

## **Important: NROI Class scheduled for October 21-22, 2006**

MPPL would like to have a class to train new Range Officers. We need to have a count of people interested in taking the class. The class will be two full days, with classroom instruction on Saturday, followed by a range session on Sunday. Cost of the class is still undetermined, but will be extremely reasonable. So, if you want to learn more about the sport you love and earn your credentials as a certificated Range Officer, please send an e-mail to [mppl@hawaii.rr.com](mailto:mppl@hawaii.rr.com) to be counted. You can also just tell one of the Directors. I know that this isn't a lot of information, but details will depend on the number of participants. Please respond by August 31st... we need a count.

### **MPPL's Website**

For those of you who are internet ready, you can now check your scores on our website:

#### **MPPL.net**

Thanks to the hard work of Osamu Makeuchi and Robert Loui, Final results and Stage results are on the site. Click on schedule and scroll down to view.

### **Get your Butt off the Range**

It has come to the attention of the Directors that certain members are misusing the "shoot through" privilege. Seems that the individuals will shoot all the stages and then sit and wait for their scores at the end of the match. This definitely is a case of "unsportsmanlike conduct". I'm sure that every shooter would like to shoot and then sit in the shade, but would that be fair to the people running the timers or taking the scores or taping the targets.... it wouldn't, so stop doing it. I dislike having to scold the majority of good members because of the behavior of a few inconsiderate people, so I'll stop. Just remember this... if you need to "shoot through" tell Ian, try not to shoot the whole match in one squad rotation (no one likes having to wait while 8 people "shoot through"). AND when you finish the match get your butt off the range, don't stand around and generate resentment from the other shooters. I'll get off my soapbox, but I'll be back.

### **No Playing on the Range**

Time to talk about playing on the range. Like everyone else I love to shoot, pop off a few rounds after the match. Perhaps even sight-in my rifle or check the function of my handgun. BUT, please wait until all of the props are **put away** before you run and shoot on the range. We've got pretty good at holding back until after the stage was torn down, but someone has to unload the trucks (quick thank you to the truck drivers). Many hands make the job go faster... lend us a hand, unload props, put props away, then go and play.

### **Groups of brass cases are less likely to disappear than brass that travel alone.**

I've been conducting a systematic and objective study of the social relationships of fired cases. I've come to the conclusion that brass cases that are individually ejected onto the ground have a higher tendency to disappear or get lost. The high lost rate of individually ejected cases (sometimes as high as 98%) leads this researcher to believe that there is something that preys on the isolated brass case.

My experiments (done over the course of several matches) have shown that cases that are physically joined (i.e. full moon clips) are more likely to be returned to the original owner. My experiments will continue, but initial results tend to back my hypothesis.

### **Orphans found on the Range**

Several orphans were found at the Kokohead range wandering aimlessly from stage to stage. When asked what they were doing by a concerned shooter, the orphans replied that they were checking out the stages. The concerned shooter asked them if they were part of a squad...and the orphans replied that they were indeed part of a squad, but since they had already shot the stage that their squad was on...they didn't feel the need to stay with the squad. Shocking. The orphans were returned to their squad in time to help tape and repair targets. Makes me think that we should have a new club policy... "DQ the Orphans", that should raise a few eye brows...