

# Bowling Pin League



## Week One: Center Fire Handguns

This will be a One-on-One, double elimination shoot. Targets will be five steel bowling pins set at ten yards. Two shooters will shoot against each other, on the start command both shooters try and get their five pins knocked off first. First shooter with his five pins knocked off wins the round. Winner stays in the Winner's Bracket, loser goes to the Loser's Bracket. Two loses and you are out. This continues until there is only ONE...

**Ammunition:** Any center fire pistol ammunition with a velocity of 1200 fps (as per manufacture's specifications) or less and conforms to the Colorado Clays Ammunition Restrictions "*Colorado Clays Shooting Park does not allow the use of any armor piercing, tracer, incendiary, steel jacketed, steel cased or steel core projectiles.*"



## Week Two: Center Fire Handguns

This will be a timed event. At the beep of the shot timer, shooters will try and knock off ten steel bowling pins as fast as they can. The ten bowling pins will be set up in a normal bowling configuration, first pin



being 10 yards (30') away, next two pins will be 31'-4" away, next three pins will be 32'-8" away and the final row of four pins will be 34' away from the shooter. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event!

**Ammunition:** Any center fire pistol ammunition with a velocity of 1200 fps or (as per manufacture's specifications) less and conforms to the Colorado Clays Ammunition Restrictions "*Colorado Clays Shooting Park does not allow the use of any armor piercing, tracer, incendiary, steel jacketed, steel cased or steel core projectiles.*



### **Week Three: Rim Fire Handguns**

This will be a timed event. At the beep of the shot timer, shooters will try and hit five hanging steel bowling pins as fast as they can. The pins will be 10 yards away, hanging from a rack. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event! Possibility of two divisions, open sights and optics.

**Ammunition:** 22 Long Rifle (22 shorts and longs are also acceptable), 1255 fps (as per manufacture's specifications) or less, lead bullets only (no plated bullets).





### **Week Four: Shotguns**

**This will be a One-on-One, double elimination shoot. Targets will be five steel bowling pins set at ten yards. Two shooters will shoot against each other, on the start command both shooters try and get their five pins knocked off first. First shooter with his five pins knocked off wins the round. Winner stays in the Winner's Bracket, loser goes to the Loser's Bracket. Two loses and you are out. This continues until there is only ONE... (If we have enough shooters we could have two divisions, pump and semi-autos)**

**Ammunition: Any shotgun ammunition 12 gauge or smaller, 1200 fps (as per manufacture's specifications) or less. 7-1/2, 8 or 9 lead shot only. No steel shot!**



### **Week Five: Rim Fire Rifles**

**This will be a timed event. At the beep of the shot timer, shooters will try and knock off ten steel bowling pins as fast as they can. The ten bowling pins will be set up in a normal bowling configuration, first pin being 10 yards (30') away, next two pins will be 31'-4" away, next three pins will be 32'-8" away and the final row of four pins will be 34' away from the shooter. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event!**

**Ammunition: 22 Long Rifle only, 1255 fps (as per manufacture's specifications) or less, lead bullets only (no plated bullets).**





### **Week Six: Center Fire Handguns**

This will be a **One-on-One, double elimination** shoot. Targets will be five steel bowling pins set at ten yards. Two shooters will shoot against each other, on the start command both shooters try and get their five pins knocked off first. First shooter with his five pins knocked off wins the round. Winner stays in the Winner's Bracket, loser goes to the Loser's Bracket. Two loses and you are out. This continues until there is only ONE...

**Ammunition:** Any center fire pistol ammunition with a velocity of 1200 fps (as per manufacture's specifications) or less and conforms to the Colorado Clays Ammunition Restrictions "*Colorado Clays Shooting Park does not allow the use of any armor piercing, tracer, incendiary, steel jacketed, steel cased or steel core projectiles.*"



### **Week Seven: Center Fire Handguns**

This will be a timed event. At the beep of the shot timer, shooters will try and knock off ten steel bowling pins as fast as they can. The ten bowling pins will be set up in a normal bowling configuration, first pin being 10 yards (30') away, next two pins will be 31'-4" away, next three pins will be 32'-8" away and the



final row of four pins will be 34' away from the shooter. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event!

**Ammunition:** Any center fire pistol ammunition with a velocity of 1200 fps (as per manufacture's specifications) or less and conforms to the Colorado Clays Ammunition Restrictions "*Colorado Clays Shooting Park does not allow the use of any armor piercing, tracer, incendiary, steel jacketed, steel cased or steel core projectiles.*"



### **Week Eight: Rim Fire Handguns**

This will be a timed event. At the beep of the shot timer, shooters will try and hit five hanging steel bowling pins as fast as they can. The pins will be 10 yards away, hanging from a rack. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event! Possibility of two divisions, open sights and optics.

**Ammunition:** 22 Long Rifle (22 shorts and longs are also acceptable), 1255 fps (as per manufacture's specifications) or less, lead bullets only (no plated bullets).





### **Week Nine: Shotguns**

**This will be a One-on-One, double elimination shoot. Targets will be five steel bowling pins set at ten yards. Two shooters will shoot against each other, on the start command both shooters try and get their five pins knocked off first. First shooter with his five pins knocked off wins the round. Winner stays in the Winner's Bracket, loser goes to the Loser's Bracket. Two loses and you are out. This continues until there is only ONE... (If we have enough shooters we could have two divisions, pump and semi-autos)**

**Ammunition: Any shotgun ammunition 12 gauge or smaller. 1200 fps (as per manufacture's specifications) or less. 7-1/2, 8 or 9 lead shot only. No steel shot!**



### **Week Ten: Rim Fire Rifles**

**This will be a timed event. At the beep of the shot timer, shooters will try and knock off ten steel bowling pins as fast as they can. The ten bowling pins will be set up in a normal bowling configuration, first pin being 10 yards (30') away, next two pins will be 31'-4" away, next three pins will be 32'-8" away and the final row of four pins will be 34' away from the shooter. Shooters will shoot this stage three times, their fastest two times will be added together for their final score. Lowest score wins the event!**

**Ammunition: 22 Long Rifle only, 1255 fps (as per manufacture's specifications) or less, lead bullets only (no plated bullets).**

## **Bowling Pin League Safety and Rules**

**Handguns shall remain in a case until the shooters are in their assigned shooting stall. When instructed shooters will uncase their handgun, under the supervision of a range official. When their stage is complete the shooter will show safe, a range official will verify and the shooter will case their handgun. When instructed they can take their cased handgun back to the staging area.**

**Rifles and Shotguns need to arrive at the range in a case. A range official will supervise the uncasing of the rifle or shotgun, verify that it is not loaded and the action is open/locked back. The range official will then take the rifle or shotgun (muzzle up) and place it in a rack by the shooting stall or stalls. When it is time to shoot, the shooter will proceed to their assigned shooting stall. Once fully inside their shooting stall a range official will bring their rifle or shotgun. When their stage is completed a range official will verify an unloaded firearm, with the action open, will place it back in the rack.**

**On any of the one-on-one events, if we have a “Too Close to Call” incident, we will poll the observers. If they can’t determine who won, we will have a re-shoot. In the re-shoot, each shooter (one at a time) will shoot the stage over against a timer, fastest time wins!**

**When bringing ammunition to the range, leave it in the original manufacture’s box (so we can verify the speed of the ammunition). Loading of magazines should only be done at the range.**

**LOAD and MAKE READY: Shooter will load their firearm with the specified number of rounds.**

**SHOOTER READY: Shooter will now point their firearm at the target and the finger may contact the trigger. ANY FALSE STARTS WILL RESULT IN SEVERE PENALIES!!!**

**UNLOAD and SHOW SAFE: Shooter will unload their firearm and lock their action back. Range official will verify.**

**CEASE FIRE: Anyone can call a CEASE FIRE if they observe an unsafe condition!**