

Tri-County Rod & Gun Club Winter Pistol League Match Rules

Hearing and eye protection are required by everyone anytime a relay is under way. **Electronic style muffs are highly recommended** so that range commands can be clearly heard.

There shall be two divisions of individual competition all at 50 feet:

.22 caliber one-handed.

.22 caliber two-handed.

Competitors may sign up for and shoot only once in each of the above divisions unless approved by the Match Director and/or Range Officer(s). If permitted to shoot twice in the same division only one award may be achieved for that division.

.22 caliber revolver or semi-automatic pistol firing .22 short or .22 long rifle ammunition. **STANDARD VELOCITY** ammunition is **REQUIRED**. This is for the safety of all in attendance. **Standard Velocity** ammunition is defined as having a published velocity of **EQUAL TO OR LESS THAN 1,150 FPS**.

High Velocity, Hyper Velocity, and/or Segmented ammunition is PROHIBITED. Examples include but are not limited to: Aguila – High Velocity, Supermaximum, Interceptor, CCI – Mini-Mag, Mini-Mag HP, Clean 22 Hyper Velocity, Clean 22, AR Tactical, Blazer, Small Game, Stinger, Stanger, Velocitor, Segmented, Federal – Champion Training, American Eagle HV, BYOB, Small Game, Remington – Golden Bullet, Thunderbolt, Ranch Hand, Golden Hunter, Viper, Yellow Jacket.

Trigger pulls shall not be less than as follows: .22 – two pounds.

Match Director and/or Range Officer(s) shall have the right to examine firearm(s) and ammunition to determine suitability and safety.

Artificial support is not allowed and competitors may not lean against the table.

Targets shall be 50 foot NRA B-2 for Slow-fire and NRA B-3 for Timed and Rapid fire.

The following course of fire shall be used:

1 string of Slow Fire – 10 shots in 10 minutes on NRA B-2 target.
2 strings of Timed Fire – 5 shots in 20 seconds on NRA B-3 target.
2 strings of Rapid Fire – 5 shots in 10 seconds on NRA B-3 target.
Alibi's if necessary shall be after the end of the 2nd string of timed or rapid fire. Firearm should be cleared and magazine loaded with the necessary rounds up to 5 rounds maximum. Competitor shall follow all range commands during alibi's. No more than 5 rounds shall be loaded at any time.

There shall be 11 weekly matches. For each division a competitor competes in the first 2 scores submitted shall be for qualifying classifications and the last 9 scores shall be for record. Competitors must have all 11 scores submitted in a division to be eligible for award(s).

Competitors qualify in one of the following classifications for each division they compete in based on the first 2 qualifying scores:

<u>Classification</u>	<u>One-Handed</u>	<u>Two-Handed</u>
Master	245 to 300	240 to 300
Expert	200 to 244	200 to 239
Sharpshooter	125 to 199	150 to 199
Marksman	1 to 124	1 to 149

The Scorekeeper may adjust the score qualifying ranges of the above classifications at qualification each year if necessary to account for different skill levels of competitors to even out the amount of competitors in each classification.

Competitors shall police their firing point, which means picking up fired cartridge cases, empty cartridge boxes, and tidying up the firing line.

Talking on the range while a relay is being run is to be kept to a minimum, preferably only as necessary to run the relay. This allows the range commands to be heard and understood by everyone. Cell phones shall be muted on or behind the firing line.

Note: These rules may be changed anytime at the discretion of the Match Director, Range Officer(s), and/or Scorekeeper.