# WNPL RULES & GUIDELINES

The Wednesday Night Pistol League (WNPL) is comprised of shooters with a wide range of abilities and objectives. Some shooters are very serious about the competitive aspect of the sport while others simply enjoy shooting and the social interaction that comes with participating in the shooting sports with like-minded individuals. Many shooters are somewhere in between. The WNPL can accommodate ALL shooters if participants observe the following rules including safety, guiding principles and NRA requirements listed in this document.

## **SAFETY**

Shooters should be familiar with all safety rules for handling a firearm. In addition, the following rules apply to the WNPL:

Firearms must only be removed from their case and returned to their case <u>within the</u> <u>shooting port</u>. This is a BRC range rule.

**DO NOT** insert the magazine into the pistol until the LOAD command has been given. If you are shooting a revolver you may LOAD the cylinder prior to the load command, but *keep the cylinder open until the LOAD command is given*.

Load your magazine or cylinder with only the following number of rounds:

- Slow Fire You may insert up to 10 rounds in your magazine. For those shooters who
  utilize two magazines with five (5) rounds each, you will reload your pistol with the
  second magazine without command from the range officer to complete the course of
  fire.
- Timed and Rapid Fire you may <u>only insert five (5) rounds</u> per magazine. You will reload your firearm with your second magazine only on command from the range officer.

### **NRA RULES**

The WNPL is an NRA sanctioned league. Scores are recorded with the NRA, and individual shooting classifications are determined from these scores. For this reason, and to be fair to all shooters, the following rules must be followed:

The WNPL course of fire is a gallery match of thirty (30) rounds.

Slow Fire Stage - 10 rounds in 10 minutes

Timed Fire Stage - 2 strings of five rounds, each in 20 seconds.

Rapid Fire Stage - 2 strings of five rounds, each in 10 seconds.

All courses of fire are from a standing position using a one-handed grip.

#### **Alibis and Refires**

From the NRA Pistol Rules:

In the event of a defective cartridge (Rule 9.4), disabled pistol (Rule 9.5), or malfunction (Rule 9.6), before a string is completed in timed or rapid fire, the competitor shall be privileged to fire another five shot string, provided he assumes the "Ready" position and calls the Range Officer by holding up the non-shooting hand at the end of the time period. The Range Officer will inspect the pistol, and may even ask that the pistol be fired, if satisfied that there is a disabled pistol, defective cartridge, malfunction, or optical sight failure, will determine the number of unfired cartridges remaining in the pistol or bullets that have failed to leave the barrel. The competitor will then fire another complete five shot string on the same target. If at any time during Timed or Rapid Fire, if a competitor attempts to clear a malfunction with the non-shooting hand they will be denied a re-fire.

If your firearm malfunctions during the Timed or Rapid stage you may call an alibi. The range officer will determine if your alibi is allowed.

You are only allowed one alibi per gallery match. For example, if you are allowed to refire during the Timed Fire Stage, you are <u>not</u> allowed a refire during the remainder of the Timed Fire Stage or the Rapid Fire Stage.

You may attempt to clear a misfire but keep in mind that if you are unsuccessful, you will be denied the alibi. If it is your intention to claim an alibi and refire the string, <u>do not</u> attempt to clear the firearm until instructed to do so by the range officer.

ALL TARGETS MUST BE SCORED AND THE RESULTS RECORDED. REGARDLESS OF WHETHER THE REFIRE IS ALLOWED, OR REGARDLESS OF THE NUMBER OF SHOTS ON THE TARGET.

#### **Disabled Pistol**

From the NRA Pistol Rules:

<u>Disabled Pistol</u> - A disabled pistol is one: (a) That cannot be safely aimed or fired, (b) That has suffered damage so it cannot be fired or will not function properly.

If a pistol becomes disabled at any time <u>and is designated as such by the Range Officer</u>, the shooter may (1) replace the defective firearm and continue shooting, OR (2) <u>return all targets to</u> the range officer. In this case the shooter's score will not be recorded.

<u>Targets</u> - Once you have signed out a set of targets for your match, you must do one of the following:

- Use those targets on the same evening, have your targets scored, and record that score on your scoring sheet.
- Return the set of unfired targets to the range officer.
- In the event of a disabled firearm, return the targets to the range officer who will write "disabled firearm" on the targets and retain the targets for record.

#### **GUIDING PRINCIPLES**

Since all shooters do not have equal opportunity to shoot before the league starts, if you are participating in the WNPL, you are prohibited from shooting at BRC after 3:00 pm.

Do not enter the range until your relay number is called. Do not enter the range when the red lights are flashing above the range doors.

Enter and exit the range using the doors marked for that purpose. EXCEPTION: range officers.

Once the league has begun, all targets shot by a participant during the WNPL must accounted for until the maximum of 16 relays has been met. **No extra "practice" shooting until you have shot all 16 relays**. Also, participants asking for available ports to shoot make-up relays due to absence will have preference over participants shooting practice relays.

Practice targets are available for \$1 per set or you may provide your own as long as they are NRA certified original targets (no copies).

Do not use the 33 ft range lights. They are reserved for air rifle.

If you finish the Slow Fire Stage before the allowed 10 minute interval, please respect all shooters by not speaking or walking about during the remainder of the Slow Fire Stage, or any refire strings during the Timed and Rapid stage.

Do not handle any other shooter's equipment without their permission.

When you are finished, push your brass into the range and turn off your port light. Make your port available for the next relay by removing your equipment as soon as possible. If you are signed up to shoot the next relay in the same port, you may leave your equipment in your port.

Score the person's target to your left as soon as possible after completing the relay. If you are shooting another relay, you must score their target before doing so.