

Official Rules:

The purpose of this document is to lay the foundation for the rules at HHC. This document may be altered as needed prior to the competition.

Competitor Equipment:

The Match Director has the authority to disqualify any firearm or equipment that does not follow the “spirit of the game” for Handgun Hunter’s Competition.

HHC is focused on traditional handguns, revolvers, and single shots commonly used by handgun hunters. We are focused around production handguns or modestly modified handguns.

ALL STATE AND FEDERAL LAWS APPLY TO ALL FIREARMS DIVISIONS.

Firearms Divisions:

Revolver/Auto pistol Iron Sights: Any safe revolver or auto pistol with a .30 caliber bore or larger with traditional iron sights. Large PPC or globe style sights are not allowed. Fiber optic, gold bars, painted, and so on are permitted. All targets are designed to function appropriately with a power factor equivalent to 357 magnum 125 grain projectile or above.

Revolver/Auto pistol optics: Any safe revolver or auto pistol fitted with a long eye relief scope or red dot sight .30 bore or larger. All targets are designed to function appropriately with a power factor equivalent to 357 magnum 125 grain projectile or above.

Revolver HHC Definition: A handgun capable of being held up and accurately fired one handed with a cylinder that will hold 5 or more rounds of ammunition positioned in front of the grip. No extensions may come back past the grip that can be used as check weld, a stock, tension sling. Firearms and accessories requiring a tax stamp are not allowed. Maximum barrel length of 12”.

Semi Auto Pistol/Handgun HHC Definition: A handgun capable of being held up and accurately fired one handed with a detachable magazine. The magazine must pass through the grip of the firearm. No extensions may come back past the grip that can be used as check weld, a stock, tension sling. Firearms and accessories requiring a tax stamp are not allowed. Maximum barrel length of 12”.

Single Shot Pistol: Any brand/make of single shot pistol with any optic or sights. Total weight of the pistol with all attachments must be under 7.5 lbs. This includes optics, bipods, or any other attachment you wish to use in the match. The pistol must be 6mm or larger chambered in a round deemed safe in an Original Contender or G2. If the round was ever chambered for a contender by any major company it is permitted.

Nosler Rule: The following cartridges are allowed in addition to the above. They may be chambered in ANY BRAND/MAKE of firearm for Single Shot Division.

* 7-08
* 6.5 Creedmoor
* 308 Winchester
* Other cartridges require the Match Director’s Approval PRIOR to MATCH DAY.

Nosler Handguns: Noslers handguns will barely make weight in their factory configuration. The Nosler handgun will be granted a weight exception as long as it:

* Remains in factory spec without modification
* May use the factory option muzzle brake (Harrel) or a self-timing muzzle brake.
* May not be excessively weighted down with optics. An attempt must be made to use a modest optic and get as close as possible to the weight limit of 7.5lbs
* May not use a bipod or other attachments.
* Exceptions to the weight rules are on a case by case basis and are solely up to the Match Director.

Prohibited items in Single Shot Pistol:

* Stabilizing braces
* Buffer tubes
* Any item that aids in “cheek weld”
* Stocks that are capable of touching the shoulder even if folded
* Magazines unless a single shot follower is used
* Chassis style stocks designed to accept a butt stock. The adapter portion of the stock much be permanently removed.

Rimfire: 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.

The Revolver/auto pistol definitions as well as single shot guidelines shall apply to rimfire division with the exception of firearms weight limit. All rimfire handguns must be light enough that the competitor is capable of holding them out in a traditional one handed hold and accurately fire them.

Ammunition:

Since many targets will be close expanding point or lead bullets are mandatory. Small open tip type match/varmint/target bullets or FMJ bullets are not permitted due to the increased risk of steel damage. This includes but not limited to Berger, Barnes Match Burners, Speer TNT, or any other small open tip. NO STEEL CORE BULLETS.

Field Supports and Rests:

The participants must also provide their shooting rests for field use. The total weight of these field rests cannot exceed 3.5 lbs. and this includes any bi pods or mono pods that may be attached to the handguns. Examples would be shooting sticks, small field bags, slings, and so on. Tri pods, hog saddles, or any other rest that is capable of holding the firearm on its own is prohibited.

Pistol braces/stocks are not allowed. ~~Buffer tubes or other extensions from the rear of the firearm may not touch your shoulder or chest.~~ Buffer tubes are not allowed.

Youth and Disabled Competitors:

Youth (under 18) and disabled persons competing in HHC are exempt from caliber and total firearms weight restrictions. If the caliber and/or firearm does not meet the standard HHC rules the competitor must contact the match director to obtain approval.

Special shooting rests and shooting devices can be used by disabled competitors but must be approved by the match director.

For the purposes of HHC the following definitions shall apply:

Youth: a person who is under the physical age of 18 on the day of the match.

Disabled persons: person confined to a wheelchair or other mobility assisting device.

Reloading and movement:

Revolvers:

Since revolvers can take a great deal of time to reload the competitor will call out

“RELOADING” when a reload is necessary due to all cartridges being fired. Time will be paused for the reloading. The competitor is to remain in place and reload the gun as quickly and safely as possible then call out “UP” and time will continue. During the pause for reloading the competitor is not permitted to move their position, other gear, stage gear, or anything else other than reloading the firearm. Competitors will discard their empty brass onto the ground or into a brass bag and can pick it up after the stage.

Movement:

When movement is required the firearm will be placed in a safe position. Revolvers with transfer bars will be placed with the hammer down. Revolvers without transfer bars will have the hammer down on a fired case or empty chamber. Hammer fired single shots will have the hammer placed in the “at rest position”. Bolt actions will have the chamber unloaded and bolt open. Semi autos will have all safeties activated.

The competitor must maintain positive control of the firearm and keep their finger off of the trigger. Flagging of a person or pointing up range will result in a safety violation and the Match Director must be immediately notified.

Scoring:

Scoring of targets:

The competitor is required to make sure the spotter/scorer knows which target is being engaged.

First round hits will be scored as 2 points. If the first shot is missed the competitor may attempt the shot again and a hit will result in 1 point.

Target malfunction:

If a target falls over or is otherwise disabled from the first shot of the competitor the target is considered out of play and a second attempt will not be allowed.

If a target malfunctions prior to the stage start command the target will be reset.

Re-shoots or stage challenges are not allowed.

All scoring will error in favor of the competitor. If in doubt of hit vs miss it will be scored as a hit.

Engaging an unauthorized target will result in disqualification from that stage.

Each individual stage brief can supersede (over-ride) these rules.

See rimfire add on section for rimfire scoring.

Targets:

Pistol/Revolver iron sights and optics will use the same targets. Majority of targets will be 150 yards and under. A few larger ones will go to 200 yards (which is a standard distance used in silhouette for decades) and a few extremely large targets will go just beyond 200 yards to separate the shooters (example: 230 yards 2’ by 3’ plate)

Single Shot pistols will have the majority of their targets 350 yards and under with a few going to 400 yards. There will be a couple targets beyond 400 yards to separate the shooters.

The majority of targets will be 4 MOA and larger (revolver will have many well beyond 4 MOA) . Several targets can be measured in feet.

Targets will be color coded and final colors will be provided in the stage brief. Colors will be consistent throughout the match.

The core match targets that all divisions engage will be WHITE.

Revolver only targets will be a bright color such as ORANGE.

Single shot only targets will be a color from another color range such as BLUE.

Animal shape targets will be 1 one (1) shot targets.

Standard plate shapes will be a maximum of two (2) attempted shot targets with the scoring as follows. First round hit worth 2 points and if the shooter misses and can immediately follow up with a hit they will be awarded 1 point.

There will also be special targets in the match and those will be explained in the stage brief.

Hitting a target that is not designated for your division will result in disqualification from the stage.

Stages:

\*\*Stage briefs can override this section and all other sections of the rules\*\*

Each stage will have a “shooters box”. The shooters box will be marked with flags, paint, or any other visible means of marking the boundary. The shooters box is a boundary in which the firearm and all rests must remain inside of when engaging targets. Your body may extend outside of the shooters box. These shooters boxes will contain natural supports such as rocks, logs, the ground and unnatural supports such as fences, cars, packs, chairs, and so on. The Shooters Boxes will have multiple options for you the competitor to work with and choose between. Besides the equipment, safety, and general match rules you are free to safely engage the targets how you choose from within the shooters box.

Firing from outside of the shooters box will result in match disqualification as a safety violation.

General Event Rules:

Safety Violations:

Safety violations can result in ejection from the match or stage. Ejection from the match or stage is up to the discretion of the Match Director.

Un-sportsman like conduct:

This is a family event. All un-sportsman like conduct will result in ejection from the match.

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.\*\*