

Newport Pistol League Rules 2020

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Description

NEWPORT AREA SHOOTING LEAGUE 2020

Purpose

The Newport Recreation Department wishes to enhance the safe handling and responsible use of firearms by providing an environment where shooters of all skill levels can practice and improve their pistol marksmanship in an atmosphere of camaraderie and friendly competition with fellow shooters.

Safety

As always, SAFETY IS OUR HIGHEST PRIORITY. We want everyone to enjoy their league experience, but it's no fun if someone gets hurt. To this end:

- All range rules and safety procedures will be in full force during the competition and are posted at the range.
- Guns must be cased or properly stored within a holster at all times when outside of the range.
- Uncased or un-holstered guns MUST ONLY be handled while at the "SAFE STATION TABLE" and pointed in a safe direction as indicated on the table. This is the ONLY area where magazines may be loaded while off from the firing line.
- Shooters must heed and obey all commands of the Range Commander or Range Safety Officer.
- DO NOT insert the magazine into the gun until the "lock and load" or "make ready" command is given on the shooting line.
- Revolver shooters: DO NOT load the cylinder until the "lock and load" or "make ready" command is given.

Eligibility

The Newport Pistol League is open to all persons over the age of 21 and who are legally authorized to own, purchase and use firearms.

League Structure

Individual Shooters- The league will be made up of individual shooters. Participants may opt to form a four person team and compete as both an individual and as a team. Individuals must choose a division to participate in, however your chosen division may be adjusted by the League organizer depending on scoring average. The divisions are identified as follows:

SHARP SHOOTERS: Are identified as those shooters who fall within the top percentage of weekly scoring, shooting a weekly average of 160 points or more from a possible 170 top score. Your ranking may be made based on previous league's average or after your average has been established after five weeks or more. NO Sandbagging!

MARKSMAN: Are identified as those shooters who generally are not among the top weekly scores achieving an average of 159 or less. There will be no "sandbagging" to remain within a division!

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Team Competition- League shooters may form four (4) person teams to compete for aggregate team and individual scores over the succession of the league duration. During the championship week, there will be a single elimination tournament to determine the "Team Champion".

Team Members/Substitutions- Each team will consist of 4 members. There will be NO subs. If you are unable to shoot, weekly score will be determined by your average up to the week you miss minus 5 points. Example: If you miss week 5 and your average up to week 5 was 165 your weekly score will be

160. (Average – 5 points = score) A substitute may be granted to a team, should a team member stop participating in the weekly league, however the substitute must come from an existing league participant.

Equipment

Firearm: Any handgun firing calibers in either standard or magnum load, and having a capacity of at least 6 rounds, may be used in competition. Revolvers may be double action or single action, but any revolver (especially single action only) may be at a disadvantage in some circumstances depending on the speed of the course of fire.

Calibers- Teams can be composed of members shooting the same caliber or mixed caliber. ONLY factory produced centerfire ammo may be utilized. No rim fire or necked cartages. Permissible calibers: .38 cal,

.380 cal, 9 mm, .357 cal .40 cal, 10 mm, .44 cal, .45 caliber or other commonly factory produced pistol/revolver cartridges.

Sights: All competitions will be fired using OPEN SIGHTS ONLY. Open sight enhancements such as hooded front sight, white dots, day glow dots, and night glow dots are permitted. Optical aids or pointing devices such as scopes, red dots, holographs and lasers are NOT PERMITTED. Ammunition: Shooters will provide their own ammo. Reloads are NOT permitted. Limited alibi provisions will be made for misfires and squib rounds (see Alibi Rules below).

League Schedule

The 2020 season will begin on Wednesday, May 6th with the last league match on August 26th. A fun awards banquet and team Championship shoot-off will be held on Wednesday September 2nd. starting at 5:00 PM. **There will be no league night during the first week of July.**

Regular Matches: League matches will be starting a 4:30 PM until roughly 7:00 PM. Relays will be a maximum of 8 shooters, with the first relay taking to the range promptly at 4:30 PM. The course of fire normally takes about 15 minutes, so successive relays will start at regular intervals. Relays will be formed on a standby basis. Matches will be held on a rain or shine basis with extreme weather exceptions at the discretion of the Range Master.

Standby: Shooters will be assigned to open relay spots on a first-come-first-served basis. Teams DO NOT need to shoot at the same time on the same line. Shooters should be at the range and ready to shoot NO LATER than 6:30 PM. Shooters arriving after the last relay starts will not be allowed to shoot and will receive their average score minus 5 points.

ORIENTATION NIGHT: All new participants to the NASL will be required to attend the "New Shooter" orientation night held on TUESDAY MAY 5th at 5:00 PM. Here you will be shown range etiquette and we will go over range commands, scoring etc...

Fees

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League fees cover range time, targets, the end-of-season awards. 2020 league fee: \$150 for each individual shooter and a team fee of \$100 per team or \$25 for each individual team member.

Course of Fire (COF)

Generally, each COF will require less than 50 rounds of ammunition fired on one target with the weekly average being 36 rounds. All sets will be timed, ranging from 3 seconds to as much as 30 seconds

depending on the scenario. Target types and styles may change weekly as may the number of course rounds. With changes in targets and round count, max points and scoring will be identified weekly. Target and stage scenarios will vary each week and will be published weekly on league night. In addition, the COF will be explained by the Range Commander at match time.

Note: Some COFs require a reload on the clock, so, it is advisable to have at least one extra magazine (semi-autos) or a speed loader (DA revolvers). Single action revolvers will be at a disadvantage.

SCORING: If the "grease ring" or edge of the round's hole breaks the scoring line, then the round shall count as hitting within the higher scoring area.

Range Commands: Shooters will be guided through each set of the COF by commands from the Range Commander. Shooters will take action only when instructed to do so. The range commands are grouped into Preparation, Lock and Load/make ready, Commence Fire tone, and Cease Fire tone.

DO NOT load the magazine into the gun or make ready until directed to do so. NOTE: Revolver shooters, you may only insert rounds into the chambers when on the line, but DO NOT close the cylinder or loading gate until the "Lock and load or make ready" command is given. When ready to proceed with the set, the shooter moves to the distance specified by the Range Commander. When all shooters are at the correct position, the Range Commander confirm that all shooters are ready to load and make ready for the course of fire and range commands to begin.

Lock and Load/make ready

Range Commander: "Shooters, lock and load. Assume the commanded position"

Shooter: Insert a loaded magazine into the gun and close the action. Revolver shooters may close cylinders and position the first round at this time.

Grip your gun as per your style, KEEPING YOUR TRIGGER FINGER ON THE GUN FRAME, assume a ready position and wait for the signal to commence firing. A ready position means that the muzzle of your gun is well below your shoulders so that the gun must be raised significantly to engage the target once the command to fire is given. Acceptable ready positions are:

Holstered: Firearm loaded and ready for fire and placed securely within a hip mounted, strong side holster only. If equipped with a safety, safety is in the "ON or SAFE" position.

Low Ready: A low ready position means that your gun is held with arms fully extended at an angle approximately half way between straight down (vertical) and the shooting position (horizontal) with finger off the trigger. Your hands must be well below your shoulders and the muzzle basically pointed at the ground about 15 feet down range. If equipped with a safety, safety shall be in the "ON or SAFE" position.

The Range Commander will not allow you to fire until you are at a proper ready position.

Commence Firing

Range Commander: "Shooters, you will have (xx sec) to fire (... course of fire)." Within a few seconds,

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the Range Commander will ask if Shooters are ready (requiring a verbal response) and Range commander will signal when to fire.

Shooter: If you are NOT ready to proceed with the set, shout loudly "NOT READY!". The Range Commander will wait a bit and then repeat the COF call. At the commence firing command, raise you gun from ready and engage the target.

Cease Fire

Range Commander: When time has expired for the set a tone will sound, the Range Commander will announce "CEASE FIRE! Make your guns safe!"

Shooter: Cease firing, and return your firearm to the ready or commanded position. This completes the set. Await the next command. IF ANYONE WITNESSES A DANGEROUS OR UNSAFE ACTION, YOU MAY CALL FOR A CEASE FIRE UNTIL CONDITIONS ARE MADE SAFE.

Malfunctions

Shooter: Each set is run in a tactical format. If, while firing the set, the shooter experiences a misfire, failure to feed, or other gun/ammo malfunction that prevents completing the set, the shooter must work through the malfunction and attempt to finish the set within the time prescribed. If you were unable to complete the set, advise the Range Commander/RSO when the set is complete, the Range Commander will assess the malfunction and determine how to best makeup the missing rounds.

Examples of situations where the Range Commander/RSO may allow makeup rounds:

- Failure to feed
- Failure to extract/eject
- Failure to fire/squib
- Double Feed
- Stove Pipe

Shooter errors are NOT permitted to be made up. Typical examples:

- Did not load enough rounds in the magazine
- Did not charge the first round
- Did not insert the magazine securely
- Did not disengage safety
- Engaged it while shooting

If the malfunction is valid, the shooter will be allowed to complete any unfired rounds as directed by the Range Commander.

Initials (Required): _____

Date (Required): _____