

## The Monday Night Shoot-Out

**Concept:** To finish the Monday Handgun Night with a friendly competitive match for 22LR handguns (Red Dot & Optical Sights NOT Allowed). It will be a single-elimination style, paired shooting challenge where two shooters will compete in side-by-side lanes at a mirrored target array. A ceasefire will be called by the Range Officer to allow for the setup of the “Shoot-Out.” The objective of the competition is to improve shooters’ controlled rapid-fire skills.

**Targets:** There will be an array of ten (10) of nine-inch (9”) paper plates. The firing line will be set up fifteen-yards (15 yds.) from the targets. The top edge of the highest plate in the middle row shall be at a height of about six (6) feet, 8 inches (i.e., 80 inches) and there shall be distance of about three-quarters (3/4”) inch between all of the plates.

**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.

Playing cards will be used to determine the match ups & shooting order for each round. 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 challenger, shooting order, & lane designation. This procedure will be repeated at the start of each round.

**NOTE:** At some point in the competition there may be a round with an odd number of participants, such that, one competitor will have the luck of “getting a bye” into the next round. The “bye” may even be into the Final Round.

**Shoot-Out:** The RO will declare the range “Hot” & go “Red.” The RO will then call competing pairs 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 round 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 one round at each of the ten (10) plates, 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 that Shoot-Out match.

**Scoring:** Shooters score one (1) point for each plate that they hit; a hit on any part of the plate is considered a “Hit.” Small nicks are hits, as long as it is clearly discernable that some of the plate material has been removed; discoloration & grazing of the plate material is NOT considered a “Hit.”

A plate that has two (2) or more holes in it is only scored for one (1) “Hit”; 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 score & 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.

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

**Timing:** Each match is timed because shooters have a maximum of twenty (20) seconds to fire their ten (10) shots at the target array, without incurring a penalty. Matches are also timed because in the event that both shooters score the same amount of “Hits,” then the tie is broken by the string time. The shooter, who had fired their ten (10) rounds the quickest, is declared the winner.

If a shooter takes more than twenty (20) seconds to fire their string, then they are penalized one (1) “Hit” for each two (2) second block, or portion thereof, that a shooter is over the twenty (20) seconds no-penalty maximum.

For Example:

- a) If a shooter scores 9 hits in a time of 20.00 seconds, there is no penalty;
- b) If a shooter scores 9 hits in a time of 20.01 seconds, then the shooter is penalized 1 hit, for an **Adjusted Final Score (AFS)** of 8 hits;
- c) If a shooter scores 9 hits in a time of 22.00 seconds, then the shooter is penalized 1 hit, for an AFS of 8 hits;
- d) If a shooter scores 9 hits in a time of 22.01 seconds, then the shooter is penalized 2 hits (because a second, two-second block of time has been reached), for an AFS of 7 hits.

**Winner:** The RO will declare a winner based on the shooter with the highest Adjusted Final Score, if both shooters have the same number of scored hits, then the shooter with the fastest string time is the winner. The winner of each Shoot-Out in the round will then proceed to the next round of the competition.

In the extremely unlikely event, that both shooters score the same number of hits in exactly the same string time, then the two shooters will have another one or more “Shoot-Out” round(s) until one shooter is the clear winner.

**Round 2:** The RO will instruct all the winners from Round 1 to gather around the table with the face-down playing cards to draw cards to determine the matchups, shooting order, and lane designation for the new round of Shoot-Outs. The RO will then proceed with the Shoot-Out matches in the same format as was used in Round 1.

The winners of Round 2 will then proceed in the same manner as the previous rounds until there are just two competitors left in the event. The winner of the Final Shoot-Out wins the entire prize pool.

*Created by Alex Boivin, October 28, 2014*