Competition:

- 1. The object of this competition is to knock down metallic silhouette targets with a .22 rimfire handgun or rifle. The shoot is divided into two classes:
 - Class #1 Handgun (iron sight or scope)
 - Class #2 Rifle (iron sight or scope)
- 2. Matches will consist of a 40 round course of fire with an equal number of targets being engaged at four distances.
 - Targets consist of metallic silhouettes of chickens, pigs, turkeys and rams. Each stage will be fired upon at two separate times:
 - **★** 5 Chickens @ 25 yards
 - × 5 Pigs @ 50 yards
 - × 5 Turkeys @ 75 yards
 - **×** 5 Rams @ 100 yards
 - Targets will be fired upon in timed, two (2) minute stages, firing at five (5) targets per stage.
 - For each five(5) shot string, targets will be shot in sequence, left to right, one (1) shot fired at each target. Each five (5) target grouping is referred to as a "bank" of targets.
 - Shooting positions include **Freestyle** and **Standing** positions.

Shooting Positions:

Freestyle

- 1. The Freestyle shooting position shall be any safe shooting position without artificial support. The gun may only come in contact with the competitor's body, clothing and / blast shield.
- 2. The following conditions constitute an artificial support and are **not allowed**:
 - Nesting the barrel or fore end in / on the top part of a shoe or boot
 - Supporting the gun across the sole or notch of the heel
 - Nesting the barrel or fore end in / on a crease or wrinkle of a blast shield, boot, pant leg, sock, or other article of clothing
 - Supporting any part of the gun directly on the firing line, shooting mat or ground

Standing

The Standing shooting position shall be any safe standing position with the gun supported only by one or both hands.

Safety:

- 1. It is mandatory that all competitors, spotters, line officers, and any other persons on the designated firing line wear appropriate eye and ear protection. It is recommended that side shields be worn on the eye protection.
- 2. All gun actions must be open and empty at all times at a match, except on the firing line during competition course of firing between the "Load" and "Cease Fire" commands, or stored in a gun case or vehicle.
- 3. Muzzle Control:
 - From the moment a gun is placed on the firing line, until it is removed, the muzzle shall point safely down range.
 - At no time during the loading or firing stages shall competitors allow their gun to point at any part of their anatomy or any other person.
 - While in the firing position, no part of the competitor's body may be in the "Danger Zone", defined as a 45-degree angle cone-shaped area extending from the muzzle in line with the bore.
 - During firing, competitor's shall not allow the muzzle of their gun to recoil past vertical.
- 4. Competitor's have the responsibility to assemble / use ammunition that is safe to fire in the gun for which it is loaded. There is no acceptable reason for subjecting the gun to dangerous pressures, or risking injury to any person as a result of potentially unsafe ammunition.
 - Any load that regularly requires extraction of the cartridge by any method other than the internal extractor of the gun will be considered unsafe and not allowed.
- 5. A misfire must be handled as if it is a hang fire and the gun must be pointed down range for a safe period of time after the trigger is pulled. It is not considered safe to open the action on a firearm immediately after it has misfired.
- 6. Triggers set so light as to be prone to accidental discharge are not allowed. Triggers shall be tested by cocking an unloaded handgun and rapping the butt sharply with the palm of the hand. If the sear mechanism disengages, the handgun will not be allowed in competition unless repaired.

Specific Safety Procedures:

- 1. Upon the "Cease Fire" command or when directed by the match officer, competitors shall immediately empty their guns and put them in a "safe" condition action open and placed in a shooting box, or on a shooting table or on a shooting mat.
- 2. For the safety of all persons, from the "Cease Fire" command until the "Load" command, guns shall not be handled during this period, except for transporting to the next firing station.
- 3. It is strongly recommended, but not mandatory, that all guns transported on the firing line be

contained in a shooting box / carrier so that direct handling of gun is not required to transport between shooting stations.

- In the absence of a shooting box / carrier, guns may be handled only for the purpose of transporting to the next shooting position; whereupon, the gun must be immediately placed on a shooting mat or table such that its safe condition is visible and can be readily determined.
- 4. If a gun requires repair between firing stages, the competitor may remove the gun completely off the firing line. Upon return to the firing line station during a non-loading or non-firing period, the gun must immediately be placed in a safe position.
- 5. Shooters shall remain in position until the firing line has been cleared and announced to be safe before advancing to the next firing position.
- 6. A Match Director shall have the authority to require any gun that violates a safety rule or is deemed to be unsafe to be removed from the firing line. The competitor may substitute another gun; however, the substituted gun must be certified prior to being brought on the firing line.
- 7. If a safety violation occurs, the competitor should not be interrupted during the loading or firing period unless it is a serious safety problem which poses an immediate threat to the safety of the competitor or any other individual. At the earliest opportunity, the Match Director or Line Officer shall give the competitor a warning of the safety violation. If, after the warning, the same violation recurs during the same course of fire, the competitor shall be disqualified for that course of fire.
- 8. Safety is the only reason a competitor may be interrupted during the course of fire.

Scoring:

- 1. For each five shot string, targets shall be shot in sequence, left to right, one shot fired at each target. Each five target grouping is referred to as a "bank" of targets.
- 2. Scorecards for each entry shall be marked as follows:
 - Hit: an "X" shall be marked in the box corresponding to the correct target to be shot at.
 - Miss: a "O" shall be marked in the box corresponding to the correct target to be shot at.
 - The total number of "X's" for each five-shot bank shall be entered on the scorecard. The sum of all five shot banks shall be entered at the bottom of the scorecard to determine the competitor's total match score.
- 3. A shot shall be scored as a hit if the correct target is knocked down or off its stand as a result of the shot. The following shot conditions on the correct target shall be scored as a hit:
 - A ricochet that knocks down the target.
 - A shot striking a legally fastened target (refer to #5 below). Competitors may request

inspection of the target(s) in order to have hits verified.

- When either foot of a struck pig or ram is completely off its stand but resting on the ground or any other obstruction so as to prevent the target from falling, even if the target is still standing with the other foot on the stand.
- When the foot of a struck chicken or turkey is partially off its stand but resting on the ground or any other obstruction so as to prevent the target from falling.
- 4. A shot shall be scored as a miss if the correct target remains standing on its stand after the shot, whether struck or not. The following shot conditions shall be scored as a miss:
 - Targets that are not fired upon for any reason.
 - A target that is knocked down by a shot that occurs before the "Fire" command or after the "Cease Fire" command. At the end of the firing period, the Match Director shall announce such shots appropriately as "early shot" or "late shot".
 - An incorrect target knocked down out of sequence. If the incorrect target is to the right of the correct target, the correct target is scored as a miss, as is the target knocked down. The maximum penalty shall be two targets for each single occurrence.
 - Except as described in #5 below, in no case shall a struck target be scored as a hit unless it is knocked down or off its stand as a result of the shot fired by the competitor at that target.
- 5. When wind conditions prevent one or more targets in a bank from being set and remaining in position without artificial support, the target(s) shall be fastened clamped / fixed to the stand(s), and all shots striking such target(s) anywhere shall be scored as a hits.
 - Standard target setting and scoring procedures shall be resumed immediately when wind conditions allow.
- 6. If a target yet to be engaged is inadvertently knocked down or blown down by wind, the remaining targets in the bank shall be fired at in order, left to right.
 - After firing at each of the available targets, the competitor shall return to the left end of the bank of targets and fire the remaining shots at any targets still standing. If no targets are available in the bank and shots remain, the competitor may fire at available targets on an adjacent bank or request an "alibi".
 - Whenever it becomes necessary for a competitor to shoot a five-shot string in other than standard fashion (i.e. targets being engaged in sequence, left to right), the competitor should alert the scorer to ensure that the shots will be scored correctly. All scoring discrepancies must be resolved before the targets are reset.
- 7. Each competitor's score shall be certified by the competitor's spotter or another adjacent shooter / spotter who shall sign or initial the scorecard in the appropriate "judges" box at the completion of each five-shot string. The competitor shall sign or initial the scorecard in the same manner.