

SOUTHERN SPORT SHOOTERS CHALLENGE

Tri State Gun Club

REVOLVER ACTION MATCH

Match overview.

Revolver Action is an ICORE type match. The match will consist of 4 stages, stage round count 18 rds max, match round count will be 60 round minimum. One division; Revolver, Iron Sight, any barrel length, speed loaders or moon clips, .32 to .44 S&W caliber. Starting position will be from the low ready or table starts (no drawing from the holster).

Division Rules

Iron Sight Revolver.

- I. Revolver pistol
- II. Barrel length, Any
- III. Sights, Iron Sights (rear notch, front post)
- IV. Caliber, .32 S&W up to .44 S&W
- V. Loading devices, Moon clips, Speed loaders, or strips/loop loading.
- VI. Up to 24 rounds staged.
- VII. Holster or range bags will be used for moving pistol to and from the firing line/starting position.

Division/equipment regulations will be enforced by the Match Director and the SSSC Match Coordinator.

Match Operations and Course of Fire

This is a 'Cold Range' match. All pistols must be bagged or carried in holsters. All cylinders must be empty (free of ammunition or snap caps).

Any competitor's action such as, point a muzzle at any person or in an unsafe direction, loaded or not, unsafe handling of a fire arm, ammunition in a 'safe area', or any action that another competitor, by-stander, Match Director or the SSSC Match Coordinator deems to be unsafe or a danger to others will receive a Match DQ and be asked to leave the range.

Any rounds that impact any place but the back or side berm will be considered a negligent discharge and result in a match DQ.

Course of fire.

Each Course of Fire will have a Stage description. This description will contain.

1. Round count for the stage.
2. Number and type of targets.
3. Number of shots required per target.
4. Limited or unlimited rounds
5. Scoring type
6. Starting positions
7. Start and stop signals
8. Stage procedures
9. Stage diagram.

***Holsters, speed loader pouches, and moon clip carriers are not required. Stage starting position will either be Pistol loaded/unloaded held at the low ready or stage on a start table. All ammunition loading devices will be placed on the start table or staged throughout the course of fire.

SCORING

Paper targets will be NRA D-1/2 (ar-1/2) targets with 3 scoring zones.

- I. 'X' and A Zone = 0 seconds down
- II. B zone = 1 second down
- III. C zone = 2 seconds down
- IV. Miss = 5 seconds down
- V. No Shoots = 5 seconds down
- VI. Procedures = 3 seconds down

Scoring is TIME to complete plus seconds down.

Safety

180 degree rule and/or muzzle safe indicators.

Finger off the trigger when not engaging a target.

Flagging self or others.

Unintentional discharge of a firearm.

All the above are match DQs.