

# BOWLING PIN RULES

**All normal Chatuge Gun Club range safety rules apply but the Range Officer (RO) commands are the final word. These are the rules for the match itself.**

**Classes:** Rimfire Revolver, Rimfire Semi-auto (Stock), Rimfire Semi-auto (Open), Centerfire Revolver, Centerfire Semi-auto (Stock), Centerfire Semiauto (Open).

**Distance:** 30 feet from the shooting line to the front edge of the table

**Pin count:** Five full size bowling pins for all calibers.

**Pin tables:** 40" to 48" high. Eight feet wide, Four feet deep and Eight feet wide, Two feet deep.

**Pin spots:** Pins are spotted 15 inches apart and set in the center of the table to be scored.

**Order of Firing:** Rimfire competition will be fired, first followed by Centerfire competition to avoid gnarly pins from embedded bullets.

**Magazines and reloading:** Rim fire shooters can load no more than ten rounds in their first magazine. Center fire shooters can load no more than eight rounds in their first magazine. Subsequent magazines can be loaded to full capacity or 20 rounds, whichever is less.

**Start:** Range Officer's commands are typically "Shooters to the line", "Load and make ready.", "Ready on the left", "Ready on the right", and "Standby." Shooter's start position will be with gun pointed down at a 45 degree angle (low ready) with the safety off with hammer cocked on SA guns. The RO will blow a whistle for the shooter start signal and again to stop time or indicate a problem.

**Timing:** There will be a timer for each shooter and the range will be controlled by a Range Officer. When the Range Officer's whistle blows, the shooter's timer will start and the shooter will address the pins and begins firing. The time on the timer is the score for that stage. Shooters that have not finished clearing the table in 30 seconds get a "DNF" for that table and 30 is used when adding scores. The pins remaining will be added to this time for the purpose of breaking ties. Each shooter shoots two/three tables, of five pins per table; individually timed. The shooter's two/four scores are added together for a final aggregate for that classification. Lowest score will be the winner.

**Format:** Pins knocked over must leave the table.

**Alibi Strings:** Alibi strings are only reshot for range failures. If your table collapses during the string or there is a timer failure you may reshoot the string. Reliability of your firearm and ammunition is part of the game and there are no reshoots for guns that jam or fail. You may change guns between strings as long as the gun you use conforms to the category you began the relay with.

**Range Safety:** Once the line is called cold, no one may touch any firearm under any circumstance. The line must be called hot to remove a gun from the line. ALWAYS PRACTICE PROPER MUZZLE CONTROL. Anyone violating safety rules will be asked to leave and they will be disqualified from the match.