

.22 Rifle & Pistol Match Up Match

This is a .22 rifle and/or pistol match

Optics are allowed, but all classes will be shot as iron sights.

The classes will be:

Rifles

1. Semi-auto
2. Lever action or pump
3. Bolt action

Pistols

1. Revolvers
2. Semi-auto

Mixed Class

Any mix of guns. One gun on stage 1 and a different gun on stage 2

Ammo needed, minimum 30 rounds per class.

Each class will be the same setup, with targets being steel plates, silhouette animals, and bowling pins, set in 2 groups at up to 30 yards.

Eye protection is mandatory.

Stage 1 setup example.

Left side =	Pig	Black Plate	Bowling Pin	Red Plate	Turkey
Right side=	Bowling Pin	Pig	Turkey Pig	Black Plate	Red Plate

Stage 1

The object is to shoot the first target on the left side, then find and shoot the matching target on the right side, then back to the left side for the second target and continue. One shot per target, if shooter misses a target on the left, they still shoot at the match on the right. If a shooter hits the target on the left and misses the matching target on the right or hits the wrong target it is a miss (penalty). If both matching targets are hit in order, left side then right side, it is a match. Scoring is timed. All rounds must be fired, all ammo used. For each penalty there will be 10 seconds added to the time.

Firearms will be loaded at the bench off the clock, time will start, then the first round is chambered and fired.

Stage 2

Run the same as stage 1, but with a reload needed, on the clock, 20 rounds for 20 targets. Speed loaders and extra magazines are allowed. All rounds must be fired, all ammo used.

The 2 stages times are combined for score.

For questions contact match director, Joan Moody at 706-747-1226