

## Match Formats

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Eye & Hearing Protection is REQUIRED for ALL Matches!

### 1. Rimfire Rifle Plates:

Rounds: 48

Targets: 8" Round White Metal Plates.

Range: 20, 30, 40, and 50 yards.

Position: Freestyle

Procedure: There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "READY" and "STAND BY". Start position will be "low ready" with safety on and finger out of the trigger guard. Metallic sight and scoped rifles compete separately. Action types, i.e. semi-auto and pump will compete separately.

20-Yard Stage: At the signal to commence fire, the shooter will fire one round at each target. Target must be knocked down to score. Time limit will be 8 seconds. Shooter then repeats procedure.

30-Yard Stage: At the signal to commence fire, the shooter will fire one round at each target. Target must be knocked down to score. Time limit will be 10 seconds. Shooter then repeats procedure.

40-Yard Stage: At the signal to commence fire, the shooter will fire one round at each target. Target must be knocked down to score. Time limit will be 12 seconds. Shooter then repeats procedure.

50-Yard Stage: At the signal to commence fire, the shooter will fire one round at each target. Target must be knocked down to score. Time limit will be 15 seconds. Shooter then repeats procedure.

## **2. Rimfire Steel:**

Equipment needed:  
22 rimfire rifle & pistol

All firearms must be in hard or soft cases or gun rugs when brought to the designated shooting area and must be in hard or soft cases or gun rugs when removed from the designated shooting area. No holsters are allowed.

Open: Any firearms with scopes, optical sights, light gathering scopes, battery powered optics or lasers.

Limited: Guns with iron sights. Adjustable sights and fiber optics are allowed. No electronic sights or optics are allowed.

Format: Each stage consists of five (5) to seven (7) targets, hereafter referred to as plates, that are shot five (5) times, each of the five times is referred to as a String of Fire or String. One (1) plate will be designated the Stop Plate. Each of the standard targets must be hit at least once before hitting the stop plate, and the time stops when the stop plate is hit.

Participants may fire as many rounds as they deem necessary or until the firearm is empty for each string of fire.

Scoring: The worst string on each stage will be thrown out, and the total of the four (4) remaining times will be participant's score for that stage.

Penalties: Each missed target will incur a 2-second penalty.

Failure to finish the course of fire during a string or not hitting the Stop Plate results in a 30-second penalty time (total time) for that string.

The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

Targets & magazines: The minimum distance for a course of fire is 7 yards and the maximum distance for courses of fire is 20 yards for pistol and 35 yards for rifle.

All magazines will be loaded with 10 rounds maximum. Participants using self-loading rifles and/or pistols may start with a round in the chamber. This allows the participant to start with a maximum of 11 rounds in the firearm. A participant may use high- capacity magazines in jurisdictions where they are allowed, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

Open and Limited Pistol and Rifle shooters are encouraged to have at least five (5) magazines for each gun to keep the stage from getting bogged down on loading magazines.

Tubular magazines may be loaded to maximum, but if more than 11 rounds are fired on a string then the participant will be scored 30 seconds for that string.

Starting Position: Handgun participant will start with handgun in hand(s) ready to fire with the safety disengaged, aiming at the designated object (orange cone, start sign) 10 feet down range. Participant must keep fingers visibly outside the trigger guard until the start signal.

Rifle Participant will start with rifle in hand(s) ready to fire with the safety disengaged, aiming at a designated object (orange cone, start sign) 10 feet down range. Participant must keep finger visibly outside the trigger guard until the start signal.

Match procedure: This is a timed event. Time will begin at an audible signal from the timer preceded by the verbal commands "READY" and "STAND BY". Time will stop at the last shot fired.

### **3. Barricade Event:**

Rounds: 48

Targets: Bianchi (NRA AP-1) target.

Range: 10, 15, 25, and 35 Yards.

Procedure:

At each stage there will be a 6-foot high, 2-foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up range side. The competitor must be within the firing area at the "COMMENCE FIRE" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. There will be 2 targets downrange. One will be placed 3 feet to the left of the centerline and one 3 feet to the right of the centerline. The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be the turning of the targets preceded by the verbal commands "READY" and "STAND BY". (Metallic & Production shooters may not touch the barricade with any portion of the gun during firing.)

10-Yard Stage: At the signal to commence fire, competitor fires 6 rounds at either target from the matching side of the barricade within 5 seconds. At the second signal to commence fire, competitor fires 6 rounds at the remaining target from the matching side of the barricade within 5 seconds.

15-Yard Stage:

Same as 10 Yard Stage except time limit is 6 seconds.

25-Yard Stage:

Time limit is 7 seconds.

35-Yard Stage:

Time limit is 8 seconds.

Penalties:

A penalty of 10 points and 1-X will be charged for a premature start, for each round fired over the designated number, for each procedural error, and for each round fired overtime if a timer is used instead of turning targets.

#### **4. Bulls Eye {Handgun}**

Required Equipment:

The basic equipment needed is:

1. Target pistol
2. 90 rounds of ammo (bring extra)
3. Hearing and eye protection

Optional Equipment: Spotting scope, Pistol mat, Hat, Scoring pen or pencil, Gun box

Courses of Fire:

NATIONAL MATCH

900 POINT COURSE

Type of fire	Range	Shots	Time	Strings	Target
Slow fire	50 yards	10 shots	10 minutes each string	3	B-16
Timed-fire	25 yards	5 shots	20 seconds each string	2	B-8
Rapid-fire	25 yards	5 shots	10 seconds each string	2	B-8
Timed-fire	25 yards	5 shots	20 seconds each string	2	B-8
Timed-fire	25 yards	5 shots	20 seconds each string	2	B-8
Rapid-fire	25 yards	5 shots	10 seconds each string	2	B-8
Rapid-fire	25 yards	5 shots	10 seconds each string	2	B-8

TOTAL 90 ROUNDS FIRED FOR 900 POINTS

Range will be made safe after each string of ten shots to allow shooters to score their targets.

#### **5. Four-Position Rifle:**

Equipment needed: Rimfire rifle or centerfire rifle, according to match schedule.  
20 rounds of ammunition in the appropriate caliber.  
Type of sights will be specified in the match schedule.

Format:

- 1 bull's-eye target at 100 yards for centerfire.
- 1 bull's-eye target at 50 yards for rimfire.

Procedure:

- 5 rounds in 5 minutes fired from the standing position.
- 5 rounds in 5 minutes fired from the kneeling position.
- 5 rounds in 5 minutes fired from the sitting position.
- 5 rounds in 5 minutes fired from the prone position.

Scoring:

This is a 200-point match.

## **6. Falling Plate Event:**

Rounds: 48

Targets: 8" Round White Metal Plates.

Range: 10, 15, 20, and 25 yards.

Procedure:

There will be 6 target plates placed one foot apart, edge-to-edge. They will be 4 feet above ground level to the bottom edge. The starting position will be with handgun holstered and both hands held shoulder high. The starting signal will be an audible type (whistle, horn, etc.) preceded by the verbal commands "READY" and "STAND BY".

10-Yard Stage:

At the signal to commence fire, the competitor will fire one round at each target. Target must be knocked down to score. Time limit will be 6 seconds. Shooter then repeats procedure.

15-Yard Stage:

Same as the 10-yard stage. Time limit will be 7 seconds.

20-Yard Stage:

Same as the 10 & 15-yard stages. Time limit will be 8 seconds.

25-Yard Stage: Same as the 10, 15 & 20-yard stages. Time limit will be 9 seconds.

Penalties: A penalty of 10 points and 1-X will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for

each round fired overtime. Plates must fall to count for score.

Any competitor firing a "perfect 48" will repeat the course of fire with 1 second removed from the available time at each distance until a target is missed. Only targets hit before the miss will count for the tie breaking "X-Count". Tie scores of less than 48 will be broken determined by the most plates hit at the longest distances. If a tie remains, it will be broken by a "shoot-off "as above.

## **7. Moving Target Event (Modified):**

Rounds: 48

Target: Bianchi (NRA AP-1) target.

Range: 10, 15, 20, and 25 Yards.

Procedure:

The target will move from behind a barricade, travel 60 feet in 6 seconds, and then disappear behind another barricade. There will be a clearly marked, 3-foot square firing area at each stage. The firing square will be at the center of the 60-foot run of the target. The competitor must remain within the firing square for the complete firing sequence. The starting position will be with the handgun holstered and both hands held shoulder high. There will be no audible signals. When the competitor is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to commence fire.

10-Yard Stage:

At the signal to commence fire, competitor fires 6 rounds at the target that moves from right to left. At the second signal to commence fire, competitor fires 6 rounds at the target, which moves from left to right.

15-Yard Stage: Same as the 10-Yard Stage.

20-Yard Stage: At the signal to commence fire, competitor fires 3 rounds at the target that moves from right to left. At the second signal to commence fire, competitor fires 3 rounds at the target that moves from left to right. Repeat for a total of 12 rounds from this position.

25-Yard Stage: Same as the 20-Yard Stage.

Penalties: A penalty of 10 points and 1-X will be charged for any premature start, for each procedural error, for any round that strikes either barricade, and for any round fired over the designated amount.

## **8. Practical Event:**

Rounds: 48

Targets: Bianchi (NRA AP-1) targets

Range: 10, 15, 25, and 50 yards

Procedure: Competitor stands facing 2 targets downrange. Tops of targets will be approximately 6 feet above ground level and 3 feet apart, edge-to-edge. The starting position will be with the handgun holstered and both hands held shoulder high. The starting signal will be the turning of the targets preceded by the verbal commands "READY" and "STAND BY".

10-Yard Stage: At the signal to commence fire, competitor fires one round at each target within 3 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 4 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target with weak hand only within 8 seconds, competitor may use the strong hand to produce and exchange the handgun for this third segment, but all 6 rounds must be fired with the weak hand without support for the hand or arm of any kind.

15-Yard Stage: At the signal to commence fire, competitor fires one round at each target within 4 seconds. At the second signal to commence fire, competitor fires 2 rounds at each target within 5 seconds. At the third signal to commence fire, competitor fires 3 rounds at each target within 6 seconds.

25-Yard Stage: Same as 15-Yard Stage, except times are increased to 5, 6, and 7 seconds respectively for 1, 2, and 3 rounds fired at the targets.

50-Yard Stage: Same as 15 and 25-Yard Stages, except times are increased to 7, 10, and 15 seconds respectively for 1, 2, and 3 rounds fired at the targets.

Penalties: A penalty of 10 points and 1-X will be charged for a premature start, for each round fired over the designated number, and for each round fired while supporting the weak hand or arm during the third segment at the 10-yard stage.

## **9. Skeet:**

Equipment needed:

Shotgun.

Minimum of 25 rounds.

This is a standard Skeet course of fire; 8 firing positions, high and low houses throwing targets on command from shooter.

## **10. Texas Mover:**

Target: Bianchi (NRA AP-1) target

Rounds: 48

Range: 10 and 15 Yards.

Procedure: The target will move right to left from behind a barricade, travel 60

feet in 6 seconds, and then disappear behind another barricade. After a 3 second delay, the target will move left to right from behind the barricade, and disappear behind the original barricade. This will be repeated for a total of 2 passes in each direction at each firing distance. There will be a clearly marked, 3-foot square firing area at each stage. The firing square will be at the center of the 60-foot run of the target. The competitor must remain within the firing square for the complete firing sequence. There will be no audible signals. The starting position will be with the handgun holstered and both hands held shoulder high. When the shooter is ready to fire both hands must be raised to the starting position. The appearance of the target from behind the barricade will be the signal to commence fire.

10-Yard Stage: At the signal to commence fire, shooter fires 6 rounds at the target on each pass with a mandatory reload between passes of the target.

15-Yard Stage: Same as the 10-yard Stage.

Penalties: A penalty of 10 points and 1-X will be charged for any premature start, for each procedural error, for any round that strikes either barricade, and for each round fired over the designated number.

## **11. Los Alamitos Pistol Match:**

STAGE 1: Range: 7 yards. Time: 2 1/2 seconds for each of three strings.

Competitor stands facing 3 targets placed no more than 1 foot apart. Upon signal to fire, draws and fires 2 rounds at the center target. Upon second signal to fire, draws and fires 2 rounds at the right target. On third signal to fire, draws and fires 2 rounds at the left target.

STAGE 2: Range: 7 yards. Time: 5 seconds.

Competitor stands facing 3 targets placed no more than 1 foot apart. Upon signal to fire, draws and fires 2 rounds at each target.

STAGE 3: Range: 7 yards. Time: 6 seconds.

Competitor stands facing 3 targets placed no more than 1 foot apart. Upon signal to fire, draws and fires 2 rounds at each target using strong hand only.

STAGE 4: Range: 10 yards. Time: 18 seconds.

Competitor stands facing three targets and upon signal to fire, draws and fires 2 rounds at each target, reloads, transfers pistol to weak hand and fires 2 rounds at each target using weak hand only.

STAGE 5: Range: 25 yards. Time: 10 seconds for each of two strings. Competitor stands concealed behind a barricade and upon signal to fire, draws and fires 2 rounds at each of three targets from right side of barricade. Competitor then reloads and upon second signal to fire, repeats procedure, except that firing is done from left side of barricade. The rules allow the competitor to use the barricade as a support.

Penalties: A penalty of 10 points and 1-X will be charged for a premature start, for each procedural error, for each round fired over the designated number, and for each round fired overtime.

## **Barricade Event (Modified)**

Shots: 48

Total possible score of 480-48x

Targets: Bianchi (NRA AP-1) target.

Range: 10, 15, 25, and 35 Yards.

### **Procedure:**

At each stage there will be a 6-foot high, 2-foot wide barricade. They will be placed in a line, one directly behind another. Each barricade will have a clearly marked 2-foot wide by 3-foot long firing area on the up range side. The competitor must be within the firing area at the "COMMENCE FIRE" signal and no portion of the competitor's body or equipment may touch outside the firing area until the competitor has finished firing the designated rounds. The barricade will be considered to be within the firing area and may be used for support. There will be 2 targets downrange. One will be placed 3 feet to the left of the center line and one 3 feet to the right of the center line. The starting position will be with the handgun holstered and the palms of both hands on the face of the barricade. The starting signal will be the turning of the targets preceded by the verbal commands "READY" and "STAND BY".

**10-Yard Stage:** At the signal to commence fire, competitor will engage either left or right side target with 6 rounds, perform a reload and engage opposite target with 6 rounds within 13 seconds.

**15-Yard Stage:** Same as 10 yard stage except time limit is 15 seconds.

**25-Yard Stage:** Same as 10 yard stage except time limit is 17 seconds.

**35-Yard Stage:** Same as 10 yard stage except time limit is 19 seconds.

**Penalties:** A penalty of 10 points will be charged for a premature start, for each round fired over the designated number, for each procedural error, and for each round fired overtime. Spare ammunition which is used for the reload must be on the competitor's person in a magazine pouch or speedloader carrier at the beginning of the string of fire. **No score will be recorded if the mandatory reload is not performed.**