

Freestyle Small Bore League – questions contact stanley908@hotmail.com

This league consists of a series of matches which accumulate points over a season. Each match uses a unique series targets so no two are alike. The concept of the target/match set up is to provide a fun and challenging shooting experience. The motivation for limiting the competition to 22lr is to provide a level playing field while creating an event that is economical to shoot. This is an informal, fun and friendly event. All shooters are welcome! No experience necessary.

- All stages are shot prone supported (bipod etc.) or from field positions. One station shall be reserved for bench shooting for any competitor with mobility limitations.
- Targets are in groups and have 3 main categories
 1. A series of targets shot off the clock
 2. A series of targets shot on the clock which have a maximum time allowance
 3. A series of targets in which each must be hit before proceeding to the next target and goal is for lowest time overall.
- Each match will have a mix of these targets and all would be totaled to determine the match winner.
- Season points are awarded based on the size of the field. Example, if there were 7 shooters first place would be worth 7, second place 6 etc.
- In order to allow people to compete without necessarily shooting every match the season order is determined by totaling the best 66% of matches. Example – if there were 6 matches in a season each shooters season score would be determined by totaling their best 4 matches.
- We shoot rain or shine so weather appropriate apparel is a plus.
- Cost is \$7 per match.

Equipment

- Any 22lr rifle, the more accurate the better. Some targets are very small.
- **If contacted ahead of time I may be able to have a loaner rifle available. Stanley908@hotmail.com**
- Any scope. Ideally capable of achieving 9-10 power. Because stages involve acquiring multiple targets at different locations as fast as possible a fixed high power (above 20x) may not be ideal. Because the stages involve small targets a fixed low power scope (below 9x) may not be ideal.
- 100+ rounds of any 22lr ammo. The match will be 100 shots but additional shots for sighers are helpful. Because some of the targets are rather small decent quality sub sonic ammo is ideal. CCI Standard Velocity is a great starting point.
- A magazine or combination of magazines equaling 10 rounds. Because some stages require up to 10 shots and are timed, a 10 round magazine is ideal to avoid lost time changing magazines.
- A shooting mat is helpful but not required.
- A bipod is ideal but not required. Shooters can use sand bags or a ruck sack for support. No advanced rests which secure the rifle to the rest are permitted. (Think led sled)
- An empty chamber flag. Homemade flags (zip tie etc.) are fine as long as they provide reliable visual proof a rifle is unloaded. These will be available at the match.

Safety Rules

- Magazines can be preloaded but rifles can only be loaded at the firing line.
- All rifles when not at the firing line are to be cased or in the shooting rack unloaded with an empty chamber flag.
- No shots are allowed to contact the ground before the targets/berm or travel above it. This can cause ricochets and errant shots. It is a shooters responsibility to ensure their rifle is zeroed closely enough that no shot could impact below or above the target/berm. The berm is large and keeping shots within these parameters should be an easy feat. There is an adjacent 25/50yrd range for sighting if necessary.

This league is designed to be informal but a general understanding of a few rules makes it more enjoyable for shooters so they know what to expect.

- Line Breakers – in all targets any shot that breaks the line counts as a hit. If it is divided between scoring areas it shall get the higher (positive) score. In a shoot/no shoot target a bullet that impacts the positive and negative scoring areas shall go to the scoring area which contains the greater portion of the impact. Even impact shall count towards the positive scoring area.
- Failure to Complete (FTC) – in any time plus target clearing exercise if a shooter fails to eliminate all targets before expending their round allowance this shall constitute a FTC. In any target clearing stage if a shooter hits the target stand causing the remaining targets to be knocked down and cannot be hit this constitutes a FTC.
 - A FTC will result in the shooter being assessed the least favorable score for the stage plus a 3 second penalty.
 - In an untimed target clearing stage if a shooter hits the target stand causing targets to be knocked down they will get the score of the number of targets they hit before the remainder were knocked down.
- Bolt Action (BA) Vs Semi Auto (SA) – Because SA pose a significant time advantage in “time plus” stages a time correction is awarded to BA in these stages only. It takes 2-3 seconds to operate a BA and be back on target. For this reason a 2.5 second bonus is awarded for each individual targets in a time plus stage. Example: A bolt action shooter in a time plus stage has 4 targets. His raw time is 37 seconds. He will receive a correction of -10 seconds (37 second completion time - (4 targets x 2.5sec) = 27seconds.
-this correction allows a bolt action and semi auto to compete side by side and allows a shooter to compete in multiple events with different classes.

Shoot Dates

Fall 2017			
Ocotber	10th		
	24th		
November	14th		
	28th		
December	5th		
Winter 2017-18			
December	19th		
January	9th		
	23rd		
February	13th		
	27th		
Spring 2018			
March	13th		
	23rd		
April	10th		
	24th		
May	8th		
		Summer 2018	
		May	22nd
		June	12th
			26th
		July	10th
			31st
		August	14th
		Fall 2018	
		August	28th
		Speptember	18th
			25th
		October	9th
			23rd
		November	20th