

SLSC Bowling Pin Rules and Information

March 2016 Update

Match Director: Kevin Stone

General Layout and Scoring:

Shooters must knock 5 bowling pins off of an 8 foot by 4 foot table located 7 yards downrange (see figure 1, below).

The range officer begins each string of fire via shot-timer. Each shooter has a scorer-timer who records the times plus any missed pins that remain on the table after the shooter has completed shooting a specific string.

Time stops **when the last pin clears the table.**

Shooters are allowed to reload during the course of firing a string.

There are no magazine size limitations in this event. Each 5 pin interval is called a string. Shooters fire four strings and the lowest two times of those four strings are added together to get your final composite match time. If pins are left on the table, that string's time is scored with a "DNF-#" notation, where DNF is an abbreviation for Did Not Finish and the # is the number of pins remaining upon the table. Such a string will not be used for a shooter's final composite match score. The lowest match time per division is the winner.

Firearms / Shooter Classes:

We will shoot four classes, Major, Minor, Open, and Revolver. **Magnum calibers are prohibited**, as they cause too much damage to the pins. The match director can, at his option, add other classes on the day of the shoot. Classes are caliber specific.

Major: Semiautomatic centerfire handguns chambered in .40 (10mm) and higher compete in this classification. There are 5 pins set 3 foot from the rear edge of the table. Magnum calibers are prohibited, as they cause too much damage to the pins.

Minor: Semiautomatic centerfire handguns chambered in .40 (40 S&W) and lower compete in this classification. There are 5 pins set 1 foot from the rear edge of the table.

Revolver: All revolvers compete in this classification. Semi-autos are not allowed for this class. There are 5 pins set 1 foot from the rear edge of the table. Revolver shooters are only allowed one gun and may use speedloaders.

Open: All firearms with non-iron sights will fall into this category (both revolver and semi). There is no caliber restriction for Open. There are 5 pins set 3 foot from the rear edge of the table.

Special Recognition Classes:

Junior: Aged 12 or younger.

Youth: Aged 13-17

Lady: Female (from birth)

Senior: Aged 65+

General Rules

Safety As with all events at SLSC, eye and ear protection is mandatory at all times on the range. Wraparound-style safety glasses or ballistically-safe shooting-glasses with sideshields are mandatory for **all personnel** within line-of-sight of either the shooters or the target-pins. The range safety officer calling the match will inspect the line prior to allowing anyone downrange to reset pins. All actions must be locked open and all magazines out of the guns. Once the line is called cold, no one may touch any firearm under any circumstance.

ALWAYS PRACTICE PROPER MUZZLE CONTROL: Pay special attention to muzzle position during magazine-changes. Muzzle must remain pointed at the downrange berm. The RO shall call "MUZZLE!" to indicate a violation.

ALWAYS PRACTICE PROPER TRIGGER DISCIPLINE: Fingers must remain off the trigger and outside the trigger-guard during initial loading and making-ready of the gun, during the start-position, and during re-loads. The RO shall call "TRIGGER!" to indicate a violation.

Anyone violating safety rules will be asked to leave, they will be disqualified from the match, and their money will not be refunded. Generally (but not always), the first "TRIGGER!" or "MUZZLE!" call will not disqualify a shooter. However, the second "TRIGGER!" or "MUZZLE!" call will result in a disqualification of the shooter.

Transportation of All Firearms: SLSC is a cold-range. All firearms will be unloaded with the firearm either secured within an enclosed case/bag or holstered. ECIs are recommended and will be provided by the Club, if needed. The firearm will not be loaded until the shooter is on the line and the command to load is given. Magazines may be handled/loaded behind the firing-line.

Safe Area: A safe-area shall be made available where firearms may be handled, un-cased and holstered. No ammunition shall be allowed within the safe area.

Reloading Magazines Shooters are encouraged to reload magazines and speed loaders while the range is cold to speed the progression of the match. Obviously, you cannot handle or load firearms while the range is cold. Magazines and speed loaders are to be loaded in the Safe Preparation Area.

Capacity Restrictions There are no capacity restrictions for semi-automatics or revolvers. Extra magazines and speedloaders are permitted. You may reload during a string.

Reshoot Strings Reshoot strings are only reshot for range failures. If your table collapses during the string or there is a timer failure you may reshoot the string. Reliability of your firearm is part of the game and there are no reshoots for guns that jam or fail.

Starting Position Once the range is called hot, shooters may load rounds into chambers, safeties off, and cocked hammers. **FINGERS MUST BE OUTSIDE OF THE TRIGGER-GUARDS AND OFF OF TRIGGERS.** Shooters will start with pistol in hand from the low ready position.

Course of Fire Layout: The table shall consist of a 4' x 8' sheet of plywood set on saw horses at a height of approximately 40 inches. Shooters will be 7 yards from the front of the plywood bowling-pin "table". The matches shall be held in either the IDPA Pistol Pits or on the 50-Yard Bullseye Pistol Range – in both cases the shooter will shoot from

no further than 10 yards from the face of the berm. Target-pin tables shall be set as close to the terminal berm as is practical, so far as to still allow pins to fall freely off the back of the tables.

Safety Officer A Timer and a Safety Officer shall stand immediately behind the shooter and to either side. The SO shall be positioned and prepared to intervene to prevent any unsafe situations (as per IDPA rules).

Cease Fire A cease fire may be called by any shooter whether on the line or as a spectator. Upon the call of a cease fire all shooters shall immediately stop firing, keep the firearm pointed down range and wait for further instructions from the RSOs.

Spectators Spectators shall remain behind the firing line while relays are in progress.

Target Guidelines: Bowling Pins shall be used in all but cold weather, supply permitting. Pins shall be re-used until they can no longer stand upon their bases, at RO's discretion. In cold-weather (<-40F), steel plate racks shall be used because the pins shatter during cold-weather.

Pin Shooting Commands:

Shooters to the Line - At this command, the shooter will take his place at the firing line. Firearms are carried to the line unloaded either holstered or cased/bagged.

Shooter Load and Make Ready- At this command, the shooter will load their firearm and stand in the ready position. The ready position consists of the shooter standing, facing the pins, in the low ready position.

Shooter, Stand By. When the signal (beep from shot-timer, or tactile from RO if requested by shooter) from the RO, the shooter may engage the targets and commence firing.

When the **Cease Fire is called**, shooters will immediately stop firing and wait for the next command. If a shooter has cleared the table, that shooter will stop. The shooter may also decide to cease firing before clearing the table, and shall communicate this to the RO.

If Finished, Unload and Show Clear. Upon hearing this command each shooter will unload their firearm, remove the magazine or open the cylinder and show the range official an empty firearm including the chamber.

If Clear, Hammer-Down and Holster, Bag, or Case: The official shall confirm that a safe and unloaded firearm exists shall authorize the shooter to then bag, case, or holster their unloaded firearm.

The Line is Clear. Shooters May Go Forward and Reset the Pins – This command is issued only after the unloaded firearm is securely bagged, cased, or holstered. At this time the shooters will go to the firing line and reset the pins. During this time period, **while shooters are down range, absolutely no firearm shall be handled by anyone.**

Fees & Prizes The match entrance fee is \$5.00 for SLSC members and \$10.00 for the general public. Your fee covers a four string match. If any shooter wishes to shoot more than one 4-string match or multiple divisions the cost will be \$5 per division over the first; this is for both members and non-members. You may shoot as many divisions and strings as you want. However please do not sign up for multiple strings at a time. Shoot one in Minor then sign up and shoot one in Revolver. I do not want to wait on someone who is shooting multiple divisions and is not there when their name is called to shoot. ROs, SOs, and staff will shoot for free. There are no prizes for winning the match other than the relentless taunting of your "friends". Scorecards are shown in figure 2. Scores and placements will be produced in a "Match Bulletin" posted on the MDShooters or Sannerslake.org websites.

Time Commitment We will start shooting at 0900. Shooter safety-brief will begin at 0900. ALL SHOOTERS MUST ATTEND THE SAFETY BRIEFING FOR THEIR FIRST MATCH. After that only new shooters will need to attend the briefing. We will be doing our best to keep track of scores as the day progresses; however, we would appreciate any volunteers to help with scorekeeping. We will do our best to be finished by 1 PM. Once again, the breakdown goes much faster if you can stick around to help us pack everything away after the match.

LAYOUT OF THE TABLE WITH PINS FOR MAJOR (TOP VIEW):

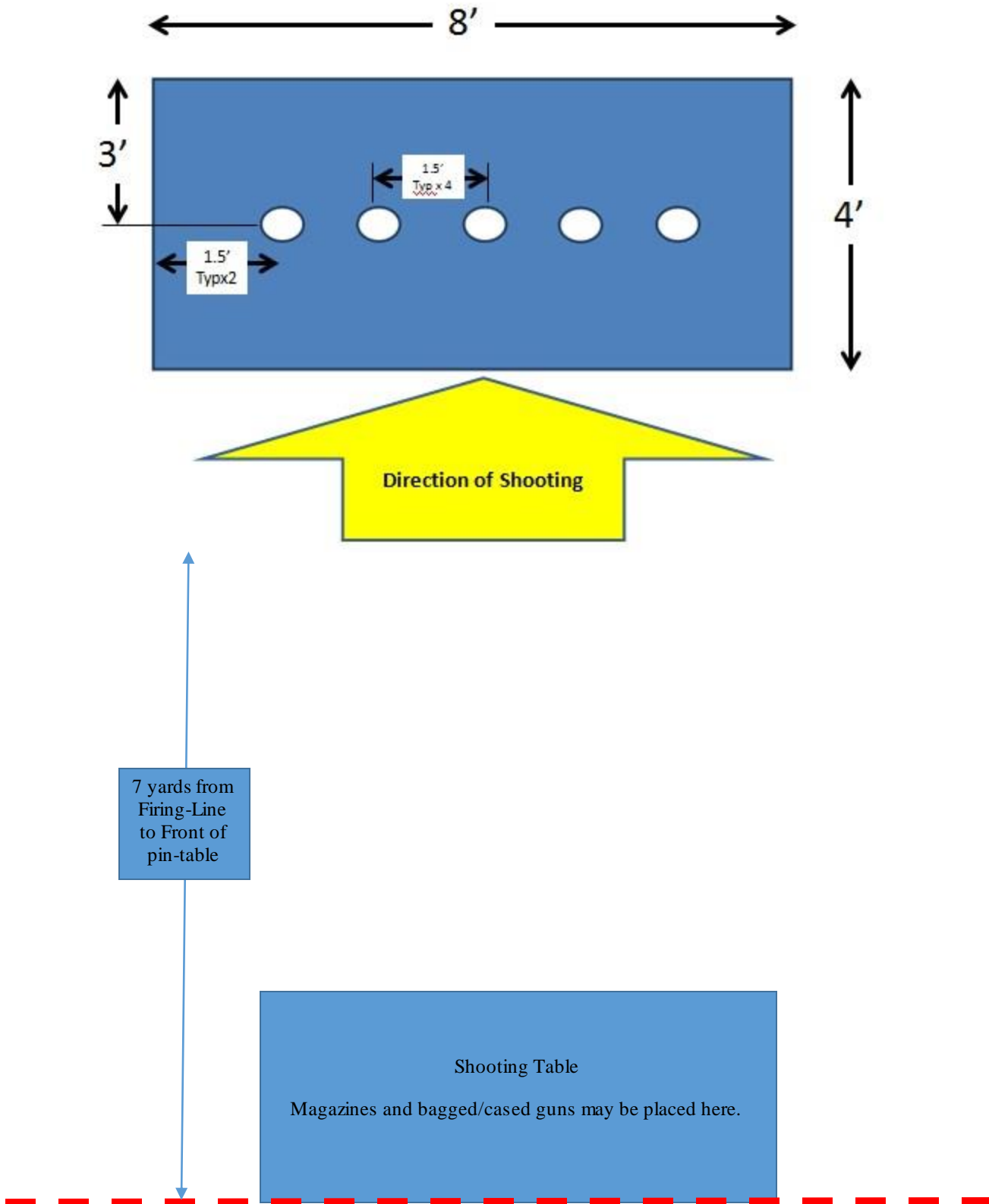
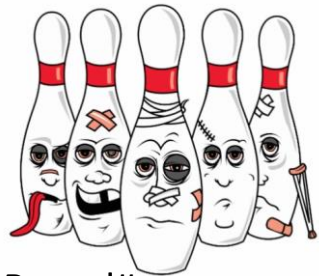


Figure 1: Range Layout

Scorecard Prices:
 SLSC Members: \$5 each
 Non-Members:
 \$10 for first-card
 \$5 for each additional card



Match Date: _____

Shooter Name: _____

Round#: _____

SLSC Member: Yes / No

E-Mail: _____ (Please print clearly)

Firearm Class: Major / Minor / Revolver / Open / Rimfire

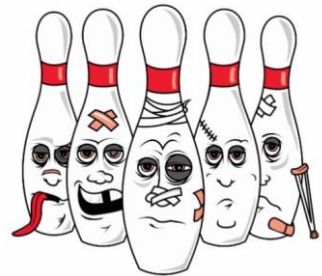
Special Recognition Class: Lady / Junior (0-12) / (Youth (≤17)) / Senior (65+)

	Run #1	Run #2	Run #3	Run #4
Time				

RO/ Scorekeeper Initials: _____ Shooter Initials: _____

Please ensure that this scorecard is passed to the match-director at the end of the match.

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Figure 2: Example Scorecards