

Particulars as they relate to the L.S.S.A. TARGET RIFLE MATCHES

Revised 13 June 2013

OVERVIEW:

There are several categories, all using their own special targets:

Target rifle: IBS 100 yd Hunter Rifle

Service Rifle/Enhanced Service Rifle: 100 yd Small Bore Rifle (TQ-4)

Scoped Rimfire Rifle: IBS 50 RF

Iron Sight Rimfire Rifle: UIT 50 meter (A-50)

Cowboy Silhouette Rimfire: 50 yd Small Bore Rifle (A-23/5)

100 yd Pistol/200 yd Rifle "fun" event: 200 yd small bore target (A-21: rimfire and centerfire divisions)

Relays are of ten minute duration, shooters expected to shoot at least five rounds per relay with the following exceptions: Cowboy Silhouette division which calls for sighters and twenty shots of record in two consecutive relays; AND the "fun" matches which are 25 shots for pistol/15 shots for rifle, all in one relay—sighters are included in this; shooters discard their LOW five shots. To clarify, once the target is set up, you have two consecutive relays for the Cowboy, only one for the "fun" matches. The Cowboy Rimfire match is restricted to rifles that meet the Cowboy Silhouette Rifle requirements: tubular magazine, iron sight, non turnbolt action. The "fun" matches are "run what ya brung."

Other than the "fun" matches, all centerfire matches are fired at 100 yds, the rimfire at 50.

EQUIPMENT:

Firearms:

Other than the Cowboy restriction, any rifle/action/ammunition combination is permitted. Historically (at least at this venue), magnum rimfire ammunition has never been as competitive as manufacturers claim it to be. It bears mentioning that if a weapon is not California legal, it cannot be on the range; there have been confiscations by law enforcement.

Service Rifle: a loose category, usually iron sights but scopes have been used.

Modified Service Rifle: tricked up, scoped, almost unrecognizable as service rifle.

Scoped and Iron Sight Rimfire Rifle: any irons, any optical (other than laser), any action.

Additional equipment:

Use of one piece, non-separated rifle rests (sleds) is not permitted. The front rest must be completely separate from the rear rest. The use of spotting scopes is not only permitted but aggressively encouraged. The Laguna Seca Range has wind and light conditions that can reduce the strongest man, woman, or child to tears. Laser sights are not permitted in any match.

EYE and EAR PROTECTION: **REQUIRED!**

SPECIAL LOCAL RULES:

All Laguna Seca Parks and Recreation Rules apply. The Range Master has authority over Everyone—including the Match Director. The Range Master is the designated Range Safety Officer, but the Match Director and any other R.S.O. will always be aware of any safety issues. Range safety is, however, ***EVERYONE'S*** business!

OVERALL SAFETY RULES:

*Hang fire/misfire/squib: keep muzzle pointed downrange, notify Range Master, wait 30 seconds before opening the action. In the case of a squib, the Range Master will make sure bore is clear. The commands **STOP** and, or, **CEASE FIRE** are self-explanatory; they may or may not indicate an emergency, but immediate cease-fire is called for. The command **MUZZLES IN AIR** may also follow. Failure to follow these commands will result in disqualification and probably ejection.

MATCH INFORMATION:

*New shooters will have basic safety rules explained to them before the match.

*Match Director is in charge and has final word on disputes and safety issues, unless Range Master over-rides him. If that happens, we may ALL be going home.

*Schedule is posted on the L.S.S.A. website.

*Make sure you shoot at YOUR target, not your neighbor's (never a good thing).

SHOOTING COMMANDS:

Range Master calls the line and declares "safe/clear" or "hot" conditions. The Range Master's commands ALWAYS prevail.

"Cold/clear" means weapon is benched, cleared, action broken, magazine removed, yellow flag in the chamber, and everyone is standing BEHIND the red line.

"Hot" occurs when the Range Master has seen that everyone is BEHIND the red line (and not a moving target). When he says, "Shooters may return to the line and Commence firing," the ten minute firing period begins. This is usually not a good time to call a friend, etc.

SCORING:

Score cards are provided, match director supervises and enters scores. Ties are broken by X count.

AWARDS:

- Points are given for the top three scores: 1st =3 points, 2nd=2, 3rd=1.
- A participation point is awarded to each shooter, no matter what their place.

SAFETY VIOLATIONS AND CONCERNS:

Accidental discharge: may result in disqualification or ejection.

Pointing firearm in unsafe direction: automatic disqualification and ejection.

Handling of firearms during "cold" period: automatic disqualification and ejection.

Spectators are not allowed at shooting stations during match—**SAFETY ISSUE**.

Inexperienced shooters may participate if sponsored and supervised by an experienced club

member. Shooters are subject to the age restrictions of the range.

Match Director and/or Range Master has final say regarding the above.

INCIDENT REPORTS:

Reports will be filed on range-provided forms for all injuries.

FEES AND SIGN-IN:

- Initial fee of \$15.00 (ten to the range, five to the club)
- \$5.00 for each additional match that the shooter chooses to enter. The exceptions to this additional fee are the free “fun” matches.
- Match Director signs participants up at the base of the range just below the range shack; after the Range Master opens the gate (8:45 am), he will then assign the benches.

EMERGENCY PROCEDURES:

The Range Master has control of all emergencies. The club has a trauma kit in the shed.

MATCH ETTIQUETTE:

Rudeness, abuse, or any other form of disruptive or untoward behavior directed at ANYONE will be grounds for disqualification. This includes gamesmanship of any sort. Participants are expected to remain nonverbal at the firing line (barring emergencies) **UNTIL** each firing period is concluded. The match director will make a judgment at the time of the incident.

Conversationalists may always colloquy out of earshot behind the line (preferably at the back fence).

Be fair, be friendly, be **SAFE!**

G.H.Turner,

Match Director