

Quail Creek Air Gun Club

COMPETITION Range Rules and Procedures

1. **Safety** - All competitor's, volunteer's and visitor's safety is our main concern. EYE PROTECTION is required when on the range. The QCAGC Code of Conduct will be observed while on the range. If you see something that is unsafe, notify the Range Master immediately. Any shooter may call "**CEASE FIRE**" if they see any unsafe condition down range. Competitors are encouraged to read the rules before the match. All rules have been adapted from USARB rules.
 - a. **Safety Meeting** - Before each match there will be a mandatory safety meeting conducted by the range master or his/her designee. Failure to attend the safety meeting will bar the shooter from competing that day. If all competitors are present for the safety meeting before the first match, additional safety meetings may be suspended at the range master's discretion. The Range Master will control all activity on the range. This is the Range Masters only job.
 - b. **Late arrival** - We have a set time to start the matches. Competitors must be setup on their assigned benches and ready for the safety briefing to compete. **There will be no exceptions.**
 - c. **Classes** - Sanctioned competitive classes (based on USARB Guidelines):
 - Varmint Class: Guns shooting up to 20 FPE
 - Open Class: Guns shooting up to 35 FPE
 - Unlimited Class: Guns shooting over 35 FPE
 - Sportsman Class: Guns costing no more than \$1200 current retail price
 - Piston-Springer-Break Barrel Class: Guns powered by either springs or pistons

A class with one shooter may shoot in the event but will not receive a medal. A class with two shooters will be awarded a first-place medal only. A class with three or more shooters will be awarded 1st, 2nd and 3rd place medals.

2. **Procedures:**
 - a. Cased air guns and gear must be placed on tables behind benches when range is "**COLD**". When the range is called "**HOT**" you may setup for practice or the match. Keep your air gun cased and pointed down range until it is placed on the shooting bench.
 - b. When the range is "**HOT**" a red flag will be placed at in the middle of the range. You may start firing at the Range Master's command.
 - c. When "**CEASE FIRE**" is called, you must stop firing. When the Range Master gives permission, you must fire any pellet that is in the chamber, open the action, insert the open breech flag, and move back behind the red line. You may not approach your bench or touch your air gun while the range is cold.
 - d. While range is "**COLD**" you may go down range to place, remove or set up targets and place or remove wind flags.
 - e. When all competitors are back behind the red line, the Range Master will call the range "**HOT**" for any air gun maintenance such as cleaning the air gun or filling PCP tanks to be done. No one should be down range. When done, return behind the red line. The Range Master will then start the match.
 - f. Tethering of air tanks to guns is not allowed under any circumstances. No external electronic control devices of any kind are allowed. No one-piece bench rests are allowed – the front rest and back rest must be separate rests. Air guns are not allowed to be "locked" into rests. Boards are allowed.
 - g. A Range Master will be at the range at every match and will be responsible for maintaining range safety and protocol. During practice and Competition, the Range Master will be solely responsible for calling the range "**HOT**" or "**COLD**", and how long these periods will be.

- h. Shooters will be responsible for placing and removing paper targets and setting up silhouettes. A stapler is required for paper targets. Practice paper targets will be provided.
3. **Scoring** – Competition consists of several events listed below. Each event has a scoring criterion.
- A. **Flags** must be stand-alone flags, must be in the shooters lane only and not attached to the bench or the target stand, must be no higher than the bottom horizontal bar of the target stand (32"). If a flag goes down in the wind, it is down for that target - the Range Master will not call a cease fire to setup the flag.
 - B. **25-meter paper target** - Each target has 25 bullseyes with a possible score of 250. 20 minutes allowed per target. .22 caliber is the maximum allowed. To equalize the scoring, all calibers are scored to the .22 caliber. The Orion Scoring system does this automatically. When scoring manually, a scoring plug with a .22 caliber flange and a probe that fits .177 to .22 caliber without tearing the paper. This is used when there is question if the shot touched the next higher ring for those points C. **50-yard paper target** - Same rules as above.
 - D. **75-yard paper target** - Each official QCAGC 75-yard target has 10 bullseyes for a total of 500 points. The target will be shot in 2 rounds of 20 minutes each, with a break between rounds. All calibers .177 through .30 are scored with .30 caliber plugs that fit snugly in each caliber hole to assure an accurate score.
 - E. **100-yard paper target** - Each official QCAGC 100-yard target has 6 bullseyes for a total of 300 points. The target will be shot in 2 rounds of 20 minutes each, with a break between rounds. Scoring same as 75-yard.
 - F. **Chicken Little Silhouettes** - 4 sets of 4 with a ram, turkey, pig and chicken in each set. One set is placed at each distance, 40, 50 60 and 70 yards (Springers are 30, 40, 50 & 60 yards). Maximum of .22 caliber, 16 pellets are allowed for each round of 15 minutes each. Tiles must be clean (no sand or small rocks), silhouettes must be placed in the middle of the tile with equal spacing, silhouettes will be knocked down but not necessary to be off the tile to score a hit. In case of ties, a shoot off with 4 chickens at 70 yards, 2 minutes time. If tied again, another shoot-off or flip of a coin, depending upon shooter's wishes.
 - G. **X's** - X's will have NO BLACK showing, white all the way around the hole.
 - H. **Protests** will be filed with the QCAGC Board member in charge and can only be filed on manually scored targets. Orion Scoring System scored targets are not eligible for protests. A protest fee of \$5 for Hot Dog Shoots and \$20 for the Saguaro Classic will be paid for each protest. This fee will be returned if the protest is successful. If a competitor plugs their own target after it is scored, no challenges will be allowed.
 - a. All protests will be decided by the QCAGC Board member in charge or the head scorer and their decision will be final.
 - I. **Scoring** must be done by someone other than the shooter. The Chicken Little competition is the exception. The shooter may keep his own score, but it must be verified by a Range Officer or Scoring Assistant before turning in the target.
4. **Pistol matches** are held primarily for the enjoyment of the QCAGC membership; however, they are scored and are conducted under a set of rules.
- A. There are three pistol classes – they are scope, red dot and open sights. Scope class is designated by the use of any magnification and is limited to 6 power.
 - B. We only use a three-point hold. The range master must be able to see light under the hands. No combat holds, with the palm under the shooting hand.
 - C. The Range Master must be able to lift the pistol from the rest - no locking into the front rest.
 - D. 10-yard match is shot using the standard 50-yard target.
 - E. 20-yard match is shot using the standard 75-yard target.
 - F. Chicken Little is 4 positions between 10 and 20 yards. Tiles must be clean (no sand or small rocks), silhouettes must be placed in the middle of the tile with equal spacing, silhouettes will be knocked down but not necessary to be off the tile to score a hit.