

Match Formats

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Eye & Hearing Protection is REQUIRED for ALL Matches!

1. 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.

2. Bullseye {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.

3. 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.) proceeded 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.

4. 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.

5. 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.

6. 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.

7. Centerfire Rifle Coming Soon

8. Rimfire Benchrest Rifle

This is a great event to practice trigger control, breathing, and sheer accuracy with plenty of time to take shots. You can try it with just about any Rimfire rifle which I'll bet most of us have so come on out and see what yours will do. Most shooters use scoped rifles, but iron sights are fine. The 10/22 Ruger is the most popular Rimfire on the line, but heavy barreled, bolt action guns with high power scopes (24X -36X) are often seen.

Shooting is done from the covered benches on the Bullseye range. Front rests are allowed with one "sandbag". An optional and rear sandbag is permitted.

No end of the rifle is to be clamped down and or bolted/clamped to the table.

Required Equipment: Rimfire rifle -Iron or optical sight are permitted 20 rounds of ammunition

Optional Equipment: Front rest or sandbag (Strongly recommended) Rear sandbag Spotting Scope

Wind Flags Extra ammunition (Strongly recommended) Target: AS23/5, 50 yd. Rimfire targets

Equipment Divisions: There will be two classes or categories of shooters; iron sight and scoped rifles.

Course of Fire: The shooter will have 15 minutes to fire 20 rounds placing 5 shots on each of four targets. The target also has a sighting in ring at the top allowing the shooter to take unlimited shots.

When other shooters are competing it is expected that shooters waiting their turn will be respectful of the other shooters by keeping the talking and other noise to a low level. Cost: BRRC Member \$5.00/40 rounds Non Member \$10 /40 rounds

9. Action Cowboy Coming Soon