



Standard Pistol
“Bullseye”
Match Rules

Dunnville District Hunters & Anglers

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1. Equipment

- Hearing and eye protection is required
- 22 LR Pistol or 22 LR Revolver capable of 5 shots without reloading
- Iron Sights or Red Dot sight (non-magnifying)
- 2 magazines (pistol)
- 65 rounds of 22LR ammunition (minimum)
- Optional Equipment
- Spotting scope, Stop watch, empty chamber indicator, speed loader (revolver), pencil, calculator

2. Targets

- You will be issued a set of 7 targets and a score card.
 - 1 target for Sighter Series
 - 2 targets for Slow Fire Series
 - 2 targets for Timed Fire Series
 - 2 targets for Rapid Fire Series
- You will be assigned a Shooting Station for the match.
- Label your targets as Sighter, S1, S2, T1, T2, R1, R2. Write your name and Station on each target.
- Fill in your score card with your name, club, date and classification.

3. The Firing Line and the Safe Line

- The shooting environment is under the direction of the Range Officer. At every stage of the match, the Range Officer will issue a command.
- Upon arrival at the range, you may unpack your firearm at the Fumble Table and PROVE it safe. Under the direction of the Range Officer, place it at your Shooting Station on the Firing Line and then step behind the Safe Line.
- All firearms are to remain SAFE on the shooting tables, unloaded with actions open, no ammunition and pointed in a safe direction (downrange) until range commands are given.
- Remain behind the Safe Line except when called to the Firing Line or when directed to change targets.
- You may handle ammunition and magazines/speed loaders while behind the Safe Line.

4. Shooting Stations

- You may approach the Shooting Station only when the Range is RED/ACTIVE and the Range Officer calls "Shooters to the Line".
- When called to the Firing Line, bring your ammunition and/or magazines.
- You may handle your firearm, dry fire and carry out holding and aiming exercises on the firing line, and charge your magazine/speed loaders with 5 rounds each.
- Do NOT load your firearm.
- The Range Officer will give commands such as "LOAD", "SHOOTERS READY", "FIRE" and "STOP".
- See the RANGE COMMANDS section below for details.

5. Course of Fire

- Bullseye shooting is done one handed, standing without support, 5 rounds per string.
- All Series will be timed.
- Sighter Series - 5 shots in 150 sec. (not scored)
- Slow Fire Series - 4 series of 5 shots, targets S1 and S2, 10 shots per target, 20 rounds.
 - Slow Fire: 5 shots in 150 sec.
- Timed Fire Series - 4 series of 5 shots, targets T1 and T2, 10 shots per target, 20 rounds.
 - Timed Fire: 5 shots in 20 seconds.
- Rapid Fire Series - 4 series of 5 shots, targets R1 and R2, 10 shots per target, 20 rounds.
 - Rapid Fire: 5 shots in 10 seconds.
- Not counting re-fires for alibis/malfunctions, a minimum of 65 rounds of 22LR is needed.

6. Alibis/Malfunctions

- A stoppage or malfunction may occur with your firearm during a string of fire.
- An alibi is an option to re-fire or complete a string of fire that was interrupted by a malfunction.
- You may use a maximum of 3 Alibis per match.
- You may choose not to take alibis and accept the missing/unfired shots.
- If you encounter a malfunction, stop shooting, point the firearm in a safe direction with finger off the trigger. Raise your hand to indicate a problem.
- Do NOT attempt to correct the malfunction.
- At the end of the string of fire, the Range or Line Officer will come to you.
- You will be asked to make the firearm safe and to count the number of unfired rounds.
- If the malfunction was not preventable then the incomplete series may be finished.
 - Failure to fire (FTF) and failure to eject (FTE) are allowable malfunctions.
 - Not loading 5 rounds, not inserting your magazine completely are preventable stoppages and are not allowable malfunctions.
- A shooter with an allowable malfunction will be permitted to complete the series. (use 1 Alibi)
 - The Range Officer will note how many shots remain and allot time to complete the series.
 - For each shot remaining to be fired, one fifth of the series time will be allotted
 - for Slow Fire, 30 seconds for each remaining shot will be allowed
 - for Timed Fire, 4 seconds for each remaining shot will be allowed
 - for Rapid Fire, 2 seconds for each remaining shot will be allowed.

7. Range Commands

"The Range is Active" or "The Range is Hot".

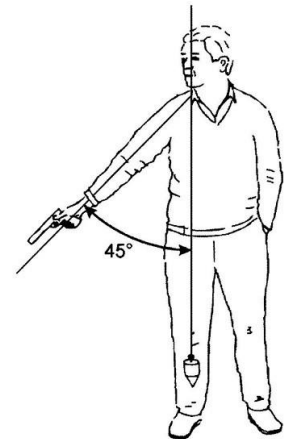
- The Range Officer calls this when the Range is ready for firing.
- When called, the range will go RED/ACTIVE.

"Shooters to the Line"

- The Range Officer calls this to summon the shooters to their Shooting Stations on the Firing Line.
- This command will only be called after the range goes RED/ACTIVE.
- Hearing and eye protection is required by everyone.
- Preparation time begins now. You may handle your firearm, dry fire and carry out holding and aiming exercises on the firing line, and
- Charge your magazine/speed loaders with 5 rounds each.
- DO NOT LOAD your firearm.

"Load"

- When the Range Officer calls "LOAD", you may load no more than 5 rounds into your firearm.
- Carefully control the muzzle direction of your firearm in a safe direction (downrange).
- When your pistol has been loaded, you may assume the LOW READY position: Arm extended, firearm pointed downrange at 45 degrees or as low as possible, off any table support.
- When you assume the LOW READY position, you may place your finger on the trigger. Do so SAFELY.



1. LOW READY Position

"Shooters Ready"

- When the Range Officer calls "SHOOTERS READY" you may raise your firearm from the LOW READY position to acquire your target. When lifting, ensure that you do not lift the firearm such that it points above the backstop downrange.
- If you are NOT READY signal to the Range Officer verbally or by raising your non-shooting hand.

"Fire" or "Commence Firing"

- You may compose and fire your 5 shot(s).
- You may lower your firearm to the LOW READY position any time between the start and stop of fire to compose each shot individually, time permitting.
- Continue firing until the "STOP" command is given.

"Stop"

- This command is given when the allotted time for this string of fire has ended.
- Stop firing, unload your firearm and place it on the bench pointing in a safe direction with the action open.

"Are there any malfunctions?"

- At the end of the series, the Range Officer will ask if there are any malfunctions preventing the completion of the 5 shot series.
- If you have such an event, you should raise your hand and leave it up until you are met by the Range Officer.

"Make your firearms safe"

- This is called out by the Range Officer to prepare to make the range safe.
- PROVE your firearm safe and place it on the table.
- Put in empty chamber flags (optional).
- Remove all ammunition, magazines and speed loaders from your shooting station and
- Step back behind the safe line.
- You may recharge your magazines behind the safe line.

"The Range is Safe"

- The Range Officer calls this once all the shooters have stepped back from the line and after all firearms have been inspected to be safe.
- The range will go GREEN/SAFE and
- Shooters may proceed downrange to change targets.

"Ceasefire"

- CEASEFIRE may be called out by anyone.
- It is an exceptional/emergency event outside the normal course of fire.
- When it is heard, all competitors will stop shooting, unload, make their firearms SAFE on the table and step back from the firing line.
- The Range Officer will then investigate the nature of the CEASEFIRE.

8. Completion of Match

- Assemble your 6 targets to be scored, having been previously labeled: S1 / S2 / T1 / T2 / R1 / R2.
- Ensure your score card is filled with your name, date, current classification and club.
- Pass the targets and score card to another shooter as directed by the Range Officer.
- You cannot score your own papers.

9. Scoring

- Each shot is scored the value of the highest scoring ring it touches.
- Missing shots or shots outside the ring are scored 0.
- The scoring card will have a line of 10 boxes for each target.
- Score each target starting with S1 then S2, T1, T2, R1 and R2.
- Count the target to ensure there are 10 shots. Take care to look for double shots.
- If less than 10 shots are found, score the missing shots as 0.

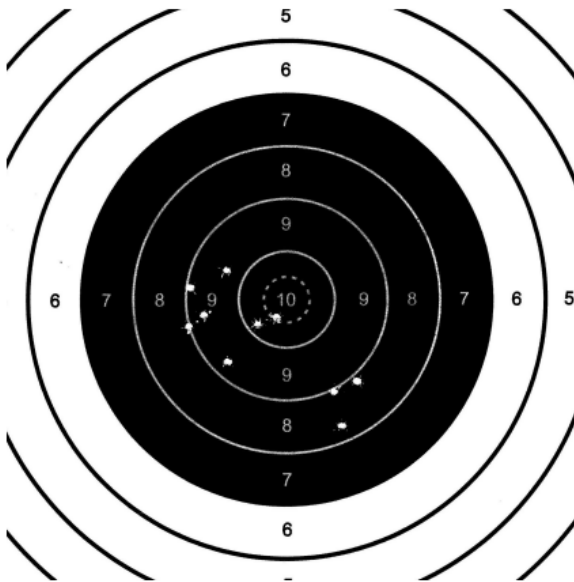
Example 1: Target S1 is scored: 10, 10, 9, 9, 9, 9, 9, 9, 8 Total: 91/100

- the shot above the '8' on the outside of the 9 ring touches the 9 ring line and is scored as a 9.

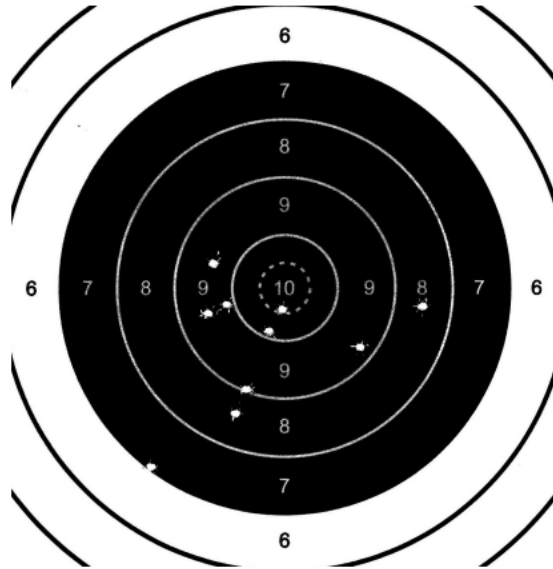
Example 2: Target S2 is scored: 10, 10, 10, 9, 9, 9, 9, 8, 8, 7 Total: 89/100

- the shot left of the 10 ring show that it touches the 10 ring and is scored as a 10.

Scoring S1



Scoring S2



Scoring Responsibility

- As a competitor, you are responsible for scoring another competitor's targets.
- Scoring should be approached with fairness from both shooter and scorer.
- As a competitor, you are responsible for verifying your targets to your score sheet.
- If there are discrepancies between the targets and the scoring, it should be resolved AMICABLY between the shooter and the scorer.
- To accept the score card, the shooter must sign the card and then submit it.
- Once signed, the match director cannot change the S1/S2/T1/T2/R1/R2 values as recorded.

Classification

- Shooters are classified based on average scores from the previous season.
- New shooters are classified by averaging the results of 2 supervised matches.

Classes

AA	525 - 600	C	450 - 474
A	500 - 525	D	400 - 449
B	475 - 499	E	0 - 399

Sample Score Card

Score Card – Bullseye



Name: _____ Date: _____

Classification: _____ Club: _____

	1	2	3	4	5	6	7	8	9	10	T
S1											
S2											
T1											
T2											
R1											
R2											
						T	O	T	A	L	

Scorer (initials): _____

Shooter (signature): _____

10. Range Layout

