

**MARION COUNTY FISH & GAME**  
**Bowling Pin Shooting Rules**

**GOAL: *Bowling Pin Shooting was created to provide a fun environment where people can learn safe gun handling, improve their marksmanship skills, and learn how to better manage recoil in a cooperative environment with other shooters.***

**REQUIRED EQUIPMENT**

- 1) **Entry Fee:** \$3 per bracket for MCFG members, \$4 per bracket for Non-members. All proceeds go to support MCFG and to improve the competition. Shooters under the age of 18 shoot free, if under parental supervision.
- 2) **Eye protection:** Prescription glasses or safety glasses. Eye protection must be worn 100% of the time during the competition, not just during a competitor's turn at shooting.
- 3) **Hearing protection:** Ear plugs and/or ear muffs. Hearing protection must be worn 100% of the time during the competition, not just during a competitor's turn at shooting.
- 4) **Holster or gun case:** We require guns to be brought to the line unloaded, and either holstered or in a gun case. We recommend traditional hip holsters. Cross-draw, small of the back, ankle holsters, and shoulder holsters are not permitted, as they make it very easy to "sweep" (point your gun at) other competitors or the range officers. Inside the pants holsters are discouraged, as they slow down the re-holstering process.
- 5) **Magazines or speedloaders:** extra magazines or speedloaders are recommended. Please come to the firing line with your magazines or speedloaders loaded with the correct number of rounds for the Division you are competing in. If both competitors run out of ammo, the competition will be declared a draw, and the next competitor in the bracket will receive a "bye".
- 6) **Ammunition:** Hotter than average ammunition will help push the bowling pins off the table. Hollow Point ammunition seems to be more effective than "ball" or FMJ (especially in Minor calibers). Please read and follow your reloading manuals, and do not exceed SAAMI pressure guidelines.
- 7) **Gun:**

Match Type	Description
Full-size Pins (Centerfire)	Handguns or Pistol Caliber Rifles (PCR) with a minimum caliber of .380 Auto. Load semi auto magazines or revolver cylinders to the correct number of rounds for the Division you are competing in.
Pinheads (.22 LR)	Any .22 LR rimfire pistol or rifle. Load magazines to a maximum of 10 rounds.

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There are 4 Divisions for a standard Full-size Pin match, so that a variety of calibers and gun sizes can compete on a roughly a “level playing field.” Pistol Caliber Rifles and any firearm with an optical sight will require an extra pin(s) added to the table. Please see the table below to determine which Division your firearm fits into.

<b>Division</b>	<b>Description</b>	<b>Pins Set</b>
<b>Major M</b>	<b>10 mm, .44 Mag, .45 ACP 3.5” or longer barrel Gun &amp; mags loaded w/ 8 rounds</b>	<b>5 pins set 3 feet from the back edge of table.</b>
<b>Minor 9</b>	<b>9mm, .38 SPL, 357 Mag, .40 S&amp;W 3.5” or longer barrel Gun &amp; mags loaded w/ 8 rounds</b>	<b>5 pins set 2 feet from the back edge of table.</b>
<b>Compact C</b>	<b>Any caliber with barrel less than 3.5” Gun &amp; mags loaded w/ 6 rounds</b>	<b>4 pins set 2 feet from the back edge of table.</b>
<b>Bug B</b>	<b>.380 Auto with 3.25” barrel or less 38 SPL with 2.5” barrel or less Gun &amp; mags loaded w/ 5 rounds</b>	<b>3 pins set 1’ foot from the back edge of the table.</b>

**Optical sights:** are permitted. An additional pin will be added to the shooter’s table.

**Rifles:** Pistol Caliber Rifles (PCR’s) are permitted for full-size pins. .22 LR rifles are allowed for shooting pin heads. An additional pin will be added to the shooter’s table.

(Rifle with an optical sight = 7 pins)

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**SHOOTING PROCEDURE**

- 1) **Set Up.** Set up begins at 8:15 AM. (12:15 PM November thru March) If you can make it, we can always use extra help!
- 2) **Attend shooters meeting at the beginning of the match.** There will be a brief shooter's meeting at 8:45 AM (12:45 PM winter) to review the rules and answer questions before each match. Please come early, as we would like to be done with the shooters meeting and begin shooting promptly at 9 AM (1:00 PM winter).
- 3) **Sign up & pay.** We have sign up sheets and a range officer that will collect your entry fee. Please mark on the sign-in sheet with a "M" (Major), "9" (Minor), "C" (Compact) or "B" (Bug) according to the Division your gun belongs in, so the RO's know where to set the bowling pins. If you have any questions, please feel free to ask the match director or a range officer.
- 4) **Load your magazines / speed loaders before it's your turn to shoot.** Making sure that your pistol magazines or speed loaders are loaded before it's your turn to shoot improves the flow of our match.
- 5) **Range Officer Commands**
  - **"Make ready"**. The RO is instructing you that you may remove your gun from your holster (or case) and load your gun. When your gun is loaded you should assume the low ready stance. We allow two types of the low ready stance. Either the gun must be pointed down at a 45-degree angle, muzzle touching table (if available), or you may use the Glock low ready stance with both elbows touching your sides, and the gun held at a 90-degree angle from the shooter's body.
  - **"Are you ready?"** The RO is asking you if you ready to shoot. You do not need to answer that you are ready. Unless you answer, "No", the RO will continue.
  - **"Standby"** The RO is informing you that he is about to blow the start whistle.
  - **"Tweet!"** At the sound of the whistle, the competitor may safely raise their gun and engage the targets. The competitor must keep their finger off the trigger until the sights are aligned on target. The winner is the first person to get all of their pins to touch the ground.
  - **"STOP!"** Any RO may issue this command at any time during the course of fire. The competitor must immediately cease firing, and wait for further instructions from the RO.
  - **"Tweet!"** The whistle is blown a second time to indicate there is a winner for both pairs of tables. Shooters should cease fire.

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- **“If you are finished, unload and show clear”** The RO is instructing you to show that your gun is unloaded. Please present your gun to the RO with the muzzle pointed downrange, magazine removed, slide locked back or held open, and the chamber empty. Revolvers must be presented with the cylinder swung out and empty.
- **“If clear, hammer down, holster or bag it”** While continuing to point the handgun safely downrange, the competitor must perform a final safety check of the handgun as follows:

Pistols (including Rimfires): Release the slide and pull the trigger, without touching the hammer, if any. The gun **MUST** dry fire or have a chamber flag inserted before the competitor can leave the firing line.

Revolvers: Close the empty cylinder.

**If the gun proves to be clear**, the competitor must then holster or case the gun.

**If the gun does not prove to be clear**, the RO will resume the commands from “If you are finished, unload and show clear” and the competitor will be disqualified for an accidental discharge.

- 6) **Scoring.** Participants compete head to head against another shooter rather than being timed like IDPA, USPSA or Steel Challenge events. The winner is determined by who knocks off all of their table’s bowling pins first. The last pin hitting the ground is the deciding factor for close heats. If you lose in the first round of a bracket, you are placed in “Second Chance” bracket. From that point on, it is single elimination for competitors in the both the winners and second chance bracket. We typically shoot 3 - 4 brackets during a typical match.
- 7) **Brass Policy.** Please equitably split brass among shooters, and make sure that your brass collecting does not slow down the flow of the match.

## **TEXAS STAR**

When the temperature falls below 40F we shoot Texas Stars instead of Bowling Pins. The match is conducted in the same manner as Bowling Pins with two shooters competing head to head in a bracket style competition.

Texas Stars are metal targets with 5 plates at the end of arms that are mounted on an axle at the center of the target. When the first plate is knocked off, the target will begin to rotate. The competitor who knocks off all 5 of their plates and shoots the tie-breaker target first is the winner.

**Required Equipment** is basically the same as Bowling Pins. The biggest difference is that there are no Divisions. All guns are loaded to 8 rounds or their maximum capacity if that is less than 8 rounds.

No .22 LR, optical sights or Pistol Caliber Rifles can be accommodated.

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**GENERAL**

- 1) **Safety disqualifications.** Failure to follow MCFG Bowling Pin Shooting safety rules or general MCFG safety rules can result in an immediate disqualification from the match.

***Accidental discharge, failure to control your gun, finger on the trigger before the start signal, and breaking the 180-degree shooting line can result in immediate disqualification.***

- 2) **We reserve the right to adjust the rules to improve safety or the flow of our match.** If you've got suggestions how we could improve our match, please contact us on the [www.IndyRange.org](http://www.IndyRange.org) website.
- 3) **Other rules apply.** Visit [www.IndyRange.org](http://www.IndyRange.org) for a complete list of rules that apply at MCFG.
- 4) **Match Schedule Subject to Change.** If there is a conflict in the scheduled start time in these rules and an announcement made by the Match Director, consider the Match Director's announcement to be the correct information.
- 5) **Announcements.** E-mail reminders are sent out the week before a match. Announcements are also generally posted in the Shooting Sports section of INGO ([www.indianagunowners.com](http://www.indianagunowners.com)). If you would like to receive the reminder e-mails, please send a request to [BowlingPinShooting@gmail.com](mailto:BowlingPinShooting@gmail.com).