

Delaware Rifle and Pistol Club

Indoor Metallic Silhouette League Rules 2022-2023

ALL DRPC SAFETY RULES WILL BE STRICTLY ENFORCED. VIOLATION OF THE RULES MAY RESULT IN A MATCH DISQUALIFICATION

The league will run for sixteen weeks, every Monday evening at 6:30PM (except holidays or cancelations due to weather as necessary), beginning December 5, 2022. The cost is \$5.00 per night per competition class. Shooters under 18 years of age are free. A shooter must complete at least 8 rounds in a Competition Class to be eligible for awards in that Class. Shooters must complete 8 rounds in a given class for prizes to be awarded. A shooter's best eight scores will be averaged to determine final standings in each class. A shooter may shoot one round in two **DIFFERENT** classes in one night. **No make-ups will be permitted.** A round consists of 40 animals (10 rams, 10 turkeys, 10 hogs and 10 chickens) shot in two rotations of 20 with four strings of 5 animals per string.

Scores will be posted each week. Averages, and rankings will be posted periodically.

This activity is open to non-members

The range officer has the authority to deny shooting privileges to anyone for safety reasons.

Competition Classes.

Iron/open sight Handgun or Iron/open sight Rifle: any type of iron or open sight (e.g., Partridge, peep, buckhorn) is permitted.

Optical Sight Handgun or Optical Sight Rifle: any red dot, holographic, or scope. Laser sights are not permitted

Bench Rest Handgun or Bench Rest Rifle: any type of iron/open sight, red dot or scope. Laser sights are not permitted. Shooters in this category may sit or stand and may use sandbags or a mechanical rest. Mechanical rests may not in any Way "Clamp" the firearm.

Permitted Firearms and Ammunition

Any .22 caliber rimfire handgun or rifle chambered for .22 Short, Long, or Long Rifle ammunition with a barrel less than 10.7 inches long is permitted. The same handgun or rifle shall be used for an entire round (40 shots) unless it malfunctions and cannot be safely used as determined by the range officer.

Firing Line Procedures

Muzzles shall be controlled at ALL TIMES

- Shooters shall transport their handgun to the shooting position with muzzles pointed up above head level per DRPC safety rules.
- Detachable magazines may be loaded in advance with a maximum of 5 cartridges and brought to the firing line.
- Shooters shall stand behind the yellow line until the command "shooters to the line" is given.
- Shooters competing in the Iron/Open and optical Sight Classes shall stand clear of the shooting bench i.e. no part of the body may contact the bench.
- 2 minutes and 30 seconds are allowed for each group of five animals, 30 seconds prep time to load the firearm and 2 minutes to fire five shots.
- The animals shall be shot in the following order: rams, turkeys, hogs, chickens
- Each string of 5 animals must be shot from Left to Right. If an animal is shot out of order, it is scored as a miss and the animal that should have been shot is also scored a miss.
- If an animal which has not been intentionally fired on falls, the shooter shall declare an alibi (by raising a hand) and request the animal be reset.
- Any shot fired after time expires is scored as a miss.
- Only five shots are permitted; **DO NOT** reload and shoot missed animals for fun.
- When finished, shooters shall clear, chamber flag and bench an empty firearm and step behind the yellow line to indicate to the scorers that they are finished

Match Range Commands

The person acting as Range Officer for the event will call the following commands:

1. **New shooter to the line.** – The next shooter will retrieve a firearm from the bench position #8 or the rifle rack and walk in front of the yellow line to bench position #2, place the firearm on the bench and step back behind the yellow line.
2. **Are the shooters ready?** – Give a nod or thumbs up to the range officer to indicate ready.
3. **Shooters to the line.** – Shooters will step to the bench without touching firearm. (range officer will set the timer for 2 min. 30 seconds and assure that all animals have been reset)
4. **Your 30 second prep time starts now.** – Shooters may load firearm and make ready. No shot will be fired before the commence firing command is given. Automatic DQ for shot fired even if unintentional.
5. **Commence Firing** – Shooters will have 2 minutes to fire one shot at each of the five animals at their position starting left to right. Any animal shot out of turn is counted as a miss as well as a miss on the animal that should have been shot.
6. **Cease Fire** - at the end of 2 minutes or when all shooters are finished or in an emergency all shooters shall clear, insert chamber flag and bench an empty firearm and step behind the yellow line.
7. Range officer shall visually/physically verify that the firearm on the "chicken position" is safe and instruct the shooter to bench/rack or bag up the firearm. Shooter will comply.
8. **Shooters move one position to the right** – Shooters will each move to the next position on the line while maintaining muzzle control, place their firearm on the bench and step back behind the yellow line. After moving one position to the right, shooters may reload detachable magazines as needed.