

Rimfire/Centerfire Revolver/Pistol Match

CLASSES (Note, 3 shooters per class required for Plaques or full Shootist Points):

REVOLVER - Centerfire Revolver and 22LR Revolver (Stock or Open)

SEMI-AUTO - Centerfire Semi-Auto Pistol and 22LR Semi-Auto Pistol (Stock or Open)

MIXED – 1. Centerfire Semi-Auto Pistol and 22LR Revolver (Stock or Open)

MIXED – 2. Centerfire Revolver and 22LR Semi-Auto Pistol (Stock or Open)

Shooter may choose up to 4 Classes (8 classes if time Permits).

EQUIPMENT:

For Station 1:

Centerfire Semi-Auto Pistol and two magazines loaded with five rounds each.

For the Centerfire Revolver Shooter 5 rounds.

For Station 2 and 3 (shot from single table):

22LR Semi-Auto Pistol plus extra magazines or a 22LR Revolver plus loaders (see loading at each station).

Match Description:

This is a pistol and revolver match that is pure enjoyment for everyone.

Stage 1 (Stock or Open):

Station 1:

Centerfire Semi-Auto Pistol requires 2 magazines with 5 rounds each, mandatory reload required. Rapid Fire at a 25-yard paper target set at 20 yards and using a 20- second manual timer. (See scoring below).

Centerfire Resolver will be loaded with 5 rounds (at firing line). Rapid Fire at a 25-yard paper target set at 20 yards and using a 15-second manual timer. (See scoring below)

Firearm will be loaded and held at low ready position; the commands will be **FIRE** and **CEASE FIRE** when timer buzzer sounds.

Firearm will then be emptied, Slide Lock in open position and Revolver cylinder open.

Proceed to next station and wait for further commands.

Station 2 and 3, using an electronic shot timer:

7 IDPA paper targets set at a right angle two feet apart, one target is a NO SHOOT. 22LR Semi-Auto Pistol or 22LR Revolver, requires two hits per target (see scoring below).

There will also be 10 Steel Plates one NO Shoot and 10 Bowling Pins set on rails, at 15 yards, unlimited reloads (see scoring below).

1. SAFETY:

When line is called “COLD” firearms may not be touched by anyone.

If the firing tables are set up in the field, NO firearms are to be handled and must be cased until shooter is called to the firing line.

Magazines or speed loaders may be loaded at any time.

While firing and reloading you must keep the muzzle of the firearm pointed downrange.

First offense will result in a warning by the RO.

Second offense will result in your disqualification from the match.

Firearms must be brought to and from the firing table unloaded, magazines out with the slide locked back or the cylinder out. When moving firearms, the muzzle must be kept pointing up.

Eye and ear protection is required for all competitors; eye protection is required for spectators (ear protection is recommended).

Only the competitor and Range Officer are allowed at the firing table. (Exception: Coaching is allowed for new shooters, coaches must stand on the opposite side as the RO.)

2. FIREARM CLASSES:

Two classes of firearms will be used in the match. Each class competes only against their class.

Any one firearm having a scope/optical will be placed in the “**open class**”, all firearms using iron sights will be placed in the “**stock class**”.

3. AMMUNITION/MAGAZINES:

The rimfire match is to be shot with 22 rimfire only (high velocity or standard velocity).

No 22 magnums, 17 HMR, or hypervelocity rimfire loads may be used.

22LR Semi-Auto pistol magazines are loaded with 10 rounds MAXIMUM.

Competitors will need a minimum of four magazines and can have as many as they want.

Revolvers should have at least four speed loaders.

4. SHOOTING PROCEDURE:

When line is called “HOT”, the competitor brings their firearm and magazines or speed loaders to the shooting table. Semi-autos will start with the magazine out and slide open. Revolvers start with the cylinder loaded but open. The RO will then give the following commands.

1. “IS THE SHOOTER READY?” (This is a question, if you are not ready say so.)
2. The shooter will raise their hands in a surrender position and reply “THE SHOOTER IS READY” (This is confirmation of your answer to the first question)
3. “STAND BY” (When the RO gives this command he will press the start button and the buzzer sounds).

When the buzzer sounds, you pick up your firearm load it and engage the targets. Continue to engage targets reloading as needed until all shoot targets are down or until you expend all your ammunition. When reloading you must keep your muzzle pointed downrange.

When completed unload your firearm, show it is empty to the RO and place it back on the shooting table. Semi-autos must remove the magazine and lock the slide back. Revolvers must empty the cylinder and leave it open. DO NOT leave the shooting station.

The line will only be called “**COLD**” when all firearms are unloaded and laying on the shooting table. After the line is called “**COLD**”, the shooters will go downrange and reset their targets.

When all shooters have returned from resetting their targets, the RO will call the range “HOT”, the previous shooter will remove their firearm and other equipment, and the next shooter will bring their firearm to the shooting table.

5. SCORING:

Station 1 will be timed using a clock standard timer. Station 2 and 3 are electronically timed. The timer starts when the buzzer sounds and stops at the competitors last shot. Your station 2 and 3 score is the time you take to finish the stage plus any penalties incurred. Your final score will be the total of all three-station scores.

Two types of targets are presented; shoot targets and no-shoot targets. No-shoot targets are painted white and designated by a large black “X” painted on the target.

Bullseye Targets:

(SEMI-AUTO or MIXED) Station 1; all shots within the scoring rings will be added together.

(REVOLVER or MIXED) Station 1; all shots within the scoring rings will be added together.

These totals are BONUS points (in seconds) and will be subtracted from scores from Stations 2 and 3 results.

6. PENALTIES:

Once the shooter has finished and has unloaded their firearm, the timer will assess the penalties.

NO-SHOOT TARGETS: Shooting a no-shoot target, incurs a 10-second penalty. All shots missed on IDPA paper targets incur a 5-second penalty.

SHOOT TARGETS: All shoot targets must be knocked completely off the rail to count. A 10-second penalty is incurred for failing to knock a shoot target completely off the rail.

RAIL SHOTS/MULTIPLE TARGETS: If you hit the rail and more than 2 shoot targets fall you will be assessed a 20-second penalty.

7. MALFUNCTIONS/EQUIPMENT PROBLEMS: There are no “do-overs” in this competition. If a shooter has equipment issues or an ammo jam, they can try to remedy the problem while on the clock. If they are unable to finish the stage, their score will be totaled based on the time and all penalties (same as any stage). Competitors must finish all stages with the same gun.