

Centerfire Plate Shoot
Sanford / Springvale Fish and Game
Berwick Range, Meter Lane, Berwick, ME

Summary:

Anyone, club member or not, is welcome to come shoot, or just watch. You may use any centerfire handgun or revolver, firing standard pistol rounds (AR pistols and the like are NOT permitted – if you want to shoot those on steel, come to one of our 3 gun matches). No Rimfire

Registration opens at 09:00

MANDATORY Safety Meeting starts at 09:45

Shooting begins at 10:00

Cost- \$5.00 / shooter

Rules:

All shooters AND SPECTATORS must wear eye and ear protection and fill out and sign a liability release form.

All shooters under 18 must be accompanied by a parent or legal guardian throughout the match.

All handguns shall be UNLOADED except at the firing line, and then only under the direction / supervision of the Range Officer (RO)

All other standard range safety rules apply

How things will run:

There are two racks of six plates each. For cowboy / snub-nosed revolver shooters, only five shots will be required on each plate rack.

Capacity limit of six rounds per magazine / speedloader. 12 targets, 12 rounds available, with one reload required (10 targets / rounds for snubby / cowboy)

Range Officer (RO) will give shooter command to load pistol. After loading, shooter can start with a holstered pistol or the pistol staged on the table in front of them. Spare magazine / speedloader may be kept on your person (belt) or on the table. Keep in mind that Anything, reload or pistol, that hits the ground is “dead” and may not be retrieved until the string is over. Dropping a gun on the ground shall be a disqualification and you’re done shooting the match.

At the buzzer, shooter shall draw / pick up pistol, engage the first set of plates, reload when empty, and engage the second set of plates. plates may be shot in any order.

Your actual shooting time, as recorded from buzzer to your last shot with a shot timer, plus a three (3) second penalty for any missed plates shall be your aggregate time for that round. We will shoot four (4) rounds, with shooters cycling through a set rotation for each round. You will need 48 rounds of ammunition to shoot the match. This is a “for fun” shoot and you will receive the record of your times and penalties at the end.

Example: You shoot a round in 54.71 seconds but there are two plates standing. Your aggregate time would be 60.71 seconds ((54.71 + (2 x 3.00))

Bring extra ammo - if we finish early enough, there is the possibility for a head to head, single elimination, for fun only, tournament at the end of the match. This will be shot with guns loaded to capacity. First one to drop their “stop plate” wins.

Range commands:

Shooters shall obey all commands of the RO. Shooters are not to do anything until directed by RO. Shooters should approach the firing line with a safely holstered pistol or the pistol in a case.

“CEASE FIRE” – IMMEDIATELY stop shooting and make your gun safe.

“LOAD AND MAKE READY” – shooter may load their gun, including chambering a round if applicable. Shooter shall place gun safely in holster or on the table. If you would like to take a sight picture or verify a red dot is turned on, please do so BEFORE loading your pistol. Manual safeties MUST be engaged and on a DA/SA handgun (or DA revolver), the hammer MUST be down. SA revolver shooters should have the hammer down over an empty cylinder.

“IS THE SHOOTER READY?” – If shooter is ready, they need not do anything. If you are not ready, say so.

“STAND BY” – said just before the start buzzer sounds.

“SHOW CLEAR” – show the RO an empty gun (cylinder out and empty or slide back and magazine out). On a semi-automatic pistol, this is followed by:

“SLIDE FORWARD / CLOSED” – close the slide and then :

“HAMMER DOWN” – pull the trigger on an empty cylinder, while keeping the gun pointed in a safe direction.

The shooter shall then place their firearm back into the holster or a case and may exit the firing line.