

# NAMPA ROD & GUN CLUB

## VANCE B. CUSIC

### 23<sup>rd</sup> ANNUAL VIETNAM MEMORIAL RATTLE BATTLE MATCH

**Saturday June 6<sup>th</sup> 2026** Starts 8:00 AM until completed around 2:00 PM.

**WHERE:** Nampa Rod & Gun Club outdoor range 5 miles south of Nampa Idaho on Hwy. 45 to 7990 Bennett Road turn East and go 1 mile to the range. Sign at Hwy. 45 and Bennett Road intersection.

**OPEN TO:** Members & Guest of members and members of the general public. Participants ages 13 through 17 need to be accompanied by an adult.

**DEDICATED TO: Vance B. Cusic** March 21<sup>st</sup>1942 – July 23<sup>rd</sup>2003, U.S.M.C. Rifleman 1960-1964. And to all those who have fallen in the battle for liberty & freedom.

**MOTTO:** “YOU CAN’T HURT THEM IF YOU DON’T HIT THEM” (Chesty Puller U.S.M.C.)

**ENTRY FEES:** **\$25.00** per participant. **\$10.00** per participant if ages 13 –17 junior teams welcome & allowed adult coaching/help.

**AUTHORIZED WEAPONS & AMMO:** Any military infantry rifle or carbine made from 1892 to present. U.S. issue or foreign made with open iron sights in original as issued condition. If you have a NM M1, M1A/M14, AR-15A2 NM etc. they are ok. If your rifle shoots 6 M.O.A. groups, it will keep all rounds in the prone silhouette at 200 yards. **Ammo – 100 ROUNDS** Ball FMJ, Steel core/AP, Soft point/Hollow points are ok. No Tracer or Incendiary bullets allowed. If you don't have a weapon that is authorized and would like to shoot in the match, I'll bring 1 SKS carbine and 2 AR15A2 rifles of my own for people to use as loaners. You will need to let me know before the match if you need one and I'll let you know what kind of ammo you'll need to get. Shooters will need to bring enough magazines or En-Bloc or stripper clips for rapid fire. I'll bring some Mauser & Springfield stripper clips for loaners if you don't have any. If you have a P.C. rifle, read no flash suppressor; bayonet lug etc. you can use it in the match.

**TEAMS:** This will be a team match with 4 person teams, AKA - Fire Teams. Teams will have to have a team name & leader. The match will be limited to **10 teams.** A team may pre-register and pay before the match to ensure entry. Pick up teams will be allowed and formed the day of the match for any shooters not part of a team up to the **10-team** limit of the match. Call to check.

**EQUIPMENT:** Shooting mat/4x6 piece of carpet etc. Hearing & eye protection, weapon, sling, **100 rounds** of ammunition, web gear/ammo pouches. Extra magazines, stripper clips etc. Binoculars or spotting scope ok. No shooting coats or gloves.

**COURSES OF FIRE:** All firing will be at 200 yards range. Loop or hasty sling support only. If weapon had an issued bipod it may be used if desired. Sighting shots: Shooters will have 2 minutes to fire 2 sighting shots at a full-sized silhouette with the target pulled and marked for each shot with a spotter & given impacts for shots that miss the target. After firing sighting shots teams will go straight into the first stage of fire. Any sighting shots come out of your 100 round limit.

**STAGE 1: AMBUSH!** Start position prone weapons loaded & on safe. Shooters will commence firing when targets appear. Targets 8 full sized silhouettes exposed for 60 seconds then 8 prone silhouettes with a full-size silhouette target moving at a **FAST WALK SPEED** for 60 seconds. Scoring: 1 point for each hit on target except 2 points for each hit on the moving target. Penalties – 10 points for each target missed and –20 points if moving target is missed from the team's total score.

**STAGE 2: COUNTER AMBUSH.** Start position standing facing down range with weapons loaded & on safe. Shooters will go to a kneeling or prone position and commence firing when targets appear. Targets 16 prone silhouettes exposed for 2 minutes. Scoring: 1 point for each hit on target. Penalties –10 points for each target missed from the team's total score.

**STAGE 3: FIRE THE FPF (*Final Protective Fire*).** Start position prone weapons loaded & on safe. Shooters will commence firing when targets appear. Targets 16 full size silhouettes with 2 full sized moving silhouettes starting at each end of target butts moving at **FAST WALK SPEED** exposed for 1 minute. Scoring: 1 point for each hit on target except 2 points for each hit on the moving targets. Penalties –10 points for each target missed and –20 points if a moving target is missed from the team's total score.

**AWARDS/PRIZES:** Each member of the match winning team will receive \$100, if four or more teams enter, and \$50 each if less than four teams enter. Winners will also receive a picture of the winning team, and the Team members engraved on trophy.

**PERIOD CLOTHING & EQUIPMENT IS ENCOURAGED!**

**QUESTIONS:** Contact match directors Jeffrey W. Collins Nampa Rod & Gun Club Ordinance Officer/CMP Director-Instructor at (208) 465-7647 or E-mail at [collins@idoc.idaho.gov](mailto:collins@idoc.idaho.gov) I have paper prone & full size silhouette practice targets for sighting in & practice one each free per participant, contact J.W. Collins for details please.