



TSGC/SSSC Bowling Pin Rules and Information

JAN 2023 Update

General Layout and Scoring

Shooters must knock 5 bowling pins off of an 8'x 4' (alternate table 8'x2') located 7 yards downrange (see figure 1, below).

The Range Safety Officer (RSO) begins each string of fire via shot-timer. A scorer-timer will record the time plus any missed pins that remain on the table after the shooter has completed shooting a specific string.

Time stops when the last pin clears the table.

Shooters are allowed to reload during the course of firing a string.

Magazines will be limited to 10 rounds, no magazine quantity limit in this event. Each 5-pin interval is called a string. Shooter's fire four strings and the **lowest and highest times** of those four strings are discarded and the remaining times are added to get your final composite match time. If pins are left on the table, that string's time is scored with a "DNF-#" notation, where DNF is an abbreviation for Did Not Finish and the # is the number of pins remaining upon the table. Such a string will be timed commensurate with the highest time used for a shooter's final composite match score. The lowest aggregate match time per division is the winner.

Firearms / Shooter Classes

We will shoot two Divisions: Centerfire (Major and Minor classes) and Rimfire.

Magnum calibers are prohibited.

Note: Classes are caliber specific.

Major: Centerfire handguns chambered in .38 Super (>165pf) and higher compete in this classification. There are 5 pins set 3 feet from the rear edge of the table. (3 inches from the front with alternate table)

Minor: Centerfire handguns chambered in 9mm Luger (<165pf) and lower compete in this classification. There are 5 pins set 2 feet from the rear edge of the table. (6 inches from the front with alternate table)

Rimfire: Rimfire handguns chambered in .22LR and .22WMR compete in this classification. There are 5 pins set 1 foot from the rear edge of the table. (6 inches from the rear with alternate table)

General Rules

Safety

As with most matches at TSGC, eye and ear protection are mandatory. Wraparound-style safety glasses or ballistically-safe shooting-glasses are mandatory for all competitors and spectators alike. The RSO calling the match will inspect the line prior to allowing anyone downrange to reset pins. All actions must be locked open and all magazines out of the guns (Cold Range). Once the line is called cold, no one may touch any firearm under any circumstance.

PROPER MUZZLE CONTROL: Pay special attention to muzzle position during magazine-changes. Muzzle must remain pointed at the downrange berm. The RSO shall call "MUZZLE!" to indicate a violation. If you "flag" someone or yourself, it is a disqualification "DQ".

PROPER TRIGGER DISCIPLINE: Fingers must remain off the trigger and outside the trigger-guard during initial loading of the firearm, during the start-position, and during re-loads. The RSO shall call "TRIGGER!" to indicate a violation.

Anyone violating safety rules may be DQ'd from the match (no refunds). The first "TRIGGER!" or "MUZZLE!" call may not disqualify a shooter at the discretion of the RSO. However, the second "TRIGGER!" or "MUZZLE!" call will result in a disqualification of the shooter at the discretion of the RSO. The Match Director has the final call.

Cold Range: This SSSC match is a cold-range. All firearms will be unloaded with the firearm either secured within an enclosed case/bag or holstered. The firearm will not be loaded until the shooter is on the line and the command to load is given. Magazines may be handled/loaded behind the firing-line.

Safe Area: A safe-areas are available where firearms may be handled, un-cased and holstered. No ammunition shall be allowed within the safe area.

Procedures

Reloading Magazines: Shooters are encouraged to reload magazines and speed loaders while waiting to speed the progression of the match.

Reshoot Strings: Reshoot strings are only reshot for range failures. If your table collapses during the string or there is a timer failure you may reshoot the string. Reliability of your firearm is part of the game and there are no reshoots for guns that jam or fail.

Starting Position: Once the range is called HOT, shooters may load rounds into chambers, safeties off, and cocked hammers. FINGERS MUST BE OUTSIDE OF THE TRIGGER-GUARDS AND OFF OF TRIGGERS. Shooters will start with pistol in hand from the low ready position (not compressed or sul).

Course of Fire Layout: The table shall consist of a 4' x 8' (alternate 2'x8') sheet of plywood set on a support (saw horses, legs, barrels, etc.) at a height of approximately 40 inches. Shooters will be 7 yards from the front of the plywood bowling-pin "table".

Target-pin tables shall be set as close to the terminal berm as is practical, so far as to still allow pins to fall freely off the back of the tables.

Range Safety Officer: A Timer and a Safety Officer (can be the same) shall be positioned to ensure safe procedure and enforcement without interference with the shooter. The RSO shall be positioned and prepared to intervene to prevent any unsafe situations.

Stop Fire: A stop fire may be called by any shooter whether on the line or as a spectator. Upon the call of "STOP" all shooters shall immediately stop firing, keep the firearm pointed down range and wait for further instructions from the RSOs.

Spectators: Spectators shall remain behind 10 yards behind the firing line while relays are in progress.

Target Guidelines: Bowling Pins shall be used in all but cold weather, supply permitting. Pins shall be re-used until they can no longer stand upon their bases, at the RSO's discretion. In cold-weather (<~40F), steel plate racks shall be used because the pins shatter during cold-weather.

Pin Shooting Commands

Shooter(s) to the Line - At this command, the shooter will take his place at the firing line. Firearms are carried to the line unloaded either holstered or cased/bagged.

Shooter(s) Load and Stand Ready- At this command, the shooter will load their firearm and stand in the ready position. The ready position consists of the shooter standing, facing the pins, in the low ready position.

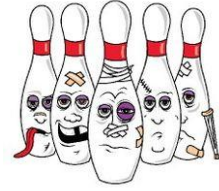
Shooter(s), Stand By - When the signal (beep from shot-timer, or tactile (from RSO if requested by shooter), the shooter may engage the targets and commence firing.

When the “Stop Fire” is called, shooters will immediately stop firing and wait for the next command. If a shooter has cleared the table, that shooter will stop. The shooter may also decide to cease firing before clearing the table, and shall communicate this to the RO.

If Finished, Unload and Show Clear - Upon hearing this command each shooter will unload their firearm, remove the magazine or open the cylinder and show the range official an empty firearm including the chamber.

If Clear, Hammer-Down and Holster, Bag, or Case - The official shall confirm that a safe and unloaded firearm exists shall authorize the shooter to then bag, case, or holster their unloaded firearm.

The Line is Clear. Shooters May Go Forward and Reset the Pins – This command is issued only after the unloaded firearm is securely bagged, cased, or holstered. At this time the shooters will go to the firing line and reset the pins. During this time period, while shooters are down range, absolutely no firearm shall be handled by anyone.



Match Date: _____

Name: _____

Round# _____

Firearm Division: Centerfire / Rimfire

Firearm Class: Major / Minor

Run #1

Run #2

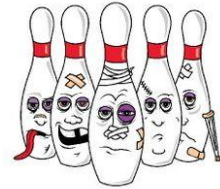
Run #3

Run #4

Time: _____

RSO Initials: _____

Shooter Initials: _____



Match Date: _____

Name: _____

Round# _____

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