

GREATER MILWAUKEE HANDGUN LEAGUE

**FIREARMS BROUGHT INTO WFTC MUST REMAIN
CASED OR HOLSTERED UNTIL YOU ARE AT THE
FIRING LINE AND AUTHORIZED TO HANDLE
FIREARMS BY THE RANGE SAFETY OFFICER**



WHAT WILL WE COVER:

- Introduction
- Targets
- Course of Fire
- Range commands
- Alibis
- Equipment
- Shooting Positions
- Handicap
- Teams



INTRODUCTION

GREATER MILWAUKEE HANDGUN LEAGUE (GMHL)

- NRA-style bulls-eye pistol shooting matches (not sanctioned)
 - NRA Precision Pistol Rules (see www.wifirearms.com for link)
- Matches are held on Mondays from 12pm-8pm at Wisconsin Firearms Training Center
 - Last Relay of the day starts at 7:30 PM
- Sign up closes week 3 BEFORE 6 PM
 - You'll have to shoot 3 relays!
- Cost is \$55 per handgun
- Shooters will shoot as Individual and in Teams
 - You can sign up for a Team. If not, we will assign.

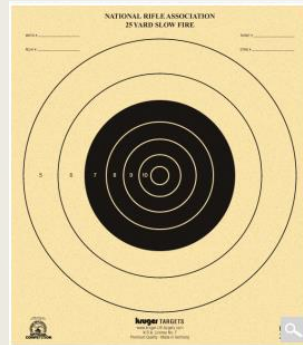
INTRODUCTION (CONTINUED)

- Rolling Handicap (3 week) will be maintained
 - Therefore, no winner scores first two weeks
 - Thereafter, e.g. during week 5, we will use scores for week 2/3/4 for handicap
- You CAN shoot ahead
- Relay consists of 30 rounds: **slow, timed, and rapid fire.**
- Shot at a distance of 25 yards
- Use any pistol of any (pistol) caliber that can hold a minimum of five (5) rounds.
- Pistol classes include:
 - Rimfire
 - Centerfire
 - Snubby (barrel is 3.5" or less, NO rim fire and NO optics)

TARGETS

(1) B-16 AND (2) B-8 PER RELAY

- NRA B-16
- Slow Fire
- Size: 10.5 " x 12"
- NRA B-8
- Timed and Rapid Fire Target
- Slow Fire SNUBBY
- Size 21" x 24"



THE COURSE OF FIRE

STAGE I - SLOW FIRE: 10 ROUNDS IN 10 MINUTES

- After sending the target downrange, when instructed by the RO, load five rounds
- Shoot the first string of Slow Fire.
- When you have shot the first five rounds, you will reload with five more rounds and shoot your second string.
 - The RO will not announce second string.
- Do not have to use full 10 minutes.
- Alibi's are not used during slow fire
- When finished; "Slides back, magazines removed, cylinders open, return your targets"
- You should have an unloaded gun resting on the bench, pointed downrange,
- After retrieving your target you will send a Timed Fire target downrange

THE COURSE OF FIRE

STAGE 2 - TIMED FIRE: TWO STRINGS OF 5 ROUNDS, 20 SECONDS PER STRING

- Two (2) strings of five (5) rounds each.
- **Stop** after you have shot the first string, remove the magazine, open slide or open the cylinder, set your gun down, with muzzle pointed downrange and wait for the command to reload for your second string
 - You may load the magazine or cylinder while waiting
- After each string is finished, the RO will ask if there are any “Alibis.” The range officer will acknowledge or confirm the alibi. If so it will be shot after the second string.
- After the second string and after the alibis (if any), the RO will give the command "Slides back, magazines out, cylinders open, return your targets".
- Retrieve your target and replace it with your Rapid Fire target, sending the Rapid Fire target downrange.
- Load magazines or cylinders so you will be ready for Rapid Fire

RANGE COMMANDS



- **RELAY NO.1, MATCH NO.** _ naming the match), **ON THE FIRING LINE.**
 - The competitors in that relay immediately take their assigned places at their firing points and prepare to fire but do not load.
- **THE PREPARATION PERIOD STARTS NOW**
- At the end of the 3 minute preparation period the Range Officer states:
- **THE PREPARATION PERIOD HAS ENDED**
- **THIS IS A STRING OF TIMED/RAPID FIRE, 5 SHOTS IN 10/20 SECONDS, WITH 5 ROUNDS, LOAD** or in slow fire events, which are scored after 10 shots, the command should be **“10 SHOTS SLOW FIRE, 10 SHOTS IN 10 MINUTES, LOAD.”**
- **“IS THE LINE READY?”**
- **“THE LINE IS READY.”**
- **“READY ON THE RIGHT. READY ON THE LEFT.”**
- **“READY ON THE FIRING LINE.”**
- In approximately 3 seconds BUZZER will sound: COMMENCE FIRING
- After time is over, BUZZER sounds again to indicate string is over. NO MORE SHOTS ALLOWED.
- **“CEASE FIRING”** is the command given by the Range Officer at the end of time limit for each string or at any other time all firing is to cease.

ALIBIS



- Equipment malfunctions preventing the shooter from finishing a **Timed or Rapid** fire string. Not Slow!
- In the event of a defective cartridge, disabled pistol, or malfunction, before a string is completed in timed or rapid fire,
- Only one Alibi is allowed for each relay.
- If an Alibi is encountered:
 - Maintain control of the firearm keeping the muzzle pointing downrange
 - Raise non-shooting hand signaling the Range Officer of a problem.
 - Do not attempt to clear the malfunction.
 - RO will give instructions to remove magazine, and whatever else is necessary.
 - RO will determine if the shooter is entitled to an Alibi due to a malfunction and allow/deny an alibi string.
 - If an Alibi string is to be shot, it will always be shot after the second string of the stage in which the Alibi occurred.
 - All shooters that did not have an Alibi should stand at ease after the second string.
- Alibi targets are scored by deducting the highest scoring holes from the target (the number shots deducted is equal to the number of shots fired during the string where the alibi occurred), so that a maximum ten holes are counted. In other words, your **BEST** shots don't count!!

SCORE SHEET EXAMPLES

WITH NOTES

WRITE NAME CLEARLY

ENTER SCORES IN DECREASING VALUE ORDER (X'S COUNT AS 10 when adding total)

S t a p l e	Name: <i>John Q. Public</i>	Date: 1/27	Week: 1	Class: B	Team: 2	Total	X							
	X Rimfire Slow	x	10	10	9	9	8	7	6	6	5	80	1	
		Time	x	x	x	9	9	9	8	7	7	6	85	3
	Centerfire Rapid	x	10	10	9	8	8	7	7	5	M	74	1	
		Total Score											240	5
	Snub Nose													
S t a p l e	Name: <i>John Q. Public</i>	Date: 1/27	Week: 2	Class: B	Team: 2	Total	X							
	X Rimfire Slow	x	10	9	9	8	8	7	6	6	5	78	1	
		Time	x	x	10	9	9	9	8	7	7	6	85	2
	Centerfire Rapid	10	10	10	9	8	8	7	7	5	M	74	0	
		Total Score											237	3
	Snub Nose													

Mark firearm classification

Enter X count here!

Enter X's with an "X" not as 10

Enter misses as "M" not "0"

Enter Current Date and intended week for score,
Class & Team will be assigned on Week 4 of the League



Don't Forget to Check your Math!

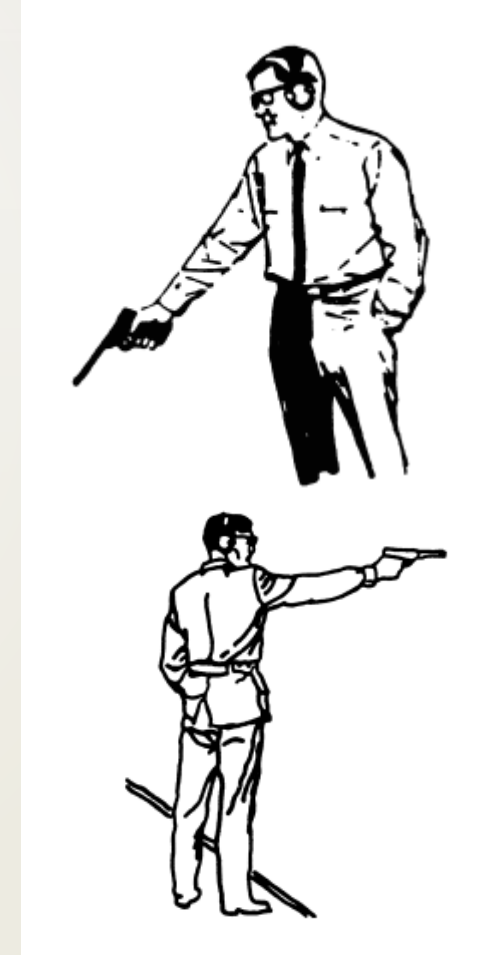
EQUIPMENT



- Hearing and Eye protection **MUST** be worn on the range **at all times** (no eating or drinking).
- Any semi-automatic handgun or revolver
- Any sights including Red Dots and Scopes but NOT lasers
 - Snubby Class: only iron sights
- Barrel Length not more than 10 inches (including cylinder)
 - Snubby Class: 3.5 inches or less NOT including cylinder (no exceptions)
- The grip, or any part of the firearm, may not be extended or constructed in any way which would give any support beyond the hand.
 - The wrist must remain absolutely free and visible when pistol is held in firing position
- Spotting scopes and shooting kits are allowed on firing line

SHOOTING POSITIONS

- Shooting is to be done **standing** using only **ONE HAND**
 - Snubby Class can be shot two-handed
- Non shooting hand cannot support the gun or help stabilize shooter
- Shooter cannot be leaning against any support
- Exceptions to the one-handed and/or standing shooting position will only be made for medical reasons



HANDICAP

- Handicap only applies to team scoring, similar to bowling which allows teams of different capability to compete.
- The handicap will be based on a three week rolling team average. Where the team with the highest average will be giving “points” to the team with the lower average.
- The intent is that if both teams shoot their average the result would be a tie.

TEAMS

- During the first three weeks teams will be formed.
- There will be team signup forms available at the range.
- Put names of the individuals who would like to shoot as a team on a team signup sheet.
- If you do not have a team, we will assign teams (or fill out teams needing additional members) after the third week.
- We will do our best to accommodate team requests
- Depending on the number of shooters within a pistol classification we may need to adjust team membership.