

.22 EXTREME

Rules and Information.

All USPSA/IPSC Rules apply unless otherwise stated here.

Match Information: This match will be a par time match. You will have a given amount of time to engage all targets in a stage. Targets will all be steel knock down targets. You will be scored by the number of targets you successfully knock down in the match. There will be a qualifier stage set up at every match. This stage will consist of 6 plates set at 10 yards. You will shoot 3 timed strings on this stage. The best time of the 3 will be used as a tie breaker in the event of any ties.

Equipment.

.22 Rifles and/or Pistols

You may shoot any rifle or pistol that fires 22 LR ammunition that is in safe working order. There will be no time allowances given for reloading single action or tube fed guns.

Ammunition

Standard velocity 22 caliber rim fire ammunition only. .17 CALIBER OR MINI MAGS or 22WMR WILL NOT BE ALLOWED.

Holsters and magazine pouches

Holsters will not be utilized in this match so are not required. You will be allowed to use a holster that meets USPSA/IPSC requirements should you choose to do so, however, there will be no time adjustments for this.

Magazine Pouches will be needed but not mandatory. You will need to reload during a course of fire, so a way to carry extra ammunition will be needed. In some cases the shooter will be allowed to stage extra magazines.

Safety Equipment,

Eye and ear protection will be worn at all times.

Classes

HUNTER CLASS

Rifles – Iron/factory sights only, tube (non changeable magazines only) automatics, bolt action, pumps, lever action rifles. A maximum of 15 rounds may be loaded into the firearm at any time. You may reload these firearms in a course of fire only after all other rounds have been discharged. (empty gun)

Pistols – Iron/factory sights only. No removable magazines, no speed loaders.

Limited Class

Rifles – no optics or electronic sights of any sort. Fiber optic filaments may be present or installed on factory sights in original locations. Maximum of 10 rounds in any magazine at any time. No compensators or performance improving modifications.

Pistols - no optics or electronic sights of any sort. Fiber optic filaments may be present or installed on factory sights in original locations. Maximum of 10 rounds in any magazine at any time. No compensators or performance improving modifications.

Open Class

Rifles – Guns must function safely. Any modifications allowed. **Maximum of 25 rounds in magazine at any time!

Pistols - Guns must function safely. Any modifications allowed. **Maximum of 10 rounds in magazine at any time!

Match Scoring.

Targets will be scored as 1 point each except for bonus targets which will score as 2 points and no shoot targets which will score as minus 1 point. A target must be knocked clear of at least 1 leg of the stand to be scored as a hit. Any target that does not meet this requirement may be shot again or passed up, but it will not be scored unless it is knocked free on at least 1 side.

Penalties –

A 1 point per shot penalty will be assessed for rounds fired outside of the stated course of fire. (Procedurals)

A 1 point per shot penalty will be assessed for every shot fired .03 seconds after the stop buzzer sounds

A 1 point penalty will be assessed for any magazine that is dropped or discarded to the bare ground.

Any shooter that shoots more than the maximum number of rounds per magazine/class will receive zero points for that stage.

Reshoots – At the discretion of the RO, if a shooter has a malfunction and is unable to clear the firearm with reasonable effort, the shooter may be allowed to reshoot that stage 1 time. A malfunction occurring in a reshoot will not justify a 2nd reshoot.

Reshoots caused by range or safety equipment- (timers, hearing protection, targets, etc) shall be reshoot as many times as necessary to fairly complete the stage.