

Rimfire Division Rules

Written 4-22-22

This document is to establish the baseline rules for HHC rimfire division which is new for 2022.

Rimfire Firearms: Any brand/make of rimfire pistol in 22 Long Rifle with a 10” or shorter barrel including muzzle devices. Iron sight, Long Eye Relief Optics, or Red Dot only. NO RIFLE SCOPES.

Ammunition: All 22 LR ammunition is legal except tracer ammunition or any other ammunition that possesses a high fire risk or steel damage risk.

Gear/Rests: Follows HHC rules. See HHC rules document for information on gear/rests.

Rimfire targets: Rimfire targets will be separate targets from the centerfire divisions. They range from ½” to whole animal shapes. All targets are reactive steel. Ranges will be from 20 yards to roughly 150 yards.

General Stage Rules for Rimfire ONLY: You will only take 10 rounds up to the firing line. You can engage targets as many times as required to hit them (max of your 10 rounds). Once a target is hit it will be recorded as a hit and the target is now out of play. You can only hit each target once.

Reloading of the firearm: We will follow the reloading procedures from the HHC rules document for REVOLVERS ONLY. Single shots will reload on the clock. Semi autos that hold less then 10 rounds will be on a case by case basis decided by the Range Master.

Scoring: You will be awarded 2 points for a HIT on the steel target. After the target is hit it is out of play. If you finish a stage and have rounds remaining out of the 10 rounds you took up to the stage you will be awarded 1 point per round remaining.

Firearms/ammunition malfunctions: Once a round leaves the firearm it is considered fired. If you have to clear a double feed, light strike, or other malfunction the rounds removed from the firearm or magazine are considered fired. Attempting to reuse or reload those rounds is considered a safety violation and can result in ejection from the match.

\*\*The Stage Brief can SUPERCEED these rules outlined above or in the HHC rules document.\*\*