**General Rules**

**For League**

DT Range Reserves the Right to Waive or Amend Rules to Ensure Fair and Honest Competition

**Firearms Allowed**

**Stock Revolver:** A factory manufactured revolver capable of chambering and firing .38 Special ammunition.

**Allowed:**

1. Barrel length up to 4 inches.

2. The front sight being a ramp or post as sold by the manufacturer of the firearm.

3. Replacement sights, luminescent service sights, or fiber optic service sights, provided such sights do not require alteration of the firearm for installation.

4. Chamfered cylinders.

**Prohibited:**

1. Weighted grips or grip panels.

2. Adjustable front sight.

3. Trigger shoes.

4. External trigger stops.

5. Trigger modification as to length or width.

6. Tape on the stock/grip.

7. Thumb rest.

8. Any substance that results in a sticky surface to the stock/grip or hand.

9. Grips/Stocks that when measured from side-to-side at the base are greater than 1 ¾ inches in thickness (1.75”).

S**tock Semi-Automatic Pistol:**  Factory manufactured (catalog item), center-fire semiautomatic pistol capable of chambering and firing .35 caliber or larger ammunition, or FN 5.7 x 28 caliber ammunition. All double action semiautomatic pistols must fire the first shot of every stage double action. Trigger pull not less than 3.5 pounds single or double action.

**Allowed:**

1. Maximum barrel length of 5.5 inches.

2. Any accessories, parts, and components which are manufactured to duplicate, in materials and dimensions, the original as offered by the manufacturer.

3. Replacement, luminescent sights, or fiber optic sights, provided such sights do not require alteration of the firearm for installation.

4. Maximum sight radius of 7.5 inches.

5. Finger groove and slip on grips.

6. Magazine bumper pad.

7. Extended magazine well funnel.

**Prohibited:**

1. Adjustable front sight.

2. Thumb rest.

3. Grips/stocks that are flared at the base.

4. Tape on the grip/stock.

5. Any substance that results in a sticky surface to the grip/stock or hand.

6. Full-length Bo-mar type ribs on the slide.

7. Weighted grips or grip panels.

8. Trigger shoes.

9. External trigger stops.

**On the Range**

**Ready Position:** All shooter will start from ready position.

**Audible Timing Devices:** Audible timing devices are not allowed.

Release Triggers: Triggers that function on release are prohibited. Any device programmed to activate the firing mechanism by other than conventional trigger movement is prohibited.

**Ammunition:** No high speed or Magnum ammunition will be allowed. Ammunition must be loaded to produce sufficient velocity to pass through the target AND the backer. Shots that do not pass through the target and the backer will be scored as misses.

**Official Targets:** The B-27 and B-27E Targets are approved

**Scoring**

**When to Score:** Targets are scored at completion of each stage or match as directed by the DT Range.

**Competitors Will Score:** Competitors will act as scorers when requested to do so by the Tournament Director, Chief Range Officer, or if stated in the tournament program. No competitor will score their own target.

**Where to Score:** Targets may be scored on the target frames, in back of the firing line.

**Target and Scorecards:** Targets constitute the scorecard until the score has been recorded on the score log and accepted by the competitor. Targets remain the property of the DT Range.

**How to Score:** A shot hole, the leading edge of which comes in contact with the outside of the X Ring or scoring rings of a target, is given the higher value.

1. In case of keyhole or tipped shots the higher value is awarded if the leading edge of the bullet hole touches the scoring ring of higher value even though the hole is elongated to the bullet’s length rather than being a circle of the bullet’s diameter.
2. In case of skid shots, the higher value is awarded if the leading edge of the bullet hole touches the scoring ring of high value, except the value of a skid shot may not be more than one ring higher than the original point of bullet contact with the target. The target shall be defined as the black printed portion of the target on which the scoring rings are printed. When the original point of bullet contact is outside the target it will be scored as a miss. When the original point of bullet contact is on the target but outside the scoring rings and the leading edge of the bullet touches a scoring ring it will be given the value of the lowest scoring ring.
3. When a bullet enters a target from the backside it will be scored as a miss.

**Misses:** Except as provided in #2 above on how to score, hits outside the scoring rings are scored as misses. Any bullet that does not pass through the target and backer will be scored as a miss.

**Early or Late Shots:** If any shots are fired at the target before the starting signal to commence firing or after the signal to cease firing, the shots of highest value equal to the number fired in error will be scored as misses.

**All Shots Count:** All shots fired by a competitor after they have taken their position at the firing point will be counted in their score, even if accidentally discharged.

**Hits on Wrong Target:** Hits on the wrong target are scored as misses.

Ricochets - A hole made by a ricochet bullet does not count as a hit but will be scored as a miss. It must be noted that a bullet which keyholes is not necessarily a ricochet.

**Visible Hits and Close Groups**: As a general rule only those hits which are visible, will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone elsewhere than through the assigned target. In such case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots, on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either 2 scoring rings, it shall be scored in the higher valued ring.

**Excessive Hits:** If more than the required number of hits appear on the target, any shot which can be identified by the bullet hole as having been fired by some competitor, other than the competitor assigned to that target, or as having been fired in a previous string, will be disregarded and will not be scored. If more than the required number of hits then remain on the target a complete new score may be fired, except:

1. If all hits are equal value the score will be recorded as the required number of hits of that value.

2. If the competitor wishes to accept a score equal to the required number of hits of lowest value, they shall be allowed to do so.

3. If a competitor fires fewer than the prescribed number of shots through their own fault, and there should be more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number they fired and given a miss for each unfired cartridge.

**Target Scoring:** Targets may be scored and changed as determined by the DT Range. Competitors may examine their fired targets but may not handle, or touch them until they have been scored.

1. When targets are scored before removal from the frame, the scorer records the hits, has the score accepted by the competitor, or the Challenge process is completed. Each target is then repaired or replaced by a new target.

2. When targets are scored after removal from target frames they will be taken by the target detail or scorer to the designated scoring location.

3. Targets intentionally altered or marked to benefit a shooter over another competitor will not be scored.

**Scorer’s Duties:** When targets are scored before removal from the frame or at a designated location away from the firing line, the scorer will:

1. Evaluate the hits on the “legend” of the target (in the upper right corner of the target) until they completely evaluate the target, determine and enter the shot values, and

2. Record the proper number of hits of each value in the space provided on the scorecard, and

3. At the conclusion of scoring, the scorer will:

a. Enter the total score.

b. Sign the card.

c. Have the competitor, or Team Captain in Team Matches, sign the card.

d. Deliver the scorecard to DT Range via the established means.

**Competitor’s Duties in Scoring:** After the scorecard has been completed and signed by the scorer the competitor will:

1. Review the evaluation of the shots on the target and compare the recorded hits on the scorecard with the target; and

2. Review the scorecard for complete entries and accuracy of the hits recorded, making sure that they are of the correct value and that the required number of hits for the match are listed; and

3. Sign the scorecard as competitor if the hits and shot values are properly evaluated and recorded, acknowledging acceptance of the score as it appears on the scorecard. If a competitor or Team Captain fails to sign the scorecard, no challenge will be allowed, or

4. Write “Challenged” in place of their signature if a shot(s) value is questionable.

5. After the Challenge procedure is completed turn in the scorecard signed by the DT Range personnel and with the competitor’s signature as well.

6. All challenges and protest will be resolved day of competition.