

Bowling Pin Shoot

There will be up to eight gun classifications shot at two steel rails of pins per stage. The rails are set up between 15 - 25 yds from the firing line. The number of classes you shoot will depend on how many of the eight types of hand guns you either own or borrow.

Three competitors or more establish a class.

The classes are:

- > 22 Rim-fire Auto; 22 Rim-fire Revolver
- > Center-fire Auto - any caliber, and, Center-fire Revolver any caliber
- > Stock is an unmodified handgun with iron sights and Open is any other handgun.

Each stage will fire at 10 bowling pins on each of the two rails. The rim-fire guns will be fired first while pins are still fresh. The pins can be shot in any order, or the match director may specify a specific order. The competitor continues until the last pin is cleared from the rails. If necessary the shooter may reload. The shooter may fire an unlimited number of rounds. In each stage, the bowling pin must be knocked off the rail. Scoring is total elapsed time plus any penalties for pins still standing on the rail. The start position is with the gun unloaded and lying on the table. Revolvers may load the cylinder but leave it open. Extra mags and speed loaders can be staged on the table or worn on shooter. The aggregate score of the stages in each class will determine its winner. I suggest you bring plenty of ammo, those pins are harder to hit than you think. Stringent range safety rules, especially the wearing of hearing and eye protection, will be enforced throughout the competition.