

# CCGC Air Pistol Silhouette

(Updated 11-30-2013)

Shooting competitors will abide by the Cherry Creek Gun Club rules as members. All visitors will abide by the Cherry Creek Gun Club rules as visitors. It is required that all non-club members must sign the waiver and pay the range fee.

**Eye protection is mandatory at all times**

**Hearing protection is optional for Air Pistol ONLY**

## **Handling Firearms When Changing Positions**

The empty chamber indicator must be in place at all times.

Firearms can be brought to the firing line in a case.

When changing positions firearms can be moved while in a case.

The safe firearm position out of a case will be carried at shoulder height.

The barrel must be pointed in an upright position.

## **Shooting Position**

The Air Pistol Competition will be the Standing Category only.

The Standing shooting position shall be any safe standing position with the handgun supported only by one or both hands.

No part of either arm, from the shoulder to the wrist, is allowed to come into contact with any other part of the competitor's anatomy, or be artificially supported in any way.

Any physically challenged competitor need not assume a full standing position.

They may fire from braced crutches, or with support from a chair or stool; however, the support of their handgun must conform to the above rule.

## **Firearms**

Any air pistol may be used that is or was readily available to the general public currently or at one time.

This includes any CO2 or other propellant container.

Pump-up multiple or single stroke as well as spring air pistols.

## **Ammunition**

The Air Pistol Pellets shall be .22 caliber or smaller.

The pellets must be made from lead or similar soft metal.

**B.B's or other round balls are NOT allowed.**

## **Sights**

Sights may be open standard post, blade or peep.

Covered sights are allowed.

Red Dot optical sights are allowed.

**NO light emitting, target illuminating sight, such as the laser sights**

**NO magnified scopes of any type will be allowed.**

## **Target Distance**

Chicken = 30 ft. Pig = 37.5 ft. Turkey = 45 ft. Ram = 54 ft.

## **Course of Fire**

There are five steel animal targets.

There will be a maximum of five shots taken, one shot per animal.

There will be 3 minutes allowed for the five shots.

Two rounds of 5 shots will be fired on each animal.

A total of ten shots per animal with a total score possible of forty.

## **Scoring**

A "hit" will be when an animal is toppled from its upright position.

If an animal is spun and remains in the upright position it is scored a "miss".

Each shot will be scored as a hit, shown as an "X", or a miss, shown as an "O".

One shot will be taken at each animal starting from the left animal working across to the right.

If more than one animal falls with one shot and the intended animal falls it is scored as a hit.

If the intended animal does not fall but a different one falls it is scored a miss for the intended animal.

If animals fall prematurely continue firing your remaining 5 shots at the remaining standing animals.

## **Alibi**

If there are no remaining animals left standing but you have not fired the five shots, an alibi will be given for that shooter before moving on.

The targets will be reset and the remaining shots will be taken on the same animals.

35 seconds per shot will be given.