

JHEF & ISR

RULES OF THE COMPETITION

Two-hand Rim-fire Pistol Match

These rules will govern Two-hand Rim-fire Bullseye Pistol Matches at the JHESC. The rules are modified from the newly developed CMP competitive event guidelines. The JHESC welcomes input and recommendations (I & C) from competitors and officials that will lead to the further improvement of this event. Submit such I & C, in writing, to the range manager.

1. Intent and spirit of the rules: The intent of the rules is to promote target competitions with smallbore pistols that are relatively low-cost, readily available, and typically used during recreational target shooting and hunting. Any firearm or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of the rules is prohibited.
2. Firearms & Ammo: A pistol that complies with the following requirements may be used in the match.
 - 2.1 The pistol must be a .22 caliber rimfire style firearms, either semiautomatic or revolver.
 - 2.2 Grips will be of wood or synthetic material and standard, orthopedic, or special shaped.
 - 2.3 Sights must be open, aperture, red dot, and telescopic sighting types.
 - 2.4 Trigger pull must be at least two pounds.
 - 2.5 All safety features must remain in place and operate properly.
 - 2.6 Two or more competitors may use the same firearm in a match.
 - 2.7 Shooters may use any factory loaded safe ammunition.
 - 2.8 Any competitor or official may challenge another shooter's firearm acceptability.
 - 2.9 Magnum cartridges loads are not permitted. Tracer or armor piercing bullets are prohibited.
3. Equipment
 - 3.1 Competitors may wear casual/sports clothing. Footwear is limited to typical street or work styles.
 - 3.2 The shooting bench may be used to rest equipment and supplies.
 - 3.3 Shooting mats may be used to stand on during the relay.
4. Safety Procedures
 - 4.1 Shooters must follow the instructions of the Range Safety Officer (RSO) and Range Control Officers (RCO) at all times.
 - 4.2 Competitors are responsible to read, understand, and comply with all range safety rules.
 - 4.3 It is essential that everyone in the facility is aware of the emergency action and evacuation plan.
 - 4.4 Muzzle control and use of clear barrel indicators (CBIs) will be strictly enforced.
 - 4.5 Before the match and after each relays, the RSO checks all firearm to ensure it and the magazines are unloaded, the action is open and a provided CBI is employed or firearm cased, and the conduct of the shooters is safe and orderly. After being inspected, each cased firearm will be placed in the ready area (RA) of the Live Fire Range (LFR).
 - 4.6 Range commands: The RCO will direct the loading, firing, ceasefire, and all other commands for the match/stages and maintain the time.
 - 4.6.1 **Assemble in the ready area.** Relay competitors will gather in the ready area. All other team members and spectators will stay in the observation/lobby area. As one firing order finishes their relay, they will exit the LFR and the next relay will enter into the ready area.
 - 4.6.2 **Move to the firing line/ Prep period.** Shooters should move to the firing line on command. A maximum of four minutes will be allowed to prepare for the match/relay (deploying the first target, load magazine (don't lock in "magazine well" or close cylinder), check shooting positions (maintain muzzle control), place mat for comfort, and remove unnecessary equipment (cases, etc). (**4 min**)
 - 4.6.3 **Course of fire and target:** Announces the course of fire (stage, distance, type of fire, position, number of shots per string, time limit) and target, by number or name, for the stage. If a multiple target sheet is selected, the target location on the sheet will be identified for each stage. (**<1 min**)
 - 4.6.4 **Lock and load.** The command to "LOCK" (a ten round magazine into the pistol) and "LOAD" (the

first cartridge into the chamber) will be given. (**1 min**)

- 4.6.5 **Ready firing line.** “IS THE FIRING LINE READY?; READY ON THE RIGHT; READY ON THE LEFT; READY ON THE FIRING LINE” will be asked. The Range Officer/RSO will indicate “THE FIRING LINE IS NOT READY; REST” when/if anyone has a problem and repeat the “READY” commands again. (**1 min**)
- 4.6.6 **Commence firing:** The command authorizes the start of firing at each stage in the course of fire. (**3 min** sighting; **5 min** slow fire; **20 sec/5 round mag** timed fire; **10 sec/5 round mag** rapid fire)
- 4.6.7 **Cease fire and unload alibis.** The command is issued (may be a whistle/horn) when all competitors have finished firing or at the end of the allotted time. When the command is declared, all firing must stop. If any shots are fired after the “CEASE FIRE” command, the number of shot will be scored as misses and deducted from the average of the shooter scored hits. Shooters will remove the magazine then unload all cartridges from it and the chamber. (**1 min**)
- 4.6.8 **Firing line clear.** “IS THE FIRING LINE CLEAR?” will be asked. The RSO will verify that each shooter has unload the firearm and indicate that the firing line is clear. (**1 min**)
- 4.6.9 **Retrieve targets.** At the end of each stage, the shooter will retrieve the target, provide it to the RCO or scorer, and replace the target for the next stage. (**1 min**)
- 4.6.10 **Next stage.** At the end of each stage of the relay, the competitors remain on the firing line to receive the next course of fire. (**go to 4.6.3 for each stage**)
- 4.6.11 **Exit LFR.** A maximum of four minutes will be allowed, at the end of the last stage to: case firearms, move to the ready area, store equipment, “police” brass, and exit to the observations area. (**4 min**)

5. Competition Conditions

- 5.1. Teams. Organizations/groups may consist of one to three teams comprised of three to five members. Each team member will shoot during only one relay of a match.
- 5.2. Targets. The B-2 targets will be used during the sighting fire stage. For each of the slow, timed, and rapid fire stages, a B-3 target will be used. The shooter’s name and match date will be printed on the back of each competitor’s target.
- 5.3. Firing Position: Standing. The shooter must stand on both feet while supporting the pistol only with one hand. The non-shooting arm may in no way support the pistol. No portion of the shooter’s clothing, body, or firearm may be in contact with any artificial supports.
- 5.4. A competitor on a relay may be disqualified, if they can’t adhere to the time line.
- 5.5. Matches will be completed according for a fixed schedule. There will be a maximum of five makeup days during the regular scheduled league period.
- 5.6. Course of Fire: The match consists of two series per course of fire (300 points).

Table 1 Smallbore Match Course Fire

Stage	Distance	Type of fire	Position	# of shots	Time/String
Sighting	50ft	Slow	Standing	5 or less rd	3 min
Standing I	50ft	Slow	Standing	10	5 min
Standing II	50ft	Timed	Standing	10 (two 5 rd strings)	20 Sec/string
Standing II	50ft	Rapid	Standing	10 (two 5 rd strings)	10 Sec/string

- 5.7 Alibis or Malfunctions. No alibis for malfunctions or other equipment or ammunition failures are allowed. Any shot not fired, for any reason, must be scored as a miss.
- 5.8 Any shot fired after the command Cease Fire must be scored as a miss by deducting a score equal to the average of hits in numbered target rings for each shot after the Cease Fire command.
- 5.9 Cross fire shots. Crossfire is a shot fired by one shooter on another’s target. A fired crossfire shot is scored as a miss. A received crossfire shot that can’t be identified will permit scoring of the 10 highest value shots on the target.

6. Scoring

- 6.1 Raw: Scorers designated from each organization/group will give each shot a value for the highest scoring ring that is hit or touched by that shot. A shot that is within a scoring ring, breaks that scoring ring, or touches that scoring ring receives the value of that scoring ring. Each target will be scored by at least two scorers, for championship matches. The target scores will be written on the target label. Conflicts will be resolved by the scorers. Competitors may not score their own targets. All scores must be posted for everyone to see. There are no protests.
- 6.2 Handicaps: Raw scores from a match are used to calculate the handicap for the next match. The handicap value equals 50% of the difference between a competitor's aggregate score and the highest aggregate score that match. If a competitor misses a match, the last handicap will be carried over to the next match attended. Handicap calculations will be rounded off to the nearest whole number.
- 6.3 Match scores: Except for the first match, the raw and handicap are combined to form the match score.
7. Awards. Awards may not be available.
8. Definitions:
 - 8.1 Competitor: Bulls-eye target shooter/participant age 10years or older, who has not been convicted of misdemeanor crime of domestic violence within the meaning of Title 18 U.S.C. section 921(a)(33) (A) or is obligated to a legal restriction to handling a firearms.
 - 8.2 Match: The firing of all shots in every series as prescribed by of each course of fire within the competition.
 - 8.3 Relay: Group of competitors shooting the courses of fire at the same time.
 - 8.4 Stage: A segment of the match where the shooting conditions are varied from the other segments.
 - 8.5 Series: Duplicates of a stage.
 - 8.6 Aggregate: Total of the scored points for the match.