially formulated without the use of hazardous petroleum solvents. 725 GUN CLEANER/DEGREASER has extremely high penetrating and emulsifying properties that will dissolve carbon and burnt propellant residue on contact. This product contains quality surfactants, wetting agents, emulsifiers, cleaners and rust inhibitors. 725 Gun Cleaner will rinse freely and is compatible with most oil water separators.

This cleaner was designed to quickly and easily strip old grease, oil and carbon from barrels, breaches, trigger assemblies and porting.

Extreme Weapons Lubricant – EWL

Slip 2000 EWL has incorporated advanced technology additives to enhance film strength and anti-wear properties. Penetrating the pores and bonding its self to the surface of the metal through physical absorption reducing surface tension thereby reducing friction between moving parts and minimizing wear and the build-up of wear related debris.

Slip 2000 EWL will not dry out or attract dust or dirt particles like petroleum products. Even when surface is wiped dry to the touch Slip 2000 EWL is still present and lubricating the metal parts from within the pores of the weapon. This product does not require a liquid carrier to be present for protection. Slip 2000 EWL does not evaporate off because there are no carriers needed for continued protection.



We have found these products to work very well and certainly recommend them.



POCKET SHOT Jr.

The original Pocket Shot was the evolution of the slingshot and put slingshot fun back on the map. Well, it now has an offspring ... the Pocket Shot Junior, which is half the size but retains all the fun. The pouch is easy to pull, but without too much torque. Its patented, circular design allows users to load and shoot at two to three times the rate of a regular slingshot. Its tiny size allows you to keep it in a pocket or backpack while storing ammo in its watertight compartment. The high-impact inner ring is indestructible, and is guaranteed not to chip, crack or break during normal use. The outer ring and cap are strong and durable to handle harsh outdoor conditions. Created and built in the USA. The Pocket Shot Junior includes one pouch and twenty-four (10 MM) rubber balls, which can reach speeds of 184 feet per second (FPS).

At \$12, this is a great bargain.

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OUR
COMMITMENT.**



Hey
JS,
whats
on the
list?

GEAR GUIDE



Bushnell AR Optics

Bushnell has an extensive range of optics and have come out with three new laser products for the MSR. Each of these is excellent. They are easy to use and are very effective in night time competitions.



Haste

Waterproof, ergonomic, ready for every MSR and legal for AR pistols, the Bushnell AR Optics Haste™ is the epitome of forward-grip lasers. Available in red or green laser options, the Haste mounts under the bore, and provides a bright, continuous, long-lasting beam with the push of a single button. The waterproof construction ensures it won't falter in bad weather. Target acquisition doesn't get any simpler.

- One-button operation with constant on.
- Convenient - Easy battery replacement without losing zero.
- Red laser: 635nm; <5mw Class IIIa. Green laser: 525nm; <5mw Class IIIa.



Chase

The Bushnell® AR Optics Chase™ is two sights in one. Push one button for a bright, continuous laser beam available in red or green. Push another to engage the flip-up Front sight. The Chase™ mounts over the bore, with the laser allowing for a seamless, accurate transition between multiple targets. The Back-up sight is ideal for longer shots, and integrating both saves valuable space on the accessory rail.

- One-button operation with constant on.
- DUAL PURPOSE - Combination over-bore laser and flip-up front sight.
- Red laser: 635nm; <5mw Class IIIa. Green laser: 525nm; <5mw Class IIIa.



Rush

The Bushnell® AR Optics Rush™ is a hi-rise mount with built-in laser sight for close quarter environments. The integrated, offset laser saves space on the rifle, is available in red or green, and projects a continuous, powerful beam with one push of a button. It replaces your existing mount, and is compatible with any optic that can be mounted on a picatinny rail.

- One-button operation with constant on.
 - DUAL PURPOSE - Combination over-bore laser and hi-rise mount.
 - Compatible with any optic mounted on a picatinny rail
 - Easy battery replacement.
- SPECS - Red laser: 635nm; <5mw Class IIIa. Green laser: 525nm; <5mw Class IIIa.



Breakthrough

Battle Rope



Breakthrough produces a variety of outstanding gun cleaning products and has just added new products to the mix!

Battle Ropes

The new Breakthrough® Clean Battle Ropes™ are available in a wide variety of caliber widths, to cover all of your firearm cleaning needs. Designed to better clean the bore of your firearm, the Battle Rope's integrated bronze brush and detachable hard bristle nylon brush provide twice the cleaning action.

Vision Series Cleaning Kits

Our compact Vision Series Cleaning Kit line offers you everything you need to ensure a thorough clean. Its plastic tray keeps all the various pieces of the kit organized neatly inside a durable case that acts like a mini toolbox. Designed to clean .357 Cal / .38 Cal / and 9mm. These are also available in popular rifle calibers.

These cleaning kits come with cleaning rod sections, various hard bristle nylon brushes, jags, patch holders, and cotton patches. Also included is our durable polymer "T" handle for an easy grip and our mini bottles of Breakthrough® Military-Grade Solvent and Battle Born High-Purity Oil.

Pistol Cleaning Kit



Channel Cleaning Tool for 1911

Breakthrough® Clean Technologies' Channel Cleaning Tool is designed to provide a simple and effective way to clean the many recesses and cuts inherent to firearm design. It works on any type of firearm; revolvers, semi-auto pistols, bolt action rifles, semi and full auto rifles, and shotguns. The flat tips and square edges reach into edges and corners typically missed using other cleaning implements. The Channel Cleaning Tool is non-marring and will not scratch or damage the finish of your firearm.

Channel Tool



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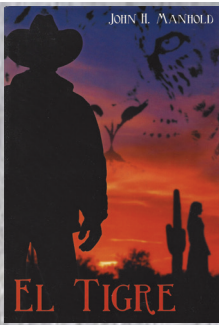


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