

Bowling Pins!

There was a time in the recent past where shooting at bowling pins was great competition. In fact there was a US Pin Shooting Association. It is defunct. Fortunately the South Africans still competitively shoot pins.

Generally, there were two methods to compete: timed and man Vs man. When shooting Timed, a shooter is individually timed on how long it takes for him to shoot 5 pins from the table. Usually 3 - 5 runs. Longest time thrown out and the rest averaged. Fastest average wins.

For this match, we are going to shoot Man Vs Man. Two shooters at the same time. Each shooter has a table with 5 pins at 8 yards in front of them. On the fire command, both shooters attempt to shoot the pins off their table. The first shooter that knocks all of his pins from the table wins. To make it interesting, best 2 of 3. The winner advances to the next bracket. The loser will be bracketed in a secondary tree.

So, who is the winner? Each table will have a Judge. The Judge calls when "his" shooter sweeps the table. First one called is the winner. In some cases, it may be too close to call. Competing shooters will shoot until a clear winner stands out. There are no "ties".

Special note: This is our inaugural attempt at bowling pins. I believe this is simple and will be easy to administer. Like all "firsts" there may be situations that crop up that I haven't thought of. We'll work through these as they come up.

Whatcha' Gonna' Need:

1. EYE and EAR PROTECTION are required!. No exceptions!!!
2. Pistols and revolvers are allowed.
3. 9mm/38/357 caliber and above. Please, no rimfire or small caliber centerfire handguns.
4. Pistols should be as close to "stock" as possible. We are asking that you leave your racegun at home.
5. Please! No AP, API or APIT ammunition. Ball, softpoint, hollowpoint or lead ammunition is welcome.
6. Ammo Management: You might have to reload! The more loaded magazines/speedloaders you have, the better.

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7. The total round count varies depending on the number of shooters and how well (or bad) a shooter. The more shooters, the more opportunities you may have to shoot. The better you shoot, the further down the tree you go and the more opportunities you have to shoot. I don't have a "feel" for how much is needed, but I recommend **200 rounds**. (I expect you will go home with a bunch)
8. You will need a holster or case to transport your firearm to/from the shooting line.

Stuff to know:

The number one primary goal of today's event is for every participant to go home UNINJURED! Each of us is responsible for maintaining a safe environment.

This is a cold range event. This means that all firearms are unloaded until told to load. Pistols **shall** be unloaded and cased/holstered when called to the shooting line. They **shall** remain cased/holstered until directed to uncase. Conversely, all firearms **shall** be unloaded and cased/holstered when leaving the line.

Once uncased/unholstered, firearms **shall** remain unloaded until directed to load.

Once loaded, the shooter will be directed to maintain a low ready position or to ground his firearm on the table. The muzzle of any loaded firearm **shall** remain pointing downrange.

During 2/3 series, pins will need to be setup. Firearms **shall** be unloaded and grounded on the shooting bench while pins are set. Shooter will stand behind the yellow line while pins are set.

In theory, these are 5 shot events. In Theory. Let's face it: you might miss. Keep shooting until all are knocked off the table. Pins must be knocked completely from the table. If a pin falls and stays on the table, it must be shot again....and again....and again (if that's what it takes) until it is off the table. Spare loaded magazines/speedloaders may be needed.

This could go on forever, right? To move things along, there is a maximum time limit of 1 minute. If the 1 minute limit is met, a whistle (or buzzer) will sound. The table with the most pins knocked off is the declared winner.

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All shooting is from a standing position. No rests or artificial supports are permitted.

Decision of the Match Director/Judge is final.

Problems/Malfunctions

No alibis; no reshoots.

If a shooter has a malfunction, then work through it to clear it and continue to shoot.

If a shooter truly breaks a firearm (renders it completely inoperable) the shooter may be allowed to change to another firearm. However, he forfeits that match. He may be assigned a position in the secondary tree. If already in the secondary tree, then he is out of the match.

Decision of the Match Director/Judge is final.

More information? Contact Dave Renn (623-907-4638 / drenn@myexcel.com)