

Bowling Pin Shoot

There will be up to eight gun classifications shot at two tables of pins (stages): a 2' X 8' table at 25 yards and a 4' X 8' table at 15 yards. The number of classes you shoot will depend on how many of the eight types of hand guns you either own or borrow. Three competitors or more establish a class.

The classes are:

- 22 Rim-fire Auto; 22 Rim-fire Revolver, Stock or Open
- Center-fire Auto - any caliber; and, Center-fire Revolver any caliber Stock & Open.
- Stock is an unmodified handgun with iron sights and Open is any other handgun.

Each stage will fire at 5 bowling pins on each of the two tables. The rim-fire pins will be set on the rear edge of the table and the center-fire pins will be set in the center of the table. The rim-fire guns will be fired first while pins are still fresh. The pins can be shot in any order. The competitor continues until the last pin is cleared from the table or 20 seconds has elapsed. If necessary the shooter may reload. The shooter may fire an unlimited number of rounds within the time frame of 20 seconds. In each stage, the bowling pin must be knocked off the table for 1 point. Scoring is pins down and time remaining, if any is remaining. Winner is total of maximum pins AND time remaining is the tie breaker. The start position is with the gun in an approximate 45° angle with the ground (low-ready) and finger off the trigger. The safety may be off or the hammer cocked as the range officer allows. The aggregate score of the stages in each class will determine its winner. I suggest you bring plenty of ammo. Stringent range safety rules, especially the wearing of hearing and eye protection, will be enforced throughout the competition.