



# Muzzleloader Pistol Rules



## **South Dakota 4-H Specific Policies**

### **100 – Ammunition Load**

In South Dakota 4-H there is a 30-grain maximum load charge allowed. Loading more than this amount will make competitor subject to removal from competition.

### **200 – Revolvers**

The use of a muzzleloader revolver is allowed. However, only one cylinder will be used. The other 5 cylinders must be plugged, and the primer nipples are to be removed from those cylinders not in use.

### **300 – Participation**

Youth must be currently enrolled in the South Dakota 4-H program and be actively participating in the Muzzleloading Discipline. Youth must have passed a safety evaluation focusing on the Muzzleloading Discipline. Youth must have attained the Junior or Senior age category to compete in this division.

## **Range Safety**

### **1000 – DISCIPLINE**

The safety of competitors, range personnel, and spectators requires continuous attention by all to the careful handling of muzzleloaders, rifles and pistols and caution in moving about the range. Self-discipline is necessary on the part of all competitors, range personnel and spectators. Where such self-discipline is lacking, it is the duty of the range personnel to enforce discipline, and the duty of competitors to assist in such enforcement.

### **1010 – EARLY SHOTS**

Any shot fired before the command of “COMMENCE LOADING, YOU MAY FIRE WHEN READY” is a serious infraction of many safety rules. Any competitor violating this rule will be disqualified from competition for a period of time determined by the sponsoring organization.

### **1020 – LATE SHOTS**

Any shot fired after the command of “Cease Firing” without the express permission of the Range Officer is a serious infraction of the safety rules. At the Range Officers discretion, any one of the following will be enforced.

1. Verbal reprimand
2. Shot with the highest numerical value on the target will be counted as a miss.

3. Target disqualification.
4. Suspension of the competitor. The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room.

### **1025 – LOADING EARLY**

Any person guilty of beginning to load a muzzleloader, rifle or pistol before the command of “COMMENCE LOADING, YOU MAY FIRE WHEN READY” will be disqualified from competition for a period of time determined by the sponsoring organization.

### **1050 – SAFETY INSPECTION OF EQUIPMENT**

Range officials acting under the authority of the Chief Range Officer, shall have the right to examine a shooter's equipment for safety concerns. The responsibility shall be on the shooter to submit questionable equipment for official safety inspection and approval in sufficient time prior to the beginning of a match so that it will not inconvenience either the shooter or official.

### **1060 – UNSAFE PISTOL**

No pistol shall be used in any competition if ruled unsafe by the Range Officer.

### **1080 – CARRYING PISTOL**

Pistols will be carried between the loading benches and the firing line with the muzzle above the shooter's head and pointed directly up. (Exception: pistol shooters and bench shooters need not keep the muzzle above the shooter's head)

### **1090 – BLOWING DOWN THE BARREL**

There will be NO blowing down the barrel during NMLRA matches in any manner that requires the head to be in front of the muzzle. A flexible blow tube may be used at the shooter's option, provided that the shooter's head is not placed in front of the muzzle.

### **1090b – BLOWING DOWN THE BARREL**

For Pistol you must drop a rod down the barrel a minimum of two times before reloading.

### **1100 – LOADING FLINTLOCK MUZZLELOADERS**

All flintlock muzzleloaders must be loaded with the frizzen and hammer in the forward position.

### **1110 – SWABBING BETWEEN SHOTS**

Swabbing between 2 shots with a damp patch to eliminate the possibility of glowing embers igniting the next powder charge is strongly recommended.

### **1120 – FALSE MUZZLES**

All false muzzles must not be placed in a normal shooting position without first removing the false muzzle from the barrel.

### **1130 – WHEN TO LOAD**

No pistol will be loaded, or caps snapped until the command “Commence loading, you may fire when ready.”

### **1140 – CAPPING/PRIMING**

After the command “Commence loading, you may fire when ready” has been given, shooters may cap/prime only on the firing line or designated area with the muzzle pointed down range. Any competitors violating this rule will receive the minimum penalty of having their target disqualified, along with other actions as the Range Officer may deem necessary, including suspension. The Range Officer will sign the target, state the penalty and reason, and send it to the scoring room.

### **1150 – LOADED PISTOL**

No loaded pistol shall be taken from the firing line.

### **1160 – CLEARING MISFIRES**

Extreme caution must be used, including reasonable care to informing neighboring shooters. The removal of ball must be done in such a manner that there is no danger to persons or property. The use of a CO2 ball discharger is highly recommended and is considered the safest method of ball removal.

### **1170 – AMMUNITION**

Projectile is patched round ball.

### **1180 – PATCHING**

Patching shall be of cloth or paper from natural fibers only.

### **1210 – PROPELLANT**

Propellant to be black powder or any BATF approved black powder substitute only.

### **1220 – POWDER MEASURE**

A separate powder measure or holder will be used to carry the powder charge from container to the muzzle of the gun. Charging directly from horn or flask is unsafe and is not permitted.

### **1230 – OPEN POWDER CONTAINERS**

There will not be any open containers of powder on the firing line or loading benches of any range.

### **1240 – TRIGGERS**

Triggers must be of the pull type. Triggers that function on delay, release, or electronic or hydraulic mechanisms are prohibited.

### **1260 – SAFETY SHIELDS**

All flintlocks must use a safety shield. Offhand flintlock matches fired under the covered firing line at the NMLRA range will be shot next to one of the safety shields provided.

### **1270 – SAFETY GLASSES**

Safety glasses are required on the range.

### **1280 – HEARING PROTECTION**

Hearing protection is required on the range.

### **1290 – FIRING POSITION**

Competitors will take their position at the center of their numbered firing point marker. No portion of the shooter's body or equipment may rest on or touch the ground forward of the firing point.

## **Range Rules and Regulations**

### **2000 – DISQUALIFICATION**

The Chief Range Officer, upon proper presentation of evidence, may disqualify any competitor for violation of paragraphs included in this section. He may disqualify any competitors or order their expulsion from the range for violation of these rules, or for any conduct considered by the Chief Range Officer to be discreditable.

### **2020 – ALIASES and FALSIFICATION**

Any competitors who fire under an assumed name, or any competitors who falsify their score or that of any other competitor, or are an accessory thereto, will be disqualified.

### **2030 – BRIBERY**

No person will offer a bribe of any kind to any of the range personnel, nor be an accessory thereto. Any person doing so will be disqualified. Further action may be taken by the proper officials.

### **2040 – DISORDERLY CONDUCT**

No intoxicated or disorderly person shall be allowed on the firing line at any time.

### **2050 – LOUD LANGUAGE**

Loud or abusive language will not be permitted. Competitors and range personnel will limit their conversations on the firing line to official business.

### **2060 – REFUSAL TO OBEY**

No person will refuse to obey the instructions of the range officers or any other officer of the matches in the proper conduct of the affairs of his/her office.

### **2070 – EVASION OF RULES**

No competitor will evade, nor attempt to evade, nor be an accessory to the evasion of any of the conditions of a match as prescribed in the program or in these shooting rules.

### **2080 – DELAYING A MATCH**

No competitor may delay the start of a match through tardiness of returning from down range between relays.

### **2090 – INTERFERENCE**

The firing line will be kept clear at all times, with the exception of shooters in competition and such range personnel as may be necessary. Any person or competitor who interferes with or annoys the competitors in any way will be warned, and upon failure to stop will be ordered off the firing line area.

### **2100 – INTERFERENCE WITH TARGETS**

Competitors will not be permitted to interfere with the handling of targets by the range personnel at any time.

### **2110 – TURNING IN COMPLETED TARGETS**

When the match program states that the competitors' will post their own targets, it is the competitors' responsibility to turn in the targets at the end of the relay in which they are fired. Leaving a target hanging after the start of the next relay may result in the disqualification of that target (see exceptions; Rules 2180, 2190, 5160, and 6400).

### **2120 – REFIRING**

Any competitor who fires more than once for the same prize shall be disqualified, except in re-entry matches.

### **2130 – CHANGING MUZZLELOADERS, RIFLES OR PISTOLS**

No competitor will change pistols during the firing of a match, unless it has become disabled and has been so designated by the Range Officer. For the purpose of this rule, the firing of a match is considered to have started when the competitor has fired the first record shot. A claim that a pistol is disabled must be made immediately. All shots fired up to the time that the claim is made will stand as a part of the official score. No score or partial score will be re-fired because of a disabled pistol.

### **2140 – SUBSTITUTION**

No competitors shall be allowed to have another competitor do their firing.

### **2150 – SHARING OF MUZZLELOADERS, RIFLES OR PISTOLS**

No more than one competitor may use the same pistol in the same relay.

### **2160 – OTHER SHOOTERS' EQUIPMENT**

No shooter or official shall touch the equipment of another without first receiving permission, except for safety reasons or efficient range operation by range officials.

### **2180 – TIME ALLOWANCE**

A competitor may claim inability to complete the score within the time limit because of a disabled pistol or is ordered by the Range Officer to discontinue firing. If the Range Officer is satisfied that conditions are as claimed, the competitor will be allowed to finish that target in another relay of their choice. The time allowed to finish such targets will be equal to the amount of time remaining in the relay at the time of the claim.

### **2190 – TIME LIMITS**

Relays are 40 minutes for the Bull pistol matches, and 80 minutes for Bottles. Any other time limits for specific matches will be designated in the program.

### **2200 – POSTING OF TARGETS**

It is the individual competitor's responsibility to ensure that the proper targets have been assigned to the position, and to see that they are hung there. Pistol competitors are responsible to mark their target with their caliber and name before firing the match.

### **2210 – COMPLETING OF TARGETS**

Once a competitor has posted an official target, said target must be completed in that relay, unless rule #2220, Malfunction, is allowed by the Range Officer. Exception: See Pistol rules.

### **2220 – MALFUNCTION**

If the muzzleloader, rifle or pistol fails to function properly due to mechanical defects in a muzzleloader, rifle or pistol you must inform the Range Officer. If your claim is deemed valid by the Range Officer, you will be allowed additional time equal to the time remaining at the time of the malfunction claim to finish that target after you have the gun repaired and inspected. If the muzzleloader, rifle or pistol is unable to be repaired to the satisfaction of the Range Officer, or it is declared unsafe, see rule #2130, Changing muzzleloaders, rifles, or pistols. Performance failure due to improper operation or loading, such as loading without powder, is not to be considered a malfunction.

## **2240 – TIME INTERVALS**

It is not the duty of the Range Officer to warn competitors of the passage of time intervals. Competitors may inquire of the Range Officer as to the time remaining before expiration of the time limit. Range Officers will give such information in a tone which will not disturb other competitors. Range Officers should give a five- or two-minute warning over the P.A. system.

## **2270 – PRACTICE TARGETS**

Practice targets may be shot when range space is available.

## **2290 – PROTESTS**

A competitor may formally protest:

1. any injustice they feel has been done to them, except the evaluation of a target, which is outlined under the “Challenges” rule.
2. the conditions under which another competitor has been permitted to fire.
3. the equipment that another competitor has been permitted to use.

### **2290.1 – HOW TO PROTEST**

State the complaint orally to the Chief Range Officer; if not satisfied with the Chief Range Officer’s decision, file with the Protest Committee, a written appeal stating all the facts. At national matches, such appeals must be filed within twenty-four (24) hours after the decision of the Chief Range Officer. Protest fees may be established and shall be handled as in the Challenge rule.

## **2310 – CHALLENGES**

When competitors feel that a match fired by themselves or by another competitor has been improperly evaluated or scored, they may challenge that evaluation or score. Such a challenge must be made within the challenge period. It shall be the challenging competitor’s privilege to view the target during recheck.

## **2320 – CHALLENGE FEE**

Competitors may challenge their own score once per match without charge, but if still dissatisfied, they must pay a challenge fee as set by the match sponsor. The official scoring committee, comprised of an odd number of individuals, will decide the target, and the majority decision will prevail and be final. A competitor challenging another competitor’s target must pay the challenge fee to have the target rescored. In both cases, if the challenge is sustained, the fee will be returned to the challenger. If the challenge is lost, the fee will be included in the shoot revenues. Any challenge requiring a fee must be made on a challenge form, and the fee paid in advance of the re-examining of the target.

## **2330 – CHALLENGE PERIOD**

It shall be the match sponsor’s responsibility to state in the match program the time limits within which a challenge may be made.

## **2370 – ARTIFICIAL SUPPORT**

The use of artificial support is prohibited. Digging of, or use of, heel holes at the firing point, or the use of depressions that form artificial support, is prohibited.

## **2390 – SPOTTING SCOPES**

The use of spotting scopes is permitted. The placement of a spotting scope shall not interfere with another competitor or range officials.

## **2400 – FIRING POINTS**

The firing points are numbered. All ranges are measured from these firing points to the face of the targets when hung in their customary position in front of the backstop.

## **2410 – FIRING LINE**

The firing line is that part of the range immediately to the rear of an imaginary line drawn through several firing points.

## **2420 – SHELTER**

The loading bench may be covered but not closed in. The shooter must be exposed to the prevailing winds.

## **2430 – DISTANCE**

Outdoor ranges are 25 yards.

## **2450 – POLICING THE RANGE**

It is the duty of all competitors to police the firing points and loading benches after the completion of each match. All cleaning patches, empty cap boxes, etc., shall be picked up and placed in the proper receptacles behind the firing line.

## **2460 – AIMING POINTS**

All paper targets used in competition have a printed front side. This printed front side must be posted with the printing towards the competitor, and no other spotters or aiming points may be attached to the target face.

## **Range Officer**

### **4000 – CHIEF RANGE OFFICER**

The Chief Range and Safety Officer is in complete charge of all ranges.

### **4010 – RANGE OFFICERS**

Range Officers are appointed by and work under the authority of, the Chief Range Officer. Range Officers will be in charge of a specific range and enforce all safety and specific match rules. The Range Officers have

full authority on the firing line. It is the duty of Range Officers to familiarize themselves with these regulations.

### **4030 – COMPLYING WITH INSTRUCTIONS**

Every competitor must promptly comply with the instructions of the Chief Range Officer, Range Officers, and Block Officers. If competitors disagree with these instructions, they may protest under Rule #2290; however, the instructions must be followed.

## **Range Commands**

### **4040 – STANDARD COMMANDS**

Whenever practicable, the Range Officer shall use these standard commands. However, when he/she feels additional or alternate commands are appropriate, the Range Officer is authorized and encouraged to employ them.

#### **4040.1 – “Cease Firing”**

After this command, which may be given by the Range Officer, or any competitor, no pistol shall be discharged without permission of the Range Officer. The Cease Firing command may be given for either of two reasons:

1. An unsafe condition exists on the range. (Any Range Officer or competitor)
2. The specified time limit has expired. (Range Officer only) If this command is given due to an unsafe condition, the clock will be stopped. After the unsafe condition has been corrected the command Commence Fire will be given, and clock restarted

#### **4040.2 – “Are there any hot loads?”**

This is an interrogatory to determine if there are loaded or unsafe pistols. If any hot loads are reported, the other competitors will be directed.

#### **4040.2A – “We have a hot load. All other shooters, stand back from the firing line.”**

When it is safe to do so, the person reporting the hot load will be directed:

#### **4040.2B – “Fire your hot load into the backstop, not into your target.”**

Hot loads fired after the command of Cease Firing must not be fired without the express permission of the Range Officer (see rule #1020–LATE SHOTS) and must not be fired at a record target (see rule #10660–RECORD SHOT FIRED AFTER EXPIRATION OF TIME)

#### **4040.3 – “Ground all pistols and make the line safe”**

(Pistols are to be placed on the bench with the muzzle pointed up) at this command all competitors will ground unloaded all pistols with the muzzle safely pointed upward.

#### **4040.4 – “The line is safe”**

The Range Officer will make this declaration when he is satisfied that all pistols are benched with the muzzle up.

#### **4040.5 – “Competitors may go forward to pull and post targets”**

At this command competitors may step forward of the firing line to retrieve completed targets and post new targets.

#### **4040.6 – “No more targets may be posted”**

When the Range Officer decides that competitors have had sufficient time to pull and post targets, this command will be given to prevent unnecessary delay.

#### **4040.7 – “Ready on the right?”**

This is an interrogatory issued after competitors have returned behind the firing line. The Range Officer will look to the right to ensure that nothing is reported that should delay the start of the next relay.

#### **4040.8 – “Ready on the left?”**

The Range Officer will look to the left to ensure that nothing is reported that should delay the start of the next relay.

#### **4040.9 – “Ready on the firing line”**

This command announces that the line is ready, and the next relay is about to begin.

#### **4040.10 – “Commence to load and fire. You have 40 or 80 minutes”**

At this command the line is no longer safe, and competitors may begin to load and fire when ready. At the Range Officer’s discretion, he may announce 5 minutes remaining in the relay.

### **4050 – ADDITIONAL COMMANDS**

These commands should be issued as the Range Officer deems appropriate. Some are reminders of important safety rules, such as Rule 1010–EARLY SHOTS and Rule 1020–LATE SHOTS. Others are dictated by unusual circumstances, such as:

#### **4050.1 – “As you were”**

This command means to disregard the command just given. (Example: If the command “Ready on the firing line” was followed by “As you were,” it would indicate that an unsafe condition might have been reported and the command “Commence to load and fire, you have thirty minutes” will not be forthcoming.)

#### **4050.2 – “Stand fast”**

This command means to stop and hold your position. (Example: If the command “Competitors may go forward to pull and post targets” was followed by the command “Stand fast,” competitors should stop and

not go forward, as an unsafe condition may have been discovered.)

**4075 – ANY PERSON GUILTY OF BEGINNING TO LOAD A PISTOL BEFORE THE COMMAND “COMMENCE LOADING” WILL BE DISQUALIFIED FROM COMPETITION.**

This command is intended to remind the competitors of the importance of not having any loaded pistol while their fellow competitors are down range. This command may be used once or twice a day or at the end of every relay, at the Range Officer's discretion.

**Pistol**

**6000 – SAFETY**

- All pistols will be carried to and from the firing line with the muzzles pointed up (see Rule 1080).
- No capping or priming until the command “Commence loading, you may fire when ready,” is given (see Rule 1130) and the handgun is pointed down range on the firing line.
- Load all flintlocks with frizzen open and the hammer down.
- Keep all powder containers covered; NO open powder containers (see Rule 1230).
- All false muzzles must be attached (see Rule 1120).
- Do not load directly from a horn or flask. You must use a measure or holder (see Rule 1220).
- Never load all chambers of a revolver cylinder (see Rule 6103.4).
- The cylinder of a revolver, whether it is in the pistol or not, is “hot” if it is loaded and will not be capped until it is in the revolver and pointed down range on the firing line (see Rule 6103.4).
- All loaded chambers will be capped prior to firing the first shot (see Rule 6103.4).
- When the Range Officer asks for “hot loads”, all loaded pistols and revolvers (including loaded revolver cylinders) will be brought to the Range Officers attention by raising the hand while remaining on the firing line with the pistol or revolver pointed safely down range. The hot load will be fired into the backstop upon the Range Officers command (see Rule 4040.2).
- There will be no handling of any pistol between the commands of “The line is safe” and “Commence to load and fire,” without the express permission of the Range Officer in charge of the pistol line (see Rule 4040).

**6100 – EQUIPMENT**

**6101 – HANDGUN**

Any muzzle loading pistol or revolver (all cylinders but

one must be plugged and plugged cylinders nipples are to be removed.) designed to be held, aimed, and fired in one hand.

**6101.1 – Firing position**

**6101.1a** – Senior Offhand Standing free without touching bench, post, etc.; pistol gripped with one hand only and with shooting arm unsupported.

**6101.1b** – Junior Two-hand hold allowed in designated matches only.

**6101.2 – Loading All shooters must load their own handguns with loading stands**

**6101.3 – Triggers Pull-type set triggers are permitted (see Rule 1240).**

**6102 – TRADITIONAL HANDGUN**

May be fired in any match.

**6102.1 – Kentucky Pistol**

**6102.1a** – Description Any flintlock or percussion pistol, original or replica, with plow-handle design.

**6102.1b** – Grip May be checkered. No saw-handle grips are permitted.

**6102.1c** – Sights Adjustable sights are not permitted. Dovetail mounts are permitted. Note: In South Dakota 4-H Events, Rear Adjustable sights are allowed.

**6102.1c.1** – Front May be of a height necessary to group at 25 yards. Maximum thickness shall be .100” (7/64”).

**6102.1c.2** – Rear Maximum height 5/16” and maximum width 1/2”. Sight notch may be a “V”, or “U” with parallel sides or a square-bottomed notch.

**6102.1d** – Ammunition Round ball ammunition only. No conical bullets are allowed.

**6102.2 – As-Issued Percussion Revolver**

**6102.2a** – Description Any original or replica revolver as issued to Civil War troops.

**6102.2b** – Grips may not be checkered or altered. Target grips not allowed.

**6102.2c** – Sights Adjustable sights are not permitted.

**6102.2c.1** – Front Sight should be pinhead, narrow blade (maximum width of .080”), narrow pyramid or similar, but not Partridge type, appropriate to the revolver replicated. Remington front sight must retain original half-moon profile. Height of front sight is unrestricted. Dovetailed front sights are permitted, but



must conform to barrel flats.

**6102.2c.2** – Rear Sight “U” or “V” may be deepened and widened, but not altered in configuration. A rectangular flat base notch is not permitted.

**6102.2d** – Actions May be tuned as long as trigger pull is safe and half-cock safety is functional. Trigger stops are not permitted.

**6102.2e** – Ammunition, Round ball only.

### **6102.3 – Smoothbore Pistol**

**6102.3a** – Description A flintlock pistol with unrifled bore having a minimum diameter of .433 inch.

**6102.3b** – Grip May be checkered. Plow-handle or saw-handle grips are permitted.

**6102.3c** – Sights Adjustable sights are not permitted. Dovetail mounts are permitted.

**6102.3c.1** – Front May be of a height necessary to group at 25 yards. Maximum thickness shall be .100” (7/64”).

**6102.3c.2** – Rear Maximum height 5/16” and maximum width 1/2”. Sight notch may be a “V”, or “U” with parallel sides or a square-bottomed notch.

**6102.3d** – Ammunition Round ball ammunition only. No conical bullets are allowed.

### **6104 – TARGET**

Target NMLRA TG 2414 fired from 25 yards. TEN shots fired

#### **6104.3 – Sights**

**6104.3a** – Contemporary 19th century. Adjustable sights not permitted.

**6104.3b** – No colors other than black or white may be used on the front sight.

**6104.3c** – Front Sight May be of a height necessary to group at 25 yards. Maximum thickness shall be .100” (7/64”) Remington front sight must retain original half-moon profile.

**6104.3d** – Rear Sight Maximum height 5/16” and maximum width 1/2”. Sight notch may be a “V”, or “U” with parallel sides or a square-bottomed notch. Rear sights of the Remington may be deepened or widened but not altered in configuration.

**6104.3e** – Dovetailed Front sights are acceptable

### **6205 – COACHING**

Coaching is prohibited in all individual matches unless

otherwise specified in the match program.

### **6207 – SIGHTING OR FOULING SHOTS**

Are allowed in pistol matches unless otherwise stated in the program.

### **6300 – TARGETS & SCORING**

#### **6301 – TARGETS See Rule 10340.**

#### **6302 – TOTAL HITS**

Competitors shall be allowed a number of hits upon their target equal to the number of shots in the match. In the event of excessive hits upon a target, scoring shall begin with the ten hits of lowest value. It is the competitors' responsibility to inspect their target prior to the match for any hits on the target.

#### **6303 – CROSS FIRE**

No competitor will deliberately fire on another target. In event of a cross fire on a competitor's target that can be assigned with certainty, the shot will be disregarded on the target it hit and shall be assigned to the competitor who fired same, and he shall lose one (1) point in value of the shot. The Range Officer must initial such target before the target goes to the scoring room.

#### **6304 – SCORING OF TARGETS**

Targets will be scored at the official scoring room of the pistol range. Ties will be broken according to the section on Breaking of Ties (Rules 10680 and 10730).

#### **6501 – IN THE EVENT OF A MALFUNCTION, the shooter will:**

1. Immediately assume and hold the raised pistol position or safely place the pistol on the forward bench,
2. Without disturbing fellow competitors, note the remaining time and announce to a Range Official, “I have a malfunction.”
3. Take appropriate action as determined by the Range Officer under Rule 2220-MALFUNCTION. The following do not constitute a malfunction:
  - a. an unloaded cylinder.
  - b. a flint that fails to ignite priming powder.
  - c. an undersized cap that fails to make contact with the nipple face when struck by the hammer.
  - d. improper loading.

### **Targets**

#### **10010 – NMLRA-50-YARD TG2114 TARGET**

#### **10220 – BOTTLE TARGET**

Green bottle outlines with a line dividing the neck and body of the bottle. No sighters. Scoring information is on the target.

## **PISTOL TARGETS 10340**

Only targets approved by the NMLRA will be used.

### **Target Scoring and Marking**

#### **10510 – DUTIES OF THE SCORING DEPARTMENT**

It is the duty of the Scoring Department to:

1. prepare official score cards.
2. compare and score all targets and tabulate scores in order of merit.
3. maintain and keep scores on an official bulletin board; and
4. correct any errors that may come to the attention of the Scoring Department prior to the publication of the official bulletin, but the Scoring Department is responsible only for the correction of errors that are reported by competitors or Range Officers.

#### **10520 – BULLETIN ERRORS**

It is the duty of all individual competitors in individual matches to consult the bulletin immediately after posting of the preliminary bulletin for each match, and to promptly notify the Scoring Officer of any errors.

#### **10530 – MARKING OF TARGETS**

In individual matches it is the duty of the Target Desk to make entries on the forms and targets, and in the manner prescribed for that match. Errors due to illegibility or improper filling out of the forms are solely at the competitor's risk. Improper marking of targets must be corrected before the target is fired or the target will be disqualified.

#### **10540 – WHEN SCORED**

Targets are scored as quickly as possible after a relay ends.

#### **10550 – VISIBLE HITS**

Only those hits which are visible on the target will be scored. However, if you are in the process of shooting a one-hole group on a singlebull official target, call this to the attention of the Range Officer and one (1) witness, who will watch the remaining shots. When your target comes in, be sure that the witness and Range Officer sign the target before it goes to the scoring booth.

#### **10560 – HOW TO SCORE**

A shot takes the value indicated by the edge of the shot hole. If this edge touches one of the scoring rings of the target, it is credited with the value of that ring. The exception to this rule is in the scoring of the bottle targets, which require the shot to be totally in the outline of the bottle to count for the full score of that section of the bottle. The shot does not have to be half in or more

to count as a nick. Ties are broken by the best score on top bottle on the target. Five shots in one bottle causes the higher point value to be counted as a miss. The lower point value is scored; if point values are the same, one is scored as a miss. All other scoring values are listed on the target.

#### **10570 – MISSES**

Hits outside the scoring rings are scored as misses.

#### **10580 – ON WRONG BULL**

When more than the required number of shots are fired at one bull, and fewer than the required number of shots are fired at another bull on the same target so that no more than the required total number of shots are fired at the target card. The bull having more than the required number of shots will have the shot of highest value penalized one point, and that value moved to the bull missing a shot. A 10 X so penalized becomes a 9, provided all bulls on the target card are alike. Excessive hits on unlike bulls on the same target card will have the shots of highest value scored as misses.

#### **10590 – EXCESSIVE HITS**

If more than the required number of hits appear on the target, any shot that can be identified by the type of bullet hole as having been fired by some competitor not assigned to that target will not be scored. If there is no identifiable difference between the bullet holes, any bull having excessive hits will be awarded the value of the widest shot on that bull. A bull so scored having one 9 and one 10X will be scored a nine. A bull so scored having a 10 and a 10X will be scored a 10.

#### **10630 – RICOCHET**

A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet. The Chief Range Officer must be called, and his decision obtained. Exception: silhouette match allows ricochet hits. See silhouette rules.

#### **10640 – EARLY SHOTS**

Any target with a shot fired before the command of "Commence to load and fire when ready" will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on it.

#### **10650 – LATE SHOTS**

Any shot fired after the command of "Cease firing" without the express permission of the Range Officer will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on the target.



### **10660 – RECORD SHOT FIRED AFTER EXPIRATION OF TIME**

Any shots fired into record targets after the command of “Dump it into the backstop” is an infraction of the specified time limits. Such targets will have the shot of the highest value counted as a miss. These targets will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on them.

### **10560 – HOW TO SCORE**

A shot takes the value indicated by the center of the shot hole. If this center touches one of the scoring rings of the target, it is credited with the value of that ring. The exception to this rule is in the scoring of the bottle targets, which require the shot to be totally in the outline of the bottle to count for the full score of that section of the bottle. The shot does not have to be half in or more to count as a nick. Ties are broken by the best score on top bottle on the target. Two shots in one bottle causes the higher point value to be counted as a miss. The lower point value is scored; if point values are the same, one is scored as a miss. All other scoring values are listed on the target.

### **10570 – MISSES**

Hits outside the scoring rings are scored as misses.

### **10580 – ON WRONG BULL**

When more than the required number of shots are fired at one bull, and fewer than the required number of shots are fired at another bull on the same target so that no more than the required total number of shots are fired at the target card. The bull having more than the required number of shots will have the shot of highest value penalized one point, and that value moved to the bull missing a shot. A 10 X so penalized becomes a 9, provided all bulls on the target card are alike. Excessive hits on unlike bulls on the same target card will have the shots of highest value scored as misses.

### **10590 – EXCESSIVE HITS**

If more than the required number of hits appear on the target, any shot that can be identified by the type of bullet hole as having been fired by some competitor not assigned to that target will not be scored. If there is no identifiable difference between the bullet holes, any bull having excessive hits will be awarded the value of the widest shot on that bull. A bull so scored having one 9 and one 10X will be scored a nine. A bull so scored having a 10 and a 10X will be scored a 10.

### **10610 – HITS ON WRONG TARGET**

Hits on another competitor’s target must be reported to the Range Officer and shall receive one point less than the actual value of the shot.

### **10630 – RICOCHET**

A hole made by a ricochet bullet does not count as a hit and will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet. The Chief Range Officer must be called, and his decision obtained. Exception: silhouette match allows ricochet hits. See silhouette rules.

### **10640 – EARLY SHOTS**

Any target with a shot fired before the command of “Commence to load and fire when ready” will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on it.

### **10650 – LATE SHOTS**

Any shot fired after the command of “Cease firing” without the express permission of the Range Officer will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on the target.

### **10660 – RECORD SHOT FIRED AFTER EXPIRATION OF TIME**

Any shots fired into record targets after the command of “Dump it into the backstop” is an infraction of the specified time limits. Such targets will have the shot of the highest value counted as a miss. These targets will come to the scoring room with the signature of the Range Officer, and the penalty imposed written on them.

## **Breaking of Ties**

### **10680 – X COUNT**

The score having the greatest number of X’s shall win.

### **10690 – WIDEST SHOT**

The target with the widest shot shall lose, the target with the second widest shot shall lose, and so on.

### **10700 – STRING MEASURE**

Total distance from center of X ring to center of each bullet hole. Shortest total distance to be the winner.

### **10730 – TARGET TIES**

Ties are broken by the most 10’s, then 9’s, then 8’s, etc., all the way through the scoring rings. If all scoring shots are identical in number (same amount of 10’s, 9’s, 8’s, etc.) go to wide shot of those scored. If wide shot is identical, string measure to each shot and add measurements.