



### Pistol Competition Rules

1. Rules of the Texas City Municipal Gun Range must be followed at all times. These rules include, but are not limited to the following:
  - a. Breech or action must be open at all times unless on a shooting station
  - b. Illegal weapons are prohibited
  - c. Must follow shooting Range Masters instructions
  - d. Intoxicants and horseplay are prohibited
  - e. Weapons must be pointed in a safe direction at all times
  - f. No profane or abusive language
2. Each shooter will compete in one 15-minute round and will be allowed 10 shots per target for a total of 20 shots fired. The first shot in each round will be used for sighting in the firearm. The distance to the first target will be 7 yards and 15 yards to the second.
3. Pistols of any caliber will be allowed, with ammunition being a lead projectile. Commercial along with hand loaded ammunition will be allowed.
4. Pistols should be iron sights only and can't use any sights employing electronic circuitry. Scopes are not allowed.
5. Shooters will shoot from a standing position only with no rests. No prone shooting is allowed.
6. Intervals for each shooter will be 15 minutes.
7. Each Team shall consist of 4 shooters.
8. Each shooter must verify his/her totaled score and one member of the squad must initial the official score sheet before leaving the field.
9. Best edge scoring will be used throughout all matches. If the hole touches the border of the next highest ring, the higher score will be awarded. The center dot must be obliterated to score an X count (bull's eye). A shot in the target box but missing the largest ring will be scored as 2 points. The score is to be written in the box provided. Perfect score for each target: 90 and 9 X's (two targets will be scored per shooter).
10. All shots that do not enter or touch the scoring box will be awarded a zero.

11. Should multiple shots appear on a scoring target, only the lowest score will be counted.
12. Should a shot appear between target blocks, the shot will be assessed for which target block holds the majority of the bullet hole. The box with the majority of the bullet hole will be recorded as having been shot.
13. Only 10 shots are allowed per target. If there are more than 10 holes in a target, the highest scored boxes will be deducted in order for each additional hole in the target past the 10 allowed.
14. Final scores used for the team standings will be based on a total possible score out of 720 points. Final scores used for individuals will be based on a total possible score out of 180 points.
15. In the team competition, if two or more teams shoot the same score, the X-count will be used to break the tie. If, after including the X-count, the scores are still tied, the highest individual score will be utilized. If after including the highest individual score, the scores are still tied, the winning team will be determined by a coin toss.
16. In the individual competition if two or more individuals shoot the same score, the X-count will be used to break the tie. If, after including the X-counts, the scores are still tied, the shooter with the first X-count will win. If the scores are still tied, the winner will be determined by a coin toss.
17. For shooters participating on multiple teams, only the first two logged targets will be used to determine individual awards.
18. Teams of less than four shooters can log individual scores only and can not combine targets/scores or shoot additional targets to log a team score.
19. Please remember that this is a charity event and that everyone is expected to behave in a professional and sportsmanlike manner at all times.