



The Sports-Fire matches are six timed runs using 22 LR pistols and/or rifles against metal plates on a metal silhouette racks (shown above) placed 50 feet out from the firing line. It emphasizes accuracy in that the first and second miss in a run adds a second to your time. It incorporates adjustments/compensations for both equipment (semi-auto versus single action etc.) and skill levels (beginner versus expert etc.).

The Rim-Fire matches are also timed runs using 22 LR pistols and/or rifles against metal plates (bottom two rows above). It incorporates adjustments/compensations for equipment, but has no adjustment for skill levels.

It's very informal. Scores are kept (or not as you choose) for bragging rights. Most people use their score to see if they are improving.

# SPORTS-FIRE RIM-FIRE

Name: \_\_\_\_\_ Email: \_\_\_\_\_ Date: \_\_\_\_\_

Phone: \_\_\_\_\_

- + 1 Sec. Penalty for First Miss
- + 2 Sec. Penalty for Two or More Misses.
- + 2 Sec. Penalty for "Bang-Buzz" or re-shoot.

**Eye and Ear Protection Manditory**  
 Shooting out of sequence is scored as 1 additional Miss  
 Promotion earned if FINAL SCORE < 60.00 Seconds

## PISTOL

BEGINNER       EXPERT       MASTER      Promoted?:  yes  no


Bank Time      + Penalties for Misses      = Bank Score  
 None    One    ≥Two      20.00 Max.


<b>FOUR (4) TARGETS PER PISTOL BANK</b>								
1 <sup>st</sup> DING-PLATES → → (All Shooters) → → Left to Right	.	0	+1	+2				
2 <sup>nd</sup> BOWLING PINS (All Shooters) Any 4, Any Order	.	0	+1	+2				
3 <sup>rd</sup> RAMS 1 → →3, (2 ←), → →4 Hop-Scotch	.	0	+1	+2				
4 <sup>th</sup> TURKEYS ← ← ← ← Right to Left	.	0	+1	+2				
5 <sup>th</sup> DING-PLATES (Beginner) Any Order or VERTICAL, 1 off each row (Expert & Master) Any 4 Targets	.	0	+1	+2				
6 <sup>th</sup> DING-PLATES (Beginner & Expert) Any Order or DIAMONDS (for Master) Any 4	.	0	+1	+2				
<b>Equipment Equalization Factors</b>						<b>6 Bank Sum:</b>		
From a Rest +20 Sec	Pistol Action Type			Sights		Equipment Equalization		
	Auto 0 Sec	Double-Action -10 Sec	Single-Action -20 Sec.	Iron 0 Sec	Optics +10 Sec.	+ or - _____		
						<b>Final Score:</b>		

## RIFLE

BEGINNER       EXPERT       MASTER      Promoted?:  yes  no

### ALWAYS SHOOT TWO BOWLING PINS FIRST

TWO  + FOUR (4) TARGETS PER RIFLE BANK      Bank Time      + Penalties for Misses      = Bank Score  
 None    One    ≥Two      20.00 Max.

<b>TWO  + FOUR (4) TARGETS PER RIFLE BANK</b>									
1 <sup>st</sup> DING-PLATES → → (All Shooters) → → Left to Right	.	0	+1	+2					
2 <sup>nd</sup> BOWLING PINS (All Shooters) Any 4, Any Order	.	0	+1	+2					
3 <sup>rd</sup> RAMS 1 → →3, (2 ←), → →4 Hop-Scotch	.	0	+1	+2					
4 <sup>th</sup> TURKEYS ← ← ← ← Right to Left	.	0	+1	+2					
5 <sup>th</sup> DING-PLATES (Beginner) Any Order or VERTICAL, 1 off each row (Expert & Master) Any 4 Targets	.	0	+1	+2					
6 <sup>th</sup> DING-PLATES (Beginner & Expert) Any Order or DIAMONDS (for Master) Any 4	.	0	+1	+2					
<b>Equipment Equalization Factors</b>						<b>6 Bank Sum:</b>			
From a Rest +20 Sec	Rifle Action Type				Sights		Equipment Equalization		
	Auto 0 Sec	Pump -12 Sec	Lever -24 Sec.	Bolt -36 Sec.	Iron 0 Sec	Optics +10 Sec.	+ or - _____		
						<b>Final Score:</b>			

The Sports-Fire score card is shown above. Some of the rules are more of a guideline (I've never seen shooting out of sequence enforced. It's usually a reshoot). The description on each run refers to the plates on the rack. Ding-plates are on the bottom row. Diamonds are on the top row.

For the pistol match you have 6 runs of 4 targets each. The 1st run is 4 ding plates (left to right). The 2nd Run is 4 bowling pins (any order). The 3rd run is 4 Rams (1st, 3rd, 2nd, 4th from right). The 4th run is Turkeys (right to left). The 5th and 6th runs are 4 Ding-plates (any order). For each run, if you miss a target you add 1 sec to your time. You add 2 seconds if you miss two or more targets. The maximum time you have to put down is 20 secs. You add up the times for all six runs (with penalties if applicable). You then add or subtract your Equipment Equalization Factor. If you shoot with an auto and iron sights you add 0 secs. If it's an auto with Red Dot or scope you add 10 secs. If you're shooting a double action pistol with iron sights you subtract 10 secs. If it has optics (Red Dot or Scope) then you add 0 secs. If you are shooting a single action revolver with iron sights then you subtract 20 secs. If it has optics (Red Dot or Scope) then you subtract 10 secs. All this long winded explanation comes down to is:

Auto pistol is 0 secs

Double Action is -10 secs

Single Action is -20 secs

Iron Sights is 0 secs.

Optics is +10 secs.

From a Rest +20 sec

For the Rifle Match it is the same targets with the addition of 2 bowling pins at the beginning of each run. So for the 1st run it would be 2 bowling pins and then 4 ding plates (left to right). 2nd run would be 6 bowling pins (any order). 3rd run would be 2 bowling pins and then 4 Rams (1st,3rd, 2nd, 4th from right). 4<sup>th</sup> run would be 2 bowling pin plus Turkeys (right to left). The 5th and 6th runs would be 2 bowling pin plus 4 Ding-plates (any order). The Equipment Equalization Factors are the same for auto and iron sights versus optics but the type covers Pump, Lever, and Bolt. The factors are:

Auto Rifle is 0 secs

Pump is -12 secs

Lever is -24 secs

Bolt is -36 secs

Iron Sights is 0 secs.

Optics is +10 secs.

From a Rest +20 sec

For either of these matches, if your total score (including Equipment Equalization) is less than 60 secs, then you get promoted from Beginner to Expert (or Expert to Master). What this means is at the next pistol match, for the fifth run, the Expert and Master have to shoot 1 off of each row instead of 4 ding

plates for the fifth run (1 Ram, 1 Turkey, 1 Bowling Pin & 1 Ding Plate). For the rifle match it's 1 Ram, 1 Turkey, 3 Bowling Pins & 1 Ding Plate for). For the pistol match the Master has to shoot 4 diamonds instead of 4 ding plates for the 6th run and 2 bowling pins and 4 diamonds for the rifle match. No distinction is made for a beginner shooting with an Expert or Master (Beginners win fairly often).

## RAPID-FIRE RIM-FIRE

Name: \_\_\_\_\_ Email: \_\_\_\_\_ Phone: \_\_\_\_\_ Date: \_\_\_\_\_

RIFLE			Bolt 3	Lever 4-5	Pump 6	Auto 7(iron)-8(optics)	RIFLE			Bolt 3	Lever 4-5	Pump 6	Auto 7(iron)-8(optics)
-Left-To-Right- Bank Times:		No. of Targets:	←Right-To-Left- Bank Times:				-Left-To-Right- Bank Times:		No. of Targets:	←Right-To-Left- Bank Times:			
		<u>1<sup>st</sup> Bank</u>							<u>1<sup>st</sup> Bank</u>				
		<u>2<sup>nd</sup> Bank</u>							<u>2<sup>nd</sup> Bank</u>				
		<u>3<sup>rd</sup> Bank</u>							<u>3<sup>rd</sup> Bank</u>				
		<b>Total</b>							<b>Total</b>				

<i>Circle Fastest Total</i>			<i>Max Bank Time 12.00 Seconds</i>		
Bolts	Levers	Levers (Scoped or Short Stroke)	Pumps	Auto Rifle	Auto Rifle Optics
Single Actions	Double Actions	Auto Pistol	Auto Pistol Optics		

PISTOL			S/A 3	D/A 4	SEMI-AUTO 5 (iron)-6(optics)	PISTOL			S/A 3	D/A 4	SEMI-AUTO 5 (iron)-6(optics)		
-Left-To-Right- Bank Times:		No. of Targets:	←Right-To-Left- Bank Times:				-Left-To-Right- Bank Times:		No. of Targets:	←Right-To-Left- Bank Times:			
		<u>1<sup>st</sup> Bank</u>							<u>1<sup>st</sup> Bank</u>				
		<u>2<sup>nd</sup> Bank</u>							<u>2<sup>nd</sup> Bank</u>				
		<u>3<sup>rd</sup> Bank</u>							<u>3<sup>rd</sup> Bank</u>				
		<b>Total</b>							<b>Total</b>				

The Rapid-Fire Rim-fire matches are handicapped by the number of targets you have to shoot each string (1 Bowling pin, 1 ding plate, 1 bowling pin for bolt actions or single action pistol no optics to 1 bowling pin, 2 ding plates, 2 bowling pins, 2 ding plates, 1 bowling pin for semi-auto rifle with optics). The number of targets & patterns shot are shown in the center of the scorecard. You shoot 3 banks from left to right (max bank time you have to record is 12 secs.) and add up the three banks. You repeat this for right to left. You circle the fastest 3 bank direction (left to right or right to left). Pistols don't compete against Rifles but otherwise a single action revolver time will compete with a semi-auto pistol with optics.

You don't have to shoot all of the types. You can also shoot multiple types of matches as long as someone is willing to stay and put away the equipment when you finish. There are up to two machines available.