

“What counts in war is not the rounds we fire, the noise of our burst, nor the smoke we make. We know that it is the hits that count.” -Riflemans Creed

And with that in mind....



presents

The Pistol Duel

2018

# Alpha Round

## Slow Fire

**Overview:** Competitors will shoot a bullseye paper target with scoring rings (values X/10-5) at 25yards, one handed, with 10 rounds; time limit of 5 minutes.

**Objective:** To hit the highest shot value for 10 rounds. 10 points per shot for a total 100 possible points. Shots outside the “5” ring will count as misses as well as shots fired after 5 minutes.

**Scoring:** Scoring will be done in front of the competitor with each shot counted and recorded confirmed by competitor by signing score card. After score card is signed by the competitor, no further challenges will be accepted.

Shots with the grease ring (the black circle around the shot hole) touching the line will be awarded the highest value.

Shooters with shots overlapping to the point it is impossible to count shot holes, will be given the benefit of the doubt: goes to the shooter. All unaccountable shots will be awarded the highest value where void exists.

Ties will revert to the X count to determine winner.  
X's only have a value of 10 points.

**Scoring Example:**

	<u>Score</u>	<u>Place</u>
Shooter 1	76-3x	2nd
Shooter 2	76-1x	3rd
Shooter 3	88-1x	1st

**Execution:** “4” competitors will be given the command “SHOOTERS YOUR 3 MINUTES OF PREP TIME BEGINS NOW” Shooters will then have 3 minutes to approach their firing point, set up, and establish position. Next command “SHOOTERS ON THE FIRING LINE YOUR PREP TIME HAS ENDED”. Next command “SHOOTERS WITH A MAGAZINE OF 10 ROUNDS, LOAD AND MAKE READY”. Shooters make ready and assume the supported ready (Pistol in hand, pointed down range, resting on shooting bench). Next command “READY ON THE LEFT?” if you are NOT ready now is the time to raise your hand, fix the problem, then we proceed. “READY ON THE RIGHT?” No problems, proceed “ALL READY ON THE FIRING LINE!” Next command “STAND BY” 2 seconds later buzzer sounds, and time starts.

# Bravo Round

## Multiple Target Engagement

**Overview:** Competitors will shoot “5” targets at increasing distances of 15 to 35 yards in-sequence.

**Objective:** To hit each target from the closest to the furthest, in order, only moving on to the next target after a successful impact. Competitor will have 10 shots/attempts to hit all 5 targets. This will be a timed event, so time will stop at either the impact of the 5th target or the firing of 10th round.

**Scoring:** Competitors will be ranked by number of impacts, then time. (The most hits with the shortest time, wins.)

**Scoring Example:**

	<u>Hits</u>	<u>Time</u>	<u>Place</u>
Shooter 1	4	9.07sec.	3rd
Shooter 2	5	10.54sec.	1st
Shooter 3	5	13.12sec.	2nd

**Execution:** A single competitor will take their position. The command “LOAD AND MAKE READY” will be given. Shooter makes ready and assumes the ready position. Shooter will then be asked “SHOOTER READY?” When shooter responds verbally, “READY,” the command “STAND BY” will be given. 2 seconds later, buzzer will sound, and time begins. Time will stop at the firing of 10th round or the impact of the 5<sup>th</sup> target.

# Charlie Round Speed Re-Load

**Overview:** Competitors will shoot “2” targets at 15 yards. 5 rounds on 1st target (left) and 5 rounds on 2nd target (right) with magazine change between and a 30 second time limit.

**Objective:** To hit targets accurately and in sequence while conducting a magazine change. Shots fired after 30 seconds will count as misses.

**Scoring:** Competitors will be ranked by number of impacts, then time. (The most hits with the shortest time, wins.)

**Scoring Example:**

	<u>Hits</u>	<u>Time</u>	<u>Place</u>
Shooter 1	6	23.29sec.	3rd
Shooter 2	9	18.78sec.	1st
Shooter 3	9	20.01sec.	2nd

**Execution:** A single competitor takes position in front of a shooting bench with “2” magazines filled 5 and 5. Shooter will be told “Load and Makes Ready” Shooter makes ready and stages the pistol and 2<sup>nd</sup> magazine on the bench. Once shooter assumes ninja stance, will be asked “SHOOTER READY?” When shooter responds verbally “READY” the command “STAND BY” will be given. 2 seconds later buzzer will sound, and time begins. Shooter picks up pistol, 5 rounds fired at 1st target, re-load, 5 rounds fired at 2nd target. 10 shots and time stops.

# Delta Round Timed Fire

**Overview:** Competitors will shoot “1” target at 20 yards, with 10 rounds, and a time limit of 30 seconds.

**Objective:** To hit the target accurately in the shortest time. Shots fired after 30 seconds will count as misses.

**Scoring:** Competitors will be ranked by number of impacts then time. (The most hits with the shortest time wins.)

**Scoring Example:**

	<u>Hits</u>	<u>Time</u>	<u>Place</u>
Shooter 1	8	12.95sec.	2nd
Shooter 2	8	19.37sec.	3rd
Shooter 3	10	19.55sec.	1st

**Execution:** A single competitor will take their position. The command “LOAD AND MAKE READY” will be given. Shooter makes ready and assumes the ready position. Shooter will then be asked, “SHOOTER READY?” When shooter responds verbally “READY” the command “STAND BY” will be given. 2 seconds later, buzzer will sound, and time begins. 10 shots and time stops.

# Echo Round Long Shot

**Overview:** Competitors will shoot “1” target at 50 yards with 10 rounds and a time limit of 3 minutes.

**Objective:** To hit the target accurately in the shortest time. Shots fired after 3 minutes will count as misses.

**Scoring Example:**

	<u>Hits</u>	<u>Time</u>	<u>Place</u>
Shooter 1	4	70.14sec.	2nd
Shooter 2	4	67.04sec.	3rd
Shooter 3	8	91.17sec.	1st

**Execution:** A single competitor will take their position. The command “LOAD AND MAKE READY” will be given. Shooter makes ready and assumes the ready position. Shooter will then be asked “SHOOTER READY?” When shooter responds verbally “READY,” the command “STAND BY” will be given. 2 seconds later buzzer will sound, and time begins. 10 shots and time stops.

# Rules

NO artificial support at any time during competition. i.e. Leaning against shooting bench.

NO lasers or optics with magnification (Iron sights or red dot are acceptable).

In the event of a tie both shooters will receive the value of the highest place holder. i.e. tie for second place, both shooters will receive the second place, score and third place will be left vacant.

Alibi's (A chance to re-shoot an event) will only be given in case of fault of event staff or range equipment that interferes with shooter during timed events. Any weapons malfunctions will be on the shooter to clear stoppages and re-engage.

All decisions from event staff are final. Scores changes and, re-shoot opportunities will not be entertained once an event has concluded.

Anyone caught cheating or violating posted safety rules will be disqualified and barred from any future competitions.

# Requirements

Semi-automatic pistols ONLY (NO Revolvers)

(2) magazines with a minimum capacity of 10

Acceptable Calibers [9mm, .380 ACP, .357 Sig, .40 S&W, 10mm, .45 ACP]

50 rounds of ammunition required for competition, but competitors should bring additional ammo in case of alibi relay.