

DIABLO ROD AND GUN - RIFLE & PISTOL LEAGUE

RULES AND REGULATIONS

1. All matches will be shot in the following positions (30 shots total):
 - A. Minimum of ten rounds standing (off hand).
 - B. Ten rounds sitting or kneeling.
 - C. Maximum of ten rounds prone (not supine).
 - i. Standing may be substituted for any other position.
 - ii. Kneeling or sitting may be substituted for prone.
 - iii. Rifle slings and or palm rests are allowed.

2. All regularly scheduled matches will be shot at the following distances:

Center fire rifle 100 yds
Center fire pistol 25 yds

Rim fire rifle 50 yds
Rim fire pistol 25 yds

Winners will be determined by score; the highest score in each class wins. If there is only one competitor in a class, a winning score must be greater than the lower limit of the competitor's class.

3. No bi- or tri-pods can be used in competition.
4. When shooting pistol in the prone position, the butt of the firearm may not be in contact with the ground or any other support. Moreover, the hands may not be in contact with the ground or any support ahead of the wrist bone.
5. Any type of iron or optical sights may be used for either pistol or rifle. There is a separate class for iron sights and for optical sights. Optical sights are defined as having some form of glass lens in the sight.
6. All persons not classified, or not classified within the previous calendar year, shoot in B class until classification is achieved per paragraph 7.

7. Center fire and Rim fire scores will be averaged separately. Class will be based upon the last three Center fire or the last three Rim fire scores. Classified shooters may be downgraded only at the beginning of the shooting year (Jan. 1st).
8. There will be two BUCKLE AWARD EVENTS, one for Center fire and one for Rim fire. To compete for the buckle award, you must have entries in three of the five competitions during the year. The winning score for the buckle in each class will be the total of the best three shoots of the year in the event.
9. the Ham and Turkey shoot and the Spring Fun Shoot, do not count as one of the three qualifying matches.
10. Each group of ten (record) shots will be fired in a timed 10 minute period. A three minute preparation period will precede each 10 minute firing period. Prior to the start of the match, the relay will be allowed a 5 minute sighting in period, preceded by an adequate preparation period. the number of sighters that may be fired will be limited only by the time constraint.
11. All matches will be shot under the direction of a person holding a valid Range Master Card.
12. Directions of the Range Master will be strictly followed at all times.
13. Scoring will be as follows:
 - AAA Class 271 to 300 pts
 - AA Class 241 to 270 pts
 - A Class 201 to 240 pts
 - B Class 101 to 200 pts
 - C Class 0 to 100 pts
14. All matches will be scored as soon as practicable after completion of the match.
15. Rim fire events will be caliber .22 short, long, or long rifle only. Center fire will be any center fire cartridge.

16. There will be two special HIGH OVER ALL (HOA) awards based upon the following (without regard to type of sights used):

One HOA for Rim fire: the sum of the three highest scores (in one category only) pistol plus the sum of the three highest scores (in one category only) rifle.

One HOA for Center fire: same as above.

The HOA buckle can be one by a person who also wins another buckle. One person can win only one buckle in pistol shooting, and one in rifle shooting regardless of the number of events entered.

Upon the discretion of the Rifle/pistol committee, a buckle for high individual match may be given. If given, no one already winning a buckle (other than HOA) may receive this award.

17. Upon the discretion of the Rifle/Pistol committee, there may also be monthly awards based upon Class.

18. The fees will be \$6.00 for each event entered