

BOWLING PIN SHOOT

SAFETY:

Eye and hearing protection must be worn at all times while in the shooting area.
Only shooters and shoot management shall be in the shooting area while competition is taking place.

All weapons must be in a case of some form (sorry, holsters are not acceptable) and will remain there until instructed to be removed by the Range Officer. All weapons will be unloaded until the “load and make ready” command is issued by the Range Officer (see General Rules section). In the event of a weapon malfunction, keep the muzzle pointed down range, place the weapon on the table in front of you and raise your hands, at which time the range officer will call “STOP FIRING”. At this time, firing will stop and all guns will be unloaded and placed on the table so the problem may be addressed.

The command “CEASE FIRE” indicates an emergency. All weapons will be placed on the table **immediately** and shooters step back behind the red line. Do not take time to unload, remove magazines or otherwise manipulate the gun. Anything requiring gun handling will be addressed, in a safe manor, at the Range Officer’s direction, once the emergency has been resolved. Listen to the Range Officer for specific commands.

SHOOT DESCRIPTION: The shoot will be conducted such that two shooters will compete against each other. The object is for the shooter to knock five bowling pins completely off a table before the opponent does the same. Pins knocked over but still on the table do not count. The pin must hit the ground to count. In case of a close match, the pin hitting the ground first wins.

- The match will be conducted on a single elimination basis. Winners of a match will advance to compete against the winner of another match until there is only one remaining.
- A “**2nd Chance**” bracket will be offered for those who didn’t win their first match so **everyone will be able to shoot at least twice for their entry fee**.

SET UP: Each shooter will face the long side of a table measuring 48" X 96" with five, evenly spaced, bowling pins arranged in a straight line located 24" from the front and back of the table. The shooter will be stationed 25 feet back from the front edge of the table with a flat-topped surface in front of the shooting position to hold a gun case, ammo and other accessories.

GENERAL RULES:

- The shoot will be held on a cold range. All weapons will be unloaded and cased when brought to the shooting position.
- A loading table will be provided outside of the shooting area. This table is to be used only for loading magazines, speed loaders or moon clips prior to shooting. No gun handling at this table.
- At the shooting line, cased weapons will be placed on the table in front of the shooter along with preloaded magazines, speed loaders and additional ammunition.
- Weapons shall not be uncased until the command "SHOOTERS MAY UNCASE YOUR WEAPONS" is given by the Range Officer, at which time the weapon may be removed from the case but not loaded. Actions are to be open and muzzles pointing down range.
- On the command "SHOOTERS MAY TAKE AN UNLOADED SIGHT PICTURE" the shooter may take a practice sight picture, adjust stance, and otherwise get ready for competition. When finished, hold their weapon in low ready position to indicate you are ready to proceed.
- On the Range Officers command of "LOAD AND MAKE READY", the shooters shall load their weapons and close the action, keeping the muzzle pointed down range. When loaded, the weapons are to be held at low-ready awaiting the start of the match.
- The Range Officer will ask "SHOOTERS READY". If no negative indication is given, the Range Officer will proceed.
- Upon the Range Officers signal (Blowing a whistle), both shooters will raise their weapons and begin shooting.

- When one competitor has cleared their table (all pins on the ground) the Range Officer will again blow a whistle and call “MATCH OVER, STOP FIRING”. At this time, all weapons will be unloaded, actions opened and placed on the table in front of the shooters. The Range Officer will visually inspect to see the weapons are unloaded and only then may the shooters case their weapons and step back behind the red line.
- When the range officer deems the range to be safe and all weapons are cased, the Range Officer will call “RANGE COLD” and pins can be reset on the target table in preparation for the next shooters.

SPECIFIC RULES:

- The standard weapon for the shoot is a revolver or semi-auto handgun with iron sights. Barrel length is the shooters choice.
- All weapons are limited to a maximum of eight cartridges at any time. This is because there is no separate class for revolvers or single stack pistols. Revolvers may use speed loaders or moon clips to speed reloading.
- To prevent an unfair advantage, additional pins will be added as follows:
 - Optical devices such as red dot or holographic sights will have one pin added to the table.
 - Guns with compensator barrels will have one pin added to the table.
 - Added pins are additive for each item. Thus, a compensated pistol with optic sight will have two pins added.
- To compensate for the reduced power of some cartridges, “Minor Calibers” will have their target pins moved one foot toward the rear edge of the table. “Minor Calibers” are defined as: 38 Special, 9 mm Luger, or any other cartridge have similar or less muzzle energy. Please inform the Range Officer that you will be using a “Minor Caliber” when approaching the line so your pins may be properly set.
- “Major Calibers” are, but not limited to, 357 Magnum, 10 mm, 45 ACP, 44 Special or Magnum, 45Colt or similar power. It will be assumed that competitors are using a “major caliber” unless announced to the range officer while the pins are being set.
- At times, the Shoot Management may offer variations on the standard shoot, such as “PIN HEADS” for .22 LR pistols or a match for Snub Revolvers, etc.

These matches will be announced prior to the match so competitors may bring the proper equipment. Set-up for the special matches will be explained prior to the shoot.

- We ask that competitors refrain from using high power hunting cartridges such as 460 SW, 500 SW, 454 Casaul, 50 AE and similar. There is little, if any, advantage in these cartridges due to increased recoil recovery time and their use causes massive damage to the pins, increasing the cost to the club.

HINTS AND OBSERVATIONS:

- This is a game of speed and accuracy. There is a “sweet spot”, about $1\frac{1}{2}$ ” high and located just below the widest section of the pin and extending about $\frac{1}{2}$ ” on either side of the vertical centerline. A solid hit in this $1\frac{1}{2}” \times 1”$ area will normally drive the pin back, and off the table. Experience has shown that accuracy generally outperforms speed.
- Pins that are knocked over but remaining on the table are still targets but become difficult to knock off the table because they tend to roll in circles. Best to aim for the area of greatest mass or at the flat bottom of the pin if that is available.
- Bowling pins are heavy. It takes energy delivered to the pin to drive them back and off the table. As the shoot continues, the pins collect lead and get heavier. A general rule is that a slower, heavier bullet will do better than a fast lighter one.
- Bullet design is not of major factor. Common round or flat nose bullets work very well. No need to spend extra for hollow point ammo. Hard cast lead ammo, especially with flat noses, works extremely well.
- Bring plenty of ammo to the shooting line. No limit on number of magazines, speed loaders, moon clips and such. It is suggested that competitors bring at least 100 rounds of ammo. Better to have too much ammo than to run out.