

**56th
Pennsylvania
Volunteer
Infantry**

56th PVI

Pig Roast Skirmish

June 26th - 28th, 2009

Springtown Rod and Gun Club

Your team is invited to the Middle-Atlantic / 56th PVI Pig Roast Skirmish which will be held at the Springtown Rod and Gun Club, Route 212, Springtown, PA 18081. Along with the standard N-SSA individual targets, we will be having a special 200 yard individual target event and a rapid fire individual event on Saturday only. The price for individual targets is \$1.00 and they are open for re-entry. Bring plenty of ammo for your fun. Below you will find your registration form and the list of targets and medals are attached.

The gun club will be serving breakfast and lunch on Friday, Saturday and Sunday, opening at 7:00 am, and will be serving a pig dinner with all the fixings for \$8.00 on Saturday Night. Please indicate below the total number of dinner tickets needed.

Please send your reservations right away. Deadline for the dinner is Saturday, June 6th, 2009 so the club can prepare for the dinner. Please do not delay!! Contact person is Pat McGinness, 610-346-7521. Hope to see you there.

56th PVI Registration Form

Name of Team: _____

Region: _____

Team #: _____

Phone #: _____

Number of Dinner Tickets Needed: _____

We will enter _____ Musket Teams @ \$40 Per Team Total \$ _____

We will enter _____ Carbine Teams @ \$25 Per Team Total \$ _____

We will enter _____ Breechloader @ \$15 Per Team Total \$ _____

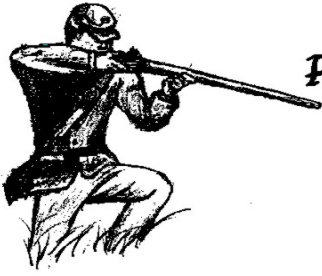
We will enter _____ Smoothbore @ \$10 Per Team Total \$ _____

Grand Total \$ _____

Please make checks payable to "Reg Douglas" and mail along with this registration form to:

Reginald Douglas
10 Edgewood Drive
Towanda, PA 18848-9399

Mike Jarnutowski
Skirmish Director



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56th PVI
Schedule of Events

Friday, June 26th:	1100 hrs	Range open for individual shooting
	1800 hrs	Range closed for the day
Saturday, June 27th:	0830 hrs	Range open for individual shooting
	1330 hrs	Range closes and carbine team match set up
	1345 hrs	Carbine team Commander meeting
	1400 hrs	Carbine team match begins

The breechloader match will start shortly after the end of the carbine match. Commander meeting will be announced prior to the match.

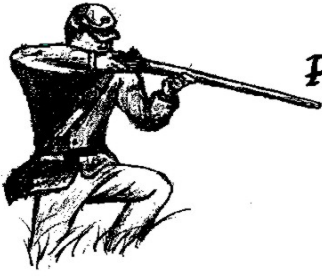
Sunday, June 28th:	0830 hrs	BB gun match
	0900 hrs	Protest time for individual match ends
	0930 hrs	Set up for musket match
	0945 hrs	Commander musket meeting followed by opening ceremonies
	1000 hrs	Musket match begins

Smoothbore match will follow shortly after the end of the musket match

All individual match targets are 5 shoot score except for the special event shooting.

Uniforms are required for team matches except when announced.

All N-SSA rules apply.



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**56th PVI
Shooting Events**

Carbine Team (5 Man)

50 yard 20 clay pigeon board
50 yard 5 donut plates, 2 min. rapid fire
50 yard 10 - 4" tiles
50 yard 5 - 2" tiles and 5 - triangle tiles
100 yard 7 - 6" tiles

Breechloader Team (2 Man)

50 yard 16 clay pigeon board
50 yard 8 - 4" tiles
50 yard 8 - 2" tiles
50 yard 4 - hex tiles & 4 - triangle tiles
100 yard 5 - 6" tiles

Musket Team (8 Man)

50 yard 32 clay pigeon board
50 yard 8 donut plates, 2 min. rapid fire
50 yard 16 - 4" tiles
50 yard 16 - 2" tiles
50 yard 16 - Wood pots
100 yard 10 - 6" tiles

Smoothbore Team (2 Man)

25 yard 6 clay pigeon board
25 yard 4 - 4" tiles
25 yard 4 - Wood pots
50 yard 4 - 6" tiles



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**56th PVI
Individual Medals**

Musket (Classified)

Expert
Sharpshooter
Marksman
Striker

50 Yards

1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd

100 Yards

1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd

Carbine (Classified)

Expert
Sharpshooter
Marksman
Striker

50 Yards

1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd

100 Yards

1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd
1st, 2nd, 3rd

Revolver (Classified)

Expert
Sharpshooter
Marksman
Striker

25 Yards

1st, 2nd
1st, 2nd
1st, 2nd
1st, 2nd

50 Yards

1st, 2nd
1st, 2nd
1st, 2nd
1st, 2nd

Breechloader (Unclassified)

50 Yards

1st, 2nd

100 Yards

1st, 2nd

Smoothbore (Unclassified)

25 Yards

1st, 2nd

50 Yards

1st, 2nd

Unclassified aggregates

Musket

1st, 2nd

Carbine

1st, 2nd

Musket/carbine

1st, 2nd

Revolver

1st, 2nd

Grand Aggregate

1st, 2nd

Breechloader

1st

Smoothbore

1st