

Bowling Pin .22 Rimfire Only Match

Participants may enter all six shoots, but only once in each of the six shoots.

Course of Fire:

Five bowling pins are placed on the back of a four by seven table set at 25 feet (to the center of the table) and are cleared as rapidly as possible.

Each shoot consists of three tables, scoring is the total time for all three tables.

Participants begin with firearms at the low ready position (approximately 45 degrees).

Timing starts at the FIRE command and stops when the last pin hits the ground.

If any pins remain on the table the maximum time per table is:

30 seconds for semi-autos.

45 seconds for revolvers and lever actions.

Reloading, clearing jams, firearm malfunctions etc. count towards total time. NO RE-SHOOTS.

Equipment and Firearms

.22 Rimfire only, no .22 Magnum or any .17 Rimfire.

Standard factory clips and magazines only, no aftermarket extended or high capacity clips or magazines.

MATCHES:

1. Rifle, Semi Auto Iron Sights
2. Rifle, Semi Auto Optical Sights
3. Rifle, Lever Action, Any Sights
4. Revolver, Single or Double Action
5. Handgun, Semi-Automatic Iron Sights
6. Handgun, Semi-Automatic Optical Sights