

67 Gun Club Inc.

2017
Match Rules

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.

PPC HANDGUN / BACKUP HANDGUN MATCH

For more information, contact Greg Robbs at 573-701-5873

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 will also need a strong side or weak side holster, whichever you choose for your back up gun. Back up gun must have 3.5 inch barrel or shorter with five round capacity. 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.

Whichever handgun you choose to start the match with you must use each match during the year. NO CHANGING. If you enjoy shooting PPC don't miss the first match or any others.

All PPC rounds will be at center mass

All Backup rounds will be at brain cavity (3x5 card)

COURSE OF FIRE:

3 Yards	5 Rounds strong hand no support from holster draw	5 Seconds
3 Yards	5 Rounds no support from backup holster draw	5 Seconds
7 Yards	5 Rounds strong hand no support from holster draw	8 Seconds
7 Yards	5 Rounds no support from backup holster draw	8 Seconds
15 Yards	5 Rounds strong hand with support from holster draw Reload	20 Seconds
25 Yards	5 Rounds backup holster draw with support 5 Rounds strong hand with support from holster draw Reload	60 Seconds
	5 Rounds strong hand with support Reload	
	5 Rounds strong hand with support	

100 YARD HUNTING RIFLE MATCH

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

Any Factory Centerfire Hunting Rifle .243-6MM minimum caliber with a semi or full beavertail stock with scope. 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).

SCOPED RIMFIRE MATCH SCOPED RIMFIRE AT 50 YARDS

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 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

PISTOL BOWLING PIN MATCH

FOR INFO. CONTACT Ted Holland at 67pinmatch@gmail.com

Match Fee \$5.00

Entry Fee is \$1.00 per pistol class

Sign in from 8:00 to 9:00 am.

The match will start at 9:00am sharp.

If you sign up after 9:00am you can't sign up for the classes that have started.

All classes will be open sights.

The classes with the number of pins for each class:

22 semi auto - 5 pins

9mm - 7 pins

45 acp - 5 pins

22 single action - 4 pins

22 double action - 5 pins

38/357 mag - 5 pins

44 mag - 5 pins

center fire single action - 4 pins

pocket auto - 3 pins

pocket revolver - 3 pins

The objective is to knock all of the pins off of the table or sawhorses.

Each class is scored by time.

You will have up to 20 seconds to clear all of the pins.

If all pins are not cleared it will be a no score.

The front legs of the tables and sawhorses will be set at 25 feet from where the shooters will stand.

There will be 3 rounds of shooting in each class with a time for each round.

The three rounds will be used to get the average.

The 22 classes and the pocket classes will be on sawhorses all other classes will be on the tables center fire single action can be on both.

2 GUN / 3 GUN MATCH

For more information contact Greg Robbs at (573)701-5873

2 gun match starts at 9:00 am, 3 gun match starts at 12::00 noon.

You are not be required to participate in both matches

ENTRY FEE \$10

2 GUN MATCH

Rifle must be .223 cal (auto loader only, any sights)

Hand gun must be center fire (auto loader only, factory sights)

You will need two mags for your rifle - 5 round capacity each

You will need one mag for your hand gun - 5 round capacity

You will need a strong side hand gun holster (no shoulder or cross draw)

EYE and EAR protection needed and your ammo

COURSE OF FIRE

On timer beep, you will take one step forward, rifle first, place 5 rounds down range to target. Now draw your hand gun (Strong Hand Only) and place 5 rounds down range to target. Re-holster hand gun, drop empty mag from rifle, place new mag with 5 rounds into rifle and put 5 more rounds down range to target.

THIS IS A TIMED MATCH

3 GUN MATCH

For more information contact Greg Robbs at [\(573\)701-5873](tel:5737015873)

This match will be two strings of fire

COURSE OF FIRE:

Hand gun, four steel plates, 20 yards

Shot gun, 20 yards, steel cowboys with pop up target (12 gauge works best)

Rifle, two silhouette targets at 50 and 75 yards (double tap each target)

Then repeat the course of fire

THIS IS A TIMED MATCH

Each shooter must complete course of fire twice for an average time

You will need EYE and EAR protection, all the ammo you will need, any hand gun (any sights), any shotgun (NO STEEL SHOT), any rifle (center fire or rim fire, any sights)

Each shooter may shoot the course as many times as they want, all scores will be tallied at the end of the match day. The best course time you have that day will be your match ending score. (NO DECLARING)

All final scores will be reviewed with the top single score as the best for the day.

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 21/2 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 .22cal or less only 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.

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.

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

Shotgun Bowling 5 Frames (slug only)

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.

Shotgun can be open sights or with a scope.

For the shotgun bowling 10 pins will be set on a table at 30 feet.

It will be a 5 frame game. A max of 10 shots total and up to 2 shots per frame.

First shot take the score if not a strike clear the down pins and pick up the spare.

PISTOL BOWLING PIN TRIPLE ACTION MATCH

FOR INFO. CONTACT Tony Robbs arjrrobbs@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
2 Gun / 3 Gun
Greg Robbs
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Bowling Pin
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50 Yard Rimfire Rifle
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100 Yard Varmint Rifle
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High Power
Garand Matches
Scott Meyer
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Shoot Safe and Enjoy the Summer

Safety First

Always Wear Ear and Eye Protection.

**Accidents happen when we least expect them.
Anything manufactured by man can malfunction.**