

## The Killer Wasp Hunt

**Concept:** To conclude the Monday Handgun Night with a friendly competitive match for 22LR handguns (Red Dot & Optical Sights NOT Allowed). It will be a single-round style competition where each shooter will have one shooting opportunity to “Kill” the most “Wasps.” A ceasefire will be called by the Range Officer to allow for the setup of the “The *Killer Wasp* Hunt.” The objective of the competition is to improve shooters’ accuracy-fire skills under competitive timed conditions.

**Targets:** There will be an “X” array of five (5) of eight & one-half by eleven inches (8.5” x 11”) yellow paper targets. These targets have a photocopied image of a *mutant* “Killer Wasp” and attached to the centre of this wasp image is a white, one & one-quarter by three inches (1.25” x 3”) ketchup package. The firing line will be set up fifteen-yards (15 yds.) from the targets. The top edge of the highest target shall be at a height of about six (6) feet, 8 inches (i.e., 80 inches) and there shall be a minimum distance of about one (1”) inch between all of the targets.

**Format:** Each person wishing to compete will pay a twoonie; one dollar will go the club & one dollar will go into the prize pool. There will be one winner who will win the entire prize pool.

Each participant will have one opportunity to achieve the most “Kills,” but for expediency sake and to maximize the use of the facilities, two shooting lanes will be set up and shooters will take their turns in matched pairs.

Playing cards will be used to determine shooting partners, lane designation and shooting order for the competition. The cards will be matched up into red & black pairs; specifically pairs of “Diamonds” & “Clubs” and pairs of “Hearts” & “Spades.” The matched pairs of cards will be laid facedown in a random manner on the table by the RO (Range Officer). Participants will each select a playing card to determine their shooting partner, shooting order, & their lane designation, and the Scorekeeper will enter the results of the card draw onto the score sheet.

**NOTE:** If there is an odd number of participants, such that, one competitor will not have a shooting partner and will have to shoot by themselves, then the RO shall select the cards such that the highest denomination, “Red Suit” card to be drawn, shall not have a paired numerical “Black Suit” match.

**Shooting:** The RO will declare the range “Hot” & go “Red.” The RO will then call the shooting pair to the firing line in order of the rank of the paired cards that were drawn, starting with the lowest pair first, then the next highest pair, etc., until the competition is complete.

[NOTE: The “Diamonds & Clubs” pairs rank lower than, and will shoot before, the “Hearts & Spades” pairs of the same denomination.]

The shooter who drew the “Red Suit: i.e., Diamonds or Hearts” will always shoot in left lane. The left lane will always shoot first & shooters will shoot under the direction of the RO.

[NOTE: Orientation is standing at the firing line, facing the target array.]

Starting with the shooter in the left lane, the RO will give the instruction, **“Load & Make Ready,”** that shooter will load his/her handgun with 10 rounds, and make the gun “ready to fire.” The shooter will assume a shooting stance in a “low-ready position” (i.e., the handgun is held in front of the shooter at about a 45° angle, with *the shooter’s finger off the trigger*). The RO will then ask, **“Shooter Ready?”** The shooter will reply, and if it is an affirmative answer, either by a nod of the head or a verbal “Yes” or “Ready,” then the RO will say, **“Stand By”** and start the Shot Timer.

At the sound of the beep from the Shot Timer, the shooter will raise the handgun, and then aim & fire two (2) rounds at each of the five (5) *Wasp* targets, as quickly as can be accomplished in a controlled manner.

When the shooter has finished firing 10 shots, the shooter will hold the “low-ready position” while the RO states the time recorded on the Shot Timer for the shooter’s string, and ensures that the Scorekeeper has confirmed that the time has been recorded.

Then the RO will instruct, **“Unloaded & Show Clear.”** The shooter will then, either: a) for semi-automatic pistols, remove the magazine, and show to the RO that the pistol has the mag removed and that there is no round in the barrel; or b) for revolvers, the shooter will open the cylinder and remove all the spent shells and then present the revolver to the RO to show that all rounds have been removed and that there is no round in the barrel.

The RO will then move to the shooter in the right lane and repeat the make ready, firing, scoring, & show clear sequence for that shooter. When both shooters have completed their strings and both handguns are safe, the RO will then declare a “Ceasefire” and the range will go “Green.” The RO, Scorekeeper, and shooters will then advance to the target array to score the results for each of those two shooters competing in “The Killer Wasp Hunt.”

**Scoring: Primary Objective:** Shooters score one (1) “Kill” for each ketchup package that they rupture; it must BLEED to be considered a “Kill”; no matter how small the hole is. Shooters can score a maximum of two (2) “Kills” on each Wasp Target; any additional hits on the ketchup package are considered misses.

**Secondary Objective:** [NOTE: This score is the First Tiebreaker.] Shooters score one (1) “Hit” for each hit anywhere on the yellow, eight & one-half by eleven inches (8.5” x 11”) paper targets. Small nicks are “Hits,” as long as it is clearly discernable that some of the paper material has been removed; discoloration & grazing of the target is NOT considered a “Hit.” Obviously, every “Kill” that is scored, also counts as a “Hit.”

A target that has three (3) or more holes in it is only scored for a maximum of two (2) “Hits”; any additional holes are considered misses.

After both target arrays have been scored, and each shooter has verified their score by signing their initials by their scores & recorded string time on the score sheet, then the bullet holes will be taped over with masking tape or patches to present a clean surface to the next pair of shooters. Targets that have had “Kills” will be replaced with new targets.

**Concerning all scoring matters, particularly those borderline & ambiguous shots, the decision of the RO is final & binding, there is no appeal.**

**Timing:** [NOTE: This is the Second Tiebreaker.] Each match is timed because in the event that both shooters score the same amount of “Wasp Kills” and the same amount of “Target Hits” (i.e., the First Tiebreaker), then the tie is broken by the recorded string time (i.e., the Second Tiebreaker). In the event that shooters are tied for both “Kills” & “Hits,” then the shooter who fired their ten (10) rounds the quickest will be ranked higher.

There is a maximum time limit of sixty (60) seconds for a shooter to fire their ten (10) rounds. At the end of one (1) minute, the RO will command the shooter to “**Ceasefire,**” and to give the Scorekeeper a DNF (**Did Not Finish**) string time of sixty (60) seconds for that shooter. The RO will then command the shooter to “**Unload & Show Clear.**”

A shooter with a serious hardware problem may also declare a voluntary DNF and be given a DNF string time of sixty (60) seconds. All DNF shooters will be scored for whatever amount of shots that they have managed to put downrange.

**Ranking:** The shooter who achieves the most “Kills” will be ranked first and win the prize pool. The First Place shooter will also be awarded a number of points equal to the total number of shooters in the competition.

(For Example: If eight (8) shooters are entered, then the shooter who ranked first is awarded eight (8) points; the shooter who ranked second is awarded seven (7) points; the shooter who ranked third is awarded six (6) points; etc., down to the lowest ranked player who is awarded one (1) point.)

If two or more shooters are tied with the most “Kills,” then amongst those tied shooters, the shooter who has the highest number of “Hits” will be ranked higher than the other shooters.

In the event that two or more shooters are tied with both the same amount of “Kills” & “Hits,” then amongst those tied shooters, the shooter who fired their ten (10) rounds the quickest shall be ranked higher than the other shooters.

In the extremely unlikely event that, even after the two tiebreakers have been applied, that two shooters are still tied, then half-points may be awarded. For example: If the tied players are ranked such that they would have earned 2 and 3 points, then add up the potential earned points,  $2 + 3 = 5$ , and divide by 2; and then award each tied shooter with 2.5 points. Further, if the tied shooters are the winners of the event, then they shall also split the prize pool.

*Created by Alex Boivin, November 28, 2014*