

Types of Matches

(a) Match - A complete event as indicated in the program for the awarding of certain specific prizes. A match may consist of one or several stages. It may, in the case of aggregate matches, include the scores fired in several subsidiary matches.

(b) Stage - A portion of a match that consists of one or more strings fired in one position, distance, time allowance (slow or rapid fire, for example), or target.

Competitors

Individual

Junior - A person may compete as a junior age 15-17

Intermediate Junior - A person may compete as an Intermediate Junior age 12-14

Teams

Teams will consist of three Competitors. All members of a team must be in the same age group and belong to the same club.

Equipment and Ammunition

Any safe pistol or revolver chambered for the .22lr cartage. Scopes and dot-type scopes regardless of radical are allowed. Iron sights of any type are allowed.

Any sights are allowed that do not project onto the target (Lasers)

Any safe .22lr ammunition may be used.

Muzzle brakes, flash hidere, and suppressors are not allowed.

A shot timer that can record up to 1/10' of a second.

Targets: NRA B3 targets will be used for the precision matches.

NRA B3 targets

X ring0.90 in - Black

10 ring1.80 in - Black

9 ring3.06 in - Black

8 ring4.46 in

7 ring6.14 in

6 ring8.32 in

Speed stage

A half sheet of typing paper measuring 5.5x8.5 inches will be used as a target. Targets will be attached to a cardboard or other similar backing that is about 2x4 feet in size. Five 5.5x8.5 paper targets will be hung vertically so the bottom of the paper target is 48" high as referenced from the firing line $\pm 3"$. Targets will be spaced 5 inches apart $\pm 1/2"$. The backing may be marked to aid in positioning and changing targets

Precision stage

One or more targets may be posted at a time. NRA B3 targets will be hung so the bottom scoring ring is 48" high as referenced from the firing line $\pm 3"$.

Positions

Range standards

Firing Line - The firing line is immediately in front of the firing point. All ranges are measured from this firing line to the face of the targets when targets are hung in their proper firing position.

There may be a table forward of the firing line; however, it should not interfere with the competitor's ability to assume a "low ready" position. The table may be

positioned to the left or right of the competitor if need be. The competitor may use the table to uncase their pistol and as a loading table.

To assume the low ready position the competitor's feet may not touch the ready line. The competitors may use one or two hands. Any safe stance or grip may be used. There should be a mark 10 feet in front of the firing line. When assuming the "low ready" the muzzle will be pointed at said mark.

Distance

All firing will be done at 7 yards

Course of fire

RANGE COMMANDS, CONTROL, AND OPERATIONS

All Stages

At each firing point, there will be a Range Officer (RO) standing to the right of the competitor and a scorer to the left.

The competitor will approach the firing line with their pistol boxed or cased. The RO will give the command "Make ready." At this time the competitor may uncase their pistol and handle ammunition/magazines but may not load. If the case is opened and the pistol is NOT facing down range then the case must be turned so that it is facing down range before the pistol is removed. MAT (*Muzzle, Action, Trigger*) must be observed at all times. When the pistol is removed the action should then be opened. It is recommended to mark the case as to which direction the muzzle is pointing. Magazines should be preloaded to ensure smooth match flow. It is acceptable to give empty magazines to any range personnel who can then hand said magazines to others to be reloaded behind the firing line. The competitor should not hand off magazines directly.

Upon the command "Load" the competitor will load their pistol with five rounds only and assume the low ready position. At this time, they are ready to fire and may place their finger on the trigger. Any unintentional shots before the starting time will be counted as a record shot and a warning given. A second unintentional shot will be grounds to DQ for the match. The competitor may not

under any circumstance attempt a reload if a stoppage occurs. They may only load upon the RO's command.

Once the competitor is in position the RO will ask: "Shooter Ready?" If the shooter is NOT ready, they will inform the RO, otherwise, the RO will continue. The RO will say "Stand by" and two seconds later a tone or light will signal that time has started. When finished the RO will instruct the competitor to "load" or if finished to "Show Clear." On the command to show clear, the competitor will open the action and show the RO that the pistol is unloaded and that if the pistol has a magazine that has been removed. Once the RO has verified this, he will direct the competitor to case or box their equipment. Once the line is clear the RO will announce that the line is clear and the scorer and competitor may go down range and score the targets.

Stage-specific

Speed stage

On the start signal, the competitor will fire one shot at each target, constituting a string. This will be repeated five times for a total of 25 rounds for one stage. A match will consist of two stages.

Precision stage

On the start signal, the competitor will fire five shots on a single target. This will be repeated for a total of 10 shots on a target. This will constitute a stage. This will be repeated five times for a total of 50 rounds for one match. A match will consist of four stages. The worst stage of five will be eliminated.

Scoring

Speed stage

After all 25 shots are fired completing a stage the scorer and competitor will score the targets. Only hits will be counted. To be a hit the edge of the paper must be indented. Powder burns are not hits. A hit should be able to be felt. An Eagle Eye or NRA overlay may be used to determine if a shot is a double. Plugs are not authorized. If the competitor and the scorer do not agree, the RO or 4H coach as

designated by the RO will break the tie. Their judgment will be final. As a general guideline, when in doubt the judgment should go to the competitor.

The time for all 5 strings will be added together and the number of missed shots will be added to the time for the final score. A match will be the addition of both stages.

After scoring, the targets will be replaced or repaired. The backer may be repaired to aid in scoring misses for the next competitor.

The maximum recorded time for any string will be 20 seconds.

Precision stage

After all shots are fired for a stage, the scorer and competitor will score the targets. Any shot that is adjacent to a scoring line will be counted as the higher score. X's will not be scored. An Eagle Eye or NRA overlay may be used to determine if a shot is a double. Plugs are not authorized. If the competitor and the scorer do not agree, the RO or 4H coach as designated by the RO will break the tie. Their judgment will be final. As a general guideline, when in doubt the judgment should go to the competitor. For the precision stages, the targets may be removed and scored later by the statistical officer or any volunteer so that they are designated. The shot time should be recorded on each target.

The time for each target will be subtracted from the score for the final score of each stage. The low score will be thrown out and only the best 4 of 5 stages will be added together to be used for the match.

After scoring, the targets will be replaced or repaired. The backer may be repaired to aid in scoring misses for the next competitor.

Refires (Alibis)

Definition: A pistol alibi is a chance for a shooter to refire a shot or string of shots if they were prevented from doing so by an issue. This could be due to a malfunction with the firearm, ammunition, range equipment or range personnel.

Range Refires

Examples of range refires are malfunction of the timer, targets or backers falling so that the string cannot be completed, a hazard including wildlife entering the range when an emergency CEASE FIRE must be called, or any other situations on the range that, through no fault of the competitor, prevents them from finishing their course of fire. At the competitor's option they may choose to refire or let the scores stand as is. If they choose not to refire then any shots not fired will be counted as misses and the maximum time allotted of 20 seconds will be used. If they choose a refire, the target or targets used for that stage or string as well as any record times for that stage will be disregarded and the competitor will start the string or stage over fresh from the beginning. A competitor will be allowed unlimited range refires as necessary.

Shooter Refires

A refire should be allowed if the interruption of fire was not due to the competitor's action or inaction but was beyond the competitor's control.

Examples of allowed shooter refires are failure of a cartridge to fire, failure to feed or extract a cartridge, failure to go into battery, or a stove pipe.

Examples of NOT allowed shooter refires are failure to load the chamber or magazine, failure to fully seat the magazine, failure to remove the safety, using the wrong ammunition, or not indexing their cylinder properly.

Speed stages

At the competitor's option, they may choose to refire or let the scores stand as is. If they choose not to refire then any shots not fired will be counted as misses and the maximum time allotted of 20 seconds will be used. If they choose a refire, the target or targets used for that stage, as well as any record times for that stage will be disregarded and the competitor will start the stage over fresh from the beginning. A competitor will be allowed one refire per stage.

Precision stage

At the competitor's option, they may choose to refire or let the scores stand as is. If they choose not to refire then any shots not fired will be counted as misses and the maximum time allotted of 20 seconds will be used. If they choose a refire, the target or targets used for that string, as well as any record times for that string will be disregarded and the competitor will start the string over fresh from the beginning. A competitor will be allowed one refire per stage of five targets.