

JANUARY'S SJWF BOARD ELECTION

The San Juan Wildlife Federation is pleased to announce its two newly elected board members! Steve White returns to his spot on the board for his second term, and Randy Foster has begun serving as our newest board member. Congratulations Steve and Randy!

CAPITAL IMPROVEMENTS

Yes, we always need those. This year we have a need to replace the 100 yd range Shade Cover. The clubhouse roof is long overdue for new shingles, as it's become a leaker hard to keep up with. And then there is the very important perimeter safety fence that needs to be a serious effort until the club property is secure from liability. It needs to be completed, the sooner the better.

We have heard a few members who have suggested that while they can't help out much with physical time, they can help monetarily. To those we suggest that now is a good time, with whatever you can donate. And the same to others who also may be able to help this way. If you can help, call one of the club officers....phone numbers are on page 5.

MATCH SPOTLIGHTS

We will add spotlights from time to time to help educate members about club matches and activities. Two this month! **Bang-Galore**, and the **Indoor .22 Bullseye**. Read all about it, and join the fun!

SJWF CLUB CALENDAR

FEBRUARY

Sat. Feb 13. — Trap 10AM; 4-H .22 9:30AM
 Sun. Feb. 14. — SASS, Wildbunch 9 AM
 Mon. Feb. 15— Youth Airgun League 6:30 PM
 Tues. Feb. 16— **SJWF General Meeting 7:30 PM**
 Thur. Feb. 18 — Skeet/5-Stand 11 AM;
 Indoor .22 Bullseye 7 PM
 Sat. Feb. 20 — Trap/5 Stand 10 AM;
 Service Rifle/Pistol 9 AM;
 Bang-Galore 1 PM; 4-H .22 9:30AM
 Sun. Feb. 21 — NSSF Rimfire Challenge 9 AM
 Mon. Feb. 22 — Youth Airgun League 6:30 PM
 Thur. Feb. 25 — Skeet/5-Stand 11 AM;
 Indoor .22 Bullseye 7 PM
 Sat. Feb. 27 — Cowboy Long Range 9 AM;
 Trap/5-Stand 10 AM; 4-H .22 9:30AM
 Sun. Feb. 28 — SASS, Cowboy Action 9 AM
 Mon. Feb. 29 — Youth Airgun League 6:30 PM

MARCH

Tues. Mar. 01 — **SJWF Board Mtg. 7:00 PM**
 Visitors Welcome
 Thur. Mar. 03 — Skeet/5-Stand 11 AM;
 Indoor .22 Bullseye 7 PM
 Sat. Mar. 05 — Trap 10 AM; 4-H .22 9:30AM
 Sun. Mar. 06 — IDPA Pistol 9 AM
 Mon. Mar. 07 — Youth Airgun Fall League 6:30 PM
 Thur. Mar. 10 — Skeet/5-Stand 11 AM;
 Indoor .22 Bullseye 7 PM
 Sat. Mar. 12 — Trap 10 AM; 4-H .22 9:30AM
 Sun. Mar. 13 — SASS, Wildbunch 9 AM
 (Daylight Savings Time)
 Mon. Mar. 14 — Youth Airgun Fall League 6:30 PM
 Tues. Mar. 15 — **SJWF General Meeting 7:30 PM**
 Wed. Mar. 16 — Trap 4 PM
 Thur. Feb. 17 — Skeet/5-Stand 11 AM;
 Indoor .22 Bullseye 7 PM
 Fri. Feb. 18 — **Ladies Night Trap 6-8 PM**

OUR PLEDGE

"I Pledge to Protect and Conserve the Natural Resources of America. I Promise to Educate Future Generations so They May Become Caretakers of Our Water, Air, Land, and Wildlife."

BANG-GALORE RIFLE MATCH SPOTLIGHT

Held the third Saturday of each month at 1 P.M. on Range 2 (Long Range) after the Service Rifle/Pistol Match. Open to the public. Match Fee, \$5.00. The Match Director or his representative control the match.

Description:

Binary exploding targets, varying in size from 1" x 2" toilet paper cardboard roll or 1" x 2" x 7/8" box up to a 6" x 6" x 1" cardboard box are typically used. Targets, and size of targets to be arrayed in a particular competition are at the discretion of the Match Director, Steve White, or his representative.

The targets (up to 15) will be arrayed at distances from approximately 100 yards (non-magnified sights) to approximately 900 yards, the smallest targets at the closer distances and the larger at the further distances.

Participants "purchase" shot tickets for \$1.00 each (subject to change). A shot bucket will be available for each target that has been setup down range. Participants will be organized into squads. Where possible, the squads will contain shooters of similar skills. Squads can be Novice, Intermediate, or Expert.

The Novice Squad will generally engage the nearer range targets, the Intermediate Squad the medium range targets and the Experts the longer range targets. Shooters for each squad (up to three squads of 10 shooters each) will draw to determine the shooting order for their squad's targets. Shooters may position themselves anywhere on Range 2's benches or firing line.

Shooters may **not** engage the targets until their shooter number is called by a designated Squad Safety Officer. The shooter will then place his /her shot ticket in the shot bucket and engage the target designated by the Squad Safety Officer.

If the target remains unexploded, the next shooter in the shooting order places his/her shot ticket in the bucket and engages the target. And so on, until the target is hit AND explodes.

When a shooter hits and explodes the target, he/she splits the tickets in that target's shot bucket with the host (SJWF). The split to the host is used to pay for the binary targets. The participant may then use his/her won tickets to continue to shoot at other targets or cash them in at the end of the match. Participants may purchase additional shot tickets until the end of the match.

Unexploded targets' shot bucket tickets are forfeited to the host at the end of the match. Participants' unused tickets (those not placed in the buckets) will be refunded at the end of the match. (The tickets from one match cannot be used at a subsequent match.)

When Squads complete the exploding of their assign targets, the Match Director may assign targets from another Squad to expedite the completion of the match. Generally speaking, the most distant remaining targets will be assigned first.

If one or more Squads simultaneously engage the same target and it results in an exploded target, the Match Staff will determine which shooter actually exploded the target. If the Match Staff is unable to make that determination, the shooters' portion of the targets' tickets (1/2 of the tickets in the bucket) will be split by the simultaneous shooters. At no time will the host's share be reduced below that which would have occurred had there been only one winning shooter.

The match ends when no more targets remain to be shot or there are no more shooters.

Other important information:

1. Match setup will normally begin at 12:00 P.M. All participants are encouraged to assist with the match setup.
2. The Match will begin after setup or 1:00 P.M. whichever occurs later.
3. There may be up to three simultaneous shooters active on the line at one time. (Depending on the number of squads)
4. Equipment Rules:
 - a. Any rifle may be use as long as it is permissible under the SJWF Range Rules. (.223 Remington, 5.56 mm NATO or smaller are not recommended for distances beyond 500 yards as they may not explode the targets even when properly hit.)
 - b. Computer controlled sighting systems are not allowed (e.g. TrackingPoint scope).
 - c. Two piece benchrests, bipods and similar equipment may be used.
 - d. One piece benchrests (lead sleds, etc. are not allowed).
 - e. No "spotters" allowed. All participants must do their own spotting.
 - f. Participants may NOT use electronic distance measuring equipment (e.g. laser range finders, etc.) to determine ranges to targets.
 - g. Participants may not use electronic meteorological measuring equipment (e.g. anemometer, etc.).
7. Shooter Rules:
 - a. Participants must follow the shooting order as determined through the draw.
 - b. Participants may engage an assigned target with one shot after they have place a shot ticket in the shot bucket for that target.
 - c. Participants will assist in the Range cleanup after the match has been completed.
 - d. For shooters not participating in the Match, but wish to engage their own exploding targets:
 - (1) Shooters may, at the discretion of the Match Director, bring their own targets.
 - (2) The targets will be provided to the Match Director for inspection prior to match setup.
 - (3) The targets must be manufactured by a company licensed to do so. (No home-made targets)
 - (4) The manufacturer's directions/instructions for use must be followed.
 - (5) The targets will be marked or painted so as to readily differentiate them from those used for the official Match.
 - (6) The targets will be prepared for placement IAW the Match Director's instructions.
 - (7) The targets will only be setup down range in places design

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SHOTGUN RANGE NEWS

TRAP: The spring league starts on Wednesday March 16th. So get a five person team together and come shoot with us!!!!

Daylight Savings Time and the end of Winter hours is Sunday March 13. **Wednesday trap shooting will return on March 16th!** Wednesday trap hours are 4:00 PM 'til dusk. Saturday trap hours moves to 9 A.M. on March 19th. Shooting will continue until noon or when everybody finishes.

SKEET & FIVE STAND : Thursdays 11 A.M. to 3 P.M. No changes coming.

SATURDAY FIVE STAND: Last 2 Saturdays of the month ,10 A.M. to 1:00 P.M. (9 A.M. after March 13.)

LADIES NIGHT: We are starting a Ladies Night at the Trap Range starting Friday, March 18th, 2016 from 6: P.M. to 8 P.M. All ladies that might be interested in learning how to shoot trap are invited. (As well as those ladies who are already familiar with this shooting sport.) For more details or to ask questions, please contact Gerald Jones at 505-330-1554. —Jim Kennedy, Shotgun Match Director

MATCH SPOTLIGHT **.22 Bulleye Shoot**

The Bullseye shoot is a weekly indoor shoot on Thursday nights, in the clubhouse, starting at 7 PM. Open to members and their friends. Please arrive before 7 PM to get set up. The match is a fun, no pressure match, not a competition. The cost for a whole evening of fun is \$5.00 per shooter.

Eligible firearms for the match shoot .22 Cal. Long Rifle, maximum, revolver or semi-automatic pistol. We do allow semi-auto rifles, and if you're fast, even a bolt-action. (Two magazines are best, but not required.) No bottleneck .22, .20 or .17 ammo allowed! Straight wall cases only.

Required Ammunition: 90 rounds for match, plus extra ammo for misfires and practice targets.

Firearm handling: All firearms brought into the indoor range should be unloaded & bolts open.

Firearms should not be handled without the range officer's permission and never while anyone is down range. The range officer will communicate when the firearms can be handled and loaded.

When permitted, cases should be opened on the table, firearm muzzles pointing down range. The magazine should be removed and the actions locked open. Revolver cylinders should be opened.

The Match: The match begins with one or two practice targets. Practice time is ten minutes, no limit on rounds fired in that time.

In the match itself, we shoot nine targets: three slow fire, three timed fire, and three rapid fire targets. Targets are shot as follows:

- Each **Slow fire target** is shot with ten rounds in ten minutes.
- Each **timed fire target** is shot with five rounds in 20 seconds; range officer commands a cease fire, and reload; again on command, a second five rounds in 20 seconds is fired into the same target.
- Each **rapid fire target** is shot with five rounds in 10 seconds; cease fire & reload at the range officer's command; then a second five rounds in 10 seconds is fired into the same target.

After each target is shot (excepting the slow fire target) the range officer calls for any alibis. That is: Did any shooter fail to get all ten rounds fired at their target, who still wishes to fire those rounds?

Note: Since this is a fun match we allow as many alibis as you wish to call. And the shooter only has to shoot the number of rounds to achieve firing ten at the target. In a "real" competition one is only allowed a single alibi during the entire match. In calling an alibi the "competition shooter" shoots the target as though it hadn't been shot to begin with. So if the shooter had fired eight shots before a jam or misfire, the shooter shoots the target again with a full ten rounds. The target now having 18 hits in it and the eight highest scoring hits are discarded! (but that's competition...at this shoot you compete only with yourself or a friend if you wish...so relax and have fun!)

Charles Phelan, indoor Range Officer/ 327-2029

2016 ANNUAL MEMBERSHIP RENEWALS — Complete, Clip and include with check

Name _____ Age _____ Date _____

Address _____

City _____ ST _____ Zip _____

E-Mail Address _____ Phone: _____

NRA Member (Individual/Family*)\$100

NRA membership # _____ Expiration Date _____

NON-NRA Member (Individual/Family*).....\$200 (*Family includes wife and children under 18)

**To JOIN or renew NRA membership.....Attend a General Meeting
NEWS, RANGE POLICIES, AND NOTICES**

NOTICE!

RANGE IS CLOSED 8 AM to 3 on the 3rd Thursday every month to maintain the range. We greatly look forward to and appreciate volunteers who come to help. Thank you!

“Range Closed” signs, are for the SAFETY OF RANGE WORKERS! Absolutely no shooting allowed when the signs are up. Ignoring this safety rule can cost your membership!

PLEASE... DRIVING ON RIFLE RANGES can’t be allowed when they are muddy. The resulting damage is frustrating to those who donate their time maintaining our range. Please don’t be the cause of hours of undeserved labor, and the expense of rented equipment to fix the damage.

Please send news, email, articles and information for the SJWF Web Site to: webmaster@sjwf.org

Lost Your Key card?—Call Karen Standley @ 330-7693 or Steve White @ 320-3048. Replacement requires a \$25 deposit & a current membership.

ADDRESS or EMAIL CHANGE? Send your new address to **SJWF, P.O. Box1411 Farmington, NM 87499.**

REWARD OFFERED!
\$250 reward for information leading to the arrest and prosecution of ANY-

ONE who vandalizes and/or destroys club property.

MEMBERSHIP RENEWALS
SJWF now has an outdoor bulletin board where the Newsletter is posted. A list of members whose memberships are within 60 days of lapsing is also posted. The bulletin board is mounted on the front exterior wall of the clubhouse. Members please send in your membership dues 30 days prior to the expiration date in order to avoid any interruption in your membership.

IMPORTANT NOTICE: Members who provide their **email address** to the SJWF will receive the SJWF eNews Update each month. Members will be able to pay their annual dues; sign up and pay for SJWF events; and buy raffle tickets electronically via email, but **ONLY** if SJWF has their email address. — Steve White, SJWF Security Officer.

CONCEAL CARRY CLASSES
Conceal carry classes for a State of New Mexico Conceal Carry License, are offered on a continuing basis, in association with SJWF, by two instructors.

Interested potential students may call Mike Freestone (325-5355) or Bond Kinney (330-2475). Students can also sign up at East Main Trade. Fees: \$175. Class sizes varies, but usually average 6 students per class.

NRA COURSES
The following NRA Courses are offered by Bond Kinney: Basic Rifle; Basic Pistol; Basic Shotgun; Rifle/pistol Reloading; Shotgun Reloading; Personal

Protection in the Home; and the Range Safety Officer Course. Classes of 1 to 5 students (kids and/or adults; at the SJWF clubhouse; Ages 10 thru adult; kids must have parents present. **Fees: \$40.**

IMPORTANT DATES

You can help out the club in a big way if you plan ahead by putting these dates in your calendar, and **set aside time to volunteer!**

- **April 29-30 & May 1.** — Sheriff’s 3-Gun Charity Challenge—7:00 AM
- **August 20**—Youth Fest.
- **September 16, 17, 18**—Fall Gun Show.

FREE CLASSIFIEDS

*For Sale, Trade or Want to Buy—Ads will run for 3 months unless extended. Extend anytime by phone or email. gstrad@msn.com or call 327-2816. —Greg **Email titles MUST include SJWF . I'm not likely to open an email without that, unless I know you.***

AMMO FOR SALE: 495 rounds of 40 S&W:

- 195 rounds--165gr HP Speer LE Gold Dot Duty ammo
- Federal 180gr FMJ 1x100 round value pack
- Winchester 165 gr FMJ: 2x100 round value pack

\$175 for the lot. Call Kevin: 505-860-1014

FOR SALE: Reloading equipment; RCBS Jr press, Redding powder measure & scales, Forster case trimmer, dies, trays, powders, ETC,ETC. Asking \$370 for everything John L. @ 324-0522 or 860-7417.

FIREARMS TRAINING: Safer-U offers you “complete training packages” with classes in beginning handgun, concealed carry, refresher/recertification’s, handgun skill builder classes and now hands on personal protection. Learn more at www.Safer-U.com or call the Safer-U hotline 505-320-7233.



Event PhoneNumbers
IDPA Pistol
 Tom Maddox, 325-2889
Service Rifle
 Bond Kinney, 330-2475
22 Benchrest
 Jameson Torrez 505-716-8679
Cowboy Long Range
 Leon Suydam, 632-8743
Cowboy Action
 Ken Cline, 325-8261
Wild Bunch
 Ken Griner 632-9712

3030 Cowboy
 Leah Ray, 947-6935
Hunter Safety, Sportsfest, County Fair & Gunshows
 Billy & Karen Stalcup 360-3334
Indoor .22 Bullseye
 Charles Phelan, 327-2029
Air Rifle
 Steve White 320-3048
Shot Gun Range:
 Trap

Jim Kennedy 801-1029
Skeet/5 Stand
 John Formea 787-8297
IPSC Pistol
 Larry Johnson, 325-1303
Hunter Benchrest/Varmint for Score
 Marty Steffan 334-6760; 793-9525
Ruger Rimfire
 Charles Self 635-9469

CONT. FROM PAGE 2
BANG-GALORE

- nated or approved by the Match Director.
- (8) The Match Director is the final authority concerning the use of shooter provided binary targets.
- (9). All shooter provided targets must be safely exploded prior to leaving the range.
- (10) All debris created by shooter provided targets must be removed by the shooter at the end of the match.

Any questions concerning this match can be addressed to the Match Director, Steve White at security@sjwf.org or by calling 505-320-3048.

2015 SJWF CONTACTS

President:	Bill Standley	330-4446
Vice President:	Mike Freestone	325-5355
Secretary:	Karen Standley	330-7693
Treasurer:	Karen Standley	330-7693
Executive Officer:	Wayland Moore	402-7826
Indoor Range Officer:	Charles Phelan	327-2029
Outdoor Range Officer:	Michael Carroll	564-8251
Range Safety Officer:	Bond Kinney	330-2475
Membership Officers:	Karen Standley	330-7693
	Steve White	320-3048
Newsletter Editor:	Greg Stradling	327-2816
sjwf.org Web Master	Steve White	Webmaster @sjwf.org
Board Member	Randy Foster	
Board Member	Dana Little	793-5445
Board Member	Ken Griner	632-9712
Board Member	Jim Kennedy	801-1029
Board Member	Bond Kinney	330-2475
Board Member	Steve White	320-3048



San Juan Wildlife Federation

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