

The Bullet Trap Pistol League

Rules and Procedures

Purpose

The Bullet Trap wishes to enhance the shooting experience of its customers by providing an environment where shooters of all skill levels can practice and improve their pistol marksmanship in an atmosphere of camaraderie and friendly competition with fellow shooters.

Safety

As always, **SAFETY IS OUR HIGHEST PRIORITY.** We want everyone to enjoy their league experience, but it's no fun if someone gets hurt. To this end:

- All range rules and safety procedures will be in full force during the competition.
- Guns must be cased and unloaded at all times when outside of the range.
- Guns **MUST** be uncased and re-cased **ONLY** in the shooting booth.
- Uncased guns **MUST** be pointed in a safe direction at **ALL TIMES**.
- Shooters must heed and obey all commands of the Range Commander.
- Each magazine may contain **ONLY** the number of rounds specified for the set (typically 5 rounds).
- **DO NOT insert the magazine into the gun until the "lock and load" command is given.**
- **Revolver shooters: DO NOT close the cylinder or loading gate until the "lock and load" command is given.**

Eligibility

The Bullet Trap Pistol Leagues are open to all Bullet Trap members.

League Structure

Caliber Leagues: Shooters are organized into three leagues based on bullet caliber:

Small Caliber League: .22 cal, .25 cal, and .32 cal

Medium Caliber League: .38 cal, .380 cal, 9 mm, .357 cal

Large Caliber League: .40 cal, 10 mm, .44 cal, .45 cal

If there are fewer than 8 people shooting large caliber weapons, the Large Caliber League will be merged into Medium.

Equipment

Firearm: Any handgun firing the above calibers in either standard or magnum load, and having a capacity of at least 6 rounds, may be used in competition. Revolvers may be double action or single action, but any revolver (especially single action only) may be at a disadvantage in some circumstances (See Course Of Fire). **Some course of fire sets require 2 magazines so shooters should have at least 1 spare magazine (or speed loader).**

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Sights: All competitions in the Caliber Leagues will be fired using **OPEN SIGHTS ONLY**. Open sight enhancements such as hooded front sight, white dots, day glow dots, and night glow dots are permitted. **Optical aids or pointing devices such as scopes, red dots, holographs and lasers are NOT PERMITTED.**

Ammunition: Shooters will provide their own ammo. Reloads are permitted, but the shooter is responsible for its reliability and compatibility with the firearm. Limited alibi provisions will be made for misfires and squib rounds (see Alibi Rules below).

League Schedule

Regular Matches: League matches will be on Mondays starting a 5:00 PM until roughly 7:30 PM. Relays will be a maximum of 8 shooters, with the first relay taking to the range promptly at 5:00 PM. The course of fire normally takes about 20 minutes, so successive relays will start at intervals of 20 minutes. Relays will be formed on a reservation or standby basis.

Reservation: Spots on a relay can be reserved online like a golfing tee time. The Weekly Newsletter will contain a link to the reservation web page and instructions for reserving a start time. **Relay start times are approximate. You should be in the building and ready to take to the range at least 10 minutes prior to your start time. If you arrive after your relay start time and the relay is already on the range, you will go on Standby status.**

Standby: Shooters who do not reserve a relay online will be assigned to open relay spots on a first-come-first-served basis. **All Standby shooters MUST BE IN THE BUILDING no later than 6:50 PM.** Otherwise you may not arrive in time for the last relay. Shooters arriving after the last relay starts will not be allowed to shoot and must fire a make-up match.

Make-up Matches: Missed matches can be made up as follows

- A missed match can be made up on Monday **OF THE FOLLOWING WEEK.**
- The Monday make-ups will immediately follow the last relay of the regular match.
- **A maximum of 3 makeup matches will be allowed per shooter per league.**

Team Make-Ups- If a team member misses a match, he/she will be given a blind team score equal to 80% of their average and **no handicap**. If the shooter fires a make-up the following week (see "Make-Up Matches"), the make-up score with handicap will replace the blind score. If the shooter fails to shoot the make-up, the blind score will stand.

Fees

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League fees cover range time, targets, the end-of-season banquet, and prizes. In the case of online reservation, the fee is collected online via PayPal or credit card at the time of the booking. Standby and make up fees are collected at the front desk upon arrival on match night. Shooters may participate in any or all of the leagues based on a sliding fee scale:

One league-	\$15
Any two-	\$25
All Three-	\$30

Prizes

Prizes for individual competition will be in the form of gift cards redeemable for merchandise at The Bullet Trap, and will be awarded based on aggregate scores for the season as follows.

Caliber Leagues: Prizes in the Caliber Leagues will be distributed using the Lewis Class System. The Lewis Class System is generally recognized as the fairest method of distributing prizes in a tournament composed of individual competitors with widely varying skills. It provides an opportunity for all competitors to share in the prizes and encourages skill improvement to move within each class and into the higher classes. The Lewis method has well defined procedures governing how to handle tie scores, uneven class size and others. For a complete explanation, follow this link:

<http://www.ga-sportingclays.org/lewissystem.pdf>

Here is the gist of how it works:

In a straight tournament, X number of prizes would be awarded to the top X shooters in each caliber league, so the best shooters always walk away with everything. In a Lewis tournament, shooters in each league are still ranked by score, but the ranking is further sub-divided into classes, and the prizes are distributed to the top shooters in each class.

Several methods can be used to determine the class structure and prize distribution. In our case, we will have 3 classes per league with a minimum of 4 shooters in a class. A league with 7 or fewer shooters will have only 1 class. A league with 8 -11 shooters will have only 2 classes.

The prizes will be awarded to the highest season score in each class as follows:

Class I	Class II	Class III
\$25	\$20	\$15

Thus, there can be up to 3 prizes awarded in each league totaling \$60. **To be eligible for a prize, a shooter must complete a minimum of 10 matches.**

To illustrate how this will work, consider a league with 14 shooters. At the end of the season, the field would be ranked by aggregate score from 1st to 14th, just like a straight tournament.

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Then the class structure would be applied. Class I would be the top four shooters, Class II would be the fifth through seventh placed shooters, and Class III would be the tenth position and below. The prize distribution would then be:

<u>Class I</u>	<u>Class II</u>	<u>Class III</u>
1 st place- \$25	5 th place- \$20	10 th place- \$15

The Class structure will change from week to week as scores accumulate, and will be shown starting in Week 4 on the weekly standings sheets e-mailed to all members. This provides the opportunity for shooters of all skill levels to vie for a prize position throughout the season.

Most Improved Award

In addition to the Class and Team prizes, there will be a \$25 gift card awarded to the most improved shooter in each league. The prize will be awarded based the shooter's 3-week moving average progress from Week 3 to Week 12, and the League Coordinator's assessment of the shooter's overall performance.

Course of Fire (COF)

Generally, each COF will require 50 rounds of ammunition fired on 2 or 3 targets. Each target will be fired in sets of 5-10 rounds each. All sets will be timed, ranging from 30 seconds to 10 seconds depending on the scenario. Targets will typically be repositioned between each set.

Target and stage scenarios will vary each week and will be published on The Bullet Trap website by the Wednesday following each match. In addition, the COF will be explained by the Range Commander at match time.

Note: Some COFs require a reload on the clock, so, it is advisable to have at least one extra magazine (semi-autos) or a speed loader (DA revolvers). Single action revolvers will be at a disadvantage.

Range Commands: Shooters will be guided through each set of the COF by commands from the Range Commander. Shooters will take action only when instructed to do so. The range commands are grouped into Preparation, Lock and Load, Commence Fire, and Cease Fire.

Preparation

Range Commander: "Shooters, prepare your magazines with X rounds for the next set and move your targets to XX feet when you are ready to start"

Shooter: Insert the specified number of rounds into an empty magazine.

DO NOT load the magazine into the gun at this time.

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NOTE: Revolver shooters, you may insert rounds into the chambers at this time, but DO NOT close the cylinder or loading gate until the “Lock and load” command is given.

When ready to proceed with the set, the shooter moves the target carrier to the distance specified by the Range Commander. When all targets are at the correct position, the Range Commander assumes that all shooters are ready to load.

Lock and Load

Range Commander: “Shooters, lock and load X rounds. Assume a ready position”

Shooter: Insert a loaded magazine into the gun and close the action. Revolver shooters may close cylinders and position the first round at this time.

Grip your gun as per your style, KEEPING YOUR TRIGGER FINGER ON THE GUN FRAME, assume a ready position and wait for the signal to commence firing. A ready position means that the muzzle of your gun is well below your shoulders so that the gun must be raised significantly to engage the target once the command to fire is given. Acceptable ready positions are:

Low Ready: A low ready position means that your gun is held with arms fully extended at an angle approximately half way between straight down (vertical) and the shooting position (horizontal) with **finger off the trigger**. Your hands must be well below your shoulders and the muzzle basically pointed at the floor about 15 feet downrange.

Contact Ready: At contact ready, the gun is held with both hands, **finger off the trigger**, grip against the torso, with forearms parallel with the floor and elbows against the ribs.

The Range Commander will not allow you to fire until you are at a proper ready position.

Commence Firing

Range Commander: “Shooters, you will have (xx *min/sec*) to fire (... *course of fire*).” Within a few seconds, the Range Commander will announce “COMMENCE FIRING!”.

Shooter: If you are NOT ready to proceed with the set, shout loudly “NOT READY ON LANE ____!”. The Range Commander will wait a bit and then repeat the COF call. At the commence firing command, raise your gun from ready and engage the target.

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Cease Fire

Range Commander: When time has expired for the set, the Range Commander will announce "CEASE FIRE! Make your guns safe!"

Shooter: Cease firing, clear your gun and lay it on the tray, action open. This completes the set. Await the next command.

Alibis

Shooter: If, while firing the set, the shooter experiences a misfire, failure to feed, or other gun/ammo malfunction that prevents completing the set, the shooter must **IMMEDIATELY lay the gun on the booth table (muzzle pointing downrange) and step out of the shooting booth.** When the set is complete, the Range Commander will assess the malfunction and determine if an alibi will be allowed. Most gun and ammo malfunctions are valid alibis. Examples:

- Failure to feed
- Failure to extract/eject
- Failure to fire/squib
- Double Feed
- Stove Pipe

Shooter errors are NOT alibis. Typical examples

- Did not load enough rounds in the magazine
- Did not charge the first round
- Did not insert the magazine securely
- Did not disengage safety
- Engaged it while shooting

If the alibi is valid, the shooter will be allowed to complete any unfired rounds as directed by the Range Commander.

IMPORTANT: All alibis must be validated by the Range Commander. Therefore, the shooter must not attempt to clear the malfunction. **If the shooter attempts to clear the malfunction or otherwise tampers with the gun before the Range Commander inspects it, the alibi will not be allowed.**

Alibi Restriction: Excessive malfunctions are disruptive to the flow of the match and lengthen an already tight schedule. Therefore, **a shooter who experiences more than 2 alibis for any reason will not be allowed additional alibis.**