

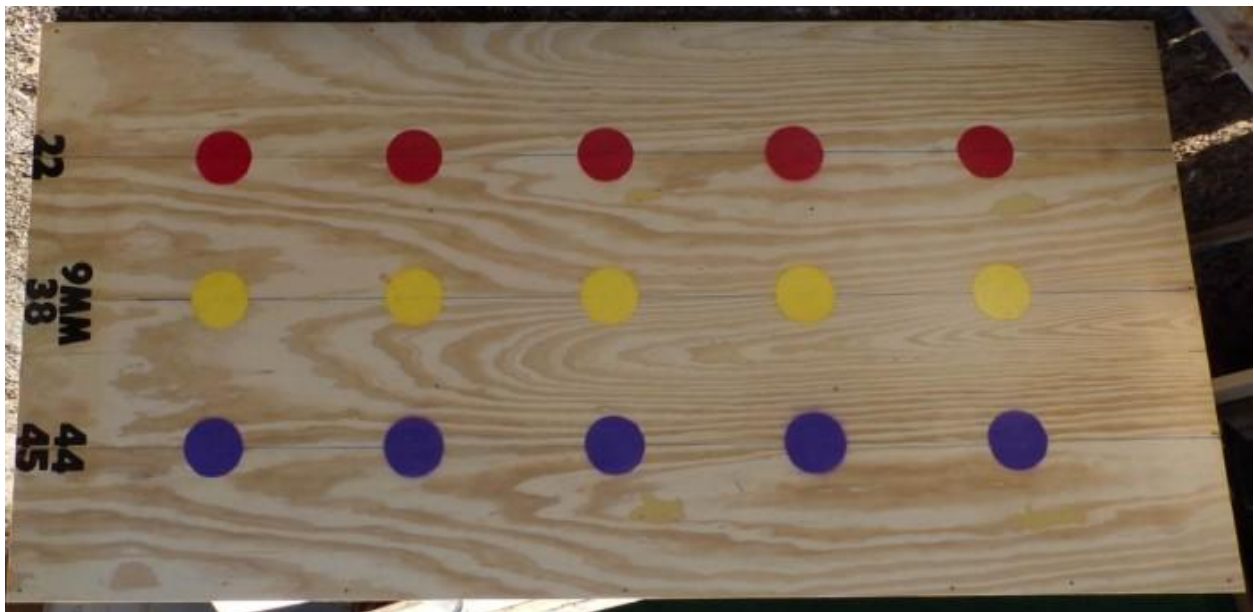
BOWLING PIN RULES

All normal Chatuge Gun Club range safety rules apply but the Range Officer (RO) commands are the final word. These are the rules for the match itself.

Classes: Rimfire Revolver, Rimfire Semi-auto (stock), Rimfire Semi-auto (open), Centerfire Revolver, Centerfire Semi-auto (stock), Center-fire (open)

Distance: There will be three distances: 10 yards, 20 yards, and 30 yards, all measured from the shooting line to the front edge of the table.

Pin spots: Pins will be placed according to caliber. Rimfire: pins will be placed on the back line of the table, .38/9mm/.357/.38 super: pins will be placed at the middle line of the table, .45/.44: pins will be placed at the front line of the table.



Pin Count: 5 full sized bowling pins will be spotted 15" apart and set according to caliber.

Pin Table: Table will be 48" high x 48" deep x 96" wide.

Order of Fire: Rimfire competition will be fired first followed by Centerfire competition to avoid gnarly pins from embedded bullets.

Magazines: Rimfire shooters will load a maximum of 10 rounds required in their magazine. Centerfire shooters will load a maximum of 8 rounds in their magazine. There will be no reloading per event. At each distance the shooter will only use one magazine.

Start: Range Officer's commands are typically "Shooters to the line" "Load and make ready", "Shooter ready", "Standby" followed by the start signal (whistle or horn). Shooters start position will be with the firearm pointed down at a 45 degree angle (low ready) with the safety off, and the hammer cocked on SA firearms. The RO will blow the whistle or horn for the shooter start signal and again to stop time or indicate a problem.

Timing and Scoring: There will be a timer for each shooter and the range will be controlled by the Range Officer. When the RO's whistle or horn sounds, the shooter's timer will start the timer and the shooter will address the pins and begin firing. The shooter will have 30 seconds to complete the string of fire. Scoring will be as follows:

2 points for every pin knocked down

2 additional points for every pin cleared from the table

1 point for each cartridge (live round) left in the magazine or chamber.

There is no penalty for pins remaining on the table. The shooter simply will not get the additional points for knocking the pins off the table.

If pins are lying on the table the shooter will have to make the decision to attempt to shoot them off the table or retain the ammo in the firearm i.e. 2 points for knocking the pin off the table vs 1 point for the extra ammo.

Each shooter will address the table two/three time at each distance. After all shooters have addressed the table at a given distance it will be moved to the next distance. The shooter with the highest point count will be deemed the winner (Rimfire and Centerfire).

Alibi Strings: Alibi strings are only reshot for range failures. If the table collapses during the string or there is a timer failure you may reshoot. Reliability of your firearm and ammunition is part of the game and there are no reshoots for gun jams or failures. You may change guns between strings as long as the gun you use conforms to the category you began the relay.

Range Safety: Once the line is cold, no one may touch any firearm under any circumstance. The line must be called hot to remove a gun from the line. **ALWAYS PRACTICE PROPER MUZZLE CONTROL.** ANYONE VIOLATING SAFETY RULES WILL BE ASKED TO LEAVE AND THEY WILL BE DISQUALIFIED FROM THE MARCH.