

Troop 442 June 2, 2013 BBgun Shoot Pledge-a-thon Rules and Guide for Judges



First and foremost on the range is safety. We will be using the NRA guidelines and safety rules which are:

- Always keep the barrel of your gun pointed in a safe direction. On the range this direction is at the target or directly up. There is a single 90 degree arc in which the barrel is considered safe. Range assistants are responsible for making sure their shooter is obeying this and all rules of safety.
- Keep your finger off the trigger and out of the trigger guard until ready to shoot. There is no reason to have your finger on the trigger if you're not shooting. Keep it straight until you shoot. No exceptions! Again, range assistants will need to keep this rule enforced.
- 3. Keep the BBgun unloaded until in position and ready to shoot. We will be issuing 5 BBs per shooter, per target. Range assistants will load and cock the BBguns so that shooters can stay in their prone shooting positions for the whole target.

For the BBgun shoot, we will have the following procedure and rules of competition:

- Each shooter will be issued a single target at a time by the target "master". You must sign the **back** of the target when it is given to you. Hold onto these carefully, as they are limited in number. I only bought 100 targets for this event.
- Shooters will be called to the line in groups of 5. Stay standing at the line and follow the directions. Do not handle the BBguns until you are told.
- When it is your turn to shoot FOLLOW THE INSTRUCTIONS OF THE RANGEMASTER. You will be instructed to proceed downrange to hang your target next to the number for your shooting aisle. Use the clothespins and clip the target to the wire by the 4 corners. When you are satisfied with your target return to the firing line.
- Put on your safety glasses!
- You will be instructed to get into prone shooting position and the BBgun will be handed
 to you empty. Take this opportunity to get yourself situated and aligned with the target.
 When you are in position raise your hand. When everyone's hand is raised the
 rangemaster will instruct the range assistants to load the 5 BBs into the guns. When
 everyone is ready, permission to shoot will be given.
- Stay in position after each shot. Hand the BBgun to the range assistant who will cock it for you. Fire all 5 shots at your leisure. When you have finished, lay the BBgun on the mat and await instructions.
- The rangemaster will call all clear and you may then stand and collect your target.
- Take your target to the judging table for scoring. When you have a scored target, fill out
 your name and information on the front of the target. Once completed, show it to the
 targetmaster for a new target. We want everyone to shoot at least 2 targets, and if time
 permits we hope you can shoot 3 or more.

Scoring of targets will be as follows:

- 1. Each NRA A4 target presents a possible of 50 total points with 5 x's, which are bullseyes.
- 2. It will be determined by the judges the total score on a target. The judges will have ultimate discretion when calculating the score. There are no appeals. Their word is final.
- 3. A BB hole that touches a ring will be awarded the points for that ring(the higher value).
- 4. Any BB hole that touches the center ring is worth 10 points and will be recorded as an "X".
- 5. If two BBs make one hole or two holes are touching and it is not possible to tell if one is touching the inner ring, they are both scored at the higher value. It's the judges' call.
- 6. Any hole outside the outermost ring is scored as a 0.
- 7. The best possible score is a 50xxxxx. Points awarded, then number of bullseyes will determine the winner. For example: Two shooters score 48 points, but one has 4 bullseyes. The other has 3. The one with more bullseyes wins. 48xxxx vs. 48xxx.
- 8. If two shooters are tied, there will be a shoot-off until a clear winner is determined.
- 9. Everyone uses the Red Ryder for the BBgun shoot. No personal BBguns.

There are 1st, 2nd , and 3rd place prizes for the Scout group. We also have participation prizes for every shooter.