

# **BOWLING PIN SHOOT**

## **Introduction**

Bowling pin shooting consists of shooting at (and knocking off) 5 bowling pins placed across a table 25' from the shooter. All the pins must be shot off the table for the table to be "cleared", if a pin is knocked over and lies down on the table, it must be shot off the table (except for Snub event, where the pin just has to be knocked over). There is no maximum amount of ammo that can be used to clear one table, but there is a 15-second time limit for each table.

## **Targets**

Regulation size & weight bowling pins used for Centerfire matches.

The heads cut off bowling pins are used for .22 rimfire matches.

## **Equipment**

Any centerfire pistol cartridge (except 44mag, 454 Casull, 50AE, etc.) may be used for centerfire matches. Only .22LR can be used for rimfire matches. Although most shooters prefer to use semi-auto pistols, some do use revolvers. As with any shooting activity, safety glasses and hearing protection is required for the shooter and the spectators as well.

## **Classifications**

- Race, Stock or Revolver (either .22 or Centerfire)
- Individual Shotgun (Race, Auto or Pump). Held during Centerfire matches ONLY.
- Snubby (3" barrels or less, auto or revolver, NO OPTICS ALLOWED. Held during Centerfire matches ONLY)
- 2 Person Teams (either .22 or Centerfire). Any combination of firearms can be used.

## **Pistol Firearms Descriptions:**

Race Gun is any firearm, with compensator, scope, red dot, or optics of any kind.

Stock Gun is a basic semi-auto, without any extra modifications (compensators, optics, etc.). Mag-Na-Ports are ok.

Revolver is a basic revolver, without any extra modifications (compensators, optics, etc.). Mag-Na-Ports are ok.

Snubby is a basic semi auto or revolver, 3 inch barrel or less. NO OPTICS ALLOWED

## **Shotgun Firearms Descriptions:**

Race Gun is any shotgun, with compensator, scope, red dot, or optics of any kind.

Auto Gun is a basic semi-auto, without any extra modifications (compensators, optics, etc.). Pro-Ports are ok.

Pump is a basic pump shotgun, without any extra modifications (compensators, optics, etc.). Pro-Ports are ok.

## **Setups**

- 5 Pin setup for Race, Stock or Revolver (for either .22 or Centerfire)
- 5 Pin setup for Individual Shotgun (Held during Centerfire matches ONLY)
- 5 Pins setup for Snubby (3" barrels or less, auto or revolver, NO OPTICS ALLOWED. Held during Centerfire matches ONLY)
- 9 Pin setup for 2 Person Teams (for either .22 or Centerfire)

## **Rules**

At the command of the range officer, the shooter will be told to load their gun. With the loaded gun held with the muzzle resting on the table in front of the shooter, the shooter will be asked if they are ready. Upon the ready reply from the shooter, the range officer will blow a whistle. This will start the timer and the shooter will commence to shoot the pins off the table. When the last pin is shot off the table, the timer will be stopped and the shooter will be asked to unload their weapon. After the range officer has verified that the weapon is unloaded, the shooter will place it down onto the table. The pins will then be reset on the table. During the resetting of the pins, the shooter is NOT allowed to handle their gun. Magazines may be reloaded and brass may be picked up, but under no circumstances will the shooter be allowed to handle their gun. When the range officer checks that the persons resetting the pins is clear, the process is repeated for the remaining tables.

## **Scoring**

For all centerfire or rimfire matches (incl. Teams), there will be a total of 6 tables shot (see below for shotgun). For each table the amount of time taken to clear it and the number of pins cleared will be used as your score. The slowest timed table will be discarded, then the times for the remaining 5 tables will be added up for your total score. If there is a tie in the amount of total time, the total number of pins cleared for 6 tables will be used as a tiebreaker.

For shotgun only, there will be a total of 3 tables shot. For each table the amount of time taken to clear it, and the number of pins cleared will be used as your score. The times

for the 3 tables will be added up for your total score. If there is a tie in the amount of total time, the total number of pins cleared will be used as a tiebreaker.

- Centerfire time stops when the bowling pin hits the ground.
  - Rimfire time stops when the bowling pin head hits the ground.
  - Shotgun, the time stops when the bowling pin completely leaves the table.
  - Snubby, the time stops when the last bowling pin is knocked over & contacts the table.
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- Make-up matches are allowed for .22 or Centerfire, but you cannot shoot ahead. To qualify for awards, the shooter must be a club member, and also shoots 1 match more than half (i.e. 15 matches held, you must shoot 8 to qualify).

<b>Date</b>	<b>Revised By</b>	<b>Reason For Revision</b>
25-April-2000	Mike Morgan	Created Document
21-April-2002	Gary R. McKay	Added setups & classifications for Shotgun, 2 person teams & Snub. Added clarification to sections.