

LEAGUE RANGE RULES

Do **NOT** remove weapon in class room or retail area.

Load weapons only when told to do so.

If you want your brass, pick it up from "your" stall area when your stage is complete - do so quickly! Shooters are allowed only to pick up their own brass.

All stages requiring more than 6 rounds will require an automatic reload.

League ammo must be full metal jacketed or copper coated. Firing unapproved ammo will result in target **disqualification**.

All league shooters must have an approved holster.

Any shots fired before or after the range buzzer will result in a **20-point reduction** of team score. Shooter **MUST** declare early or late shot. Failure to do so will result in an additional **10-point penalty**.

All targets must be scored and reported by a member of an opposing team.

Shooters may use a dot on their target however, it may be no larger than 1" diameter.

All teams will have a substitute shooter. If a substitute shooter is available at *THE RANGE* that night, he or she will be placed on a team. If the substitute shooter shoots in a higher class than the team he or she is shooting for, a **15 point penalty** will be incurred on **both** stationary stage & mover. If no substitute shooter is available, then *THE RANGE* staff will draw the name of a shooter to shoot twice and a **15-point penalty will be incurred**.

SAFETY MUST COME FIRST

Violations of any of the following safety rules shall be reported to a RANGE employee immediately.

1. Finger on trigger prior to target acquisition.
2. Weapon pointed any direction other than down range or in holster.
3. Loading a firearm prior to command.
4. Horseplay or loss of temper in range area.
5. Only league members, range assistant and approved substitutes will be allowed in the range area.
6. All normal range safety rules shall remain in effect.

FRIENDLY COMPETITION

Above all, do not lose sight of the fact that this is meant to be friendly competition, not the Olympic Games! Assist and encourage your fellow shooter, and introduce yourself to any new shooters.

SCORING AND MASTER \ EXPERT EVALUATION

To be eligible for an individual award, you can only miss two league nights. All 4 shooter spots have to be paid to enter a team score. Less than 4 shooters paid will register no team score - however, they may shoot.

During the first 4 weeks of league, **new shooter** averages will be computed as follows: 348 and above = Grand Master; 335 - 347 = Master; and 334 and below are Experts. The assigned Team Average will be that of the highest individual member of that team. If the team wishes to compete in a lower team classification, they may with a team penalty of 15 points per class for each member who has an average above the assigned team classification; e.g., an Expert Team with a Grand Master member or substitute shooter will have 30 points taken away from the total team score and the mover score each week.

The gold and silver medals are awarded to the team with the highest total over the 12 weeks.

The Most Improved medal is awarded based upon the individual's personal improvement. A Top Gun medal will be awarded to the top Male and Female in each of the 3 classes by removing the individual's highest and lowest score in the 12 weeks and averaging the remaining scores.

Be safe and have fun! Jerod

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