

# MCF&G Bowling Pin Information

**This document is intended to provide information about our Bowling Pin matches at Marion County Fish & Game Association. It may or may not include procedural changes that occur from time to time.**

## **Match Info:**

Our matches are usually held on the 4th Saturday of each month (Scheduling issues occasionally occur). Set up starts at 8:30 am and we often start shooting at 8:30. After a brief shooters meeting and new shooter initiation, the match starts. We usually shoot 4 or 5 single elimination brackets. To help keep it fun, we insert the shooters who did not win in the first round of the main bracket into a "Second Chance" bracket. This way everyone gets to shoot at least twice for the entry fee.

Match fees - \$2.00 per bracket. No prize money, all the proceeds go to equipment and the club.

## **Stuff to bring with you to the match:**

Your firearm, extra magazines and/or speedloaders  
Eye and hearing protection is mandatory  
At least 100 rounds of ammunition for your firearm  
A case or holster to transport your firearm from the safe table to the firing line

## **Getting Started:**

Once set up is complete, the main bracket sheet is made available for sign in. There is usually a small table with clipboards and coffee cans where sign in occurs. Place your \$2 entry fee in the coffee can with the other money. Draw a numbered piece of 38 special brass from the other coffee can, and enter your name on the main bracket sheet on the corresponding numbered line. By doing this you are acknowledging that there are risks involved in shooting bowling pin matches, you accept these risks and agree not to hold MCF&G responsible to any damage to your person or property that might occur during our matches.

There are safe tables against the fence to set your equipment upon. Handling firearms during a match should be kept at a minimum. You may reload magazines at the safe table, but do not load your firearm at the safe table. Your firearm should not be loaded (during the match) until you are at the firing line and only when so directed by the Range Officer.

Please consider helping the match proceed smoothly by listening for your name to be called to the firing line. Please consider assisting with the resetting of pins when the line is called safe.

## **Disqualifications:**

There are several ways to get disqualified.  
The list includes but is not limited to:  
Any unsafe firearm handling  
Any accidental discharge  
Allowing your muzzle to break the 180° plane

### **General match rules:**

Shooters start with five pins on a flat table 25 feet in front of them. The competitor who shoots his pins onto the ground first wins. If the Range Officer is unable to determine a winner, the Safety Officers and spectators will be asked if they saw a clear winner. If there is any uncertainty, the match will be reshot. If a pin is caught in the table or support, and clearly would have fallen to the ground normally, it will be considered to be on the ground. If the match is close enough that there is uncertainty as to who would have won without the interference, it will be reshot. Bullets under approximately 800 fps tend to bounce off the pins, and are not allowed.

### **Centerfire pistol matches:**

Five pins per table (set three feet from the back edge), iron sights only, no comps, start with seven rounds max in the gun, seven rounds max in extra magazines or speedloaders. Straight porting without an expansion chamber is allowed. Optical sights or comps start with six pins, optical sights plus comps start with seven pins. Single elimination, \$2 entry per match. We now place the pins in the middle of the table for shooters of 9mm and 38 special firearms.

### **“Pinheads” .22 cal pistol matches: last bracket of the day**

Five pinheads (just the top 4 or 5 inches of pin) per table (set three feet from the back edge), iron sights only, no comps, start with seven rounds max in the gun, ten rounds max in extra magazines or speedloaders. Straight porting without an expansion chamber is allowed. Optical sights or comps start with six pins, optical sights plus comps start with seven pins. Single elimination, \$2 entry per match. We allow larger calibers, however, they are generally not competitive with the 22s.

### **Rimfire (open) “King-of-the-Hill”: Note: only occasionally – not shot every month**

This course was initially set up for iron-sighted, 10-shot .22 semiauto handguns. Larger calibers may be used. Shooters start with five pins set at the rear edge of the table. (Optical sights or comps start with six pins, optical sights plus comps start with seven pins.). Guns may have 10 rounds total, spare magazines 10 rounds max. The winning shooter stays up, and has an additional pin added to his table. When we shoot rimfire rifles, we use the same rules. \$1 entry, shoot until you loose.

### **General match commands:**

The following is an approximation of the commands you will hear and the response we expect from you, the shooter:

**You May Take An Unloaded Sight Picture:** Raise your firearm and adjust your stance so you come up on the first pin (several times if needed), then place the end of the muzzle on the table pointed downrange.

**Load and Make Ready:** Load your firearm, arrange your magazines or speedloaders, hold your firearm in a firing grip with the end of the muzzle placed on the table pointed downrange. Keep your finger off the trigger until you hear the whistle.

**Ready on the Right:** Shooter should respond verbally or by nodding. No response will be interpreted as if you are ready. If you are not ready you must respond loudly with “NOT READY”.

**Ready on the Left:** Shooter should respond verbally or by nodding. No response will be interpreted as if you are ready. If you are not ready you must respond loudly with “NOT READY”.

**Whistle:** Start shooting. Don't stop until your pins are off the table, a safety officer touches you, or the Range officer blows a whistle. If a safety officer touches you, immediately put your finger outside the trigger guard, put the end of the muzzle of your firearm on the table pointed downrange, and wait for further instructions.

**Whistle and verbal Cease Fire:** Immediately upon the whistle stop shooting and put the end of the muzzle of your firearm on the table pointed downrange, and wait for further instructions.

**Make the Line Safe:** Revolver: chambers empty, cylinder open, lying on the table with the muzzle downrange. Semiauto: magazine out, chamber empty, slide locked back, lying on the table with the ejection port exposed, muzzle downrange. Make sure you control the direction of the muzzle at all times. After you set your gun on the table, step back.

**Safe on the Right:** The safety officer on the right will raise his hand if the competitor on his side has made his gun safe.

**Safe on the Left:** The safety officer on the left will raise his hand if the competitor on his side has made his gun safe.

**Holster or bag it:** Shooters will remove their firearm from the line by placing it in a bag or holster.

**The Range is Clear:** Once it has been determined that all firearms on the line are safe this command is given and we go downrange and reset the pins.

### **Range & Safety Officer Duties:**

It is the duty of each safety officer to make sure that the competitor on his side does not commit any safety violations. If a safety officer sees an infraction, he will stop the competitor by touching his back or shoulder.

When the competitors are instructed to make their firearms safe, the safety officers will check to make sure that all ammunition is removed, and that the actions or cylinders are open. When the firearms are safe, they will signal the center Range Officer by raising a hand.

### **Safety revisited:**

Firearms may be handled only in the designated handling area and while shooting.

Firearms will be carried to the line in a pistol bag or holstered.

Firearms may be loaded only at the firing line, and at the direction of a match official.

Loaded Firearms must point downrange at all times. If a competitor allows his loaded Firearm to point more than 180 degrees back from straight downrange, he will be disqualified from the entire match. A second infraction in the same year will result in disqualification from the rest of the season.

Revolvers may be fired single action (hammer cocking) only if handled in such a way that the cocked revolver never points over the backstop.

Any accidental discharge, as determined by the officials, will result in disqualification from the match.