



# **AURORA** **SPORTSMEN'S CLUB**

## **Introduction to Bullseye**

Aurora Sportsman's Club  
April 8, 2023



09:00 Logistics and Introductions

09:15 Rules of the Game (Wilson/Beck)

Course of Fire

Sanctioning Bodies

Competitions

Range Safety and Commands

Scoring

09:45 Tools of the Trade (McLear/Albers/Naymola)

Rimfire, Centerfire, Games (25 min)

What's in your Gun Box? (10 min)

10:15 Break / Q & A

10:30 Bullseye Fundamentals (Turner)

Stance, Grip, Sight Alignment

Process, Dry Fire, Visualization

11:30 Break / Lunch

12:30 Range Drills & Practice

- Free-format – questions at any time
- Bathrooms – we'll take breaks, but...
- Lunch is BYO, or \$10 for pizza / pop



## Rules of the Game (Wilson/Beck)

- What is “Bullseye?”
- Course of Fire
- Match Types / Competitions
- Sanctioning Bodies
- Classifications
- Range Safety and Range Commands
- Scoring
- Malfunctions and Cross-Fires
- ASC Bullseye Offerings



## What is “Bullseye”?

- “Conventional Pistol”, or “Precision Pistol”
- Fired off hand - standing, unsupported. generally one handed
- Fired with .22 – 45 pistols capable of shooting 5 rounds in succession
- Fixed firing point with fixed position targets
- THE pistol game shot at the National Matches
- People you might know: Brian Zins, Jim Henderson, Jonathan Shue, Keith Sanderson, Gil Hebard, Jim Clark
- First National Match shot in 1904 – oldest of the pistol games



## Rules Of The Game - Course of Fire

- **Slow Fire**

- 10 shots in 10 minutes
- Outdoor @ 50 yards on NRA B6 target
- Indoor (25 yards, 50') on scaled B6 target
- Load on command, fire at will

- **Timed Fire**

- “String” of 5 shots in 20 seconds
- Two “strings” per target (10 shots total)
- Outdoor @25 yards on NRA B8 target
- Indoor @25 yards on NRA B8 target, @50' on scaled B8 target

- **Rapid Fire**

- “String” of 5 shots in 10 seconds
- Two “strings” per target (10 shots total)
- Same target as for Timed Fire



## Rules Of The Game - Match Types

- **National Match Course** (fired with one gun)
  - One string of Slow Fire (10 shots)
  - Two strings of Timed Fire (5 + 5 shots)
  - Two strings of Rapid Fire (5 + 5 shots)
- **“900”, “1800”, “2700”**
  - Refers to the maximum possible score for the match
  - 10 shots, or 100 points / target
  - “900” is 9 targets (2x slow, NMC, 2x timed, 2x rapid)
  - “1800” is 180 shots, or 18 targets total
    - Usually (“900” with .22) + (“900” with a CF)
    - Occasionally, “600” (.22) + “600” (CF) + “600” (.45)
  - “2700” is 270 shots total, or 27 targets total
    - (“900” with .22) + (“900” with CF) + (“900” with .45)
- Match details are defined by sponsoring organization, but must be documented prior to sanctioning
- Almost all matches will allow .22-only competitors



## Rules Of The Game - Reading a Match Program

- Each match (or league) is independently defined by the hosting organization and may be adjusted to fit specific needs and intent of that match and organization. However, it must be published, and once sanctioned, it cannot be changed.
- Course of Fire (NRA 2700 – Open Division only) :
  - Match 1: 22 caliber, 20 shots, Slow Fire, at 50 yards, B6 target
  - Match 2: 22 caliber, 30 shots, NMC (10 shots SF at 50 yards, 10 shots TF & RF at 25 yards).
  - Match 3: 22 caliber, 20 shots, Timed Fire, at 25 yards, B8 target
  - Match 4: 22 caliber, 20 shots, Rapid Fire, at 25 yards, B8 target
  - Match 5: Aggregate of matches 1, 2, 3, and 4.
  - Match 6: Center Fire, 20 shots, Slow Fire, at 50 yards, B6 target
  - Match 7: Center Fire, 30 shots, NMC (10 shots SF at 50 yards, 10 shots TF & RF at 25 yards).
  - Match 8: Center Fire, 20 shots, Timed Fire, at 25 yards, B8 target
  - Match 9: Center Fire, 20 shots, Rapid Fire, at 25 yards, B8 target
  - Match 10: Aggregate of matches 6, 7, 8, and 9.
  - Match 11: .45, 20 shots, Slow Fire, at 50 yards, B6 target
  - Match 12: .45, 30 shots, NMC (10 shots SF at 50 yards, 10 shots TF & RF at 25 yards).
  - Match 13: .45, 20 shots, Timed Fire, at 25 yards, B8 target
  - Match 14: .45, 20 shots, Rapid Fire, at 25 yards, B8 target
  - Match 15: Aggregate of matches 11, 12, 13, and 14.
  - Match 16: Grand Aggregate – Aggregate of matches 5, 10 and 15.
- Note: “Match” is overloaded – used to describe the whole event as well as individual sub-sections; technically a “**match**” is the smallest group of shots for which awards are handed out



## Rules Of The Game - Competitions

- Indoor (not offered by ASC)
  - Usually over Winter months
  - 25 yards or 50' depending on range capabilities
  - Usually Timed and Rapid fire sequences are managed by audible buzzer
- Outdoor
  - Usually over Summer months
  - Slow Fire at 50 yards, Timed/Rapid at 25 yards
  - Timed/Rapid shot on turning targets (edge/face/edge)
- League
  - Any consistent match type shot periodically and sanctioned as a single entity
- Divisions
  - Open – any gun, any sight
  - Metallic Only – metallic sights only
  - Senior, Grand Senior, Junior, Women, Police, Military
- Excellence In Competition (“**EIC**” aka “**Leg**”) Matches
  - Specific matches sanctioned by the CMP allowing one to work towards “life-time achievement awards” (Distinguished Badges)
  - A National Match Course is fired
  - Top 10% of shooters in each match earn “leg points”
  - Guns must be metallic sight and on CMP approved list



## Rules Of The Game - Sanctioning

Two primary sanctioning bodies:

- National Rifle Association (NRA)
  - Hosts the National Matches at Camp Atterbury
  - Sanctions State and Regional matches
  - Sanctions local “approved” or “registered” matches
  - Accepts scores from approved or registered matches for shooter classification
  - Accepts scores from registered matches for national records
  - Maintains classification records for all participating shooters
- Civilian Marksmanship Program (CMP)
  - Hosts annual President’s 100 and National Trophy matches at Camp Perry
  - Sanctions Excellence In Competition (EIC) matches
  - Hosts and sanctions “games” and other matches
  - Has recently started maintaining CMP shooter classifications

NRA  
PRECISION  
PISTOL  
RULES



Official Rules and Regulations to govern  
the conduct of all  
NRA Precision Pistol Competitions

NRA # 761  
28-01  
01/21/22

CMP PISTOL  
COMPETITION RULES  
26<sup>th</sup> Edition—2023

*These Rules govern CMP sponsored and sanctioned  
Pistol Matches in the National Matches, National Trophy  
Matches, Excellence-In-Competition (EIC) Matches, and  
other CMP-sanctioned competitions.*



© 2023, Civilian Marksmanship Program  
Effective date 1 January 2023  
This edition supersedes the 25<sup>th</sup> 2022 Edition  
of the *CMP Pistol Competition Rules* and  
will remain in effect through the 2023 competition year.



## Rules Of The Game – Classifications

### National Rifle Association (NRA)

- Maintains a **rolling record of the most recent 360** shots fired by a shooter in (NRA) sanctioned matches
- Prior to firing 360 shots for record, a shooter is “**Unclassified**”
- After 360 shots for record, a shooter is classified based on their total score for the **most recent 360 shots** (updated after every sanctioned match)
- If most recent 360 shots scores < 3060, the shooter is classified as a “**Marksman**”
- If a score of  $\geq 3060$  (85%), the shooter is classified as “**Sharpshooter**”
- If a score of  $\geq 3340$  (90%), the shooter is classified as “**Expert**”
- If a score of  $\geq 3420$  (95%), the shooter is classified as “**Master**”
- If a score of  $\geq 3510$  (97.5%), the shooter is classified as “**High Master**”
- Once reached, the classification does not move down

### Civilian Marksmanship Program (CMP)

- President’s 100 – top 100 shooters in annual Camp Perry P100 match
- National Trophy Individ./Team (NTI/NTT) top shooter(s) in annual Camp Perry match
- Issues life-time achievement awards
  - Distinguished Pistol (Service Pistol)
  - Distinguished .22
  - Distinguished Revolver (separate from NRA DR)
  - Shooters accumulate “Leg Points” in CMP sanctioned “EIC” matches
  - 30 life-time points required to achieve award
- Has started issuing and maintaining its own classification system for shooters



## Rules Of The Game - Range Safety

- Obey all commands from Range Officer
- Some may allow boxes to be opened and set up prior to start of match; others will not
- Guns must stay in box, untouched until allowed by RO
- Rounds may be loaded into magazines at any time
- At the beginning of any “gun-change”, once the range is “hot”, shooters are given a 3 minute prep-period where they may open their boxes, set up their gear, handle their guns, dry fire, etc. but you **MAY NOT** load the gun.
- Guns may only be loaded after the “Load” command
- Guns are “safe” only when in the box, or laying on the table, with empty cylinders open, magazines out, slides open, and an **Empty Chamber Indicator (ECI)** inserted into the chamber or firing cone.
- Always follow the general rules of firearm safety

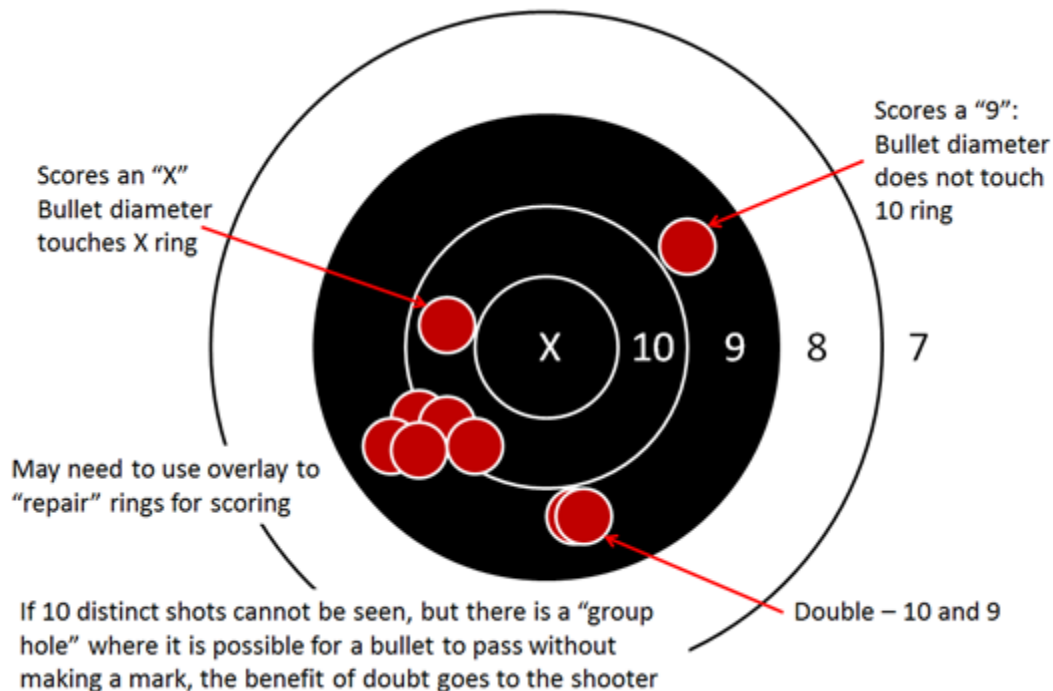


## Rules Of The Game - Range Commands

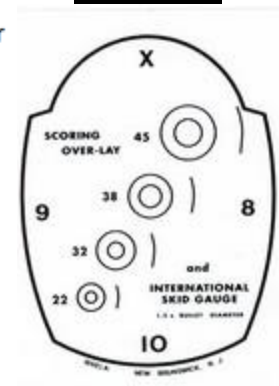
- Intro: “This will be the ...”
- “Load” / “With 5 rounds Load” – You may now load your gun
- “Is the line ready?”
  - A positive response is not required
  - Respond “Not Ready” if you are not (loud enough for RO)
- “The line is (not) ready” (three second pause)
  - At this point all subsequent commands will continue
  - If you are not ready, just set your gun down and back away. You will be given another chance to shoot.
- “Ready on the right” (three second pause)
- “Ready on the left” (three second pause)
- “Ready on the firing line” (three second pause)
- “Fire” (or targets face shooter) (10 minutes, 20/10 seconds)
- “Cease Fire” (or targets edge)
- “Are there any alibis (re-fires)?”
- (repeat for Timed and Rapid fire)
- “Make your guns safe...”

## Rules Of The Game - Scoring

- 100 point system per target
- A bullet “touching” a higher scoring ring gets the higher score
- “X” counts as 10, but is recorded as “X” - Used as tie-breaker (eg. 95-2X)
- For scoring, the full bullet diameter is considered
  - Many bullets make a hole smaller than bullet diameter
  - An overlay may be used by scorer
  - A “plug” may be called for, but can only be used by an RO
  - Once plugged, the decision is final
- If scorer and shooter cannot agree, the shooter can “challenge” the target and it will be scored by a referee or jury of competitors
- **IMPORTANT:** the shooter and scorer are to agree on each individual shot score, NOT



### Overlay



### Scoring Plugs





## A Typical Score Sheet (900)

**Name:** \_\_\_\_\_ **Caliber:** .22 **CF** .45  
**Relay:** \_\_\_\_\_ **Lane:** \_\_\_\_\_ **Class:** A B **Date:** \_\_\_\_\_

Slow Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score	
Target 1											*		
Target 2											*		*

NMC	1	2	3	4	5	6	7	8	9	10	Total	Match Score	
Slow											*		
Timed											*		
Rapid											*	*	

Timed Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score	
Target 1											*		
Target 2											*		*

Rapid Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score	
Target 1											*		
Target 2											*		*

<b>900 Score</b>
-

**Competitor:** \_\_\_\_\_

**Scorer:** \_\_\_\_\_



## Typical Score Sheet (900)

Name: Legible (Print)

Caliber: .22 **CF** .45

Relay: \_\_\_\_\_

Lane: \_\_\_\_\_

Class: A B

Date: (Date)

Slow Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score
Target 1	X	X	10	10	9	9	9	8	7	6	88 - 2	
Target 2	10	10	9	9	8	8	7	6	V	M	67 - 0	155 - 2
NMC	1	2	3	4	5	6	7	8	9	10	Total	Match Score
Slow	X	X	10	10	10	10	10	10	10	10	100 - 2	
Timed	X	X	10	10	9	9	9	8	7	6	88 - 2	
Rapid	10	10	9	9	8	8	6	6	5	M	71 - 0	159 - 4
Timed Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score
Target 1	X	X	X	X	X	10	10	10	10	9	99 - 5	
Target 2	X	X	X	X	10	10	10	10	9	X	99 - 5	198 - 10
Rapid Fire	1	2	3	4	5	6	7	8	9	10	Total	Match Score
Target 1	M	5	5	6	6	7	8	9	9	X	65 - 1	
Target 2	5	X	5	7	8	7	9	X	10	6	77 - 2	142 - 3
											<b>900 Score</b>	
											<b>654 - 19</b>	

Competitor: Sign!!

Scorer: Sign!!

Signature means the Competitor and Scorer agree that the **INDIVIDUAL SHOT** records are correct – **NOT THE TOTALS!!!** (the computer checks the totals)



## Rules Of The Game - Malfunctions

### “Alibis” / “Re-fire”

- Allowed:
  - A malfunction of the gun or ammo
    - Click-no-bang
    - Stove-pipe
    - Failure to feed (other than first round)
  - Range alibis
    - Target mishap (falls off, etc)
    - Range equipment malfunction
    - Inability to hear commands
    - Shooter not ready (and does not shoot)
- Not Allowed:
  - Shooter error
    - Wrong target if fired upon (scores “0” for entire target)
    - Failure to load first round
    - “I wasn’t ready” (but shot anyway)
    - Shooter attempts to “fix” gun or ammo malfunction



## Rules Of The Game - Malfunctions

- If you have a gun or ammo malfunction:
  - Stop – continue to hold the gun in safe manner and hold up off-hand to get attention of range officer; they will instruct you what to do and will ask/determine how many shots you fired
  - If you try to “fix” the malfunction, the alibi will NOT be allowed (do NOT touch the gun with your off hand)
- If it is a range alibi, or you are not ready, set your gun down on the bench and back away – let others continue to shoot, but notify the RO
- One gun/ammo alibi per shooter is allowed per Match (no limit on range alibis, but.....)
- Shooter gets option to accept target as is (fewer than 10 shots), or shoot an additional 5 shot string then score the lowest 10 shots (should have 11 – 14 holes in target)
  - Should you shoot the alibi string?
    - If you do not shoot the alibi, you give up 10 points per shot not taken
    - If you shoot the alibi, you must shoot 5 additional shots
    - 14 shot alibi => If you generally shoot 8's or better, shoot the alibi
    - 13 shot alibi => If you generally shoot 6's or better, shoot the alibi
    - 11 or 12 shot alibi => shoot the alibi



## Rules Of The Game – Cross Fires

- If you haven't done it, you will
- If someone hasn't done it to you, it will be done
- If a cross-fire occurs, notify RO prior to scoring either target
- Perpetrator scores Zero points for each shot missing their target
- Victim of cross-fire gets the opportunity to re-fire the entire target, but....
  - Victim can accept the score for the lowest 10 shots on the initial target, or
  - Victim can re-fire the entire target but must accept the lesser score of:
    - The new target score
    - The high 10 on the initial target



## What Does ASC Offer?

- Monthly Club Match (1<sup>st</sup> Sunday each month)
  - Non sanctioned (“fun match”)
  - 25 yards, slow fire only using ASC Club target
  - .22 and CF
- Twice annual NRA Approved 2700 with CMP sanctioned EIC matches
  - 5/13 and 9/16
  - .22 900, CF 900, 45 900
  - Service Pistol, .22 and Revolver EIC Leg matches
- Monthly NRA League Match (4<sup>th</sup> Saturday each month)
  - .22 900 monthly
  - CF 900 monthly
- Monthly CMP League Match (4<sup>th</sup> Saturday each month)
  - .22 NMC + CF NMC + 45 NMC
- Monthly practice sessions (2<sup>nd</sup> Saturday each month)



## Tools of the Trade

- Firearms With Any Sights: Open Class, “Wadgun”
- Firearms Required For Specific Matches/Games
- Minimum Equipment To Get Started
- What's In Your Gun Box

## Tools of the Trade - Pistols, Sights and Ammunition - Any Sights Matches

### There's a Rule Book - Become Familiar with It

- Semi-Auto vs Revolver
- No laser sights (i.e. nothing that projects an image)
- No way for the sight to activate the trigger

### Any Sights Matches aka Wadgun Matches

- Rimfire is .22 rimfire
  - 2 lb minimum trigger weight
  - Any safe ammo – 22LR 40gr lead bullets are the preference
- Centerfire is .32 caliber to .45 caliber
  - 2.5 lb minimum trigger weights for .32 to .38 caliber (including 9mm)
  - 2.5 lb minimum trigger weight for all revolvers including .45 caliber
  - 3.5 lb minimum trigger weight for .45 caliber semi-auto
  - Any safe ammo
- 45 is any .45 caliber - 45 ACP is the preferred in Semi-Auto
  - 2.5 lb minimum trigger weight for revolvers
  - 3.5 lb minimum trigger weight for semi-auto
  - Any safe ammo



## Tools of the Trade - Pistols, Sights and Ammunition - Special Games

### CMP Excellence-In-Competition (EIC) Matches AKA “Distinguished” or “Leg Match”

- .22 EIC - Metallic sights only
  - 2 lb minimum trigger weight
  - Any safe ammo
  - Modeled on International Standard Fire
  - Orthopedic grips allowed
- Service Pistol - Metallic sights only .357 (9mm) to .45 caliber
  - Must pick from a list of approved pistols (or equivalent)
  - 4 lb minimum trigger weight
  - Jacketed ammo required – 185gr Jacketed Hollow Point (JHP) most common for .45
  - 9mm Beretta 92 and .45 caliber 1911 are most common
  - Grips must be symmetrical - no orthopedic grips
- Service Revolver - Metallic sights only .357 (9mm) to 45 caliber
  - 2.5 lbs minimum trigger weight
  - Single or Double action
  - Grips must be symmetrical except for loading clearance - no orthopedic grips
  - No compensators, porting or similar recoil reduction allowed



### NRA offers Distinguished Revolver (At National, Regional and State Matches only)

- Metallic Sights only, 6½” barrel length max. Double Action capable
- Must be able to fire a 38 Spl cartridge - Both .357 Magnum and .38 Spl Revolvers are legal
- 2.5 lb minimum trigger weight
- 158 gr Semi-wadcutter or Round Nose bullets, 38 Spl only



## Tools of the Trade - What do you need to get started?



### Necessary Equipment

- Pistols, magazines - secured in case or bag or pistol rug,
- Ammo, include ammo for refires – Know the law, ammo may need to be in a separate container from guns
- Stapler and staples – some ranges/events have staplers that can be borrowed
- Empty Chamber Indicator (ECI)
- Ear & Eye Protection
- Clipboard (Optional) and Pen/pencil
- Small binoculars (Optional)

## Tools of the Trade - What's in your Gun Box?

### Optional Equipment

- Screwdriver for adjustments
- Gun Box or gun bag to carry everything
- Timer
- Oil
- Sight Black
- Spotting Scope
- Spare batteries for scope
- Mat or Towel for bench top and towel for hands
- Hat
- Sunscreen
- Blinders (side blinders and/or non-shooting cover)
- Pastors (Buff, not white)
- Scoring overlay(s)
- Notebook, journal, log book including sight adjustment and settings
- Plastic bags: 2 Gal Ziplock for score sheet, large trash bag for box/bag
- Special needs (medication, glucose tablets, Epi-Pen etc)
- Water bottle
- Brass Screen for protection from neighbor
- Brass catcher and clamps or weights
- Stool or chair
- Cart
- Multi-tool, Allen wrenches, specialized tools for your guns
- Squib Rod (3/8" and 3/16" brass or wood dowel 12" long)
- Hold Down Straps

