

Pistol game rules

All Game rules ;

Concept: to have a friendly competitive match for 22lr handguns (RED DOT & OPTICAL SIGHTS NOT ALLOWED). It will be a single elimination style, where 2 shooters will compete in side-by-side lanes at a mirrored target array. A cease fire will be called by RO to allow for set up of all games. The objective is to improve the shooters controlled rapid fire skills.

Format;

each person playing will pay a \$2.00 (\$1.00 to prize pool, \$1.00 to club). One winner will win the entire prize pot.

Playing cards are used to determine match up & shooting order. The cards will be matched in pairs of diamonds & clubs, hearts & spades. The cards will be laid down face down on table where shooters will randomly select a card. The shooter who picks red cards will shoot in the left lane, shooters of the black cards will shoot in right lane. Diamonds & clubs will shoot first, then hearts & spades.

(NOTE; if odd number of people are playing, the odd person out will have the luck of getting a bye into the next round of shooting. this may even be into the final round)

Starting with the shooter in the left lane, the **RANGE OFFICER** will give the instruction, 'LOAD & MAKE READY,' that shooter will load their gun with 10 rounds and make gun "ready to fire." the shooter will assume the shooting stance in a low ready position"(gun is held in front of shooter at 45 degree angle with finger off trigger) The RO will then ask shooter, "Shooter ready?" the shooter will reply either by nodding head or "Yes" or "Ready". The RO will then say "STAND BY" and start the shot timer.

When shooter hears the beep will commence shooting at the targets. When finished the shooter will assume the ready stance and wait for RO to instruct the shooter to "UNLOAD AND SHOW CLEAR." the shooter will then either **A)** for semi auto, remove magazine and show the RO that magazine has been removed and barrel is clear: **B)** for revolvers shooters will open cylinder and remove all spent shells and then present revolver to RO showing that all round have been removed and no rounds are in the barrel

The RO will then state the time to time keeper and score keeper confirms time. The winner will then proceed to the next round of shooters.

Texas star;

Entry fee is \$2.00 50% to the winner of the competition, the remaining 50% to the club

The only moving target game we have, shooter will first shoot out the odd color target making the target spin. only when the target spins is the shooter allowed to shoot at the remaining targets. When the target stops moving the shooter must stop shooting. The broken targets are counted up and recorded along with the time it took to break targets. The shooter that breaks the most targets and the best time is the winner

Dueling tree;

entry fee \$2.00 50% to winner, 50% to club

2 shooters shoot against one another to eliminate the other. one shooter shoot at left targets, the other the right side targets. The shooters start with firearms in the ready position and proceeds to shoot on the beep. This is a timed event with the winner moving on to the next round.

Cussing buster;

entry fee \$2.00 50% to winner 50% to club

This is a timed event. there are 10 targets, 1 green, 1 red, 8 white. the shooter shoots the green target to start, red target to end. If the shooter breaks a white before the green target a 1 second penalty will be added to their time. If the shooter breaks the red before breaking all the other targets they are disqualified. Shooter must break all 10 targets to end the game, this means that they may have to reload to continue. The shooter starts with the gun at the ready position and on the beep starts to fire at the targets. Best time wins game

Shoot-out

these rules will remain the same and stay in the pistol games section, the killer wasp will be removed from the pistol activities.