



Metacon Gun Club 106 Nod Road Simsbury, Ct. 06070

Indoor 22 Handgun & Rifle Falling Plate Matches

We will be running these matches indoors utilizing .22 rimfire ammo only.

2020-2021 Schedule

November 29th – Rimfire Rifle & Pistol

December 27th – Rimfire Rifle & Pistol

January 31st - Rimfire Rifle & Pistol

February 28th - Rimfire Rifle & Pistol

March 28th - Rimfire Rifle & Pistol

April 25th – Rimfire Rifle & Pistol

You will need to visit the Metacon Gun Club Falling Plates page for an explanation of how are matches will be run:

<http://www.metacongunclub.com/discipline/22-falling-plate-matches/>

REGISTRATION FOR THESE MATCHES IS ONLY DONE ON PRACTIScore. If you are already a member you need to log-in and if not you need to join and make an account

<https://practiscore.com/login>

Start time for first squad is 9:30 AM. Match fee is \$5.00 for everyone including Metacon members.

For more information:

Call Glenn at 860-508-5978 or E-mail at: gweldon59@gmail.com

Overview

Metacon Gun Club runs .22 handgun and rifle Falling Plate Matches during the winter months of November thru April on their indoor range.

Due to the pandemic, we are changing the format of the Metacon Gun Club Falling Plate Matches. This new format will allow easier social distancing inside the club. We will be moving to an all steel format similar to Hartford Gun Club. The stages will consist of 12-14 pieces of steel, with 4-5 stages. Scoring will be time plus penalties.

Registration

Registration will be done using Practiscore: <https://practiscore.com/login>

Registration will open a week before the match. Shooters will pick one of the three time slots to shoot in (9:30, 10:30, and 11:30) and choose what type of gun they will be using. **AT THIS TIME YOU WILL ONLY BE ABLE TO SIGN UP FOR ONE GUN.** If your squad is not filled, you MIGHT be allowed to shoot another gun.

Arriving at Metacon

When you arrive, check in and pay in the club house. Only then can you enter the shooting area. Only the current squad who registered for that time slot will be allowed in the shooting area, if you arrive early, you must stay in the clubhouse unless the range staff tell you may enter. There is no safe table, so all guns must remain bagged. Magazines may be loaded anywhere within the facility and at any time.

Match Procedure

The RO will describe the stage procedure to the current squad. He will then call each shooter to the line to shoot the stage. When all the shooters are finished, the staff will set up the next stage, and repeat the process until all stages are completed. Then the next squad will enter at the appropriate time.

When you are called to the line, the RO will give you the command to load and make ready. At this point, keeping the gun downrange, the shooter will prepare for the stage. When the shooter is ready, the command STANDBY will be given, and the RO will start the timer. At the beep, the shooter will knock down the plates per the described procedure. When the shooter is finished, he will unload and show the RO the gun is clear, at which point the gun will be bagged. The shooter's score will be the time it took to shoot down the plates, plus any penalties assessed.

Match Rules

- 1) The shooter may start with no more than 10 rounds in the gun.
- 2) Reloads may contain only 10 Rounds per magazine or speed loader.
- 3) The shooter may fire no more than 30 rounds.
- 4) Penalties will consist of:
 - 3 Seconds per plate left standing
 - 5 seconds for STOP plate left standing
 - 5 seconds for mistakes in following the procedure
 - 15 seconds for blatantly ignoring the procedure

Gun Types - .22 RIMFIRE ONLY

ISR - Iron Sighted Revolver

OSR - Optic Sighted Revolver

RFPI - Rimfire Pistol Iron

RFPO - Rimfire Pistol Optics

RFRI - Rimfire Rifle Iron

RFRO - Rimfire Rifle Optics

IMPORTANT

- 1) Masks are not required, but preferred. Social Distancing **MUST BE MAINTAINED!!**
- 2) Only competitors in the current squad are allowed in the shooting area, unless the RO allows others.
- 3) **NO TUBE FED RIFLES UNLESS THEY HAVE A LOADING GATE!!!**