

THE FIRING LINE

The Newsletter of the Nevada Firearms Coalition

November-December 2015

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Through the Spotting Scope

NVFAC President's Report

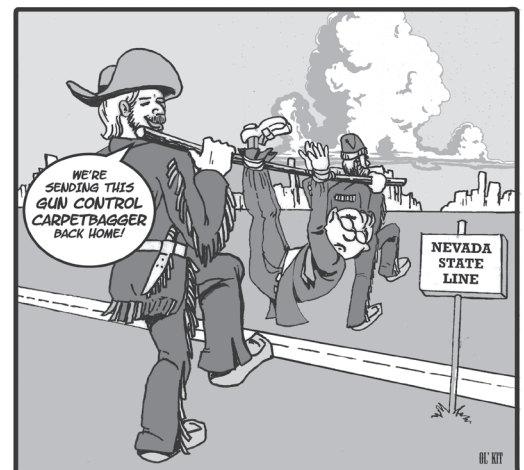
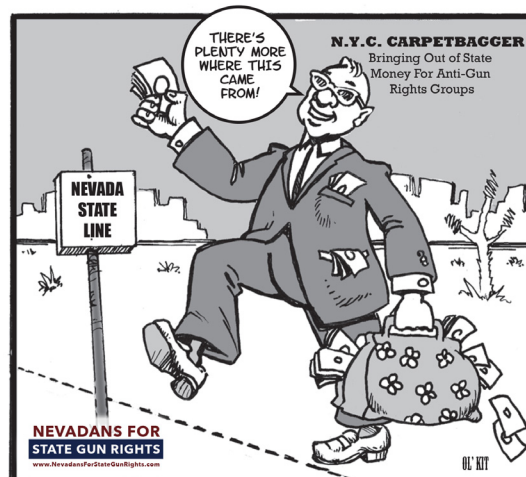


A Merry and Blessed Christmas to all our members. Let us remember as we spend this blessed time that our rights are natural rights given to us by our Creator and not "privileges" granted to us by the government, which by the way, we established. During this next year, our rights will be increasingly challenged by those in government (both elected and appointed) and their lackeys who consider their oath of office a formality and our rights as coming from the government. So our challenge for 2016 will be to defend our rights and make sure our children enjoy the same liberties we are blessed with. You will hear all sorts of messages that we need

"common sense" background checks and gun restrictions for our security. Do not be deceived, the end result is not what is in the message.

During this year, you will be asked to vote away some of your gun rights. Register to vote, and vote for freedom. NVFAC is the tip of the spear in Nevada protecting our gun rights and making sure you are kept notified. Please encourage all your friends to join and become active. Best wishes and have a Merry Christmas and a Joyous and free New Year!

For Freedom
Don Turner, President



*Dedicated to the ownership and safe use of firearms
for self defense, competition, recreation and hunting.*



NVFAC Legislative Affairs Division Report

As we prepare for the holiday season, be it Christmas, Chanukah, Kwanza or whatever you celebrate, it is well to remember that for Americans, the Second Amendment makes the other nine parts of the Bill of Rights and our entire form of government possible. Since the first American Christmas at Valley Forge 240 years ago, brave men have stood guard with guns to first secure and then defend our rights, our freedom and our way of life. Those who think guns are a threat to our society should contemplate a civil society such as ours without the private ownership of guns, where we would all be prey to those who could muster more force against us than we could muster in our own defense. That situation is best summed up by the saying, "They who beat their swords into plowshares will plow for those who do not."

Let us also not forget our brothers and sisters in law enforcement. As George Orwell put it so well, "We sleep secure in our beds because rough men stand ready in the night to visit violence on those who would do us harm." Many of those dedicated men and women will spend their holiday risking their lives bearing arms to protect us and our loved ones. The next time you see a cop, thank him or her for what they do. They will appreciate it, and more important, they deserve it.

Another vital weapon in the never-ending fight for freedom is one of the key birthrights we all have as United States citizens: the franchise. The record for voter turn-out in a presidential election was set in 1876, when 81.8% of eligible voters went to the polls. The outcome of that election ended Reconstruction in the South. In the post-WWII era, the record was set in 1960, when the Nixon-Kennedy battle for the White House brought 62.8% of eligible voters to the polls. Voter

turnout when Mitt Romney lost to Barack Obama was 54.9%. Probably the single most important thing the individual citizen can do for his country is to register to vote, and then vote in every election. Our country is run by those who show up. Make sure you are registered to vote, then be sure to vote, and encourage your family and like-minded friends to do the same. Your freedom, and your gun rights, depend on it.

The Nevada Firearms Coalition thanks its members and friends for their contribution to fighting the good fight for the Second Amendment in Nevada. Without you, our past success would not have occurred. Without you with us in the future, that success will not be repeated. Keep on fighting the good fight, and encourage other gun owners and freedom-lovers to do the same.

*Yours In Liberty
Duncan Rand Mackie, Vice President
NVFAC Legislative Division*



It's about the kids!

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Competition Shooting 101: CMP/NRA High Power

By Nick Leghorn on April 21, 2011

In our last installment we stepped into the fast-paced world of 3-gun competitions, where going fast was the key to success and moving around the course was an integral part of the challenge. This time we look at CMP/NRA High Power competitions, where keeping your heart rate low and staying still are the key . . .

What is NRA/CMP High Power?

The National Matches have been a staple of the American shooting sports since 1903. Every year (except during WWII) the best shooters in the United States have been competing against each other to prove who was the best shot. The structure of the rifle competition portion of those matches has changed since 1903, but it still feels more regimented and strict than 3-gun or other competition types. In 3-gun shots can be “good enough” and still win if you have a fast time, but in CMP/NRA High Power competitors live for that perfect shot.

CMP/NRA High Power is most similar to Olympic smallbore. Competitors fire from a specific position (standing, seated / kneeling or prone) at a target some distance away, firing 22 rounds within a generous time limit. Competitors shoot in squads, multiple people firing simultaneously but at their own individual targets. At the end of the day, the competitor with the highest score wins.

While the NRA and CMP technically have different rule books for their specific competitions, the rules are nearly identical and even reference rules in each other’s rule books. For this reason High Power matches typically are labeled as “NRA/CMP” and use both sets of rules.

NRA Rule book – <http://www.nrahq.org/compete/RuleBooks/HPR/hpr-book.pdf>

CMP Rule book – <http://www.odcmp.com/Competitions/Rulebook.pdf>

What kind of equipment do you need?

A rifle, an “Empty Chamber Indicator” (ECI) and some ammo is all you really need to start competing. Targets are provided by the range and everything else is optional as per the rules. Just like in 3-gun there are specific divisions, and the different divisions have some gear specific rules, but they are all about excluding

specific devices, not including required gear. Empty chamber indicators, on the other hand, are always, always, ALWAYS required.

If you enjoy this kind of competition and are looking for some aides to assist your score (or just make prone more comfortable) there are a number of items which are allowed in almost all divisions. Here’s a list rank-ordered by usefulness and price.

- **Spotting Scope** – The targets are far away, and the ability to see your score is somewhat important. A good spotting scope is a must-have for every competitor. Make sure to get one that is good for long distances and can be mounted on a tripod, this will allow you to mount it on something and make it easier to see through from different positions.
- **Shooting Mat** – A padded mat can be a real help especially when on concrete or gravel shooting surfaces. The mat cannot provide any support to the rifle beyond what the ground would normally provide, so no shooting rests or built-in supports. Even a little padding will help save your elbows in the long range stages.
- **Sling** – Relying on your muscles to keep your rifle on target is a surefire way to miss. Your muscles will get tired and start shaking, but a long strip of tanned cow hide never will. The m1907 leather sling, the same one that our grandfathers used in WWI and WWII, is the best option out there that works with both rule books. For some divisions a web sling can be substituted, but personally I’m sticking with the classier leather look.
- **Shooting Glove** – Just like with the muscles in your arm keeping your rifle steady, relying on your hand to keep your rifle up will only work so long. Using a shooting glove (or any heavily padded and stiff glove) will not only provide some support to your hand and enable you to hold the rifle better, it will also dampen the effect of your pulse on the rifle’s movement. At 600 yards, the difference between systolic and diastolic blood pressure can be the difference between a 10 and a 7.
- **Shooting Jacket** – This is another tool for keeping you steady. While standing or sitting, having an

extremely tight jacket to hold you up can be a real help. It also helps keep the sling in proper position during prone. It's a little spend-y, but worth the expense.

What are the divisions?

Divisions in CMP/NRA High Power are based on what kind of rifle you're using. Much like the divisions in 3-gun, the idea is to keep competitors on a relatively even footing so that someone with a 7.62 NATO AR-10 and gigantic telescopic sight isn't directly competing with people using .223 Rem AR-15s with iron sights. Equipment is mostly the same between the divisions with the exception of "F-Class" and "PALMA" rifles, which we'll cover in a later post.

The divisions for High Power Rifle are pretty much what you'd expect, and fall into progressively more strict categories. The rule books do have some differences here, so make sure you check your rule book of choice before entering competitions. I'll provide a reference to the specific rule at the end of each description. Some matches will ask you to specify the rule number under which you are shooting, so an easy reference might be useful.

- **M1 Garand** – There are entire matches devoted just to the finest battle implement ever devised. These matches include the Service Rifle M1 Garand [CMP 6.2.1, NRA 3.1 (a)] as well as the "Unlimited" M1 Garand [CMP 6.4.1] which allows more customization.
- **Service Rifle** – In my opinion, this is the toughest division (and therefore the one in which I shoot my ArmaLite NM A2 AR). The rifles cannot be altered beyond what's allowed in the rules, and there are very few adjustable parts. Above all, the sights are iron sights only, meaning long range shots are very difficult. The division is broken out based on the specific service rifle you're shooting.
- **Service Rifle (Foreign)** – A CMP specific rule, but technically these rifles can fall under the "Any Rifle" division below as well. Any rifle that has been issued as a service rifle of any nation in the world can compete in this division. [CMP 6.3.6]
- **Tactical Rifle** – The first real NRA specific rule, this division was designed to allow a telescopic optic on rifles which otherwise meet all the requirements for the "Service Rifle" division. Bipods may be attached but not used. [NRA 3.3.2]
- **Match Rifle** – Another NRA specific rule. This

division is designed for highly customized and finely tuned AR-15 style platforms (translation: money sink). Service Rifles from other divisions can compete under this division as well, but if you're planning on building a match rifle you'd best read the rules yourself. [NRA 3.3]

- **"Any Rifle"** – This is an NRA specific rule, but as the least restrictive it's probably the first one you'll want to compete in. You can use any rifle you want with any scope or sight you want, as long as it's safe and the caliber is smaller than .35. [NRA 3.2]

What are the positions?

The standard shooting positions are offhand (standing unsupported), seated / kneeling (shooter's choice), and prone. Matches will typically start with the least stable position at the closest firing line and get progressively more stable the further back they go. The images below are taken from my grandfather's 1960 edition of the NRA Handbook, showing just how little this sport has changed in all those years.

The standing position is the hardest of the three. Without any support the shooter must hit a target 200 yards away. The best way to shoot this position is exactly as pictured, bracing your elbow against your body and leaning back slightly. This will give you some stability when shooting.

Kneeling sucks. Every time I've done it my legs have fallen asleep and refuse to work properly the rest of the day. Most CMP/NRA matches allow the substitution of sitting, which I highly recommend. If you're forced to use kneeling just follow the picture, and make sure to wrap your sling around your arm for support.

The sitting position is simply sitting cross legged, making sure the sling is on your arm, and resting your elbow on your front knee. The book didn't have a good picture of this one, so ask the other competitors for help if you don't understand.

Prone is the most stable position of the three. Loop the sling around your arm and shove your gloved hand between the sling and the rifle, then lay as flat as you can get.

These are just basic descriptions of the positions, more detailed descriptions can be obtained through a google search or by asking the other competitors at a match. They're nice people, ask nicely and you'll get some great tips.

What are the courses of fire?

Matches can consist of a single stage of fire (for example, seated at 200 yards only) or multiple stages

of fire. Each stage will require 12 to 22 rounds of ammunition, but be sure to bring extra in case of a malfunction. Courses of fire are fairly standard, and match directors select from the “menu” of courses to determine what the match will consist of. Matches that include all of the courses of fire are called “XTC” or “Across the Course” matches.

Each course of fire typically allows the use of “sighters” before the shooting starts to ensure that the rifle is properly zeroed. Sighters are shot one at a time (shoot, wait for the target to be scored, shoot again) but are not included in the score (stage rules apply if convertible sighters are allowed, check with your match director).

The courses of fire are:

- **200 Yards**, Standing, Slow Fire – Loading only one round at a time, shooters will fire 10-20 rounds depending on the match. 1 minute per round total time limit (10 minutes for 10 rounds).
- **200 Yards**, Sitting or Kneeling, Rapid Fire – There is a mandatory magazine change with rapid fire shooting. Shooters will load 2 rounds in one magazine and 8 in the other (total of 10). Shoot the 2 rounds first, change magazines, then fire the 8 rounds (this is to keep Garand shooters happy with their 8 round en bloc clips). 60 second time limit.
- **300 Yards**, Prone, Rapid Fire – Just like the previous stage, except in the prone position.
- **500-600 Yards**, Prone, Slow Fire – Back to firing one round at a time. Follow the same rules as the standing course of fire, except from the prone position.

How does a match work?

Before the match begins, try and pre-register. With so many competitors it’s important for the match staff to know who is shooting what division so they can be grouped together appropriately. It also means that your scorecard will probably be pre-printed so you won’t have to fill one out at the registration table.

When you get there, head to the registration table and check in. You’ll get your squad assignment there and be told which firing position you’re assigned to. Firing position will tell you which target is yours, and squad will tell you when you shoot. Some matches change the names but the idea remains the same.

When you’re on the firing line, make friends with the other people assigned to your firing position. You will not be interacting with other people on your squad

the entire day, only the people on your firing position. These are the people who will be pulling your targets and spotting your shots, so be nice.

Once the match begins you’re doing one of three things. You’re either shooting, spotting, or pulling. There’s very little “downtime” at a match so be ready to go as soon as it’s your turn. Make sure to give your scorecard to someone who has agreed to keep score for you, as you cannot write down your own score.

Pay special attention to putting your ECI in your rifle’s chamber before you leave for the match. The match staff are real strict about the rules and doubly strict when it comes to safety, and that ECI needs to be present and visible in the chamber of your rifle anytime you’re not firing or preparing to fire. It’s an even better idea to bring some sort of case to carry your rifle around in (that’s what I do) just to be on the safe side.

When it’s your turn to shoot you will be given 2-5 minutes of “preparation time.” This is the time to get your stuff on the line, get suited up and in position, and do some dry fire practice at the targets. You can remove the ECI from your chamber once your rifle is on the line and preparation time has begun, but do not load any live ammunition. Following the preparation time you will typically be given the opportunity to fire “sighters,” 2 rounds to ensure that the rifle is properly zeroed. Fire one sighter, the target will be “pulled” (lowered into the pits) and “scored” (markers placed indicating where the bullet hit and the point value associated with that hit), then fire again.

After the sighters are fired the targets will drop into the berms. Get ready for the course of fire you’re about to shoot, because the clock will start when the targets pop up again.

If you have a mechanical issue with your rifle, stop firing immediately. Inform the match staff of the malfunction. You will be given the opportunity to either fix the rifle or complete the course of fire with an identical rifle. You will then be given the opportunity to complete the course of fire you stopped shooting before moving on with the rest of your squad.

If you are unable to fix or replace your rifle you will be disqualified from the match, but it’s far more likely that someone will lend you a rifle for the rest of the day. High Power shooters are friendly people, ask around and you’ll be able to find whatever you need.

After you’re done shooting slap that ECI in your chamber, quickly pack your stuff up and get off the line. The person keeping score for you will then hand you your scorecard for that stage, sign it if it looks accurate

and hand it back. Now it's your turn to keep score.

When spotting, everything you need to know will be on the target. For slow fire stages, the disk in the middle of the target will tell you the position of the bullet hole, and a bright orange disk on the outside of the target will tell you the score. The positions, clockwise from 9 o'clock, are typically 5, 6, miss (top middle of the target), 7, 8, 9, 10 (bottom middle), X (this has changed recently, ask someone if you have concerns). An X is still 10 points, but is used to decide ties (more Xes are better). More about scoring in a bit. Make sure you write down every score you see for your shooter, there may even be space for sighter scores.

For rapid fire stages, the target will remain up for all 10 rounds. After time has elapsed, the targets will drop and orange markers will be placed in the bullet holes. A chalkboard will be attached with a tally of the score, easily visible through a spotting scope. Starting with the highest score value, mark the scorecard the same as if they were slow fire shots (if there are 5 Xes, write X in 5 boxes).

If you're not shooting or spotting, you may be asked to go pull targets in the pits.

How do the targets get scored?

With the competitors being 200-600 yards from their targets, going down and scoring each shot would be a pain in the ass. This is why most High Power matches will take place at ranges with pits and moveable targets, so a person can stand below the target and score it as you fire your shots. The people are protected from your bullets thanks to a large earthen berm and several feet of concrete.

Target pullers will typically be other competitors in the same match that you are shooting. One set of squads will shoot while the others pull targets, switching at points during the day to ensure that both squads shoot

all of the stages.

Sometimes the people at your firing position will hire a pit puller for the day, typically a middle or high school student trying to earn some extra money. Throw \$20-\$30 into the pot if they offer to let you use their puller.

When pulling, pay careful attention to your target. The moment a bullet hits the target for slow fire or spotters pull it down, place a white marker in the bullet hole if it's in the black or a black marker if it's in the white, pop the orange scoring disk in the appropriate place, place a pasty over any exposed bullet hole, and haul it back up. Lather, rinse, repeat. Go as fast as you can, a person's score may depend on how quickly you do this. For rapid fire shots, **DO NOT MOVE THE TARGET** until time has elapsed.

Be sure to wear hearing protection in the pits, the bullets are still traveling at supersonic speeds and will create a small sonic boom when passing overhead. Also, **NEVER EVER EVER** reach any higher than the top of the berm.

How do I find matches near me?

The best thing to do is to sign up for the NRA's Shooting Sports USA magazine. It's free and has a listing of every NRA High Power competition in the United States. Other than that, just look for long range shooting ranges around you and one is guaranteed to have this kind of competition.

Is it worth it?

That's up to you. For me, High Power reminds me of my college days and the good times I had back then. It's a sport steeped in history with a long tradition. For other people it may be slow paced and annoying. High Power isn't for everyone, but I've met some of the most interesting and intelligent people in the pits.

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Range Safety and Range Etiquette

by Eric Loden

(Note: this article is continued from the October/November Issue of the Firing Line)

Communication:

Having set “Range Commands” is incredibly helpful to prevent accidents or injuries that could occur. For instance if an unsafe condition presents itself or an injury occurs a “STOP” or “Cease Fire” command can help alert others that there is a situation that requires attention. Upon hearing a Stop or Cease Fire. Immediately remove your finger from the trigger guard and wait for additional instructions. Most often times it will be unload, place your firearms in a safe condition, and move behind the safety line. **NO handling of firearms during a cease fire!**

It might not be a range command on some ranges but we recommend before beginning any exercise on the Firing Line, a reminder should be given to have the shooters protect their eyes and ears.

There should also be a command that confirms that the downrange area has been inspected and is clear to commence with handling firearms or a firing exercise. The general command for this is usually “**The Range is Clear**”

An additional preparation command is usually to “load and make ready”, or a prepare for a “firing drill” A command to commence with shooting is usually a variety of “**Fire**”, “**Go**”, “**Move**”, “**Engage**”, “**Up**”, “**Bust Em**” etc.. and whatever other colorful action word the instructor can come up with for that specific exercise. (Be sure you know what the appropriate response is for a command before you begin firing.... it never hurts to ask for clarification if you don’t understand. Always error on the side of safety over the fear of embarrassment.)

Once the firing exercise or duration is over, some commands that instruct where and how the shooters firearms should be stored should be given, such as: The “How” and “Where” (Instructions as to whether the firearm is loaded or unloaded and where should it be placed.)

- Unload, lock your actions open, and table your firearms ejection port up...
- Unload, show clear, and safely holster...

- Once loaded make your firearms safe, and safely, slowly return to the holster...

Once all the shooters firearms are in a safe location, the range should be inspected before anyone proceeds ahead of the firing line to check or hang new targets, or retrieve gear on the ground.

The general command for a range that is safe to move about on is simply that “**The Range is Safe**”

So to sum up communications, you should have some of the following commands:

- A Stop or Cease Fire command to immediately make the range safe if an unsafe action, or injury occurs
- Commands to inspect and clear the range (no shooters ahead of the firing line and safe conditions to proceed with handling firearms)
- Preparation commands (get the shooter ready)
- Commencement commands (instructions on the activity, and action/reaction words)
- and Conclusion commands (instructions to end the exercise, pause between sequences, or clear and make the range safe to move about)

One more side note about communications is conduct and content. If you can’t be polite and professional and offer productive, constructive criticism you might want to keep your comments to yourself. Conversations that lean far to one side, whether it is political, religious, or tac-tic-cool might be cause for concern to your neighbors that are not your closest friends....so perhaps those commentaries are best saved for behind closed doors. This also goes for apparel that speaks volumes about your beliefs without opening your mouth. Protect your operational security after all.

The Firing Line:

The firing line can either be a marked out with cordage, signs, paint, or simply drawn out in the sand or agreed upon by everyone standing next to each other.

The general rule for the firing line is that no one is to be ahead of the line while firearms are being handled, and especially not while shooting is taking place. However as the skill of the shooters on the line increases this rule can be adapted to the shooters skill



levels.

Let us see how this applies to Rule 2: **Never let the muzzle cover anything you are not willing to destroy.**

We discussed this topic in some detail in our article on: Manipulations as a part of safety.

With an inexperienced shooter their manipulation skills might inadvertently cause them to turn or swing their muzzle in a wide arc. Let's use the photo below as an example.

We are going to pretend that the individual on the left in the photo is inexperienced, and the RED zone is where the majority of the time the shooters muzzle is

during his exercises, and the YELLOW zone is where his muzzle points during some of his manipulations.

Now this would be acceptable, even preferred gun handling compared to what is often witnessed on some ranges. The muzzle always remains in a safe direction, never pointing it at his neighbor or behind the firing line.

Now by contrast let's take a look at the shooter on the right and assume he is a highly disciplined shooter and where his muzzle spends the majority of the time as he moves throughout his exercises. Both his RED and YELLOW zones are much, much smaller. The



muzzle does not remain waving around after shooting, and even manipulations can be done with the muzzle pointing downward.

With a highly developed skill set, trust in your fellow shooter, and an understanding of how the need to evolve your training beyond a conventional square range you can begin to break away from the set firing line and begin working slowly and safely into more complex exercises such as shooting on the move, positions, communication, and team tactics.

Manipulations and Malfunctions

Manipulations:

Most safety violations happen of course when the firearms are being handled. You must maintain control or your firearm, its muzzle direction, and your trigger finger discipline. Firearms require respect and constant vigilance. Know the operations of the firearms you will be handling

Malfunctions and stoppages:

If at any point in time the firearm stops firing keep the muzzle pointed downrange. If you do not know what a hangfire is, how to clear a malfunction, or repair

a jam then contact someone who does (or attend a class where you can learn how to)

Mistakes and Mishaps:

On rare occasions mistakes and mishaps can occur. We desperately try to avoid these things but we want you to be aware of some of the things we have seen that are safety issues and can result in injuries or damage to property:

- Dropping and attempting to catch a falling firearm. If it falls, let it fall. Once it can be safely retrieved, inspect it for damages and obstructions in the barrel. (Gravity is a cruel mistress)
- Using the wrong ammunition for the firearm. Make sure the caliber matches the magazine, which matches the firearm, and so on. (Most mistakes happen when shooters are sharing firearms of different calibers)(The devil is in the details)

Clean up after yourself!

Pick up your ammo boxes, tear down your targets, police your brass, hulls, and anything else you brought in with you.

Around the State Around the State Around the State

Southern Division Report

Hello fellow firearm enthusiasts! My name is Matt Hennager, and I am the new Southern Division Director for the NVFAC. I have been a firearm fan as long as I can remember and a shooter for 30 years. My enjoyment and passion for shooting has inspired me to volunteer with the NVFAC to protect our precious and rare Second Amendment in Nevada and nationally.

Our inalienable rights guaranteed by the Constitution are under attack like never before. On December 5th in a front page editorial, the New York Times called for the confiscation of modern sporting rifles. In Nevada, nanny billionaire, Michael Bloomberg, and other one percenters are dumping millions into our state to create a gun registry disguised as "Universal Background Checks". To prevent this from happening, gun owners MUST vote for pro-Second Amendment candidates, regularly write or call your members of Congress, join and support organizations like NVFAC and the NRA,

and be willing to volunteer to protect our Constitutional rights!

Clark, Lincoln and Nye County gun owners I NEED YOUR HELP!

Volunteers are needed to man tables at gun shows to promote NVFAC, sign up new members and to educate others about the Universal Background Check ballot initiative. I also need volunteers to man a new program starting in February 2016 to keep NVFAC information available in gun shops and other related stores in Clark, Lincoln and Nye Counties.

All that's needed is 4 to 6 hours a month from volunteers. You'll be doing a tremendous service protecting our rights. If you are interested in helping, please contact me at matthennager@gmail.com. Thank you!

*Matt Hennager, Director
NVFAC Southern Division*

