

CCGC Air Rifle 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 Rifle 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 in an upright position.
The Action must be visibly open with the barrel pointed in a safe position.

Shooting Position

The Air Rifle Competition will be the Standing Category only.
The Standing shooting position shall be any safe standing position.
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 rifle must conform to a safe standing position, no artificial support from a table or chair.

Firearms

Any air rifle 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 rifles.

Ammunition

The Air Rifle 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.
Magnified scopes are allowed.
NO light emitting, target illuminating sight, such as the laser sights

Target Distance

Chicken = 41.5 ft. Pig = 52 ft. Turkey = 62.5 ft. Ram = 75 ft.

Course of Fire

There are five paper animal targets.
Round one will consist of a maximum of five shots taken, one shot per animal.
There will be 3 minutes allowed for the five shots.
Round two will consist of a maximum of five shots taken using the same five targets used in Round one.
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 any black area on the animal is broken.
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.

Alibi

If there is a reason that the 5 rounds cannot be completed, an alibi will be given for that shooter before moving on.
The problem will be resolved if possible and the remaining shots will be taken.
35 seconds per shot will be given.