League Rules:

Marksman Leagues:

Target: 50ft NRA Pistol Target
Distance: 50ft
Duration: 8 targets of 6 shots per target, 10 weeks
Calibers: Rimfire: (.17-.25) Pistol: 9mm-45cal
Scoring: Possible score of 480 (60pts per round) innermost ring hit will get scored averages will be established after 3rd week.
Optics are allowed

Ladies ONLY league:

Target: BC-27 silhouette
Distance: 25ft
Duration: 8 targets of 6 shots per target,, 10 weeks
Calibers: Any
Scoring: Possible score of 480 (60pts. per round) innermost ring hit will get score, "x" hits will be tie breaker. Averages will be established after 3rd week
Optics and Lasers allowed

Wednesday Night Challenge Pistol

Target: BC-27 silhouette
Distance: Varying
Duration:
String 1: Two handed, 12 shots, 1 mandatory reload, @ 10 yds, 2 minutes
String 2: Strong hand, 6 shots, @7 yds, 1 minute
String 3: Weak hand, 6 shots, @7yds, 1 minute
String 4: Two handed, 12 shots, 1 mandatory reload, @7 yds, low light, 2 minutes
String 5: Two handed, 6 rounds @ 10 yards, <u>10 seconds</u>
String 6: Two handed, 6 rounds @ 15 yards, 30 seconds
10 Weeks
Calibers: 9mm-45cal
Scoring: Possible score of 480 innermost ring hit will get score, "x" hits will be tie breaker. Averages will be established after 3rd week
Optics are allowed

Thursday Night Open Pistol

Target: BC-27 silhouette
Distance: 45ft
Duration: 8 targets of 6 shots per target, for total possible of 480 (60pts. per round) innermost ring hit will get score, "x" hits will be tie breaker. Averages will be established after 3rd week
10 weeks
Calibers: Pistol calibers accepted 9mm-45cal
Iron sights only

Make-up

Must be completed prior to close on Saturday evening 8pm. If unable to make-up during that week then average score -10 will be used for the missed week.

Range Commands

Shooters will be guided through each set of the COF (course of fire)by commands from the Range Commander. Shooters will take action only when instructed to do so. The range commands are grouped into Preparation, Lock and Load, Commence Fire, and Cease Fire.

Preparation

Range Commander: "Shooters, prepare your magazines with X rounds for the next set and move your targets to XX feet when you are ready to start"

Shooter: Insert the specified number of rounds into an empty magazine.

DO NOT load the magazine into the gun at this time.

NOTE: Revolver shooters, you may insert rounds into the chambers at this time, but DO NOT close the cylinder or loading gate until the "Lock and load" command is given.

When ready to proceed with the set, the shooter moves the target carrier to the distance specified by the Range Commander. When all targets are at the correct position, the Range Commander assumes that all shooters are ready to load.

Lock and Load

Range Commander: "Shooters, lock and load X rounds. Assume a ready position"

Shooter: Insert a loaded magazine into the gun and close the action. Revolver shooters may close cylinders and position the first round at this time.

Grip your gun as per your style, KEEPING YOUR TRIGGER FINGER ON THE GUN FRAME, assume a ready position and wait for the signal to commence firing. A ready position means that the muzzle of your gun is well below your shoulders so that the gun must be raised significantly to engage the target once the command to fire is given. Acceptable ready positions are:

Low Ready: A low ready position means that your gun is held with arms fully extended at an angle approximately half way between straight down (vertical) and the shooting position (horizontal) with finger off the trigger. Your hands must be well below your shoulders and the muzzle basically pointed at the floor about 15 feet downrange.

Contact Ready: At contact ready, the gun is held with both hands, finger off the trigger, grip against the torso, with forearms parallel with the floor and elbows against the ribs.

The Range Commander will not allow you to fire until you are at a proper ready position.

Commence Firing

Range Commander: "Shooters, you will have (xx min/sec) to fire (… course of fire)." Within a few seconds, the Range Commander will announce "COMMENCE FIRING!".

Shooter: If you are NOT ready to proceed with the set, shout loudly "NOT READY ON LANE ___!". The Range Commander will wait a bit and then repeat the COF call. At the commence firing command, raise you gun from ready and engage the target.

Cease Firing

Range Commander: When time has expired for the set, the Range Commander will announce "CEASE FIRE! Make your guns safe!"

Shooter: Cease firing, clear your gun and lay it on the tray, action open. This completes the set. Await the next command.

Alibis

Shooter: If, while firing the set, the shooter experiences a misfire, failure to feed, or other gun/ammo malfunction that prevents completing the set, the shooter must IMMEDIATELY lay the gun down (muzzle pointing downrange) and step out of the shooting booth. When the set is complete, the Range Commander will assess the malfunction and determine if an alibi will be allowed. Most gun and ammo malfunctions are valid alibis. Examples: Failure to feed, Failure to extract/eject, Failure to fire/squib, Double Feed, Stove Pipe

Shooter errors are NOT alibis. Typical examples: Did not load enough rounds in the magazine, Did not charge the first round, Did not insert the magazine securely, Did not disengage safety (or engaged it while shooting) If the alibi is valid, the shooter will be allowed to complete any unfired rounds as directed by the Range Commander.

IMPORTANT: All alibis must be validated by the Range Commander. Therefore, the shooter must not attempt to clear the malfunction. If the shooter attempts to clear the malfunction or otherwise tampers with the gun before the Range Commander inspects it, the alibi will not be allowed.

Alibi Restriction: Shooters are responsible for the reliability of their firearm and ammunition. Excessive malfunctions are disruptive to the flow of the match and lengthen an already tight schedule. Therefore, a shooter who experiences more than 2 alibis for the same cause will not be allowed any additional alibis for