

Pin shoot rules

The rules are simple. Five pins are laid out equidistant on a table. Shortest time to clear all five pins wins. 30 second maximum. Uncleared pins are an additional **3 second penalty** per pin.

Hitting the front of the table is a **3 second penalty**; hitting twice is a **DQ**. Speed is not your friend; accuracy is rewarded.

(In the event the shooter runs out of ammo, time is called and the shooter is assigned the maximum 30 seconds plus 3 seconds per uncleared pin.)

To start:

6 rounds in magazine with 1 round loaded, or 6 rounds in cylinder, unlimited reloads until 30 seconds or ammo is depleted. Exception: revolvers with five rounds are given a one-time **3 second advantage** off their time.

Classes:

Duty issue:

- > Semi-auto or revolver with 9mm/.38 Special/.38 Super/.327 Federal, any loading.
- > Pins must be completely **off the table**. Time is called when the last pin hits the ground. 30 seconds maximum.

Big Bore:

- > Semi-auto or revolver with .45 ACP/.40 S&W/.45 Colt/.44 Special/10mm, any loading. No magnums.
- > Pins must be completely **off the table**. Time is called when the last pin hits the ground. 30 seconds maximum.

Magnum:

- > Semi-auto or revolver with .357 magnum/.44 magnum/.50 AE/10mm, any loading. No .454 Casull/.500 S&W at this time.
- > Pins must be completely **off the table**. Time is called when the last pin hits the ground. 30 seconds maximum.

Rimfire:

- > Semi-auto or revolver with .22 long rifle, .22 magnum, or any other rimfire caliber, any loading.
- > Pins in this class are considered cleared if **horizontal, not necessarily off the table**. However, a **3 second advantage** will subtracted off their time if knocked to the ground. Time is called when the last pin is either fully horizontal on the table or on the ground. 30 seconds maximum.

Gunslinger:

- > open to any single-action revolver, any caliber, any loading. No .454 Casull, .500 S&W or similar hand cannons.
- > Pins must be completely **off the table**. Time is called when the last pin hits the ground. 30 seconds maximum.
- > reloads permitted, but highly discouraged.

Backup gun:

- > Semi-auto or revolver with a barrel less than 3.5"
- > 9mm, .38 Special, .45 ACP, .44 Special, or any less powerful round including rimfire, any loading. No magnums.
- > Pins must be completely **off the table**. Time is called when the last pin hits the ground. 30 seconds maximum.

Wrangler:

- > shooter must be 17 years old or under.
- > open to Ruger Wrangler or similar single-action revolvers. Any rimfire caliber.
- > table will have 3 pins instead of 5, set up on rear edge.
- > Pins are considered cleared if **horizontal, not necessarily off the table**. However, a **1 second advantage** will subtracted off their time if knocked to the ground. Time is called when the last pin is either fully horizontal on the table or on the ground. 30 seconds maximum.