



Ontario Intercounty Handgun League

# Standard Pistol

## *Introduction*

Standard Pistol is a precision handgun shooting discipline (Bullseye Pistol). Origins date back over 150 years. International Shooting Sport Federation (ISSF) introduced the “Standard Pistol” event in 1970.

Standard Pistol is a non-Olympic event, but incorporates all the elements of traditional precision pistol events and remains popular with shooters today.

Precise rules governing this event can be found on the ISSF website <https://www.issf-sports.org/>.

OIHL relaxes the equipment requirements and we approach the flow of the event/match in a more leisurely manner. For the purposes of OIHL, the contents of this presentation override the ISSF rules.

## **FIRING LINE**

All the activities involving firearms in Bullseye shooting are performed at the Firing line. Unboxing and boxing of SAFE firearms occurs at the shooting ports on the firing line. Be attentive of muzzle direction when boxing and unboxing.

Firearms remain SAFE and on the table, pointed in a safe direction (downrange) until commands are issued by the range officer. Stand at ease at your port on the firing line until you receive a command from the range officer.

This shooting environment is very rigid and the flow of progression is under the strict direction of the range officer. If you need to do something that has not been commanded, raise your hand and ask the range officer.

This controlled environment is ideal for persons new to the shooting sports.

## **EQUIPMENT**

1. Hearing and eye protection
2. .22 LR Pistol or Revolver capable of 5 shots without reloading
3. Iron Sight or Red Dot (non magnifying)
4. Trigger safely set > 1000 gram
5. Less than 10 inch barrel
6. 2 magazines (pistol)
7. 65 rounds of .22 LR ammunition (min.)
8. Empty chamber indicator
9. Pencil, Calculator

## OPTIONAL EQUIPMENT

1. Spotting scope
2. Stop watch – non-audible

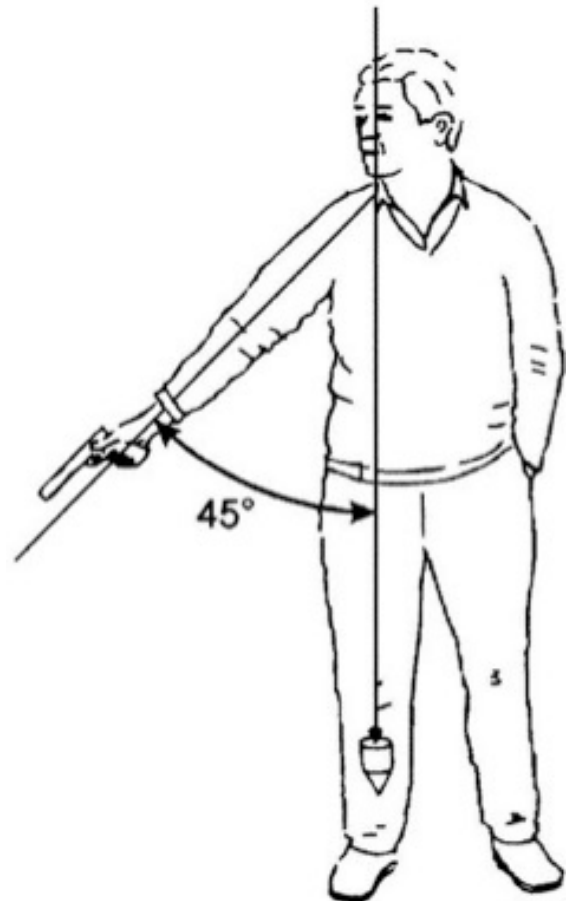
## SHOOTING POSITION

All firing is done with one hand, standing without support. All firing is started from the LOW READY position: Arms extended, firearm pointed at 45 degree or as low as possible, off any table support. When you assume the LOW READY position, you may place your finger on the trigger. Do so SAFELY.

After the “Attention” match command is given, shooting begins when the target turns to face the shooter or when the START whistle is blown. From the LOW READY position, lift your arm up and bring the firearm to bear on YOUR target.

Once you have established that you are pointing on your target and are accepting of the aim, compose and fire your shot(s). When lifting, ensure that you do not lift the firearm such that it points above the backstop downrange.

Continue shooting until the target faces away or until the STOP whistle is blown. You may lower your firearm and rest any time between the start and stop of fire to compose each shot individually, time permitting (Sighter and Slow Fire – 150 seconds).



During Timed (20 sec) and Rapid (10 sec) there is not sufficient time to rest and should be completed as a sustained string of fire with a suitable tempo. At every stage of the match, the range officer will issue a command.

Stand at your shooting port at ease until you receive the next range command. When you complete a string of fire (early or on time), return to a resting position with the firearm pointed in a safe direction (e.g. LOW READY position).

## TARGET

International 25 Meter Precision Target. This target is reduced to simulate the 25 meter distance on our 20 yard range.

At 20 yards:

- 10 ring has a 1.5" diameter
- 9 ring has a 2.75" diameter
- 8 ring has a 4.25" diameter
- 7 ring has a 5.75" diameter
- 6 ring has a 7.0" diameter
- 5 ring has a 8.5" diameter
- 4 ring has a 10.00" diameter
- 3 ring has a 11.25" diameter
- 2 ring has a 12.75" diameter
- 1 ring has a 14.25" diameter

The match will use 7 targets.

1 for Sighter Series

2 for Slow Fire Series

2 for Timed Fire Series

2 for Rapid Fire Series

Pick up a set of 7 targets and a score card. Label each target : Sighter, S1, S2, T1, T2, R1, R2.

On each target, write your name or the relay, and position to identify the targets as yours. Fill in the score card with your name, club, date and classification.

## **COURSE OF FIRE**

Sighter Series - unlimited rounds

Slow Fire Series - 4 series' of 5 shots

Timed Fire Series - 4 series' of 5 shots

Rapid Fire Series - 4 series' of 5 shots

Not counting re-fires for malfunctions, a minimum of 65 rounds of 22LR is need.

## **SIGHTER SERIES**

Unlimited shots in 150 seconds with 5 rounds at the time

These shots are NOT scored and used to adjust your sights. Each time you shoot, you may require slight changes in your sights (left,right,up,down). This is the time to make the adjustments. They can be considered a warm up series. At the completion of 150 seconds, the firing line will be made safe and the targets will be replaced.

## **SLOW FIRE SERIES**

Targets are labeled S1 and S2. Slow Fire : 5 shots in 150 sec.

Two strings of Slow Fire will be shot on the S1 and S2 Targets. At the completion of 2 strings, S1 target will be replaced with S2 and the remaining two strings of Slow Fire will be completed. 2 targets, 10 shots per target, 20 rounds.

## **TIMED FIRE**

Targets are labeled T1 and T2. Timed Fire : 5 shots in 20 seconds.

Two strings of Timed Fire will be shot on the T1 and T2 Targets. At the completion of 2 strings, T1 target will be replaced with T2 and the remaining two strings of Timed Fire will be completed. 2 targets, 10 shots per target, 20 rounds.

## **RAPID FIRE**

Targets are labeled R1 and R2. Rapid Fire : 5 shots in 10 seconds.

Two strings of Rapid Fire will be shot on the R1 and R2 Targets. At the completion of 2 strings, R1 target will be replaced with R2 and the remaining two strings of Rapid Fire will be completed. 2 targets, 10 shots per target, 20 rounds.

## **ALIBIS/MALFUNCTION**

During a string of fire of 5 shots, a stoppage or malfunction may occur with the firearm. This will prevent the timely completion of the string of fire. If you encounter a stoppage, stop shooting, point the firearm in a safe direction with finger off the trigger. Raise your hand to indicate a problem.

Do NOT attempt to correct the malfunction, if you do so, you forfeit your chance to refire the string. At the end of the string of fire, the line officer will come to you to inspect the nature of the malfunction.

You will be asked to point your firearm down range and engage the trigger (Fire the gun) regardless of the state of the firearm. If the firearm fires, your malfunction is disallowed. If the firearm does not fire, you will be asked to make the firearm safe and to count the number of unfired rounds left.

Example: If you have 3 rounds left unfired, then 2 are considered fired on the target.

If the malfunction was not preventable then incomplete series will be refired at the completion of the normal strings fire. Not loading 5 rounds, not inserting your magazine completely are preventable stoppages and not allowable malfunctions.



Failure to fire (FTF), failure to eject (FTE) cannot be prevented and are allowable malfunctions.

1 Alibi is permitted for S1 / S2

2 Alibis are permitted for T1/T2/R1/R2

Once you have used up your Alibis, you must forfeit the unfired shots. Practically, most shooters will elect to correct malfunctions during S1/S2.

## **COMPLETION OF MATCH**

Assemble your 6 targets to be scored, each having been previously labeled :

S1 / S2 / T1 / T2 / R1 / R2.

Ensure your score card is filled with your name, date, club, current classification. Pass the targets and score card to another shooter as directed by the range officer (e.g. pass to the person on your left). You cannot score your own papers.

## **MATCH COMMANDS**

- "Shooters to the line"
- "Preparation time begins now"
- "Load"
- "Attention"
- "Are there any malfunctions?"
- "Make your firearms safe"
- "The line is safe"
- "Ceasefire"

## **SHOOTERS TO THE LINE**

This is called by the range officer to corral all the shooters to their shooting positions. This should only be called after the range goes RED/Hot. All the shooters should be back behind the safety line from changing targets.

There will be a reminder to replace your hearing and eye protection. Shooters can handle their firearms and charge their magazine/speedloaders with 5 rounds each.

DO NOT LOAD your firearm.

## **PREPARATION TIME BEGINS NOW**

This is announced only once, at the beginning of the match. During the Preparation Time, shooters may handle their firearms, dry fire and carry out holding and aiming exercises on the firing line. Shooters may also setup their spotting scopes, layout magazines, cleaning cloths, timers and such.

## **LOAD**

When the range officer call "LOAD", you may load no more than 5 rounds into your firearm. You can ONLY load after the range officer call "LOAD". Be especially aware of your muzzle direction at this point as the firearm is loaded.

Do not place your finger in the trigger until you are ready to assume the LOW READY position.

## **ATTENTION**

When the range officer calls “Attention”, the targets will turn away after a brief delay. If you are not ready, yell out “NOT READY”, otherwise the targets will proceed to face the shooter. Once the targets turn away, the shooter must assume the LOW READY firing stance. Timer and the start of firing starts when the targets return to face the shooters. At the end of the stage (150s/20s/10s), the targets will turn away.

## **ARE THERE ANY MALFUNCTIONS?**

At the end of the series, the targets will remain turned away. The range officer will ask if there are any malfunctions preventing the completion of a 5 shot series. If shooter has such an event, they should raise their hand and leave it up until they are met by the range officer. A shooter may choose to not to take alibis and accept the missing unfired shots.

## **MAKE YOUR FIREARM SAFE**

This is called out by the range officer to prepare for a target change down range. Make your firearms safe and place them on the table. Put in empty chamber flags (optional). You may elect to recharge your magazines. When you have completed all that you wanted to do, step back from the firing line.

## **THE LINE IS SAFE**

The range officer calls this once all the shooters have stepped back from the line and after all the firearms have been inspected to be safe. Once called, the range will go GREEN/cold and the shooters may proceed downrange to change targets.

## **CEASEFIRE**

CEASEFIRE may be called out by anyone. It is an exceptional/emergency event outside the normal course of fire. When it is heard, all the competitors will stop shooting, unload, make their firearms safe on the table and step back from the firing line. The range officer will then investigate the nature of the CEASEFIRE.

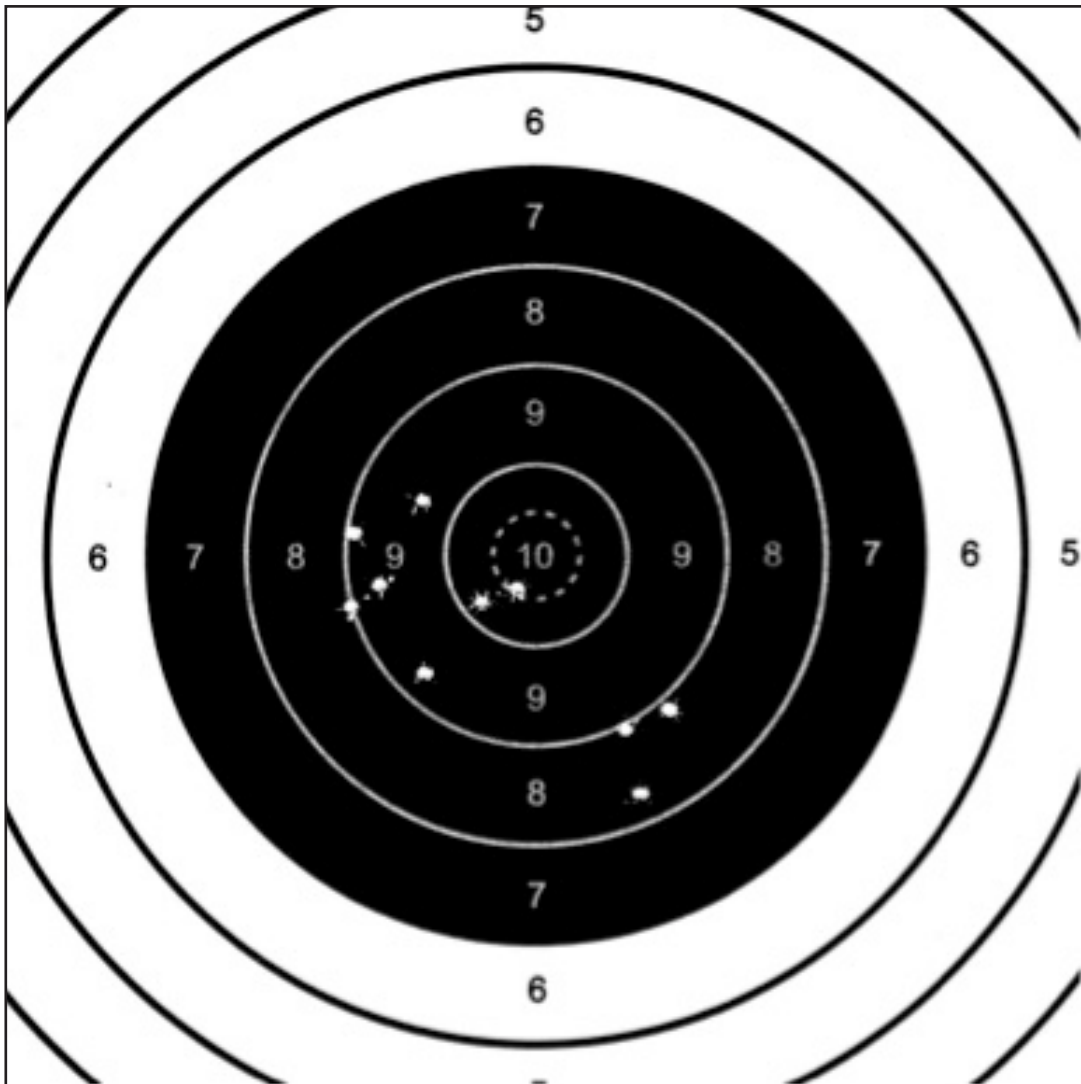
## **SCORING**

There are 10 scoring rings (10, 9, 8... 1) Each shot is scored the value of the highest scoring ring it touches. Missing shots or shots outside the 1 ring are scored 0.

Skidder shots (Turning Targets) – elongated holes are scored the highest scoring ring if they are less than 7mm in length. If 7mm is exceeded, the shot is scored 0, as a miss.

The scoring card will have a line of 10 boxes for each target. Start with S1 target. Count the target to ensure there are 10 shots. Take care to look for double shots. If less than 10 shots are found, score the missing shots as 0.

## SCORING S1



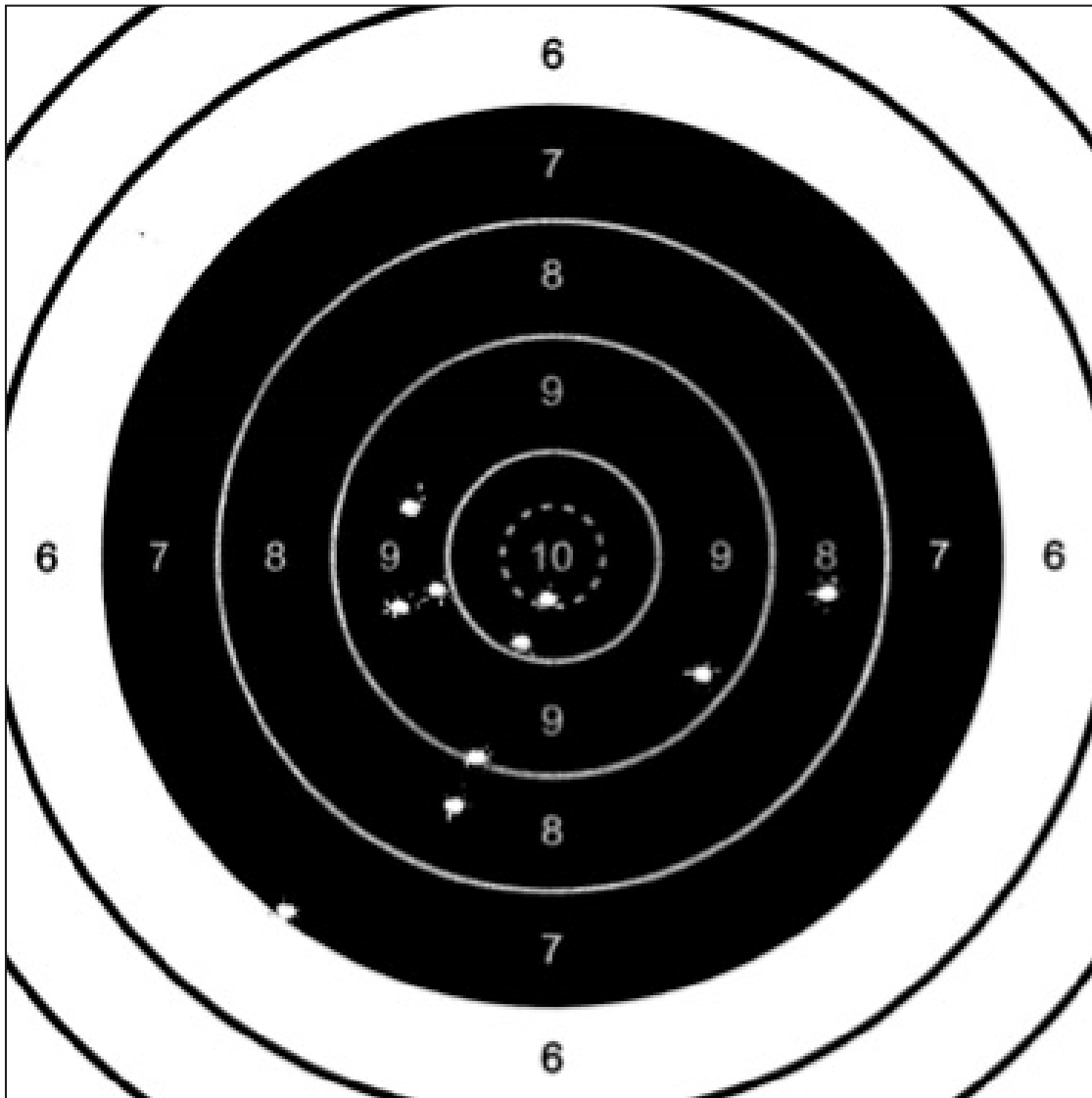
Target S1 is scored:

10, 10, 9, 9, 9, 9, 9, 9, 9, 8

Total : 91/100

Closer look at the shot above the '8' on the outside of the 9 ring touches the 9 ring line and is scored as a 9.

## SCORING S2



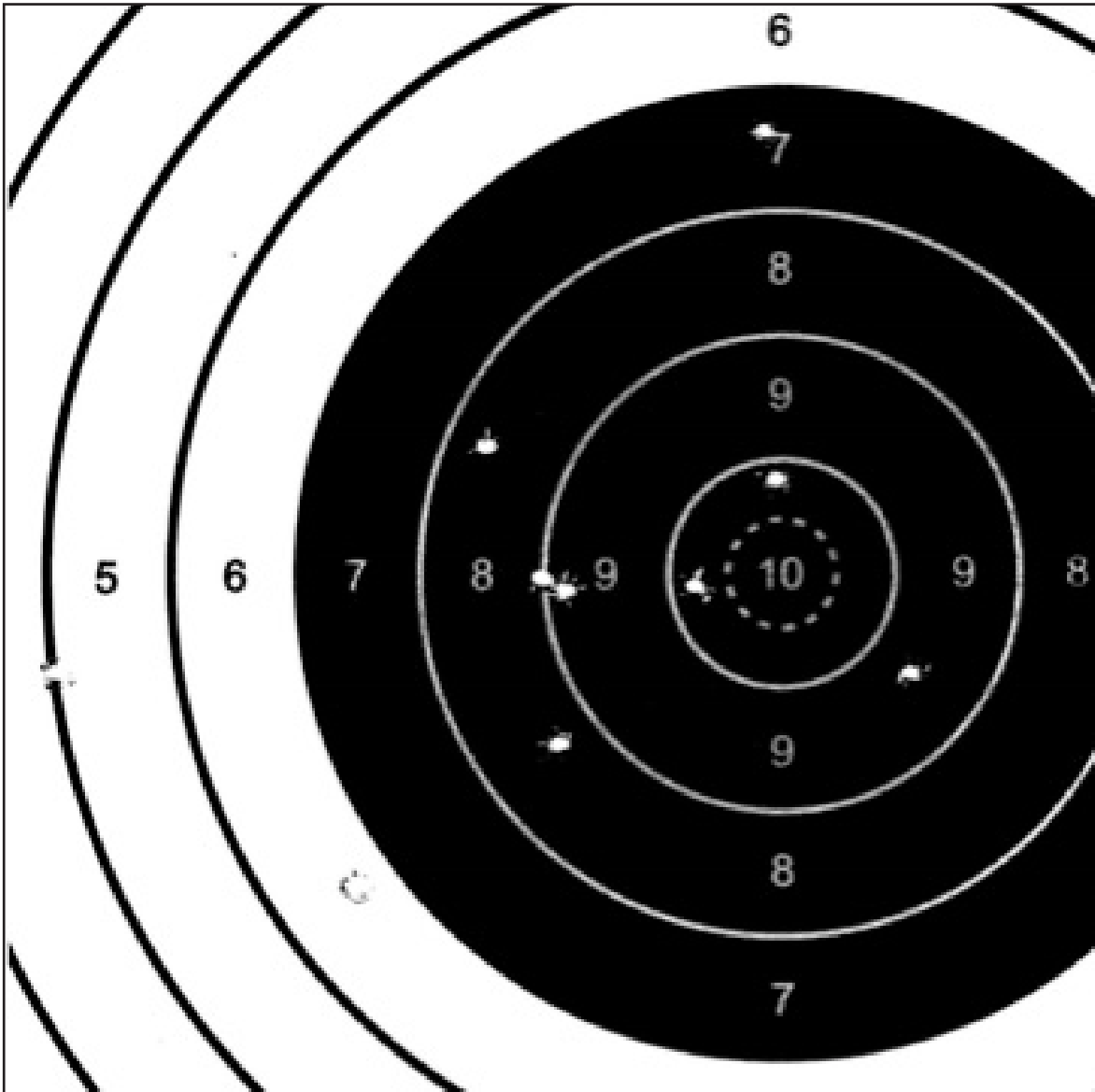
Target S2 is scored:

10, 10, 10, 9, 9, 9, 9, 8, 8, 7

Total : 89/100

Closer look at the shot left of the 10 ring show that it touches the 10 ring and is scored as a 10.

# SCORING T1

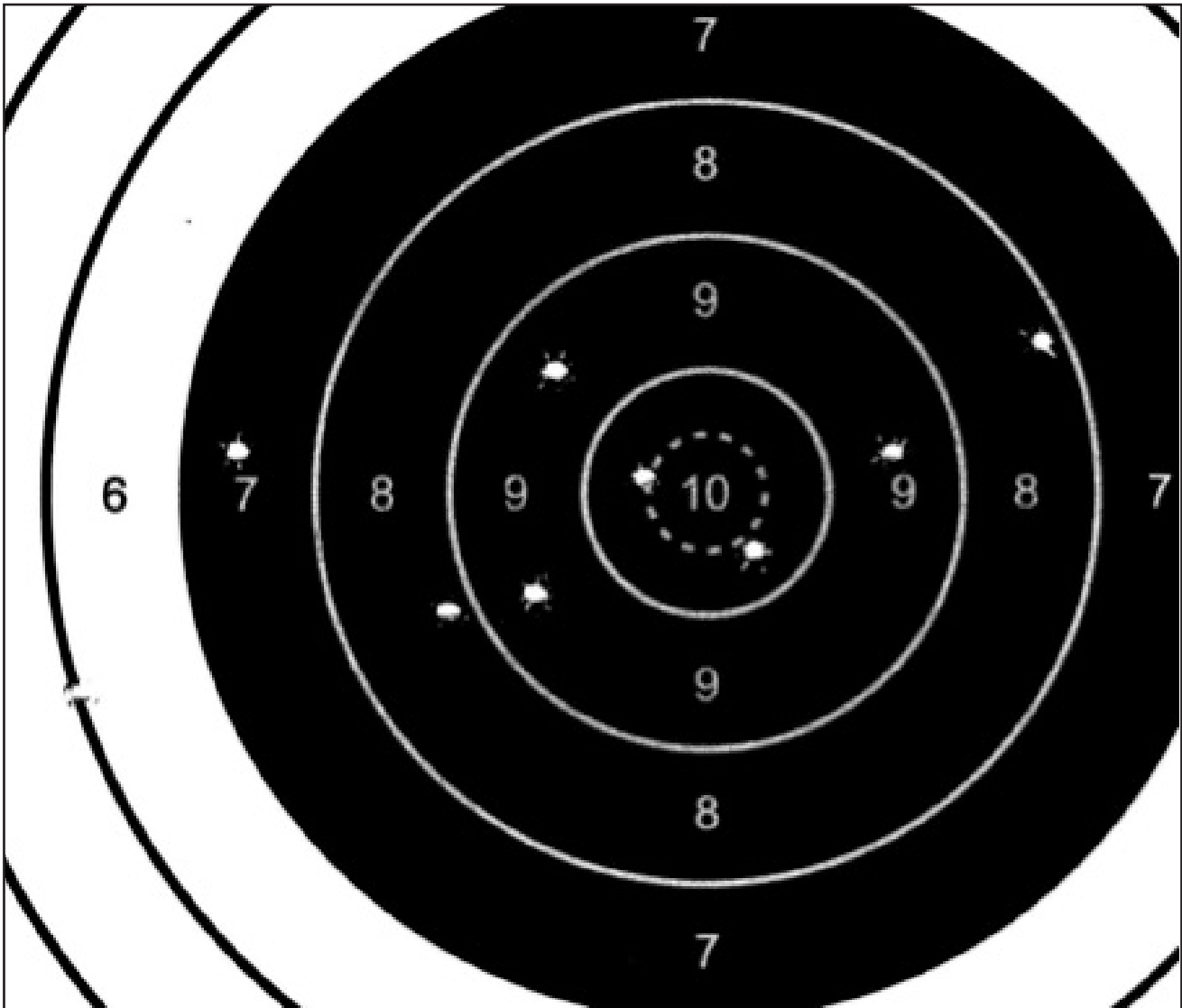


Target T1 is scored:

10, 10, 9, 9, 9, 8, 8, 7, 6, 5

Total : 81/100

## SCORING T2



Target T2 is scored:

10, 10, 9, 9, 9, 8, 8, 7, 6, 0

Total : 76/100

There are only 9 shots. Missing shot is scored as 0.



# SCORING R1

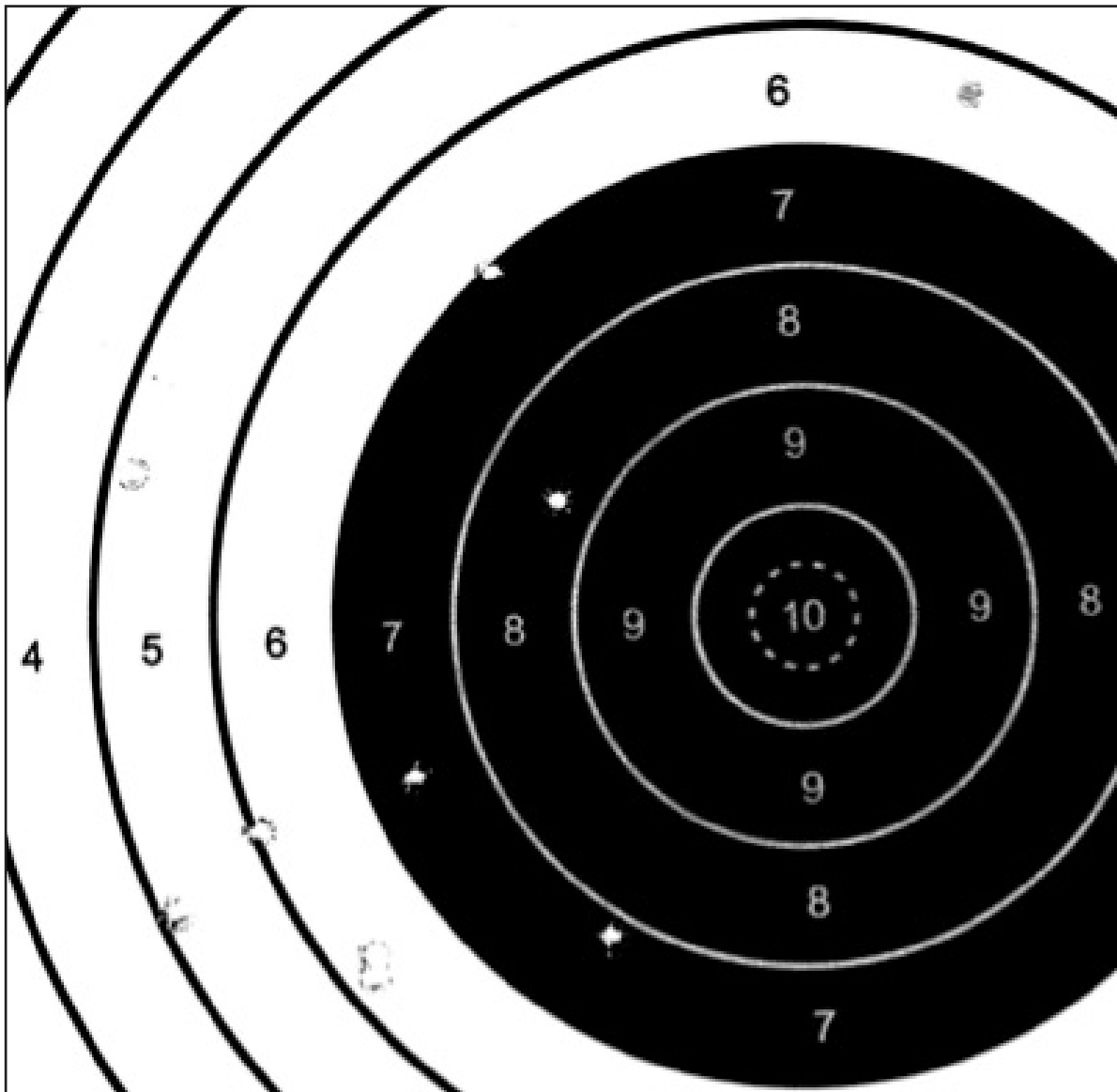


Target R1 is scored:

10, 9, 8, 8, 8, 8, 7, 7, 5, 5

Total : 75/100

## SCORING R2



Target R2 is scored:

8, 7, 7, 7, 6, 6, 6, 6, 5, 5

Total : 63/100

# FINAL SCORE SHEET

*W.C.R.A.*

EVENT	RELAY 2	TARGET 10	CLASS B	COMPETITOR									
COMP	NAME JANE DOE		DATE AUG 10/16	SCORER									
S H O T	SERIES	1	2	3	4	5	6	7	8	9	10	X 100	
	S-1	10	10	9	9	9	9	9	9	9	8	91	
	S-2	10	10	10	9	9	9	9	8	8	7	89	
	T-1	10	10	9	9	9	8	8	7	6	5	81	
	T-2	10	10	9	9	9	8	8	7	6	0	76	
	R-1	10	9	8	8	8	8	7	7	5	5	75	X 600
	R-2	8	7	7	7	6	6	6	6	5	5	63	475

## EXCESSIVE SHOT COUNT

A paper may have more than 10 shots. This may be due to re-fire or cross firing. Cross firing is when another competitor shoots on your target.

## CROSSFIRE SCORING

In the case of crossfire, the best 10 shots are scored. The offending shooter will be missing shots which will score 0 for each missed shot on their paper.

## **SCORING RE-FIRE**

A shooter with an allowable malfunction will be permitted to re-fire a series. This will result in more than 10 shots on the paper. During the malfunction, it will be noted how many shots were fired during the incompleting series (example 3 shots out of 5 before the malfunction).

Once the re-fire has been completed, there should be 13 shots on the paper. If 13 shots are present, score the LOWEST 10 shots. If less than 13 shots are present, then score 0 for each of the missing shots, and then proceed to score the LOWEST shots until 10 shots are recorded. The latter case accounts for missed shots during the completed series.

## **SCORING RESPONSIBILITY**

As a competitor, you are responsible for scoring another competitor's targets. As a competitor, you are responsible for verifying your targets to your score sheet. If there are discrepancies between the targets and the scoring, it should be resolved AMICABLY between the shooter and the scorer. You can use scoring templates to check close shots and/or expand the opinion base.

Note: benefit of doubt always goes to the shooter.

To accept the score card, the shooter must sign the card and then submit it for record to their team captain. Once signed, the match director cannot change the S1/S2/T1/T2/R1/R2 values recorded by the team captain. Scoring should be approached with fairness from both shooter and scorer.

## **CLASSIFICATION**

Shooters are classified based on average scores from the previous season. New shooters are classified by averaging the results of 2 supervised matches Q1 and Q2. The results must be submitted to the league's match director.

<b>CLASS</b>	<b>RANGE</b>
AA	525 – 600
A	500 – 524
B	475 – 499
C	450 – 474
D	400 – 449
E	0 - 399

## **MATCH RESULTS**

Match results are determined by ranking the scores of shooters from each classification.

1 point is awarded for each class to the team fielding the top score from each of the 6 classes (AA, A, B, C, D, E).

2 points are awarded to the team with the highest combined 5 scores.

Match results can be found on the league's website:  
<https://oihl.ca>

## **PROMOTION**

Annual (post season) promotion is based on average of your best 5 scores.

In season promotion will occur if a shooter records 2 scores which are 2 classes over their current rating.

## **DEMOTION**

Demotion option is voluntarily and calculated based on the 2 year average of your best 5 scores.

## **ETIQUETTE**

A typical match takes 40 minutes to complete. Cell phones should be off. Limit the small talk during the match until after the match. If you complete your series early, stand at ease quietly so as not to disturb your fellow shooters. Use the range officer to resolve any issues between shooters. This is a sport all about self improvement. You are competing against yourself to become better.

The competition outcome should not be your primary focus. The competition outcome over time should be use to gauge your proficiency. As such, the bullseye shooting environment is maintained to be safe, friendly, encouraging, fair and positive experience for all. Ask and abide by the procedures and any particular safety rules at clubs you are visiting.

## **MATCH SCHEDULE**

Each club shoots one home match and one visiting match with all the clubs in the league. The start time for the first relay is typically on a week night at 7pm. Each relay takes approximately 45 minutes to complete. The schedule and scores are posted at: <https://oihl.ca>

## **PARTICIPATION COST**

Each shooter remits \$10 for the season to join and shoot ALL the matches. Traveling via car-pooling to out of town match will lower the participation costs even more. At the end of the season, cash prizes are awarded to shooters with high results in each classification.

## **CLUBS AND LOCATIONS**

### **Waterloo County Revolver Association**

2278 Snyder's Road East  
Wilmot Township, Ontario  
N0B 2H0

### **Elmira District Rod & Gun Club**

6553 Reid Woods Drive  
Elmira, Ontario  
N3B 2Z6

### **Wentworth Shooting Sports Club**

1500 Stone Church Road East  
Hamilton, Ontario  
L8W 3V3

### **Range Burlington**

1540 King Road  
Burlington, Ontario  
L7P 5A5

### **Pioneer Sportmen Club**

211 Pioneer Tower Road  
Kitchener, Ontario  
N2P 2H8

### **Triggers & Bow**

340 Bishopsgate Road  
Burford, Ontario  
N0E 1A0