



Garrard County
— CHAMBER OF COMMERCE —

2024 GARRARD COUNTY CHAMBER OF COMMERCE

Sharpshooter Showdown

OCTOBER 26, 2024
9:30 a.m. (morning shoot)
12:30 p.m. (afternoon shoot)



Sharpshooter Showdown Official Rules and Regulations

Competition Overview

- Competitors shoot in 10 stages of five targets each. In each stage, shooters give five runs, or opportunities to shoot the stage's course. Runs may also be referred to as a "strings."
- Each run is timed, and the shooter must hit all five targets to complete the run, but only needs to hit each target once and are allowed as many rounds as they need. One target is designated the "stop plate."
 - Shooters can hit the other four targets in any order they choose before hitting the stop plate—unless a stage's rules designate otherwise—but the setups of the different stages typically encourage certain shooting patterns.
 - In addition, runs are cut off at 1 minute and 30 seconds, even if a shooter hasn't yet hit all five targets. If a shooter hits the 90-second cut off, they must move on to the next run—no redo allowed.
 - All but one stage is shot in a standing position within a three-foot by three-foot box, with no movement required

Scoring

- The times for all but the slowest run in each stage is totaled together to get the shooter's score for that stage. Time may be added for penalties (three or four seconds, depending on the penalty), but not for misses as long as the shooter hits the target before hitting the stop plate.
- All ten stage scores for all 4 Team members are totaled to get the Team's overall score.
- In the event of a tie in overall score, the tiebreaker is the number of stage wins. For ties within stages, the tiebreaker is the fastest single run time by a whole Team.

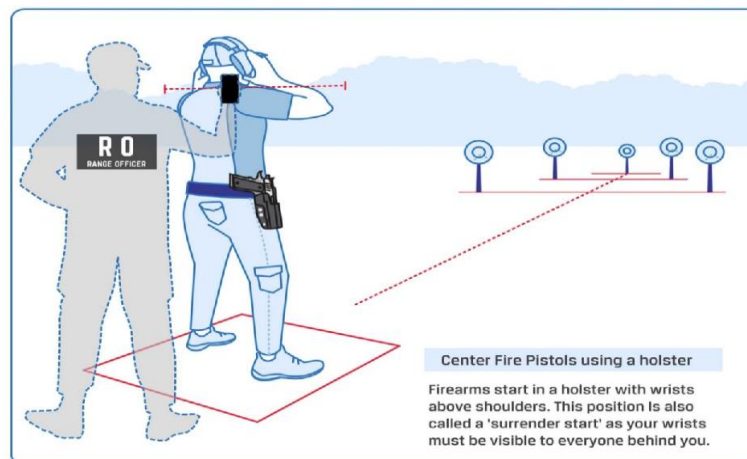
Penalties

- **"False Start"**: A competitor who is creeping (e.g. moving hands towards the handgun, or physically moving to a more advantageous shooting position or posture prior to the start signal) shall receive a 3 second procedural penalty.
- **"Foot Faults"**: A competitor who fires a shot while touching the ground outside the appropriate shooting box is considered to be "faulting" that box. Shots fired while "faulting" a box will result in a 3 (three) second penalty for each string that a fault occurred.
 - Placing the foot on top of the raised surface of the shooting box itself is not a "foot fault". A "foot fault" only occurred when the foot touches the ground outside the box.
- **"Designated Targets"**: Some stages will require that designated targets must be shot from specific shooting boxes. Failure to hit each target from the correct shooting box will result in a 3 (three) second penalty for each occurrence. If the shooter fires and leaves Box A, then realizes they missed and/or hit the plates out of sequence and returns to Box A and continues to shoot, there will be no penalty.
 - Any plates hit from the wrong shooting box will be scored as misses unless the shooter subsequently takes corrective action prior to hitting the stop plate by shooting the plates from the correct box. Once the stop plate is hit, time stops, and all appropriate penalties apply
- **"Procedural Errors"**: A competitor whose actions are in violation of specified stage procedures is considered to have committed a "procedural error".
 - "Procedural errors" will result in a 3 (three) second penalty for each occurrence. Improper movement or failure to move on stages where

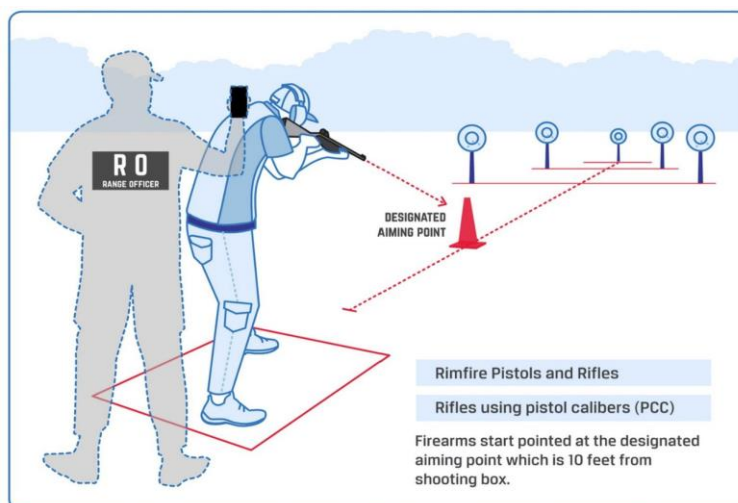
movement is required would be considered a procedural and a 3 second penalty applied

Divisions

- The Garrard County Sharpshooters Showdown offers 2 Divisions
 - 9mm Pistol - All legal 9mm parabellum striker fired, hammer fired, and revolvers are allowed. Optics and Compensators are specifically allowed. All Pistols will be drawn from a holster. For holstered shooters, the start position is standing in the box with both feet flat on the ground. Participants who shoot from a holster will have their hands raised above their shoulders. When the competitor is ready they will assume the required start position to indicate their readiness to the Range Official.



- .22 LR Rifle - This is the .22 LR Rimfire rifle race division. All legal Rimfire rifles are allowed. Optics and Compensators are specifically allowed. All Rifle shooters will start in the low ready position



Competitor Equipment Rules

- **Holsters:** In general, holsters shall be mounted in the general vicinity of the waist, must cover the trigger, and must safely hold/retain the gun. All Centerfire handguns must be appropriate for holster use.
- **Changing Equipment:** The same gun, holster and holster position, if specified in a division must be used throughout a specific match.
 - If there is a mechanical problem requiring a change of equipment, equipment of similar make or model may be used as a replacement, subject to the approval of the Match Director. The replacement equipment must meet the same Division guidelines, conditions or restrictions as the original equipment.
 - No change in equipment (gun, holster or holster position) is permitted without the approval of the Match Director. If a competitor makes such a change without prior approval, they will be disqualified from the match.
 - If the equipment guidelines cannot be met with the replacement gun or holster, the contestant may be eligible for recognition in another Category or Division but will remain eligible for Overall Awards.
 - Ammunition Carriers: Each competitor is expected to come to the firing line ready to shoot, with an appropriate amount of ammunition in an appropriate number of magazines or speed-loaders or other loading devices. Match delays caused by (for example) excessive time spent loading magazines while on the firing line may be referred to the Match Director for guidance. A competitor may have an assistant to help them in reloading, if needed. Should they not be prepared, and it would cause a severe delay while they prepare, the Range Officer may move them down in the shooting order until they are prepared.

Safety Rules and Disqualification

- Hearing and eye protection is always mandatory for all participants and guests.
- The only time a shooter may handle a firearm is at a designated Safe Area or instructed to do so by the Range Officer [RO] in preparation for shooting a Course of Fire [CoF].
 - The Safe Table gives you a designated place where you can manipulate your pistol. It is the only place besides the firing line that your pistol can be out of the holster. At the safe table you can unbag your pistol and put it into a holster for use on the range. You can practice a holster draw, take a sight picture, or perform maintenance on your gun if there is a problem.



- At the Safe Area, you may take your gun out of the gun bag, put it in your holster, or work on it. When not holstered, the muzzle must be pointing in a safe direction.
- All firearms are to remain unloaded at all times – no magazines, moonclips, etc., in the gun until instructed by the RO to Make Ready in preparation for shooting a CoF.
- You may load magazines or moonclips anywhere on the range except near the Safe Area. Under no circumstances is ammunition or ammo carriers (empty or full) to be handled at the Safe Area. No reload drills in the Safe Area.
- Please read and understand all the rules before shooting Sharpshooters Showdown. If you do not follow these rules, you will be disqualified from the match for that day.

Disqualifications: General Principles: Persons who have been disqualified may not shoot during the remainder of the event. However, completed match scores will still count.

Safety violations: The following will be grounds for an automatic disqualification from the event.

- Unsafe gun handling
- Pointing a firearm up range (breaking the 180-degree line).
- Dropping a firearm, whether loaded or unloaded, at any time during the course of fire.
- Leaving the firing line with a loaded firearm, or possession of a loaded firearm anywhere other than on the firing line.
- Retrieving a dropped firearm. Dropped firearms must always be retrieved by a Range Official who will, after checking and/or clearing the firearm, place it directly into the competitor's gun case, gun bag or holster.
 - Dropping an unloaded firearm or causing it to fall outside of a course of fire is not an infraction; however, a competitor who retrieves a dropped firearm will receive a match disqualification.
- "Sweeping" or pointing the muzzle of a firearm at any part of any person's body.
- "Moving" (taking more than one step) with finger inside of trigger guard.
- "Finger on the trigger during reload, unloading, loading or during remedial action
- Holstering a loaded handgun without the external safety applied or on a revolver, hammer cocked.
- Accidental discharge
- Any discharge while loading/unloading/reloading or lowering the hammer.
- Any shot fired outside of a timed string.
- Any shot fired into the holster or into the ground within 3 meters of the contestant

The 4 Most Common Firearm Stoppages

******Included in this document for educational purposes only******

If you are not comfortable handling the situation on your own, there's no shame in getting the attention of your instructor or a range officer and asking them to assist you.

Failure to Feed

What happens: You pull the trigger, and the gun goes click instead of boom. While it's often a dud cartridge that just won't fire, it could also mean the magazine failed to load a new cartridge into the chamber.

What to do: Keep the gun pointed down range for 30 – 60 seconds. Tap the bottom of the magazine with the palm of your support hand to ensure its fully seated. Invert the gun and rack the slide to clear any stoppage and load a fresh round into the chamber.

Failure to Eject

What happens: Also known as a stovepipe, this stoppage occurs when you pull the trigger and nothing happens, similar to a Failure to Feed. But with this stoppage you'll notice the cartridge from your previously fired round is now stuck in the ejection port, resembling... a stovepipe. This jam will also cause your slide to not sit completely forward.

What to do: Like with a Failure to Feed, the Tap, Rack and Assess will suit you here. Tap the bottom of your magazine to make sure it's seated, rack the slide to feed a new round into the chamber and force the jammed cartridge out, and assess downrange.

Failure to Go into Battery

What happens: A Failure to Go into Battery occurs when the cartridge is not fully seated in the chamber, forcing the slide to not fully sit forward. A variation of this stoppage, known as a Double Feed, happens when the slide picks up a fresh round before the previous cartridge can be ejected and attempts to seat them simultaneously.

What to do: A Tap, Rack and Assess should work, although you may have to rack the slide a little more vigorously than with the other two types of stoppages. Occasionally you may have difficulty clearing the chamber due to pressure applied by the magazine's spring. In this case you should remove the magazine, which may take a little force, and rack the slide several times until the chamber has been cleared. Then reload your magazine, give it a good tap on the bottom, rack the slide to load a new cartridge, and assess the target area.

Range Commands for Competitors

Once on the firing line, the RO will direct you by using the official range commands.

“Make Ready”

The RO's first command us “make ready!” With this command, you're authorized to do whatever it is you need to do to shoot the stage. This includes removing your firearm from the holster or case, putting a magazine in the gun, and chambering a round. If your firearm has an optic, now is the time to make sure the power is on and the dot is at the desired brightness.

You may also take a sight picture by aiming at the targets without firing if needed. This means you can hold your gun up to the targets without shooting.

When your gun is loaded and you're ready to begin, holster your centerfire firearm and place both hands in the air in the “surrender” position. This signals to the RO that you're ready. If you're shooting from a firearm that starts from the low-ready, aim at the marker. When you do so, the RO will assume you're ready.

“Shooter Are You Ready, Standby”

When the RO believes you are ready, they will ask “shooter are you ready?” If you’re not ready, verbally tell them. If no answer is given, the RO will then say “stand by!” and the next sound you hear will be the “BEEP!” of the timer. You may then engage the targets on the stage. When you’ve hit all five targets, the RO will read off the time from the range timer to the scorekeeper.

During this time, you’re still under the “make ready” command. You can still handle your firearm and ammunition unless you are directed otherwise. You can remove the magazine (if needed) and insert a fresh one in preparation for the next string.

When you’re ready, either assume the surrender position if you’re a centerfire pistol shooter or aim your firearm at the low-ready marker. The RO will again ask, “shooter are you ready?” and the cycle repeats until you have completed the stage by shooting all five strings.

“Unload and Show Clear”

Once you have shot all five strings, the RO gives the command “if you are finished, unload and show clear.” Remove the magazine from the firearm, and pull the slide or bolt back to eject any round in the chamber. Show the RO the empty chamber.

The next command will be ***“if clear, hammer down.”*** If you’re satisfied that your gun is unloaded, let your bolt or slide forward. Then point the firearm down range in a safe direction and pull the trigger. The hammer or striker should fall at this point, and the empty gun should have an audible “click.”

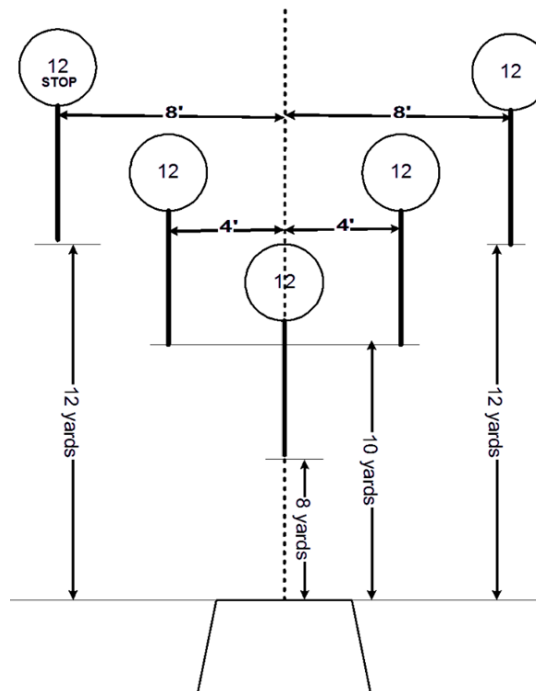
Rimfire shooters are not required to “hammer down” as pulling the trigger on some rimfires with an empty chamber can damage the firearm.

The RO will then tell you to either holster (centerfire pistols), flag and bag (rifles), or just bag (rimfire pistols). The objective is to return your firearm to the condition that it was in when you came to the firing line. Rimfire and PCC shooters need to use caution at this point. It is easy to “flag” or muzzle yourself when putting the firearm back in the bag. If this happens at a match, it’s a DQ. It would be a good idea to practice taking your firearm out of the case or bag and returning it there at home before the match.

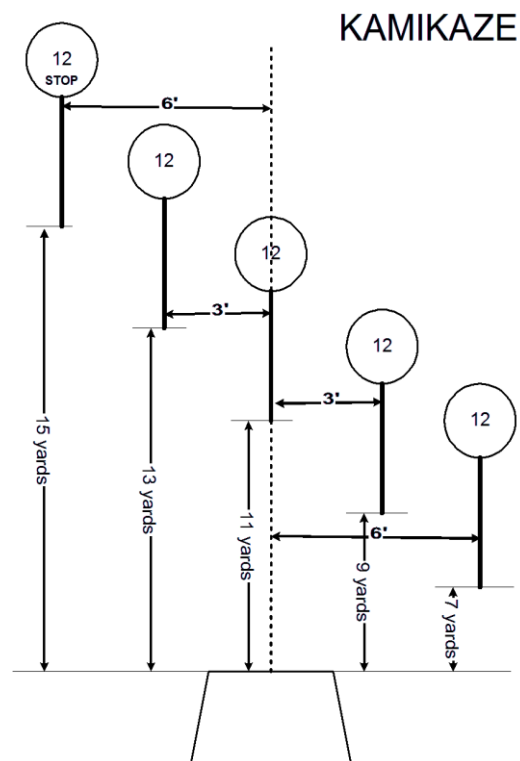
Once your entire squad has completed the stage, you’ll move on as a group to the next stage. This cycle repeats until every squad have shot every stage of the match.

Sharpshooters Showdown Possible Stage Setups

Devil's Triangle

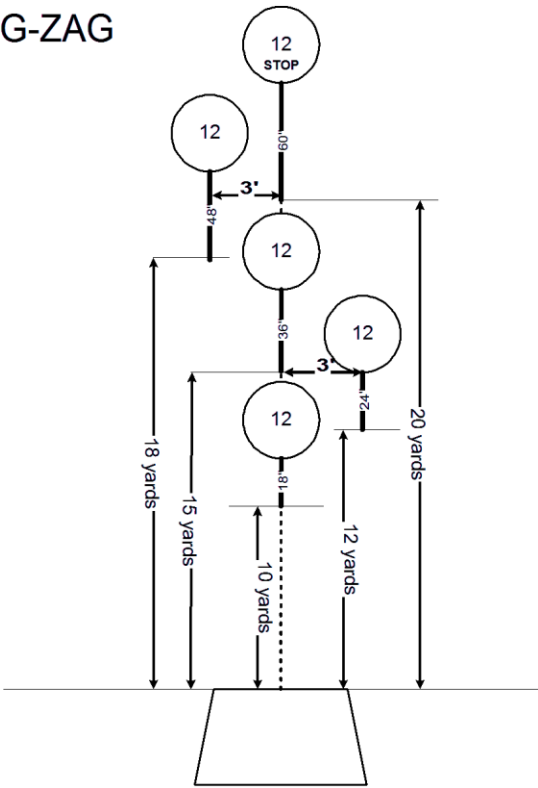


Kamikaze

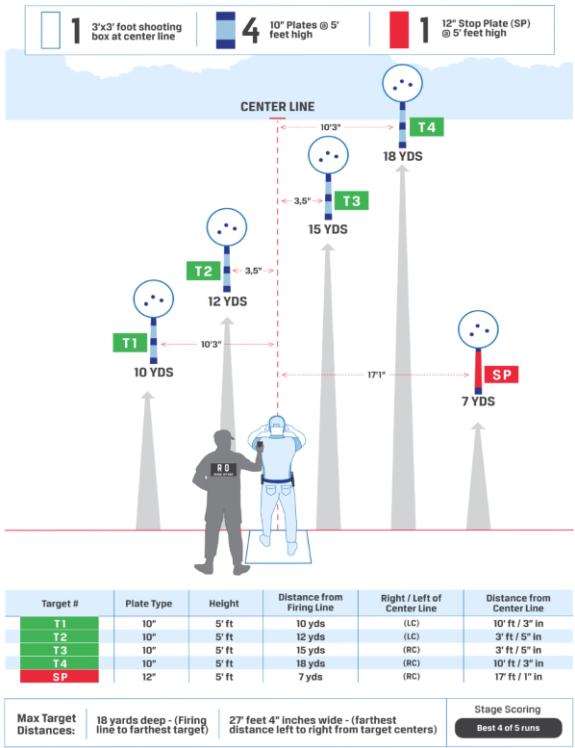


Zig-Zag

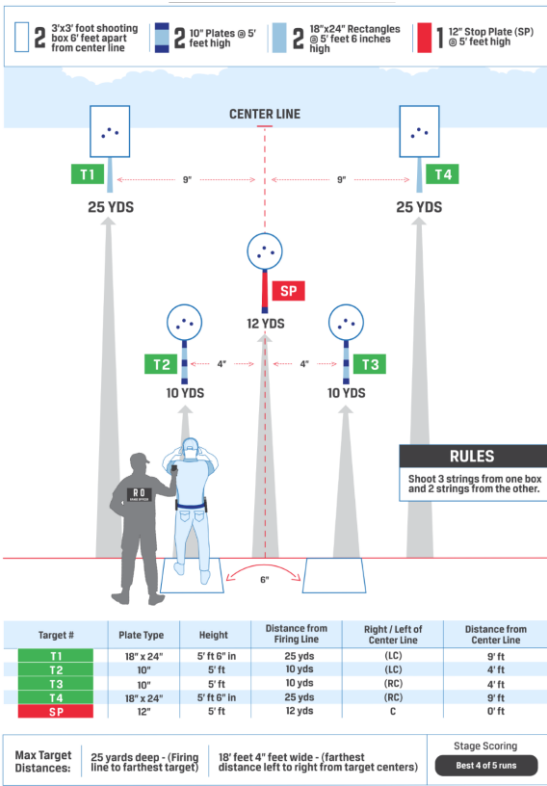
ZIG-ZAG



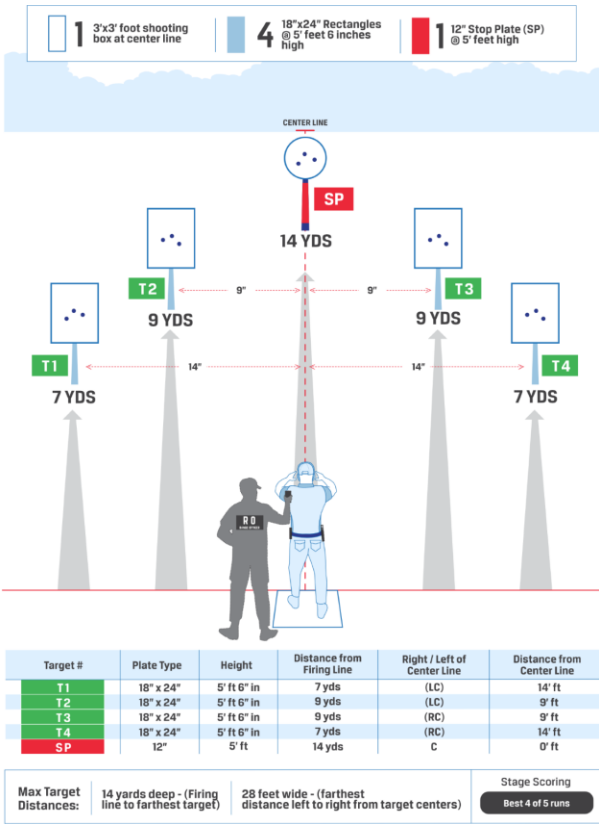
Five to go



Showdown



Smoke & Hope



Max Target Distances:

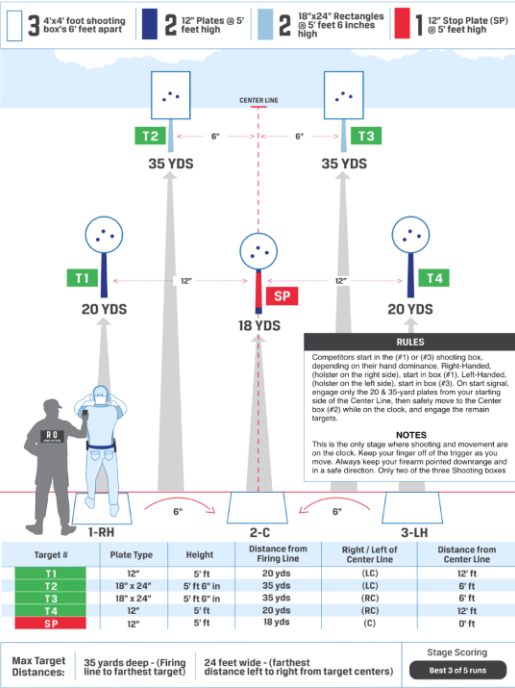
14 yards deep - (Firing line to farthest target)

28 feet wide - (farthest distance left to right from target centers)

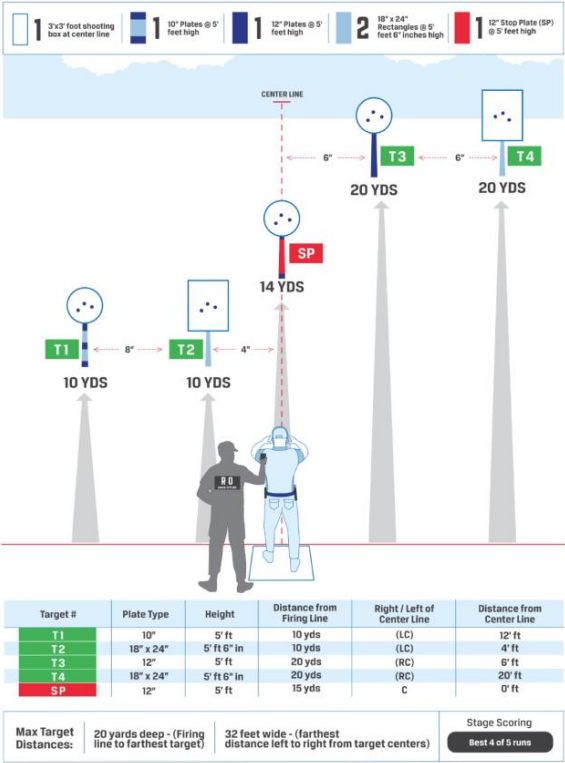
Stage Scoring

Best 4 of 5 runs

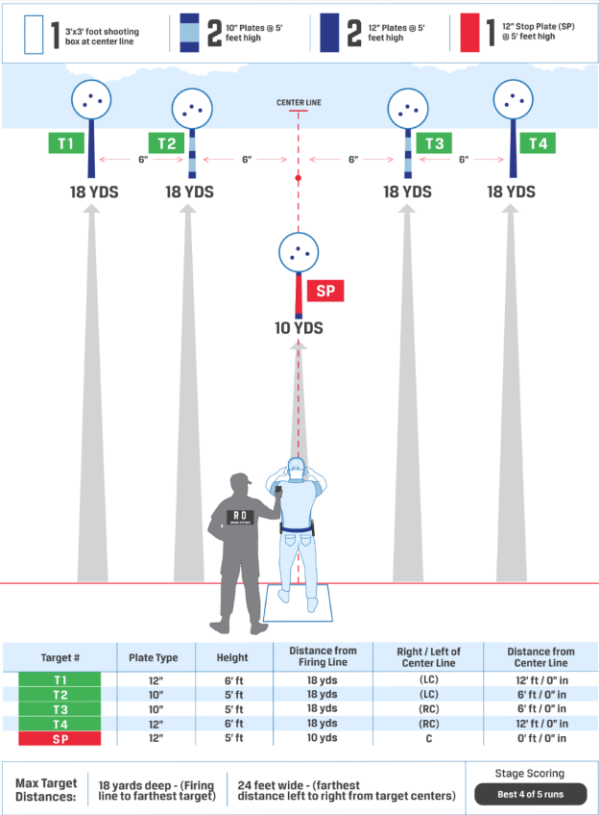
Outer Limits



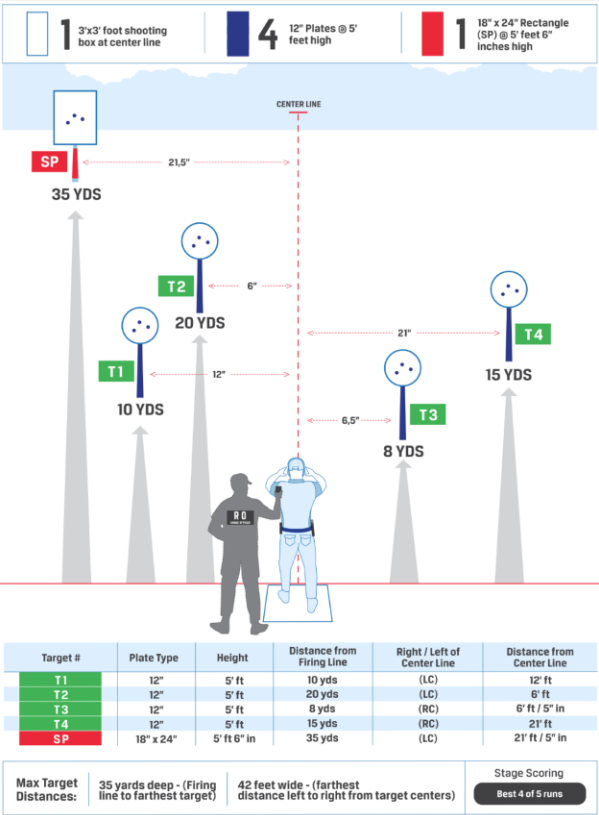
Accelerator



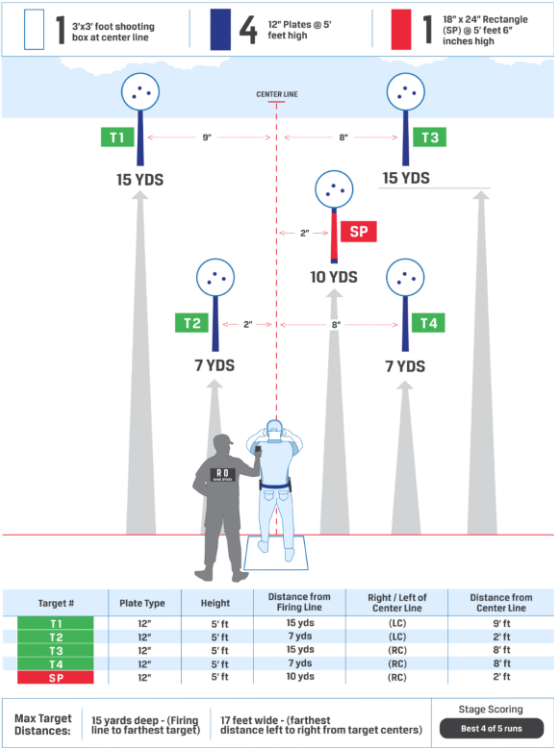
Pendulum



Speed Option



Roundabout



Accelerator

