

**2018
WEST MICHIGAN
PISTOL LEAGUE RULES**



**EXECUTIVE BOARD
PRES - ERIC WEELDREYER
VICE PRES - KURT DOWD
SEC - DON WIETEN**

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I. Rules

- A. Current NRA rules apply.
- B. Clubs will provide themselves with a current NRA rule book.
- C. Team Captains will provide a copy of WMPL rules to each shooter.

II. WMPL Executive Board

- A. Approves all ranges and answers any league questions.

III. Shooting season

- A. Length – 1. Sixteen weeks divided into 4 quarters
- B. Starting date – 2. The first full week after Jan 1st

IV. League Affiliation

- A. To join. Teams must fill out a Team Affiliation form
- B. Information required:
 1. Captains name, address, & phone number.
 2. Co-Captain name, address, & phone number.
- C. Forms & Fees to be turned in by Dec 15th
- D. Affiliation forms will serve as Team Rosters

V. Fees

- A. Affiliation Fees
 1. Per Team (Max of 6 shooters) - \$20.00
 2. per individual Shooter - \$3.00
 3. Due by Dec 15th
- B. Match Fees –
 1. per individual - \$40.00 per season
 2. Junior Shooters will shoot for free.
 - a. A Jr is considered as a full time student who is under 21 yrs old on the first Friday of
January of the year they are shooting.
 3. due the first Friday of January
- C. Secretary's Fees are 15% of all Fees

VI. Course of Fire

- A. All firing will be at 50' with .22 cal. Pistols.
- B. Competitors will fire a 90 round aggregates.
 1. Match 1 20 Shots Slow Fire
 2. Match 2 National Match Course
 - a. 10 Shots Slow
 - b. 10 Shots Times Fire
 - c. 10 Shots Rapid Fire
 3. Match 3 – 20 Shots Timed Fire
 4. Match 4 - 20 Shots Rapid Fire
 5. Match 5 – The 90 Shot Aggregate.
- C. Time Limits
 1. Slow Fire – 10 Shots in 7 Minutes.
 2. Timed Fire – Fired in 5 shot strings, 20 Sec. ea.

3. Rapid Fire - Fired in 5 shot strings, 10 Sec. ea.

VI. Course of Fire (cont.)

D. Alibis

1. Current NRA Rules apply.
2. One refire during Slow Fire, Timed Fire, and Rapid Fire Matches. (For the NMC, one refire during Slow Fire stage, and one refire during combined Timed and Rapid Matches) NRA Rule 9.14C

VII. Classifications

A. Teams

1. NRA Classification system will be used (NRA Rule 19.12)
2. The top 4 shooters classification will be used to determine the team classification.
3. Teams will only be re-classified if 50% of their shooters change. They must notify the League Secretary in writing before the start of the season.

B. Individual

1. Based on 270 shots for new shooters
2. Based on last year average for returning shooters.
3. Returning shooters (3 years or less) will use old average.

C. Scores-	Individual	Team
Master 95% and Above	855 and Above	3420 and Above
Expert 90% to 94.99%	810 to 854.99	3240 to 3419.99
Sharp S. 85% to 89.99%	765 to 809.99	3060 to 3239.99
Marksmen Below 85%	Below 764.99	Below 3059.99

VIII. Targets

- A. Official NRA Targets will be used.
 1. Slow Fire – B 2 Target
 2. Timed and Rapid Fire – B 3 Target.
- B. Host team will provide targets for visiting teams.
- C. Targets will be marked on the front with:
 1. Competitors name.
 2. Match number.
 3. Target number.
- D. Competitor may retain their targets while firing the match. They can turn in the entire set, in one group, for scoring.

IX. Scoring

A. Targets

1. Will be done in a separate area by two members of each team.
2. The first person scoring a target will not be allowed to use a scoring plug. Overlays may be used.
3. The second person may use a scoring plug, both scores must agree to the shot value before the plug is removed.
4. If there is a dispute, team captains will appoint one person

from each team to settle the dispute that night.

5. Overlays may be used to find doubles, plugs cannot be used.

6. The host team will supply overlays and plugs.

B. Teams

1. The four highest 900 Aggregates, fired each night, will make up a team score.

2. Two shooters must fire in the scheduled match for team scores to count.

C. Shooter Absent

1. If a team misses a match, the team can use his or her average to calculate the team score for that night.

a. The team will not need to calculate the actual score, the League Secretary will do this based on the shooters current average.

2. A Team can use a shooters average 4 times in a year If the team elects NOT to use a shooters average to calculate the team score (to save one the three changes for later use) They should mark the score sheet accordingly. Otherwise the Secretary will automatically use the averages of absent shooters.

X. Score Sheets

A. Score sheets with TEAM NAME and DATE will be provided

1. Teams will provide an extra copy for their records

B. THEY MUST BE NEAT AND LEGIBLE.

C. Shooters names will remain in the same order all year.

D. Responsibility of each Team to assure that the sheets are correct the night of the Match.

E. Must be signed by Team Captains from both Teams.

F. Once signed, the scores will be entered into the League Records.

As is you are signing for the Match Scores not the totals.

The Computer Program will calculate the totals.

G. Deadline for sending the Score Sheets to the League Secretary

1. Must be postmarked by the following Monday or arrive by the next Friday.

H. Late or illegible score sheets.

1. Will not be accepted

2. A score of Zero will be entered in the Team standings.

I. Both score sheets will be mailed by the home Team copies for your records are your responsibility.

XI. Clubs and Teams

A. Clubs

1. Shooter must be a member of the club represented.

2. Clubs fielding more than one team may arrange them as they see fit.

3. May enter any number of teams, as long as there are ranges to support them.

B. Teams

1. Consist of not more than 6, or less than 4 shooters.

2. Must belong to a club with a range.

3. Host (Home) Team . Will provide, range officers, target scoring plugs and overlays.
4. Visiting will pay range/target fees required by other clubs.

XII. Matches

A. Match Nights

1. Matches are scheduled by the League Secretary

B. Start times

1. Matches start at 8:00 pm
2. Double Matches
 - a. The first Team starts at 7:00 pm
 - b. The next 2 Teams start at 8:30 pm
 - c. Times may be changed by arrangements with the Team Captains.
3. Two shooters from the opposing Teams must be present before Firing begins.

C. Forfeits

1. Except in the case of severe weather a Team forfeits if
 - a. They don't show up for scheduled Match (unless the opposing Team is notified)
 - b. If they cannot field 2 shooters
2. Out of courtesy a Team must wait one hour for the opposing Team to arrive before firing their Match, the exception being a known Forfeit.
3. Teams that Forfeit receive zero points in the Team standings for that match.

D. Make-ups

1. Make-up Matches will be set up by Team Captains with the approval of the League Secretary.
2. Matches must be made up in the quarter that they are missed (week 4,8,12,16) it must be made up within one week and the score must be faxed, E-Mailed, or phoned in to the League Secretary that night.

E. Team standings will be determined by a point system.

1. Teams will be put into Classes determined by your last year's average.
2. Points will be based on Team score each night
 - a. first place 10 points, second place 9 points, third place 8 points and so on...
 - b. Forfeits will receive zero points for that week.

F. Chair Rule

1. Disabled Shooters may use a chair in line with NRA Rules. Shooter may not be supported at arms or back.

G. Elections

1. Board members will be elected to a 3 year Terms starting 2017 President 3 years, Vice-President 2 years, Secretary one year.
2. The shortest officer holder will be elected in 2018 and the years following.

XIV. Banquet

A. Dinner Tickets

All Shooter and Guest Tickets must be purchased in Advance
(TICKETS SOLD AT DOOR are \$2 More)

B. Awards

1 League Champion

- a. One Trophy for the League Champion and a Cup
- b. one Trophy for the Woman Champion and a Cup
- c. Trophy's are the property of WMPL and will be engraved with the winners name and average.
- d. The Champions will retain these for one year.
They do keep their cups.
- e. The Champions will be ineligible for other Awards, except for the Most Improved

2. Teams

- a. The winning Team Trophy will be the property of the League and is considered a Traveling Trophy and must be returned each year for the next winner.
- b. There will be an award for the Teams with an extra for your club, in both first and second place.

3. Individual

- a. To be eligible a Shooter must Shoot 75% of Matches
 1. Matches must be Head to Head competition.
- b. One place for each 6 Shooters
 1. 1 to 6 Shooters first place
 2. 7 to 12 Shooter second place. (and so on)
- c. There will be a Class Award for
 1. High Slow Fire (Match #1)
 2. High NMC (Match #2)
 3. High Timed Fire (Match #3)
 4. High Rapid Fire (Match #4)
 5. High 900 Agg (Match #5)
 6. High 900 Avg
 7. One most improved in each Class.
- d. Ties will broken by X count, then Average
- e. Shooters that win multiple events, Will receive one Award engraved with the Events Won

D. Door Prizes

Door Prize tickets will be handed out at the Door
and all Shooters must be present to win.