

# Triathlon Process - BR&GC

## Event: .22 Rifle

### Range Rules:

- Range Officers will control the ranges.
- Range Officers (RO) must wear neon yellow/ orange safety vests (club has some)
- **Eye and Ear protection** is **required** for all shooters.
- **All rifles must be cased** when leaving or entering the range house. **Open carry** around the club property will result in the participant being **disqualified**.
- **.22 Rifles:** Only .22 Long Rifle (high velocity or standard) .22 Shorts are also allowed. **No magnums**. Scopes are allowed. Shooting is **OFF HAND only**. No slings, butt hooks, shooting gloves, or shooting coats allowed. **NO LEANING** against the bench either. Participant will be Disqualified for leaning/supporting using the bench. Open competition (i.e.: scopes verses open sights). **15 rounds of ammo are required**, bring more ammo in the event of a sudden death tie breaker. **Max points** on this event is **15**.
- No handling of firearms when someone is down range.
- All **loaded** firearms must be pointed downrange and not up in the air within the confines of the range house.
- All rifles must be in the racks or cased until they are called to the line.
- Any misfires or jams:
  - Shooter must signal keep muzzle pointed down range and outside of the range house window.
  - Shooter must signal to the Range Officer that they have a misfire or jam.
  - The Range Officer announces: **CEASE FIRE. Shooters keep your weapons pointed down range and make your weapons safe.**
  - The Range Officer will assess the problem, resolve the problem if possible and get the line ready again.
- **Course of Fire:**
  - Shooting at steel plate rack (small drop down plates)
  - Shooters will be called to the firing line by the Range Officer.
  - Shooter has **6 minutes** to take **15 shots** on target for score. Event will be timed.
  - All shooting, regardless of how many shots were taken, will cease when the timer buzzes. **NO EXCEPTIONS**. Shots after the buzzer sounds will cause disqualification of that shooters target.
  - Scoring of target hits is done by Range Officer and assistants. The Range Officer has the final say on all scores. The participants must have their scorecards signed by a Ranger Officer at each event or the participant is disqualified.
  - Once all scoring is completed, those shooters will case / store their rifles and take their scorecard with them to the next event.

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## Event: Trap

### Range Rules:

- Range Officers will control the range.
- **Eye and Ear protection** is **required** for all shooters.
- **Shotguns must be cased when entering the trap range or you will be disqualified.**
- No handling of firearms unless instructed by Range Officer.
- Guns may not be loaded until you're at the firing points and the Range Officer gives the instruction to load.
- **Loaded** firearms must be pointed downrange.
- **Course of Fire:**
  - 15 shells are required for this event. **Max points** on this event is **15**.
  - Shooters will be assigned a firing point (1-5) on the trap range.
  - Shooters will be called to their assigned positions.
  - Range Officer will throw one target (clay bird) for everyone to see.
  - Range Officer will announce that the line is ready.
  - Shooter in position #1 calls for the bird. Range Officer will mark if the bird was hit or missed on that contestants score sheet.
  - Shooter in positions #2 calls for the bird. Process is repeated for all 5 positions so each shooter has fired from each of the 5 firing points.
  - Range Officer will total up each competitors hits/misses on the participants scorecard, sign the cards and give them to the competitors.
  - Competitors **must case and store their shotguns** before they proceed to their next Event.

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## Event: Pistol

### Range Rules:

- Range Officers will control the ranges.
- All handguns **must be** cased or holstered, when leaving or entering the range house. **Uncased** or **unholstered** handguns that are carried around the club property will result in the participant being **disqualified**.
- **Eye** and **Ear protection** is **required** for all shooters.
- **Any caliber handgun.** Scopes and red dots are allowed. Shooting is **OFF HAND only, NO LEANING** against the bench either. Participant will be Disqualified for leaning/supporting using the bench. Open competition (i.e.: scopes verses open sights). **15 rounds of ammo are required.** **Max points** on this event is **15**.
- No handling of firearms when someone is down range.
- All **loaded** firearms must be pointed downrange and not up in the air within the confines of the range house.
- All handguns must be holstered or cased until they are called to the line.
- Any misfires or jams:
  - Shooter must signal keep muzzle pointed down range and outside of the range house window.
  - Shooter must signal to the Range Officer that they have a misfire or jam.
  - The Range Officer announces: **CEASE FIRE. Shooters keep your weapons pointed down range and make your weapons safe.**
  - The Range Officer will assess the problem, resolve the problem if possible and get the line ready again.
- **Course of Fire:**
  - Shooting at steel plates and/or rubber spinners of various sizes and distances.
  - Shooters will be called to the firing line by the Range Officer.
  - Shooter has **6 minutes** to take **15 shots** on target for score. Event will be timed.
  - All shooting, regardless of how many shots were taken, will cease when the timer buzzes. NO EXCEPTIONS. Shots after the buzzer sounds will cause disqualification of that shooters target.
  - Scoring of target hits is done by Range Officer and assistants. The Range Officer has the final say on all scores. The participants must have their scorecards signed by a Ranger Officer at each event or the participant is disqualified.
  - Once all scoring is completed, those shooters will case / store their rifles and take their scorecard with them to the next event.

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## Event: Archery

### Range Rules:

- Range Officers will control the ranges.
- No handling of bows when someone is down range.
- Any bow may be used, no crossbows. Field / practice tips only.
- NO broadheads. **15 arrows are required. Max points** on this event is **15**.
- **Course of Fire:**
  - 15 shots and event will be timed.
  - There will be **five** 3d targets (3 arrows per 3D target). One point per “kill zone”.
  - Ranger Officer will post archery score on the participant’s scorecard, along with total time.

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## Event: Black Powder

### Range Rules:

- Range Officers will control the ranges.
- Eye and Ear protection is required for all shooters.
- **All shotguns must be cased** when leaving or entering the trap range. There are tables available for uncasing your shotgun. **Open carry** around the club property will result in the participant being **disqualified**.
- **Any caliber can be used.** There are two categories, in-line and traditional. Scopes are allowed. Shooting is **OFF HAND only, NO LEANING** against the bench either. Participant will be disqualified for leaning/supporting using the bench. Open competition (i.e.: scopes verses open sights). **5 rounds of ammo are required.**
- No handling of firearms when someone is down range.
- All **loaded** firearms must be pointed downrange and not up in the air within the confines of the range house.
- All rifles must be in the racks or cased until they are called to the line.
- Any misfires or jams:
  - Shooter must signal keep muzzle pointed down range and outside of the range house window.
  - Shooter must signal to the Range Officer that they have a misfire or jam.
  - The Range Officer announces: **CEASE FIRE. Shooter keeps your weapon pointed down range and makes your weapons safe.**
  - The Range Officer will assess the problem, resolve the problem if possible and get the line ready again.
- **Course of Fire:**
  - Shooting at one paper target with a 3 point center, 2 point middle ring and 1 point outer ring placed at 100 yards. **Max points** on this event will be **15**.
  - Shooters will be called to the firing line by the Range Officer.
  - Shooter has **10 minutes** to take **5 shots** on target for score. Event will be timed.
  - All shooting, regardless of how many shots were taken, will cease when the timer buzzes. NO EXCEPTIONS. Shots after the buzzer sounds will cause disqualification of that shooters target.
  - Scoring of target hits is done by Range Officer and assistants. The Range Officer has the final say on all scores. The participants must have their scorecards signed by a Ranger Officer at each event or the participant is disqualified.
  - Once all scoring is completed, those shooters will case / store their rifles and take their scorecard with them to the next event.

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## Day of Event / Range Officer Instructions:

- Announce who the Range Officers are for this event.
- Announce that the Range Officers have absolute control of the range and **all** commands **MUST** be followed. Failure to follow RO's commands will result in a disqualification.
- Sign up all contestants first and collect money.
  - Use the signup sheets to track participants and their selected events.
  - Ask them how they heard about this Triathlon.
- Once everyone is signed up, announce the basic range rules.
- Announce the contest rules/objectives.
- Announce that only contestants in current stage can handle firearms and only on command from Range Officer.
- Keep control of the range house and ranges.
- THINK SAFETY!! Spectators must have ear and eye protection to be present in the range house or on the trap range.
- Range House RO's must verify that firing line is free and clear of any spectators or participants and no one is standing down range when the range is HOT.
- Maximum number of shooters for trap is five (5) per flight.
- Archery should be one shooter at a time on the course.
- The Range Officer will give the command: **The next shooter may handle their weapons and come to the line.**
- The Range Officer will give the command: **Shooter, you may load your weapon with one round up to 10 rounds but no more than 10 rounds now.**
- The Range Officer will ask: **Is the line is ready.** (Contestant should acknowledge that they've loaded one round and are ready to commence firing).
- The Range Officer will state: **The line is ready (or HOT)**
- The Range Officer will give the command: **Shooter may commence firing** (or fire at will) as the RO starts the timer set for 6 minutes or as the specific event requires.
- Contestants may not leave the line until the Range Officer gives the command: **Shooter make your weapon safe and remove it from the line.**
- The Range Officer must record each contestant's scores on scorecard and it must be signed by the RO before proceeding to the next event.

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## Final Scores:

- The scores of all three events should be on the back of their scorecard.
- Competitor with highest Total Score wins. In the event of a tie or ties, A tie breaker "event" will be chosen by the Triathlon chairman and the rules will be announced.

## Things you need to run this event:

- You need a minimum of two range officers per Event.
- Advertise this event in the newsletter and with flyers.
- Clay birds loaded in traps.
- Safety vests for RO's and workers which I may have or the club has them.
- Archery targets set up.
- You need a stapler and staples.
- Pen / pencil for signup sheet
- Score cards (used index cards the last time, not sure if I have some but I'll look)
- Signup sheets / clipboard
- Clean up the range house when event is over.
- Make sure you have some \$1, \$5, \$10 bills to start. I believe I had \$100 of my own money to fund this and that was returned to me at the end of the day. The club should advance you some money for making change.
- I have balloons, playing cards, pencils (golf w/no eraser). I have some clipboards
- I have tons of old golf balls and tees plus that wood rack to use (tie breaker from our last competition)
- Do we still have those metal frames in the shed that we used to use for the .22 leagues many years ago? You can always use that to hang golf balls, tennis balls, and whatever as a target. You know when you hit something!
- If I find anything else that would help, let me know.