



.22 Rimfire Pistol Falling Steel Match

Course of FIRE

9 Knock down targets, 8 plus stop plate

Shoot targets in any order desired, except stop, **stop plate is shot last**

10 rounds maximum, no magazine changes

No Magazine changes or reloads (one exception: 6 shot revolvers (rare event))

Scoring

Three (3) second penalty for each target left standing

If you shoot the stop plate out of order you **STOP immediately**

Ten second penalty if stop plate is left standing

Ten second penalty if you shoot the stop plate out of order

Match results

Your fastest 3 times will be averaged to determine your score

Scores will posted on the web

Members must shoot at least 3 matches to qualify for MPC awards

Ammo

.22 long rifle only

Classes

Stock - non compensated, iron sights

Unlimited all others (compensated, Red dots etc)

Revolver-- 2 classes----10 shot and six shot,

Six shot only class (rare event) than can reload but still has only 10 shots

FIRING LINE SEQUENCE

The RSO (Range Safety Officer) will call the names of the Shooters

1. Shooter on-line
2. Shooter on deck
3. Shooter in the hole

Please remember where you are in the sequence to speed things up

The RSO will call the name of the next shooter to the firing line with their bagged and unloaded firearm. You may not handle or load your firearm until given the command by the RSO

1. Standing at table, the muzzle must touch the table, finger must be **outside the trigger guard**, (no drawing from the holster)
2. Two hand grip or free hand only, no rests
3. Safety does not have to be engaged but the finger must be **outside the trigger guard** until you engage the target

The RSO will then tell the shooter, **“YOU MAY LOAD”**. After shooter signals they are ready the **RSO** will say **“SHOOTER READY, STANDBY”**. The next sound will be the starting buzzer. **At the SOUND OF THE BUZZER and NOT BEFORE the shooter may aim and engage targets.**

After you have successfully knocked down all the targets or you're out of ammo. Release your magazine, show the RSO the firearm is clear. Once the RSO confirms the firearm is clear drop your slide, pull the trigger with firearm pointed down range. Bag your firearm. (MK3 cannot pull trigger without magazine)

The RSO will call the line is clear. Then Go forward and reset targets.

4. Range of fire

Range Limits (Left-most target, right-most target, tallest target)

Safety

All guest must sign a waiver

SAFE FIREARM HANDLING IS EXPECTED AT ALL TIMES

EYES AND EARS PROTECTION MUST BE WORN AT ALL TIMES

OBEY THE RSO Commands AT ALL TIMES. NOT IMMEDIATELY OBEYING THE MATCH RSO WILL GET YOU EXPELLED FROM THE MATCH OR THE RANGE, AT THE RSO'S DISCRETION

NO HANDLING OF FIREARMS BEHIND THE FIRING LINE OR AWAY FROM THE SAFE FIREARM HANDLING AREAS

No ammo allowed at the SAFE firearm handling tables.

Unloading Procedures

- a. Do not sweep left or right while unloading your firearm
- b. Always Point the muzzle Down Range
- c. No Body Parts in Front of Muzzle (Shooter's or RSO's)

If you have a malfunction of your firearm.... the RSO will talk you through clearing it, or take control of the firearm and attempt to clear it. If that fails, it will be transported to the Safe firearm handling areas for further attempts to clear it.

All firearms **MUST REMAIN UNLOADED, HOLSTERED OR IN A BAG** until the RSO GIVES YOU PERMISSION TO HANDLE AND LOAD YOUR FIREARM.

Any accidental discharge within 10 feet of the firing line is a immediate disqualification. Go home and think about it.

Do not pick up any dropped ammo or magazines when the line is HOT.

EMERGENCY PROCEDURES

1. Location of First Aid Kit
2. Telephone to Summon an Ambulance
3. Directing Help to the Scene
4. Taking Notes

Any questions?