

Smallbore Silhouette Match

Match Co-Directors: Jim Birdsell, 760-765-0714; Ryan King, 619-888-7667

Range: Range #3 **When:** 3rd Saturday of the month

Practice: 8 AM **Match Starts:** 9 AM

The matches are fired with any lever action, pump action or semi-auto rimfire rifle that uses a “tubular magazine”. 22 Caliber long rifle ammunition only. Hyper velocity ammunition is prohibited.

The rifle must be equipped with “iron sights”, they must be open sights, receiver or tang sights manufactured for the rifle they are mounted on. Front sights must be post or bead type and may be hooded but the sight must be a post type sight.

The matches usually include a 40 round match with practice sighting in prior to the match. Once the match begins, no further practice shots are allowed. The targets are the steel outline of the following animals: the chicken, the pig, the turkey and the ram. These targets are placed at 40, 50, 75, and 100 yards/meters, respectively. There are 10 animals per bank and are shot at in 5 shot groups. The targets are called NRA “Smallbore Hunter’s Pistol” and are light weight, so that the 22 long rifle ammunition will knock the targets off the stand/rail.

The shooting is timed with a 30 second loading period, five rounds must be loaded in the tubular magazine and then a 2 minute firing period to shoot at the first 5 targets. A cease fire is called and after a short interval a 2nd command of load for 30 seconds, a total of 5 rounds again is loaded in the tubular magazine, followed by an additional 2 minute firing period to shoot at the remaining 5 targets. The targets are shot left to right in each respective bank and must be shot in this order to count. The targets must be knocked down off their stand/rail to count as well. A target that is turned sideways and is still on the rail/stand would not count. After a shooter has shot at all 4 target types, the match will be complete and he/ she will have fired 40 shots.

The shooter is classified after his/her first match based upon their final score of counted hits. Based on a 40 round match, the classification is as follows: Master 37-40; AAA 31-36; AA 25-30; A 15-24; B 0-14

Once the shooters have been classified, they will move up in class after they have fired higher scores than their present classification until they finally achieve Master Class.

Pistol Cartridge Cowboy Level Action

Any lever action only center fire rifle with a tubular magazine is allowed. The following rimmed pistol calibers using flat nosed bullets must be used: 25-20, 32-20, 38’s, 357 magnum, 38-40, 44’s, 44-40, 45 colt, 45 long clot, 22 magnum and 22 long rifle. All rounds fired in the match must be loaded into the tubular magazine before firing.

The rifle’s rear sights must be ‘iron sights’ either open sights, receiver or tang sights manufactured for the rifle they are mounted on. Front sights must be a post or bead type and may be hooded but the sight must be a post type sight.

The matches are usually 40 round with practice sighting in prior to the match. Once the match begins, no further practice shots are allowed. The targets are called “Hunters Pistol” and are of a thickness great enough to withstand the pistol caliber ammunition. The ammunition cannot damage the targets or else it will not be allowed. The targets are four steel outlines of the following animals: the chicken, the pig, the turkey and the ram. These targets are placed at 40, 50,75, and 100 yards/meters respectively.

The actual match is fired at 10 "targets of each animal" in 5 shot groups. The firing is timed with a 30 second loading time to load 5 rounds in the tubular magazine, followed by a 'fire command'. The shooter will then have 2 minutes to shoot the first 5 targets in his/her bank of targets. A cease fire is called, and after a short interval the command of 'load' and the shooter will get another 30 second period to load an additional 5 rounds in the tubular magazine and then another command of 'fire' will be given. The shooter will have another 2 minutes to shoot at their last 5 targets. The targets are shot at left to right and must be knocked off the respective stand/rail. If a target is shot out of sequence, the shot will not count. If a target is hit but is only turned because it was hit on its edge and not knocked off the stand, it will not count. After the shooter has shot at 10 targets of each type of 'animal' the match will be complete.

The shooter will be classified after his/her first match based upon their final score of counted hits. Based on a 40 round match the classification is as follows: Master 37-40; AAA 31-36; AA 25-30; A 15-24; B 0-14

Once the shooters have been classified, they will move up in class after they have fired higher scores than their present classification until they finally achieve the Master Class.

Binoculars may be used for spotting. Spotting scopes and stands may not be used. No shooting jackets, vests or gloves will be allowed. Artificial support of any kind is not allowed. All shooting is done in the off hand or standing position.