

Camp Perry Wind Chart

For those of you planning to attend the Nationals at Camp Perry, particularly any "first timers", this wind chart is offered to

better help you gauge the speed of the rather infamous Camp Perry winds.

More experienced Camp Perry shooters will recognize some of the more subtle nuances of this chart.

CAMP PERRY HIGHPOWER WIND SPEED CHART:

0-1 MPH: **Calm**-TOO CALM! People get edgy-smoke from cigar smoker next to you goes straight up. You can smell yourself. Target pits are running slow. Second Relay shooters are frantic to get to the line. Fourth Relay shooters are certain the fix is in.

This is not a common occurrence at Camp Perry.

2-3 MPH: **Light air**. Leaves on trees don't move. Cigar smoke rises at a slight angle. Pits are still slow. You can still smell yourself.

4-7 MPH: **Light breeze**. Leaves on trees move. You can smell the guy next to you, not just his cigar.

8-12 MPH: **Gentle breeze** Everyone can smell everyone. P.A. system is overwhelmed by wind noise as usual. Target pits pick up speed erratically. Rain gear makes flipping noise.

13-18 MPH: **Moderate breeze**. Wind flags make flipping noise. Shooting mats start to blow off the line. Score boards begin gyrating, scaring the hell out of experienced pit crew.

19-24 MPH: **Fresh breeze**. Block Officers make flipping noise. Mats blow all over. Your brass hits guy two positions over and he yells at you, but you claim you can't hear him because of all the flipping noise.

25-31 MPH: **Strong breeze** Difficult to walk. Drunks from previous night's trip to Nick's Road House are blown over.

Pages in your score book disappear. Cigar smoke is blowing horizontally, right into your eyes.

32-38 MPH: **Moderate gale**. Trees move moderately. Elderly Block Officer asks, "Windy enough for you?". Cheeks flap when he speaks. Shooting stools and scopes are on the move.

39-46 MPH: **Fresh gale**. Block Officers are blown over. Falling down drunks from previous night's trip to Cisco & Charlie's are held upright. Targets blown out of holders. Experienced pit crew bales out. Embers from cigar ignite your mat, flame blows horizontally.

47-54 MPH: **Strong gale**. Trees move slowly---across the range. Elderly Block Officer says, "This is nothing! !!! I remember the Nationals back in '54...!!!"
Your shooting hat blows off.

55-64 MPH: **Whole gale**. Your shooting coat blows off. Range Control Tower tumbles past you. You can no longer hear Marines arguing with Block Officers.

64-75 MPH: **Storm**. You regret not using Porta-Johns before they blew away. Elderly Block Officer claims, "I've shot in worse!", and is carried away by wind. Your underwear blows off.

OVER 75 MPH: **Hurricane**. Your underwear blows off, even if you managed to make it indoors.
People from base housing blow past Mess Hall. Your nose hairs whistle even when you aren't breathing.
You can't close your eyes, even if you want to.

SPECIAL RANGE RULES:

Due to the frequency of certain weather events, and to speed the progress of the matches, the Match Director
has issued
these special rules to Competitors.

- 1). Shooters will be released from the line only when a Category 3 funnel cloud or larger is sighted and confirmed by Beach Tower, NOAA, U.S. Army Central Command, Canada and the closest airborne AWAC.
- 2). An alibi will be issued **ONLY** to those shooters struck by lightning that actually require resuscitation.
- 3). Holes in target caused by hailstones are **NOT** to be scored, under HP Rule 14.1., holes in shooters / scorers caused by hail are not sufficient cause for an alibi or additional time.
- 4). Shooters in danger of drowning in the prone position due to torrential rains **CAN** assume a lesser position (sitting/kneeling),
but must do so prior to the start of the match and only with the permission of the Range Officer.
Assuming a lesser position after the start of the match is a disqualification, per HP Rule 7.1 and 9.9.
Drowning is **NOT** an excuse!
- 5). Debris blowing across range is **NOT** sufficient cause for an alibi or additional time.
- 6). A rifle damaged by lightning can be replaced **ONLY** if it meets the criteria for a "Disabled Rifle" (see HP Rule 9.5). A barrel bent by the lightning is **NOT** considered "Disabled" (see HP Rule 9.5).

Thank you for your cooperation, and good shooting!