

Triathlon Process - BR&GC

Event: .22 Rifle

Range Rules:

- Range Officers will control the ranges.
- **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: Centerfire Rifle

Range Rules:

- Range Officers will control the ranges.
- **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**.
- **Centerfire Rifles:** Any caliber except 50 cal. **No green tip or armor piercing ammo.** 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). **5 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 plates at 100 yards. One 12 inch plate = 3 pts
One 6 inch plate = 6 pts Max points on this event is 15.
 - Shooters will be called to the firing line by the Range Officer.
 - Shooter has **6 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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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 / holster / store their pistols 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.