



## Course of Fire

We shoot the NRA 50 foot gallery courses  
Consisting of 30 rounds.

- Slow fire – 10 shots in 10 minutes
- Timed fire – Two five shot strings of 20 seconds each
- Rapid fire – Two five shot strings of 10 seconds each

## Averages

All shooters have an average. New shooters establish an average by shooting three 30-round courses of fire. Those who have shot previously will have their beginning average taken from their most recent season with the same caliber. A shooter who has been inactive for more than three years must reestablish an average by shooting three 30-round courses. Separate averages for .22 and centerfire are maintained.

Since each course of fire involves 30 rounds and each round has a potential score of 10 points, the highest possible score is 300. We anticipate average scores to range from about 50 to 280.

## Handicap

The handicap is computed each week based on the average through the previous week. It is 70% of the difference between 300 and the average. The handicap is added to the raw score to create a total. If adding the handicap and the score results in a total greater than 298, a total of 298 is used. To receive a total of 299 or 300, the shooter must actually shoot that score.

## Missed Weeks

If a shooter does not turn in a score for a given week, the shooter will have a score assigned, for that week, which is the shooters current average minus 10 points. Special arrangements may be possible for a planned absence.

## Shooting Ahead

To allow for the possibility of illness, business trips, etc., shooters may turn in score cards for up to three weeks before the current week. Special arrangements may be made for planned absences.

## When Problems Occur

If you have problems with your gun or ammunition at any time, you may ask the Range Officer for assistance. During the time that slow-fire is being shot, you may clear your gun of any misfire or correct other problems that may occur but there will be only ten minutes allowed for the ten shots. If a problem occurs during timed or rapid fire, keep the gun pointed down range and raise your other hand to indicate to the range officer that you have a problem, then wait. At the end of the string of five shots, the range officer will come and check to see if you need help making your gun safe. You then have a chance to fire what is known as an alibi round. This involves loading and firing another five rounds at the same target. There is, of course, a price to pay for this privilege which is best illustrated by an example. If you have fired the first five rounds at a target without a problem and then fire three shots and have a misfire, you can then fire another five rounds, making a total of thirteen



## **When Problems Occur(Cont)**

rounds fired. In this case, the three best shots are dropped and the low ten scored. What this boils down to is that the low scoring ten are used. Further, only one alibi round is allowed per relay (each set of three targets). If you shoot an alibi during timed-fire, you cannot shoot one during rapid-fire. You must write the number of shots fired on your target (in the earlier example, write '13 shots') so those scoring will know how many shots were fired. You May elect not to take the alibi round if you feel it may harm your total score.

As an example, suppose you typically place your shots within the six ring of the target. Suppose you have fired nine shots and the tenth fails to go off and you had two tens, two nines, two eights, two seven and one six. These nine shots total 75. After shooting the alibi, there will be fourteen shots in the target which may be two tens, three nines, four eights, four sevens and one six. Dropping the four best, this totals to 75 for no gain. When more shots would otherwise be lost, it is almost always worthwhile taking the alibi round.

## **Range Sign-up**

A sheet with the lane numbers is provided for signing up for a particular position on a given relay. The general rule is that you may sign up for no more than two relays in

advance and must skip a relay between sign-ups.

When there are a large number of participants, this rule is modified to allow you to sign-up for only one relay per caliber, to allow all participants an opportunity to shoot.

## **Equipment**

We require the use of safety glasses and hearing protection. Both will be available but having your own is preferred.

When it becomes available, .22 caliber ammunition will be for sale.

## **Scoring**

All targets are scored according to NRA rules, preferably by someone other than the shooter. Disputes in scoring must be resolved the night the score is shot by the shooter and scorer with a final opinion available from a club officer if needed. Scores will be available for inspection each week after week one. Any errors found must be reported to the league official assigned to recording the scores for possible correction.

You must decide in advance, if the relay you are going to shoot is going to be counted as a weekly score. Your score card must be taken to the range before the relay starts. It will be placed with your targets by the Range Officer after the relay has completed. If you wish to shoot for practice, no card needs to be submitted in advance.



## Duties

The league will ask each of its members to help with range duties. As the league progresses we will work toward assigning league members a night to help run the range. Duties include setting up the targets for the first relay, acting as a Range Officer, scoring targets and putting the range equipment away.

## Safety

As part of the introduction to the CVCC Bullseye League, a brief safety course is provided. This short course covers pistol safety as related to the handling of a firearm while participating in the Bullseye League. There are general rules for safety with any gun.

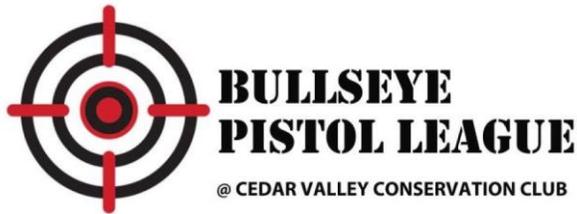
1. Keep the muzzle pointed in a safe direction.
2. Always keep your finger **off** the trigger until ready to shoot.
3. Always keep the gun unloaded until ready to use.
4. Be sure the gun is safe to operate.
5. Know how to use the gun safely.
6. Use only the correct ammunition for the gun.
7. Be sure of your target and what is beyond.
8. Wear eye and ear protection.
9. Never use alcohol or drugs before or while shooting.

10. When you are shooting, remember to obey the Range Officer's command at all times.

When you are shooting, remember to obey the Range Officer's command at all times. Never load your gun until instructed to do so. If you have a problem of any kind while shooting, keep your gun pointed down range and raise your other arm so that the Range Officer will be aware that you need help.

While firing, always remember to keep your finger **off** the trigger until you are ready to fire. This will avoid accidental discharges. Leave your finger **out** of the trigger guard until the sights are on the target.

We have adopted the rule that **no gun will be handled** while anyone is in front of the firing line. If you see anyone doing anything you consider unsafe or a violation of the safety rules, call their attention to it and do not be offended if someone corrects or questions your actions. Safety is of the utmost importance and must be maintained at all times to allow us an environment in which we can have fun.



## Range Procedures

Be prepared for your turn to shoot. Have your score card and pen or pencil, have your equipment ready to take to the range and go there promptly when your relay is called. Get your gadgets, load magazines as available and wait. You should gather three targets, two timed/rapid targets and one slow fire target. Write your name on the timed and rapid targets and circle the word 'timed' or 'rapid' to indicate which one is being used for timed and which one is being used for rapid. Do not sign the slow fire target; you are going to hang that for the next shooter on the lane.

The Range Officer will start by announcing that this, course of fire, is slow fire, ten rounds in ten minutes.

- This course of fire is slow fire, two five shot strings in ten minutes.
- Load your first five rounds on my command and your second five at your convenience.
- With your first five rounds, load!
- Is the firing line ready?
- The firing line is ready.
- Ready on the right.

- Ready on the left.
  - Ready on the firing line.
  - The targets will turn to face you and you will commence firing. When turning targets are not used the Range Officer will give the command "Fire".
  - Load your second five rounds after firing the first five, fire those and wait for the round to be completed by all shooters.
  - When ten minutes have expired the targets will turn, or the Range Officer will give the command "cease fire", ending the slow fire phase.
  - The Range Officer will give the command; "magazines out, slides back, cylinders open, lay your firearm on the bench and make the firing line safe.
  - After the Range Officer inspects the firearms and determines the firing line is safe, the RO will announce to go forward and replace the slow-fire targets with Timed-fire targets.
  - After the competitors have returned to their shooting stations the RO will announce the range is "HOT".
- Time and rapid fire are nearly identical to slow fire, the primary difference being that you fire five rounds, stop and wait for further commands.
- The next course of fire is Timed/Rapid fire, two shot strings in 20/10 seconds each.
- 4.



## Range Procedures(cont.)

- With your first five rounds, load!
- Is the firing line ready?
- The firing line is ready.
- Ready on the right.
- Ready on the left.
- Ready on the firing line.
- The targets will turn to face you, commence firing. Without the use of turning targets the RO will give the command, “Fire”
- After 20/10 seconds the targets will turn away. Cease firing or the RO will give the command, “Cease Fire”.
- With your next five rounds, load!
- Is the firing line ready?
- The firing line is ready.
- Ready on the right.
- Ready on the left.
- Ready on the firing line
- The targets will turn to face you, commence firing. Without the use of turning targets the RO will give the command “Fire”.

- After 20/10 seconds the targets will turn away, ceases firing or the RO will give the command “Cease fire”.
- After the completion of each course of fire, the RO gives commands:
  - Cease Fire.
  - Magazines out, slides back, cylinders open. Lay your firearms on the bench and make the firing line safe.
  - The Range Officer will inspect each firearm and lane for safety.
  - You may advance and replace targets with \_\_\_\_\_ fire targets.

There will be about three seconds between commands, this cadence is important for shooters to be prepared for the targets to turn or the command “fire” given.

You may have your magazine(s) loaded ahead of time but the magazines must not be placed in the gun until the range officer has issued the command to load. The same principal applies to revolver speed loaders.

If the command “Cease Fire” is given, you should IMMEDIATELY lower your firearm and listen for further instructions.

In some cases you may be instructed to “Make the firing line safe.” This means the same as the command above: Magazines out, slides back...”.

