

67 Gun Club Inc.

2024 Match Year

Match Rules

February 2024

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HIGH POWER MATCH

2024 RULES

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

High-Power shooters use bolt action or semi auto rifles. Rifles must be capable of performing a magazine change for rapid fire stages. Use of open sights, rifle scopes and modern optics are allowed.

We use adjusted NRA rules for this match 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, 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.

Bring some drinking water, you may need it.

Stages, Targets, Ammo, Time:

Stage Position	Target	Rounds	Prep Time	Time
Standing	SR1	10 Rounds	3 Mins	10 Mins
Rapid sitting or kneeling	SR1	10 Rounds	3 Mins	60 Seconds
Rapid Prone	SR21	10 Rounds	3 Mins	70 Seconds
Slow Fire Prone	MR31	10 Rounds	3 Mins	10 Mins
Slow Fire Prone	MR31	10 Rounds	3 Mins	10 Mins

Magazine change required in rapid stages, either 2 and 8 or 5 and 5!

These or NRA reduced targets for use at 100 yards. Maximum possible match score is 500. The bull on these targets are about 6" in diameter.

Course of Fire:

Setup targets and sight in period about 1 hour.

All stages start with a 3 minute preparation period. No loading or firing is allowed.

Slow Fire Standing:

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

Rapid Fire Sitting:

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

Rapid Fire Prone:

We shoot from a laying down 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.

Slow Fire Prone:

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

Bullseye Handgun Match

2024 Rules

For more information, contact Tony Miano - 573-756-0462, tony@mianoarchitect.com

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

A match consists of three stages, 1) 50 yard Slow Fire, in three strings of 10 shots in ten minutes for each string. 2) 25 yard Timed Fire, in three strings of 10 shots, fired 5 shots in 20 seconds, reload and 5 additional shots in 20 seconds. 3) 25 yard Rapid Fire, in three strings of 10 shots, fired 5 shots in 10 seconds, reload and 5 additional shots in 10 seconds. A total of 90 shots is fire for a Match.

All shooting is one hand, unsupported. Firearms may be revolvers or pistols with iron sights, scopes or red-dots.

We will shoot twice a month on Wednesday evenings. The first match of the month will be shot with .22's. The second match of the month will be shot with any centerfire caliber or rimfire with a 5% penalty . Check the schedule for dates and times.

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.

If there are any questions, please call.

PPC HANDGUN MATCH

2024 Rules

For more information, contact Greg Robbs at 573-430-8611, robbsgreg1@gmail.com

The PPC Match will require 45 rounds of center fire ammo each time you shoot a match. You may use a center fire revolver or a center fire auto loader handgun in this match. 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.

(FACTORY OPEN SIGHTS ONLY)

The entry fee will be \$10 per shooter.
(THIS IS A TIMED MATCH)

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	10 Seconds
***	7 Yards	5 Rounds strong hand no support from holster draw	10 Seconds
***	15 Yards	5 Rounds strong hand with support from holster draw Reload	25 Seconds
***	15 Yards	5 Rounds strong hand with support	
	25 Yards	5 Rounds strong hand with support from holster draw Reload	
	25 Yards	5 Rounds strong hand with support Reload	60 Seconds
	25 Yards	5 Rounds kneeling using tabletop support	

At the end of match day, points will be awarded according to each shooter's best single match score for the day. (X's are tie breakers and will add more points)

*** With Barricade

100/200 YARD RIFLE MATCH

2024 Rules

Corrected on Jan 18

For more information contact:

Steve Copeland at 573-701-2488, stevencopeland1959@gmail.com

Josh Nicholson at 573-330-5053, cs5ba@aol.com

Entry fee: \$10.00

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

- Rifle:**
- Any centerfire rifle .22.30 caliber will be allowed. Magnums, muzzle brakes, ported barrels will be allowed.
 - Rifles with muzzle brakes, ported barrels or magnum calibers will have to shoot on the right side of the pad.
 - Any scope will be allowed.
 - After market barrels will be allowed.
 - After market triggers will be allowed.
 - Must have a factory action.
 - Tuners will not be allowed.
 - Aftermarket stocks or chassis will be allowed.
 - Must not be wider than 2.5 inches at the widest point.
 - Semi Auto rifles will be allowed but must use a brass catcher.
 - Rest: No one (1) piece rest allowed.
 - No clamping tripods will be allowed.
 - No bull bags will be allowed.
 - Empty chamber indicators must be used.
- Target:**
- **100 Yard**- The target used similar to NBRSA 100 Yard Hunter Class Rifle Target #HBR-1. (5 Targets, plus sighter target per sheet.)
 - **200 Yard**- The target used similar to NBRSA 200 Yard. (5 Targets, plus sighter target per sheet.)
 - One shot per scoring target on the target sheet. (5 shots maximum per sheet on scoring targets.)
 - Unlimited rounds on the sighter target. Competitors will be given 20 minutes per target sheet.
- Scoring:**
- 100/200 yard targets have a value of 3 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.~~

100 YARD .22 CENTERFIRE VARMINT MATCH

2024 Rules

For more information, contact Patrick Cronin at 573-315-9416, pchelopilot@gmail.com

Entry fee \$10.00

RIFLES: Any FACTORY Centerfire Varmint rifle .22 caliber or less ONLY with a working safety will be allowed. NO magnum muzzle breaks, ported barrels or turners will be allowed, BARREL must be factory. ANY scope 36X or less will be allowed, after market triggers allowed but MUST have a working safety. Sleeved actions custom actions or stocks designed specifically for benchrest competition WILL NOT BE ALLOWED. ALL actions/receivers as in other matches must be stock and NO modifications allowed. Semi or full beavertail stock allowed, stock cannot exceed 2-1/2 inches at its widest point and must be convex where it contacts front and rear bags. A small area on the front stock where an accessory rail may be installed will be allowed.

AMMUNITION: MATCH will be 25 rounds per shooter, plus sighting shots (as you require).

TARGETS: The targets used will be like NBRSA 100 Yard target. 5 targets plus a sighter target per sheet. ONE shot per scoring target on the target sheet, 5 shots maximum per sheet on scoring target. UNLIMITED Shots on the sighting target. Shooters will get 15 minutes per sheet, while shooting the course of fire. Shoot 5 times in a match at 5 targets each with 5 scoring targets plus sighters. (More than 5 shots per scoring target, Lowest score counts for that target)

SCORING: 100 Yard Target scores have a value from 3 to 10 points plus 5 X. Two or more shots on the scoring target the lower score will be recorded. Possible scoring shots per sheet 50 points with 5Xs. Possible points "per match" 250 points with 25x on 5 target sheets.

RESTS: Front rest must be factory HOPPIES CALDWELL SINCLAIR HART etc. with factory top and owl ear bag touching the stock BIPODS are ALLOWED. Rear rests must also be factory with ears touching the stock. ALL bag's rests/must be filled with sand, pellets, rice foam pellets. NO full-length sandbags. NO "one piece" rests allowed.

SAFETY FIRST ALWAYS Violations of safety rules will be a disqualification from the match.

200 YARD .22 CENTERFIRE VARMINT MATCH

2024 Rules

For more information, contact Patrick Cronin at 573-315-9416, pchelopilot@gmail.com

Entry fee \$10.00

RIFLES: Any FACTORY Centerfire Varmint rifle .22 caliber or less ONLY with a working safety will be allowed. NO magnums muzzle breaks, ported barrels or turners will be allowed, BARREL must be factory. ANY scope 36X or less will be allowed, after market triggers allowed but MUST have a working safety. Sleeved actions custom actions or stocks designed specifically for benchrest competition WILL NOT BE ALLOWED. ALL actions/receivers as in other matches must be stock and NO modifications allowed. Semi or full beavertail stock allowed, stock cannot exceed 2-1/2 inches at its widest point and must be convex where it contacts front and rear bags. A small area on the front stock where an accessory rail may be installed will be allowed.

AMMUNITION: MATCH will be 25 rounds per shooter, plus sighting shots (as you require).

TARGETS: The targets used will be like NBRSA 200 Yard target. 5 targets plus a sighter target per sheet. ONE shot per scoring target on the target sheet, 5 shoots maximum per sheet on scoring target. UNLIMITED Shoots on the sighting target. Shooters will get 15 minutes per sheet, while shooting the course of fire. Shoot 5 times in a match at 5 targets each with 5 scoring targets plus sighters. (More than 5 shots per scoring target, Lowest score counts for that target)

SCORING: 200 Yard Target scores have a value from 3 to 10 points plus 5 X. Two or more shots on the scoring target the lower score will be recorded. Possible scoring shots per sheet 50 points with 5Xs. Possible points "per match" 250 points with 25x on 5 target sheets.

RESTS: Front rest must be factory HOPPIES CALDWELL SINCLAIR HART etc. with factory top and owl ear bag touching the stock BIPODS are ALLOWED. Rear rests must also be factory with ears touching the stock. ALL bag's rests/must be filled with sand, pellets, rice foam pellets. NO full-length sandbags. NO "one piece" rests allowed.

SAFETY FIRST ALWAYS Violations of safety rules will be a disqualification from the match.

50 YARD SCOPED RIMFIRE TARGET MATCH

2024 Rules

For more information, contact Josh Nicholson at 573-535-0380, cs5ba@aol.com

Entry fee \$10.00

Target: RBA 50yard 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. After market 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 bags must be convex.
A small flat area on front of stock where an accessory rail may be installed will be allowed
Aftermarket triggers will be allowed.
Tuners will not be allowed

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

Rest: Front rest: Must be factory Hoppies, Caldwell, Hart, Sinclair, Etc., with bag touching stock. Bipods are allowed. Clamping rests will not be allowed. The Caldwell precision turret shooting rest is an example of a clamping rest.
Rear rest: Must be factory Caldwell, Protektor, ect., with factory rabbit ear bags touching stock.
No one (1) piece rest allowed.
All owl ear and rabbit ear bags must be filled with sand.

50 YARD SPORTER CLASS RIMFIRE MATCH

2024 Rules

For more information, contact Mike Stuhr at 314-540-0305, mikenmarystuhr@gmail.com

Entry fee: \$10.00

Match information:

This match will consist of three stages/cards fired on green 50 yard USBR targets. 20 minutes will be allowed for each 25 round stage, plus sighter shots. The high scoring shooters of the three stages will be recognized 1st through 3rd place, and 3 points for 1st, 2 points for 2nd and 1 point for 3rd will go toward high aggregate for the year awards at the annual banquet.

Equipment:

Rifles shall be a sporter weight rifle in a sporter style stock having a round bottomed forend no wider than 2 1/2" wide and weighing no more than 8 1/2 pounds minus bipod or sunshade. Scope power will be restricted to no more than 12 power.

Other equipment allowed:

Front rest with sandbag and rear bag rest
Front and rear sandbag with neither bag exceeding more than 7" from front to back of bag.
Bipod with rear bag
Wind flags
Spotting scope

Equipment not allowed:

Bull bags, or any bag exceeding 7" measured front to rear.
One piece rest or cradle/sled style equipment.
Barrel tuners
Electric triggers or any trigger tripping mechanical device firing the shot other than a finger on the trigger.

Scoring:

Scoring will be "Best edge to the inside of the target on USBR green targets. Any shot requiring plugging will be judged by two officials.

Bench selection:

Benches will be selected and assigned at sign up by competitors drawing a numbered tile or chip blindly from a bag and shooting from that bench.

100 YARD “MARKSMAN” RIFLE MATCH

2024 Rules

For more information, contact Greg Robbs at 573-430-8611, robbsgreg1@gmail.com

Entry fee: \$10.00

Match information:

Match will be 45 rounds per competitor, including sighting shots

NO PRACTICE SESSION

20 minutes time per target sheet.

Equipment:

Any Factory Bolt Action or Any Factory Auto Loader Rifle with working safety is allowed (must use brass catcher)

No Magnums Allowed

This Match is for 30 cal. ONLY!

No Muzzle Breaks, ported barrels or tuners

Maximum Scope Power, 8x

After market triggers allowed with working safety.

Other equipment allowed:

Fore end rest only, may be a sandbag,

Equipment not allowed:

No rear rest or sandbag allowed and no bi-pods and no one piece rests

Target:

100 Yard IBS Hunter #1

Scoring:

3 Target Sheets per Match

2 rounds only on scoring targets per sheet,

5 rounds only on sighting target per sheet

More than 2 rounds on any scoring target, that scoring target is VOID!

More than 5 rounds on sighting target the entire target sheet is VOID!

More than 15 shots on target sheet the entire target sheet is also VOID!

Inside 10 ring is 10 points and good X

Center Dot has “NO SCORE VALUE”

Shots on scoring targets must not touch or it will result in loss of one point

BOWLING PIN PISTOL MATCH

2024 Rules

For more information, contact Ted Holland, (573) 883-0888, 67pinmatch@gmail.com

Match Fee \$5.00

Entry Fee is \$1.00 per pistol class

Registration: Beginning one hour before the published start time of the match.

Safety Briefing: Immediately prior to the start of the match. 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.

Single action revolver and all pocket gun classes are shot with open sights. The use of other aiming devices, such as red dots, scopes, etc., is permitted in all other classes, but such devices are not required.

Class Name	Additional Info*	Pins	Table/Sawhorse
.22 RF Semi Auto		5	Sawhorse
.22 RF Single Action Revolver	SA revolvers only	4	Sawhorse
.22 RF 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.

RIMFIRE RIFLE BOWLING PIN MATCH

2024 Rules

For more information, contact Tony Robbs (573) 358-4009 arjrrobbs@att.net

Match Fee: \$5.00

Entry fee: \$1.00 per class

10 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

Pistol Caliber Carbine

(No Short Barrel Rifles)

(any Action)

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.

No Slings can be used or support by any object.

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)

2024 Rules

For more information, contact Patrick Cronin (573) 315-9416, pchelopilot@gmail.com

This Match is our club's Version of IDPA. Entry fee \$10.00

Objective: To challenge the participants to think, move and shoot through the courses of fire. In each event typically, 1minute 30 seconds. Longer courses may be 1 minute 45 seconds.

Equipment: ANY center fire semi-automatic pistol can be used in any caliber. Iron sights, red dots will be allowed, (compensators WILL NOT be allowed) Extended magazines are allowed as are flared mag-wells. No pistol braces allowed ONLY for handicapped persons. Any weight of trigger is allowed. A HOLSTER is required on the DOMINANT SIDE as the course of fire will be a draw from the holster to start. No shoulder/chest holsters or cross draw holsters allowed. Magazines holsters and mag pouches are allowed, 2-5 magazines holsters/pouches are useful and easy to acquire. You can also use your pocket. You can carry as many as you like. Estimate 150-200 rounds of ammunition should be enough to shoot the three courses of fire in the match.

Course of fire: You will draw from the holster to start and move forward and laterally as you address the targets while being timed for hits and scores. Standard targets will be used, as well as steel popper and some "second deduction points" targets based on points. (Note the Billiard Ball type target. Points on the ball represent seconds deducted from your overall time, etc.USCCA targets may also be used in this manner) The course of fire will typically be three runs on the course per match, with 15/20 rounds per course of fire. YOU may need more to finish.

Missing a target will result in a 5 second penalty. Hitting a NO SHOOT target or the (white/grey area on paper or "no shoot" or wood on the target holders or walls) will result in a 10 second penalty. Drop targets left standing will be a 10 second penalty misses on each 5 seconds. Shoot until it falls basically. NOTE: Hits on steel without falling don't count as misses for clarification.

Shooting will be from open positions and from behind cover/ barricades, as you move through the course. There will NO shooting from prone position. However, there will be SOME leaning and bending/ kneeling required. Support/non dominant hand shots may be used from time to time, and both hands grip are always allowed.

Dropping a magazine with rounds in it on the ground during the course will result in a 5 second penalty. EMPTY magazines WILL NOT COUNT as a penalty.

Turning beyond 90 degrees either side I.E., beyond your 180-degree left and right combined will result in disqualification for that ROUND and any violation of any safety rule will be disqualification for the match. PLEASE comply with ALL Range Officers commands and safety rules. Failure to do so will be disqualification from the match. **WHEN in the safe Zone I.E OFF the RANGE firearms must be holstered and slide locked rearward. NO MAGAZINES IN THE FIREARM. (Reloading of magazines is allowed in the zone.) SAFETY FIRST ALWAYS**

200/300 YARD CENTERFIRE VARMINT MATCHES

2024 Rules

For more information, contact Isaiah Thebeau at 573-854-8577, imt1125@icloud.com

Any Factory Centerfire Varmint rifle .22cal - .30cal with a working safety. No magnum calibers allowed. After market triggers will be allowed but must have a working safety. Custom barrels will be allowed. No muzzle brakes, ported barrels or tuners. Any scope allowed.

Entry fee \$10.00

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 and rear sand bags, a small flat area on front of stock where an accessory rail may be installed will be allowed.

Targets: The targets used are similar to NBRSA 200 yard targets and the NBRSA 300 yard target. (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: 200 yard target has a value of 6 to 10 points plus an X.
300 yard target has a value of 5 to 10 points plus an X.
Two or more shots on a scoring 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: Front: Must be factory Hoppies, Caldwell, Sinclair, Hart etc., with factory top and factory owl ear bag touching the stock. Bipods allowed.
Rear: Must be factory Caldwell, Proektor, etc., with factory rabbit ear bag touching the stock.
No one piece rest.
All owl ear and rabbit ear bags must be filled with sand.
No one (1) piece rest allowed.

Stinging The Steel Match

2024 Rules

For more information, contact Greg Robbs at 573-430-8611, robbsgreg1@gmail.com

Entry fee: \$10.00

(This is a Timed Match)

Eye and Ear Protection is Required

This match will consist of four stages of five steel plates.

Four strings per stage.

At timer beep shooter will engage the four white plates first then the one red plate.

Final string time will be recorded.

Each string time will be totaled, then averaged for each shooter's final match time.

A holster may be used but not required, strong side only. (NO CROSS DRAW OR SHOULDER HOLSTERS)

An aiming start point cone will be used if no holster is used.

Factory open sights or red dots allowed.

Match #1: Centerfire autoloader handgun shall be used.

Match #2: Centerfire double action revolver shall be used.

Match #3: Rimfire autoloader handgun shall be used.

Magazines and speed loaders needed 3 each.

CMP RIMFIRE SPORTER MATCH

2024 Rules Corrected on Jan 19

For more information, contact Tony Miano at 573-756-0462, tony@mianoarchitect.com

Cost: \$10 for each relay

This match is based on the CMP Rimfire Sporter Match and will be shot according to their Course of fire with minor modifications. The match is designed as a 3-position match to be shot with ordinary .22 rimfire rifles. It is a 60-shot match consisting of standing at 25 yds, 10 shots slow fire and 10 shots rapid fire, Sitting/kneeling at 50yds, 10 shots slow fire and 10 shots rapid fire and Prone at 50yds, 10 shots slow fire and 10 shots rapid fire. Slow fire is 10 shots in 10 minutes and rapid fire is shot in two strings of 5 shots in 25 seconds for autoloaders and 30 seconds for manual loaders.

In an effort to provide a simple, level playing field the following modifications to CMP's rifle requirements are in effect:

- Rifles are to have barrels, stocks (nonadjustable), and triggers standard to the manufacture. Barrels are to be tapered sporter barrels. Rifles are to be repeating rifles of any type. Non-factory and adjustable stocks and cheek pads are not allowed.
- A maximum weight of 7-1/2 pounds with scope (if used) and empty magazine.
- Scopes are limited to 6 power. Variable scopes will be taped at 6 power.
- Ammo for this match is to be ordinary .22 cal. (.22 LR only, no hyper velocity, .17 or .22 mag).
- There are separate classes for auto loading and manual loading. These will be shot in separate relays of 14 shooters max. If there are open lanes, shooters may shoot both relays. Peep sight will be shot in scope class unless there are 5 entries, in which case they will have their own class.
- Special shooting jackets are not allowed. Slings (1-1/4" wide max.) are allowed for sitting/kneeling and prone.

NOTE: All rifles are to be unloaded, with actions open and empty chamber indicators in place at all times, except when on the line and instructed to load. No rifles may be handled while people are downrange.

Registration will be from 9:00 to 9:30 followed by a shooter's safety meeting. Marked target packets will be handed out to shooters indicating their shooting lane and relay. The match will begin at 10:00 with a sight-in period (10 minutes for each relay). Targets will be scored by officials and retained for computation until after the event and then returned to competitors. Shots will be scored as the highest ring touched. Shots touching a line will be determined by the Match Captain. If there are more than 10 shots in a target, then the lowest 10 will be scored and 1 point deducted. If the wrong target is shot, notify the match Captain when "CEASE FIRE" is called. If there is a firearm malfunction, stop shooting and raise your arm. Following "CEASE FIRE" it will be determined if alibi shots are allowed.

Trophies will be awarded at the Club Banquet in March. 1 trophy for 3 entrants, 2 trophies for 5 entrants, 3 trophies for 8 or more entrants in each division.

ALL CLUB RULES REMAIN IN EFFECT DURING THE MATCH. EYE AND EAR PROTECTION IS REQUIRED FOR ALL COMPETITORS AND RECOMMENDED FOR SPECTATORS.

If there appears to be problems with rifle compliance it will be necessary to certify rifles prior to use.

100 YARD SCOPED RIMFIRE MATCH

2024 Rules

For more information, contact Keith Hodges - 573-747-6591, keithhodges63@gmail.com

Match cost: \$10

Target: IBS 50 yard target consisting of 25 target blocks plus sighter

Scoring: Each target block is 10 points, innermost ring counts 10 points, next ring is 9 points each succeeding ring 1 point less.

Bullet must cut completely through ring line to score higher score.

If a shot is within target square but outside largest ring score is 2.

If more than one shot appears in a 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: 30 minutes for each 25 shot target

Equipment: Any factory rimfire (.22, .22Mag, .17HMR or .17 Mach2)

No aftermarket barrels

Stock width cannot exceed 2 ½ inches at widest point

Semi or full beavertail stock

Forearm and butt stock that come in contact with front and rear bags must be convex, A small flat area on front of forearm where accessory rail may be installed will be allowed.

Tuners not allowed

A empty chamber flag will be in place after you are finished with each 25 shot target before line is called safe, flags will be provided

Scope: 14x maximum

Rest: Front rest must be factory, with factory top and factory owl ear bag touching stock.

Bipods are allowed. Rear rest must be factory rabbit ear bags touching stock. No one piece rest allowed.

2024 Match Captains

100/200 Yard Rifle

Steve Copeland
 (573) 701-2488
 stevencopeland1959@gmail.com
 Josh Nicholson
 (573) 330-5053
 Cs5ba@aol.com

200 Yard .22 Centerfire Varmint Rifle

100 Yard .22 Centerfire Varmint Rifle
 PPDS - Pistol
 Patrick Cronin
 (573) 315-9416
 pchelopilot@gmail.com

PPC Handgun Stinging The Steel 100 Yard Marksman Rifle

Greg Robbs
 (573) 430-8611
 robbsgreg1@gmail.com

Bullseye Handgun CMP Rimfire Sporter

Tony Miano
 (573) 756-0462
 tony@mianoarchitect.com

Bowling Pin Rimfire Rifle

Tony Robbs
 (573) 358-4009
 arjrrobbs@att.net

High Power

Scott Meyer
 (573) 579-2308
 Scott1461@att.net

Bowling Pin Pistol

Ted Holland
 (573) 883-0888
 67pinmatch@gmail.com

100 Yard Scoped Rimfire

Keith Hodges
 (573) 747-6591
 Keithhodges63@gmail.com

50 Yard Scoped Rimfire Sporter

Mike Stuhr
 (314) 540-0305
 mikenmarystuhr@gmail.com

50 Yard Scoped Rimfire Target

Josh Nicholson
 (573) 330-5053
 Cs5ba@aol.com

200/300 Yard Centerfire Varmint Rifle

Isaiah Thebeau
 (573) 854-8577
 lmt1125@icloud.com