

AIR RIFLE AND RIMFIRE RIFLE MATCH INFORMATION

- For Break Barrel/CO2 shooters: The match will consist of 4 arrays of 10 targets each. The steel silhouettes (chicken, pig, turkey, ram) are set up at the 15, 20, 25 and 30 yard line.
- Break barrel and CO2 shooters and their scorekeeper will be called to the line 4 at a time. They will be given 6 minutes to both sight in their gun and knock down the 10 targets in front of them. If someone has a gun malfunction during a string, we will consider a time extension.
- The shooters will be allowed to shoot as many sighter shots as they want to determine their grouping but when they "start for record" they must tell their scorekeeper who will count and record the 10 shots. You can return to the sighter plate if you need to see where your hits are landing.
- Any target that is hit but does not fall will still be counted as a hit if the pellet has left a mark.
- At the end of the 6 minutes, the range will be called "COLD" and break barrel shooters will shift to the next array of targets while scorekeepers and target setters go down range to reset targets. This will continue until all shooters have shot all 4 arrays.
- If there are multiple people with perfect 40 scores, there will be a "shoot-off" to determine 1st and 2nd place.
- The Shooters scorekeeper may assist the shooter with charging the gun and/or reloading if the shooters gun has a magazine that holds multiple pellets.

For PCP shooters: 3 cards of 25 targets (75 for the match) set up at 50 yards. You have 20 minutes to complete each card. 1 hour for the match.

For RIMFIRE shooters: 2 cards of 25 targets (50 for the match) set up at 50 yards. You have 20 minutes to complete each card. 45 minutes for the match.