

Bowling Pin

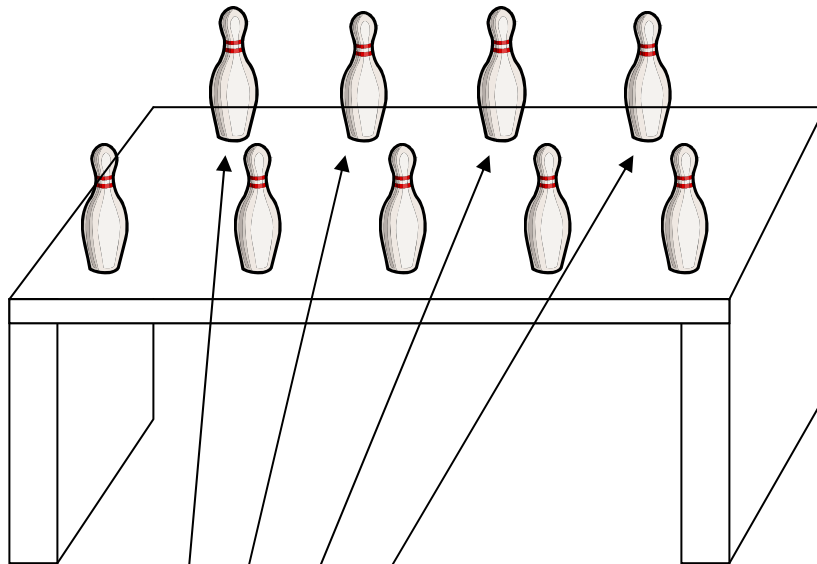
Combo Match

* Match set-up

Five pins on the row for the shooter's center fire handgun and four on the back of the table. (The center-fire pins are located nearer or farther from the rear of the table depending on the caliber/power of the cartridge the shooter is using. The four will be placed so they are in clear view between the ones in the front. The distance from the front of the table and the shooter's station is 25 feet.

* General Rules

The shooter's center-fire will be placed on the barrel muzzle down range. Unless it is a single action auto it cannot be cocked. If it is a single action auto the safely must be engaged. The shooter will start with the 22 loaded and in the ready position. Upon command the shooter must take the back four pins off the table before changing guns. If the shooter knocks down a center-fire pin with the 22 no penalty is incurred. The shooter's "penalty" comes from a harder time engaging the downed pin when it comes to the center-fire portion. The 22 pins must be engaged by 22 fire until cleared from the table or the shooter runs out of 22 ammo (10 rounds). In the event the shooter does run out, they may "pick up" the 22 pins with their center-fire weapon AFTER engaging all their center-fire pins first.



Shoot pins in rear with 22 first.
Then shoot pins in front with center-fire.

When the 22 pins are clear the shooter will lay the 22 on the barrel, muzzle down range and switch to the center fire. If the shooter is using a single action 22 auto (like a Ruger MkII auto), the safety must be engaged or the slide locked open before laying it on the barrel. On clearing all the pins with the center-fire, the shooter will engage a steel knock-down target to stop their time. Time will be recorded to the last shot fired. A shooter may “game it” on their last pin or pins and shoot the stop target before the pins have actually fallen off the table. Any pins on the table must be moving prior to engaging the stop target. However, should any pin fail to go off, the shooter will incur a 5 second penalty for the first remaining pin and 3 seconds for any others.

Safety

No shooter will load until the match director or safety officer has given instruction to do so.

After firing a string no one will move forward of the firing line and the shooter will not move off the line until the shooter has cleared both weapons and shown empty chambers of both to a safety officer.

After removing the magazine, clearing the chamber, and displaying the empty chamber to the safety officer, semi-auto center-fires will be required to “prove empty” by dry firing into the backstop. Revolvers must demonstrate empty by striking the extractor rod in clear view of the safety officer prior to displaying the empty cylinder. Rim-fire semi-autos will not be required to dry fire to “prove empty” since 22s by the nature of their design can be damaged by dry firing. It is important that the shooter AND the safety officer insure that the rim-fire is clear before the line is declared safe. The shooter will remove the magazine and clear the chamber. Prior to displaying the chamber to the safety officer, the shooter should cycle the slide 2 or 3 additional times to demonstrate empty, then hold or lock the slide back for inspection. Rim-fire revolvers will show clear in the same manner as center-fire revolvers.

Scoring

Scoring is based on total time to clear all pins from the table and shoot the stop target plus or minus handicaps or penalties. The match is shot in three strings (table sets) and the highest time of the three is dropped. The two best times are averaged. Lowest time wins.

Ammunition count and reloading

22s will be loaded with no more than 10 rounds. No reloads.

Center-fire semi-autos will load no more than 8 rounds with two or three reloads of up to 8 rounds for a total of 24 rounds.

Revolver shooters may use up to 3 speed loaders or elect to have a second loaded revolver on the barrel. (Combine total of no more than 24 rounds)

Penalties are incurred for leaving pins on the table at 3 second for each pin. Revolver shooters are awarded a handicap of 8 seconds for the first time they have to reload. No handicap for any subsequent reloads.

For this match 22s and center-fires may be mixed in action types. That is a shooter may use a semi-auto 22 and revolver center-fire or the other way around.

(NOTE) If you do not own a 22 pistol just bring some 22 ammo. Someone will have a semi-auto they will loan for your stage.

If you fired every round you were allowed, you would need 30 rounds of rim-fire and 72 rounds of center-fire ammo. Most are able to complete all strings with a box of each and have plenty left over. But sometimes even the best has a bad day. And remember, since there is no paper around the target it can be difficult to tell where you are shooting if you miss the pin.

P.S. The sweet spot is a small area just below the logo on the pin jacket but above the fat part of the pin. Because it has a tall slender neck, the center of gravity is slightly above the wide part of the pin. You can be slightly off, but not by much. Shoot too high and the pin will slap the table and not go off. Shoot too low and it will knock it off its feet, but not off the table. Too far left or right and it will fall down and spin in place like a top.