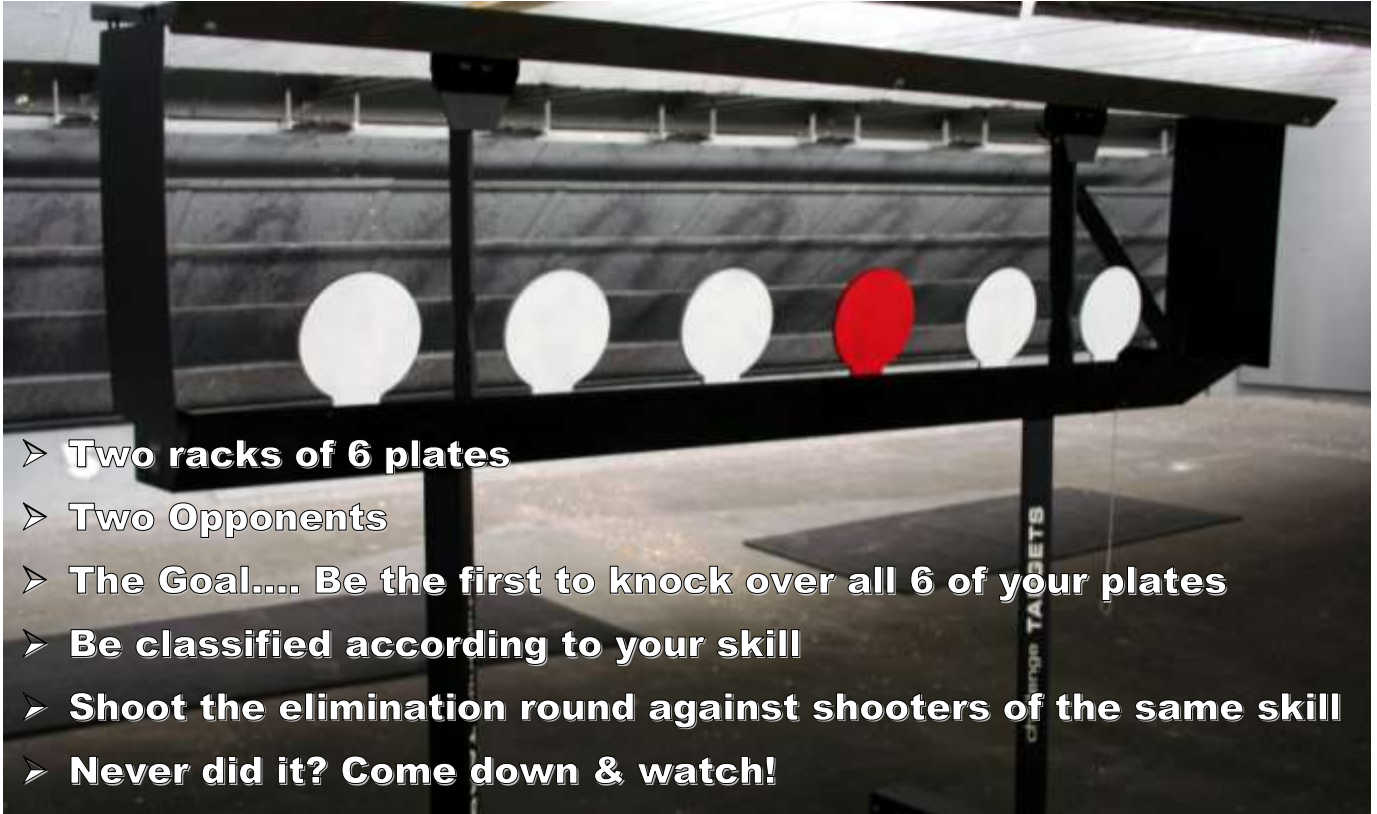


Bridgeport Rifle Club

Steel Falling Plate Shoot



- **Two racks of 6 plates**
- **Two Opponents**
- **The Goal.... Be the first to knock over all 6 of your plates**
- **Be classified according to your skill**
- **Shoot the elimination round against shooters of the same skill**
- **Never did it? Come down & watch!**

What to bring:

- 150 Rounds of Ammo – to be specified for each scheduled plate shoot
- Case for transporting pistols and revolvers to and from firing line
- Empty Chamber flag

OPEN TO MEMBERS AND GUESTS OF MEMBERS (members must be present)

Entry fee: \$20

No Pre-registration. Participation is limited to the first 40 shooters.

Dates: go to www.bridgeportrifleclub.org/calendar

Sign in starts at 6:00 pm

Shooters meeting 6:20 pm

Shooting begins at 6:30 pm

Shooting ends around 9:30 pm

RULES>>>

Rules of Match

- 1) Shooters are allowed 20 rounds total per round.
- 2) Shooters are only allowed 2 magazines with 10 rounds max per magazine.
- 3) For Pistol Shoots, shooters are allowed to shoot revolvers and will be allowed to use speed loaders. Still no more than a max of 20 rounds per match.
- 4) Shooters are expected to have loaded magazines and speed loaders before being called to the line.
- 5) Shooters are allowed the use of an optic.
- 6) Match director will appoint Range Safety Officers (RSO's) to the shooting ports. It is the match director's discretion to select port RSO's.
- 7) **Firearms** are to remain **unloaded and bagged or holstered** until shooter is given the load and make ready command.
- 8) Muzzle of the gun is to remain down range at all times.
- 9) **Shooters finger is to remain off the trigger** until shooter is on target.
- 10) Starting position is low ready and **finger is off the trigger**.
- 11) Buzzer sounds and shooters engage targets until one shooter has knocked down all their plates or both shooters are out of ammo.
- 12) Buzzer sounds again to indicate end of match.
- 13) **RSO gives the following commands to shooters.**
 - a) Drop magazine.
 - b) Show clear. (RSO and shooter both verify chamber is clear.)
 - c) Insert flag and slide forward
 - d) Bag or holster firearm. (at this time the shooter is able to leave the line)
- 14) There will be one designated non-shooting port for shooters to handle firearms. If you intend to handle your firearm in this port you **MUST** notify an RSO. OTHERWISE THIS PORT IS TO REMAIN EMPTY. THERE IS ABSOLUTELY **NO AMMO ALLOWED** IN THIS PORT. LEAVE YOUR LOADED MAGS BEHIND.
- 15) RSO has final decision on safety matters! Do not argue! SAFETY IS EVERYONES JOB!

COURSE OF FIRE >>>

Outlining the Course of Fire

Refer to Rules of Match document for all safety procedures followed during the match.

- Each person will have an assigned number and will shoot in pairs.
- Shooters will be put into random pairs and announced in the order they are to shoot.
- The **first** number called is the shooter that goes to the port on the **left** and the **second** number called shoots in the port on the **right**.
- Each port will have an assigned Range Safety Officer (RSO).
- Shooter enters port and waits for the **load and make ready** command.
- Shooter loads firearm and stands at low ready position.
- Shooter will indicate when ready to RSO.
- RSO signals ready to match director.
- Match director announces “**Shooter on the left is ready, Shooter on the right is ready. Both shooters are ready. Standby.**”
- Starting buzzer will sound.
- Once the starting buzzer sounds, shooters fire until they hear the second buzzer.
- The winner of each round will be announced.
- After second buzzer sounds, shooters will stand easy in the ports and follow commands of the RSO.
- After following all RSO commands, the shooter leaves the port.
- Targets will be reset via a rope system.
- Next shooter enters the port and process starts over.