

HIGH-POWER AND VINTAGE/GARAND MATCH RULES

Contact Scott Meyer, 573-579-2308. Scott1461@att.net

The Vintage/Garand match allows military bolt or semi auto rifles. This includes M1 Garand's, M1 Carbines, M1A's, 1903 and 1903 A3 Springfield rifles, Mausers of many configurations and about any other military rifles. No Hikem type semi-autos. Handling this rifle improperly can cut off fingers. AR15's and modern match rifles may be used, but not for awards.

The High-Power match allows all of the rifles of the Vintage/Garand match and more modern rifles such as the AR15 and match bolt actions. Open sights, Red Dots and scopes using power of 4.5 or less.

We use adjusted NRA rules for both of these matches and refer to their regulations.

Cost: \$10

Equipment:

Rifle, 60+ rounds of ammunition, 2 magazines or stripper clips, a shooting mat, spotting scope and stand, a shooting coat will help, cap, staple gun with staples, safety glasses and ear protection. Heavy shoes or boots are recommended. A piece of carpet will work for a shooting mat. Bolt open indicators are required, we have some. Bring one if you have it.

Targets:

Standing and rapid sitting use SR1 targets. Rapid fire prone uses SR21. Slow fire prone target is MR31. These or NRA reduced targets for use at 100 yards. Maximum possible match score is 500.

Course of Fire:

Setup targets and sight in period about 1 hour.

All stages start with a 3 minute preparation period where we all get ready. Shooters prepare for each relay and build their position. No loading or firing is allowed.

Slow Fire Standing:

Shoot from a standing off hand position single load, without the use of sling or support. After the command to load, then fire, you have 10 minutes to fire 10 rounds single loading.

Rapid Fire Sitting:

We shoot from a sitting position with the use of a sling with a required magazine change. After the command to load, then fire, you have 60 seconds to fire 10 rounds with a required reload.

Rapid Fire Prone:

We shoot from a laying down (prone position) with the use of a sling with a required magazine change. After the command to load, then fire, you have 70 seconds to fire 10 rounds with a required reload.

Slow Fire Prone:

We shoot 2 strings of 10 rounds single loading with the use of a sling for support. There is 10 minutes allowed for each 10 round string.

Bullseye Handgun

For more information, contact Tony Miano - 573-756-046 - mianoarchitect@sbcglobal.net

A Bullseye Match is also known as an NRA Conventional pistol match and is shot according to NRA rules with a few club modifications. Cost per match is \$10

The match consists of three stages, 1) 50 yard Slow Fire in three strings of 10 shots in 10 minutes each. 2) 25 yd Timed Fire in three strings of 10 shots, fired 5 shots in 20 sec. reload, 5 shots in 20 sec. 3) 25 yd Rapid Fire in three strings of 10 shots, fired 5 shots in 10 sec., reload, 5 shots in 10 sec.

All shooting is one hand, unsupported. Firearms may be revolvers or pistols with iron sights, scopes or red-dots. A 900 match is shot with .22 rimfires. An 1800 is two 900 matches, the first shot with a 22 and the second shot with any center fire pistol or revolver. A 2700 match is three 900 matches, the first is a .22 match, the second is with any centerfire revolver or pistol, and the third is a .45 ca autoloading pistol. Those who wish to shoot only the first 900 rimfire may shoot the first portion of each match which will be scored as a 900 match.

These are club level matches and are an excellent introduction to competitive shooting as the equipment is readily available, the course of fire is simple, and a premium is placed on sight alignment and trigger control.

The scheduling of this year's Bullseye matches will be a bit different. We will shoot matches on Wednesday evenings, twice a month during June, July and August. The matches will be 900's and the first one of the month with rimfire, the second one will be centerfire. Together they will form the month's rimfire 900 and the month's 1800. There will be a 2700 match towards the end of the season on a Saturday. Check the schedule for dates and if there is a question please call.

PPC HANDGUN MATCH

For more information, contact Greg Robbs at 573-430-8611

The PPC Match will require 45 rounds of center fire ammo each time you shoot a match. You may use a center fire double action revolver or a center fire auto loader handgun. You will need speed loaders and or extra magazines (three of each) for the handgun you use. A strong side holster is required (no cross draw or shoulder holsters allowed). You must have eye and ear protection along with a container to police your brass. A meeting will be held 1 hour prior to start time for any questions to be answered and to set match guidelines.

(FACTORY OPEN SIGHTS ONLY)

The entry fee will be \$10 per shooter, which will allow you to shoot as many times at you want. The only limit will be time and the number of shooters we have that day. All scores will be tallied with each shooter's best time recorded for the day. (NO DECLARING)

The four best shooter times at each match (3 matches) will all get together later in the year for a 3 match shootout for the top 4 shooters of the year.

COURSE OF FIRE:

3 Yards	5 Rounds strong hand no support from holster draw	5 Seconds
3 Yards	5 Rounds weak hand no support from ready draw	5 Seconds
7 Yards	5 Rounds strong hand no support from holster draw	8 Seconds
7 Yards	5 Rounds strong hand no support from holster draw	8 Seconds
15 Yards	5 Rounds strong hand with support from holster draw Reload	20 Seconds
	5 Rounds weak hand with support	
25 Yards	5 Rounds strong hand with support from holster draw Reload	60 Seconds
	5 Rounds strong hand with support Reload	
	5 Rounds kneeling using table top support	

100 YARD HUNTING RIFLE MATCH

For more information, contact Tom Bridgewater at 573-883-6953

Any Factory Centerfire Hunting Rifle with a working safety, .243/6mm minimum caliber with a 2-1/2" wide semi or full beavertail stock. No muzzle brakes, ported barrels or tuners allowed. Semi-automatic rifles allowed but must use a brass catcher. Maximum scope power 6X, (variable scopes will be taped and cannot be used as a spotting scope) Entry fee \$10.00. Match will be 25 rounds per competitor, plus sighting shots.

Target: NBRSA 100 Yard Hunter Class Rifle Target #HBR-1. (5 Targets, plus sighter target per sheet.)
One shot per each scoring target on the target sheet. (5 shots maximum per sheet on scoring targets.
Unlimited rounds on the sighter target.) Competitors will be given 15 minutes per target sheet.

Scoring: Each target has a value of 6 to 10 points plus an X.
Two or more shots on a record target, the lowest scoring shot will be recorded.
Possible points per target sheet, 50 points, 5X.
Possible points per match, 250 points, 25X. (Competitors will use 5 target sheets.)

Rests: Sand bags must be used.
Front: May be Hoppies, Caldwell, Sinclair, Hart, Etc., with sand bag contacting rifle stock. Bipods allowed.
Rear: Sand bag touching the stock.
No one piece rest!

Custom guns will be in an unlimited class. (Custom means – custom action, custom stock, benchrest barrel or no safety).

50 YARD SCOPED RIMFIRE MATCH

For information, please contact Rick Rapert, 573-701-0377 rickrapert48@gmail.com

Fee: \$10.00 per match

Target: RBA 50yd target, consisting of 25 target blocks plus sighters.

Scoring: Each target block is worth 10 points, the innermost ring counts 10 points,
Next ring is 9 points and each succeeding ring 1 point less,
If a bullet touches a line or x shooter receives the highest point (best edge scoring)
If a shot is within the target box but outside the largest ring, score is 4
If more than one shot appears in target square, shooter receives lowest score minus 1
A perfect score would be 250 25x
A match will consist of 3 targets, for a possible score of 750-75x

Time limit: 20 minutes for 25 rounds.

Sporter Class Rifle: Any factory Rimfire rifle (22, 22Mag, 17 HMR, or 17 Mach 2)
Any sporter or varmint weight barrel allowed. (non OEM barrels will no longer be allowed)
Stock width cannot exceed 2 ½ inches at its widest point.
Semi or full beavertail stock
Forearm and butt stock that come in contact with front and rear sandbags must be convex, a small flat area where an accessory rail may be installed will be allowed
Rifle must have a working safety.
Tuners not allowed

Scope: 12X maximum. (Variable scopes will be taped.)

Rest: Sandbags must be used
Front rest may be Hoppies, Caldwell, Hart, Sinclair, Etc., with sandbags touching stock. Bipods allowed.
Rear, sandbag touching stock
No one piece rest.

Unlimited Class: Any Rimfire rifle, any scope, any rest

Harry White 3 Gun Match

For information, please contact Rick Rapert, 573-701-0377 rickrapert48@gmail.com

This is an innovative match requiring a Rimfire pistol, Rimfire rifle, and a Centerfire rifle.

Fee: \$10.00

Ammo: 40 rounds Rimfire, 10 rounds Centerfire, plus sighting shots

Target: Harry White 1 ½ inch circle with a ¼ inch dot in the center. Twenty circles per target for Match 1 and 2. Ten circles for Match 3.

Time Limit: Each match will be 20 minutes

Match 1: Any Rimfire pistol, 6X max scope or iron sights, to be fired at 25 yards. 20 rounds, one per circle.

Match 2: Any Rimfire rifle meeting Sporter Class rules (per Scoped Rimfire at 50 yards) to be fired at 50 yards, 20 rounds, one per circle.

Match 3: Any Factory Centerfire, varmint or hunting rifle, no benchrest class rifles. 36X max scope to be fired at 100 yards. 10 rounds, one per circle.

Rests:
Sandbags must be used
Front Rest may be Hoppies, Caldwell, Hart, Sinclair, Etc., with sandbag touching stock. Bipods Allowed.
Rear: Sandbag touching the stock
No one piece rest

BOWLING PIN HANDGUN MATCH

Match Captains: Ted Holland, (573) 883-0888, 67pinmatch@gmail.com
Mike Stuhr, (314) 540-0305, mikenmarystuhr@gmail.com

Match Fee \$5.00
Entry Fee is \$1.00 per pistol class

Registration: 8:00 am to 9:00 am.
Safety Briefing: Starts at 9:00 am

Allowances for class registrations by an individual after a class has been completed will be at the review of the match captain.

Competitors will be positioned on a firing line in front of either a table or sawhorse with its front legs located 25 feet from the shooter and on which are standing a number of bowling pins specific to each pistol class as shown below. The objective is to clear all of the pins safely from the table or sawhorses in the lowest amount of time.

Competitors will start from a ready position and be given a start signal by an electronic timer, all as explained by the Match Captain at the match, and competitors will shoot and be timed individually. The time as recorded by the timer will be the shooter's score for a round. Three rounds will be shot for each class and the average of the three rounds will be the competitor's final score for that class. Competitors will have a maximum of 20 seconds to clear their pins and a round with any pins remaining after 20 seconds will be given a score of 20. Additionally, the performance by a competitor of an unsafe act on the firing line may result in the calling of an immediate "Cease Fire" and the competitor receiving a score of 20 for that round. A competitor who experiences a mechanical malfunction or jam during a round may be allowed a restart on that round only if no pins have been hit prior to the malfunction or jam.

All classes are shot with open sights. The use of other aiming devices, such as red dots, scopes, etc., is not permitted, EXCEPT in special "Open" classes which may occur as announced.

Class Name	Additional Info*	Pins	Table/Sawhorse
.22 Semi Auto		5	Sawhorse
.22 Single Action Revolver	SA revolvers only	4	Sawhorse
.22 Double Action Revolver	DA revolvers only	5	Sawhorse
.38/.357 Double Action Revolver	DA revolvers only, from .30 to less than .41	5	Table
.44 Double Action Revolver	DA revolvers only, .41 and larger	5	Table
9 mm Semi Auto	.30 through .40 S&W	7	Table
.45 Semi Auto	.40 S&W through .45	5	Table
Pocket Auto	Barrel length less than 3"	3	Sawhorse
Pocket Revolver	Barrel length less than 3"	3	Sawhorse
Center fire, Single Action Revolver	SA revolvers only	4	Either

*A single pistol may not be used in multiple classes. Competitor's pistols not meeting the descriptions above will be classed by the Match Captain. (If you have it, bring it and we will find a class for it.)

RIM FIRE RIFLE BOWLING PIN MATCH

FOR INFO. CONTACT Tony Robbs arjrobbs@att.net

Match Fee: \$5.00 Entry fee: \$1.00 per class
8 class total
Sign in & Set up @ 8:00 to 9:00 Start Shooting @ 9:00

The classes with number of pins for each class

Semi Auto Rim Fire Rifle

Rifle @ 25yards 3 pins
Rifle @ 50yards 3 pins
Rifle @ 100yards 3 pins

Bolt Action Rim Fire Rifle

Rifle @ 25yards 3 pins
Rifle @ 50yards 3 pins
Rifle @ 100yards 3 pins

Center fire Rifle 22 cal. (any action)

Rifle @ 200yards 2 pins

All classes will be open sights or with a scope.
The pins will be set up on a 2x4 tee at ground level.
You will have up to 30 seconds to clear all pins.
If all pins are not cleared it will be a no score.
There will be 2 rounds of shooting in each class with a time for each round.
The two times will be used to get the average.

PPDS - Pistol Match

(Practical Pistol Defense Shooting)

For more information, contact Tom Hilbert 314-808-6654 thilbert@brick.net

Our Club Version of IDPA with a plus factor

Objective: To make an attempt, to be put into a real-life defense situation.

Shooting stages will be different for each match.

You will have to move forward and forward-laterally as you address the targets being timed and scored for hit points. Shooting from the open and from behind barricades. There will be a time/point penalty for shooting from outside of the out of bound marks. There will NOT be any shooting from your knees or prone. All shooting will be in the upright position, but maybe a leaning position here or there. Standard IDPA / IPSC targets will be used with a steel popper or two. Equipment needed is pretty much what everyone already has. Center fire semi-auto pistols with Factory Open Sights. NO race guns. Single or double stack will be allowed. The double stack pistols will of course have a slight advantage. IR: Less magazine changes. Service type holsters and magazines – the same as used in the PPC matches. Rounds per stage could be 22 plus or minus. We will try to keep it where two runs through the stage out of one box of ammo, works. Although if it takes you more than 22 plus or minus rounds to make it through the stage. So be it. Bring plenty of ammo.

Stage layout plan will be pre-determined by the Match Captain before match day. Anyone helping with stage setup may bring to attention any safety issues, but NO changes to the fundamental layout will be made.

Entry FEE \$15 per shooter.

200/300 YARD CENTERFIRE VARMINT MATCHES

For more information, contact Rick Rapert, 573-701-0377, rickrapert48@gmail.com

Any Factory Centerfire Varmint rifle .22cal - .30cal with a working safety, no magnums. Custom barrels will be allowed. No muzzle brakes, ported barrels or tuners. Any scope allowed.

Entry fee \$10.00 per match.

Shooters may shoot one or both matches

Matches will be 25 rounds per competitor, plus sighting shots.

Sleeved actions, custom actions, or stocks designed specifically for benchrest competition will not be allowed.

Semi or full beavertail stock

Stock cannot exceed 2 1/2 inches at it widest point and must be convex where it contacts front & rear sand bags, a small flat area where an accessory rail may be installed will be allowed.

Targets: The target used is the NBRSA 200 yard target #HBR-2 and the NBRSA 300 yard target #HBR-3. (5 Targets, plus sighter target per sheet.)

One shot per each scoring target on the target sheet. (5 shots maximum per sheet on scoring targets.

Unlimited rounds on the sighter target.) Competitors will be given 15 minutes per target sheet.

Scoring: Each target has a value of 6 to 10 points plus an X.

Two or more shots on a record target, the lowest scoring shot will be recorded.

Possible points per target sheet, 50 points, 5X.

Possible points per match, 250 points, 25X. (Competitors will use 5 target sheets.)

Possible points for both matches, 500 points, 50X. For a grand aggregate.

Rests: Sand bags must be used.

Front: May be Hoppies, Caldwell, Sinclair, Hart Etc., with sand bag touching the stock. Bipods allowed.

Rear: Sand bag touching the stock.

No one piece rest.

100 YARD CENTERFIRE VARMINT MATCHES

For more information, contact Tom Bridgewater at 573-883-6953

Any Factory Centerfire Varmint rifle .22 caliber or less only with a working safety. No magnums, muzzle brakes, ported barrels or tuners allowed. Any scope 36x or less allowed.

Entry fee \$10.00 per match.

Match will be 25 rounds per competitor, plus sighting shots.

Sleeved actions, custom actions, or stocks designed specifically for benchrest competition will not be allowed.

Semi or full beavertail stock

Stock cannot exceed 2-1/2 inches at it widest point and must be convex where it contacts front & rear sand bags, a small flat area where an accessory rail may be installed will be allowed.

Targets: The target used is the NBRSA 100 yard target #HBR-1 (5 Targets, plus sighter target per sheet.)
One shot per each scoring target on the target sheet. (5 shots maximum per sheet on scoring targets.
Unlimited rounds on the sighter target.) Competitors will be given 15 minutes per target sheet.

Scoring: Each target has a value of 6 to 10 points plus an X.
Two or more shots on a record target, the lowest scoring shot will be recorded.
Possible points per target sheet, 50 points, 5X.
Possible points per match, 250 points, 25X. (Competitors will use 5 target sheets.)
Possible points for both matches, 500 points, 50X. For a grand aggregate.

Rests: Sand bags must be used.
Front: May be Hoppies, Caldwell, Sinclair, Hart Etc., with sand bag touching the stock. Bipods allowed.
Rear: Sand bag touching the stock.
No one piece rest.

PISTOL BOWLING PIN TRIPLE ACTION MATCH

FOR INFO. CONTACT Tony Robbs arjrobbs@att.net

Match Fee: \$5.00

Entry Fee: \$4.00 for each class. (centerfire & rimfire)

And \$2.00 for pocket class. (ether centerfire or rimfire)

Sign in from 8:00 to 9:00 am the match will start at 9:00 am sharp.

All classes will be open sights.

No more than 10 rounds in the gun or clip.

The classes with the number of pins for each class:

Rimfire semi auto - 10 pins

Rimfire double action - 10 pins

Rimfire single action - 8 pins

(any rimfire cal. can be used)

Center fire semi auto -10 pins

Center fire double action - 10 pins

Center fire single action - 8 pins

(center fire cal. can be used)

Pocket auto - 8 pins

Pocket revolver - 8 pins

(you can us center fire or rimfire in the pocket class)

For the rimfire and center fire classes.

There will be three racks and two pedestals of pins.

Two of the racks will have 5 red and 5 black pins and one rack of 4 red and 4 black pins.

The two pedestals will have 1 red and 1 black pin on each.

For the pocket class.

There will be two racks and one pedestals of pins.
Two of the racks will have 4 red and 4 black pins.
The one pedestal will have 1 red and 1 black pin on each.

There will be 3 rounds of shooting in each class with a time for each round.
Round one you will have to shoot the red pins with each action.
Round two you will have to shoot the black pins with each action.
Round three you will have to shoot both red & black pins with each action.
The three rounds will be used to get the average.
You must clear all of the proper color pins or there will be no score.
If you nock over the wrong color pin there will be a one second added to your score for each pin.
Each class is scored by time.
The racks will be set at 30 feet and the pedestals will be at 35 feet from where the shooters will stand.

Competition Shooting Team Captains

**Rifle Bowling Pin
Triple Action Bowling Pin**
Tony Robbs
(573) 358-4009
arjrrobbs@att.net

Bulls Eye
Tony Miano
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PPC Match
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Bowling Pin
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**200/300 Yard Varmint Rifle
50 Yard Rimfire Rifle**
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**100 Yard Hunting Rifle
100 Yard Varmint Rifle**
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