

SLSC Bowling Pin Rules and Information

Scoring

Shooters must knock 5 bowling pins off of an 8 foot by 4 foot table located 7 yards downrange. The range officer begins each string of fire by verbally starting the shooter. Each shooter has a scorer-timer who starts a stopwatch when the string begins and stops it **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 match time. The lowest match time per division is the winner.

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 SW) 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.

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.** Anyone violating safety rules will be asked to leave, they will be disqualified from the match, and their money will not be refunded. Transportation of all firearms will be done with the unloaded firearm either secured within an enclosed case or holster. 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.

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 and cock hammers. 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 approx 40 inches. 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). SO shall be IDPA certified.

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.

Pin Shooting Commands

Shooters to the Line - At this command, two shooters will take their place at the firing line, with their unloaded pistol or revolver with the action open, ejection port upward or revolver cylinder open. Firearms are carried to the line unloaded either holstered or cased.

Shooters 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.

Shooters, wait for the Signal. When the signal - verbal from the RO, the shooters commence firing.

When the **Second Signal is Heard**, or **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.

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. The official upon observing a safe firearm shall tap the competitor on their shoulder and give him/her the OK that their firearm is safe. The shooter must then case their unloaded firearm or show that the cylinder is open or the slide is locked back.

The Line is Clear. Shooters May Go Forward and Reset their Pins - 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 while on the firing line.

Fees & Prizes The match entrance fee is \$5.00 for SLSC members and \$10.00 for the general public. If a shooter wishes to shoot more than one division the cost will be \$5 per division over the first; this is for both members and non-members. Your fee covers four strings. 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. RSO's will shoot for free. There are no prizes for winning the match other than the relentless taunting of your "friends". Scores and placements will be produced in a "Match Bulletin" posted on the MDShooters website.

Time Commitment We will start shooting at 1000. Shooter brief will begin at 0930. **ALL SHOOTERS MUST ATTEND THE 0930 BRIEF FOR THE 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):

