

“.22 Rimfire Metallic Silhouette” Matches (for *rifles*)

Location and Schedule: “.22 Rimfire Metallic Silhouette” matches (for *rifles*) are held at the “Covered Rifle Range.” The Silhouette match **SCHEDULE** is on the Club website (see the “Club Calendar” tab) and also is posted at the “Covered Rifle Range.” “Reminders” are sent out (usually about a week before each match) and “scores” are sent out (usually within a week after each match). If you want to receive “reminders” and “scores,” send us your e-mail address.

PLEASE NOTE: There are many sites on the Internet that feature information about .22 rimfire “metallic silhouette” shooting. Take a look at them. However, our Silhouette matches are not intensely “competitive” and we do them because they are fun. Nevertheless, we do have a few “rules” and “restrictions” (ammo that can be used, scope magnification power, permissible shooting rests, *etc.*) and those “rules” and “restrictions” have changed over the years as we’ve tried to accommodate shooters of all ages, genders, abilities (or disabilities), *etc.*

Entry Fee: The “**entry fee**” to shoot in one of our rifle Silhouette matches is **\$7.00**.

Registration and Timing: Registration for the rifle Silhouette match begins *after* we’ve set up the “**Course-of-Fire**” (generally around **8:30 AM**). Actual shooting usually starts around **9:00 AM** and we usually finish shooting around 12:30 PM.

Setting up and taking down the “Course-of-Fire”: Many silhouette shooters arrive at the Covered Rifle Range around **7:30 AM** to help set up the “Course-of-Fire.” Also, many silhouette shooters hang around after the match is over to help take down our stuff and put it away in the storage shed. Your help with those activities would be ***greatly appreciated*** by all of us because a group effort makes it much easier on all of us ... as well as faster, so that we can start shooting as soon as we can, enjoy the “Silhouette” shooting experience, and finish the match as soon as we can in order to make the “Covered Rifle Range” available to other members of the Club.

Shooting “Partners”: Silhouette participants shoot with a “**partner**” (*i.e.* a “**shooter**” and a “**spotter**” are paired up) and partners take turns shooting, and spotting for each other. We make adjustments in the “partners” until we get all Silhouette participants paired up with a “partner.” You are welcome to come alone to our Silhouette matches ... we’ll pair you up with a “partner.”

Scoring: Each participant will shoot a total of **40 “scoring shots”** at 40 (total) silhouettes of animals that are made of steel. The challenge is to knock down as many animals as you can. Because of their different distances, sizes, and shapes (among other factors), some animals are more difficult to knock down than other animals.

The 40 “scoring shots” are divided up as follows:

- Ten (10) “**chickens**” (*approx.* 2" x 4") at **50 yards**;
- Ten (10) “**pigs**” (*approx.* 4" x 8") at **100 yards**;
- Ten (10) “**turkeys**” (*approx.* 4 ½" x 6 ½") at **150 yards**; and
- Ten (10) “**rams**” (*approx.* 5" x 12") at 200 (actually about **183**) yards.

Choice of four different “Classes” to shoot in: There are 4 different “Classes” for our rifle Silhouette matches and they are: (1) “**Open**” Class; (2) “**Hunter**” Class; (3) “**Hunter-Benchrest**” Class; and (4) “**Iron Sights**” Class. The “Classes” have slightly different “restrictions” (e.g., *high* velocity versus *standard* velocity .22 rimfire ammo, *etc.*). A “SUMMARY” of those differences is available.

“Shooting positions”: Shooting positions for the “Open” and the “Hunter” classes are prone for the pigs, turkeys and rams, and standing / “off-hand” (no slings) for the chickens. Shooting positions for the “Hunter-Benchrest” and the “Iron Sights” classes are “off-the-bench” for the pigs, turkeys and rams, but look below at **“Fronts shooting rests, bags, bipods, cross sticks, etc.** for information about shooting chickens in the “Hunter-Benchrest” and “Iron Sights” Classes.

Fronts shooting rests, bags, bipods, cross sticks, etc.:

- For *all* shooting positions (including “off-the-bench”), the butt of your rifle stock must be “shouldered.” No *rear* bag or rest.
- For *all* shooting positions, *front* shooting rests, bags, bipods, cross-sticks, *etc.* are permitted when shooting pigs, turkeys and rams.
- As noted above, in the “Open” and “Hunter” classes, chickens are shot standing / “off-hand” (no slings). In the “Hunter-Benchrest” and “Iron Sight” classes, chickens are shot either: (1) “off-the-bench” ***without*** a ***front*** rest (rifle supported only by your hands, arms and elbows resting on the bench); ***or*** (2) from a “standing position” [may use a monopod “shooting stick.”]

Equipment (in general):

- **Rifle:** Most .22 rimfire rifles are reasonably accurate and many action types [bolt, auto-loading (*e.g.*, Ruger 10/22), single shot, and even a lever actions], have been used in our “Silhouette” matches. Grab your old “plinker” out of your closet and bring it to the range to shoot!!!
- **Ammo:** .22 rimfire ***standard*** or ***high*** velocity. No .22 magnum or hypervelocity ammo because they damage the metal animal targets.
- **Sights:** Although we have some “iron-sight” shooters, most shooters use a scope. It would be prudent to have a scope with MOA or MRAD adjustable turrets (elevation and windage) with index markings on the turrets. [Some of these scopes are not as expensive as many people think!] For a .22 rimfire rifle using standard velocity ammo zeroed in at 50 yards (*i.e.*, the chickens), the “bullet drop” at 100 yards (the pigs) is about 8 inches; the “bullet drop” at 150 yards (the turkeys) is about 25 inches (over 2 feet!!!); and the “bullet drop” at 200 yards (the rams are actually set up at approximately 183 yards) is about 55 inches (almost 5 feet!!!). Without adjustable turrets with index markings where you can keep a record of your sight settings, repeating your sight settings (or “counting clicks”) for the different yardages could be challenging!!!
- **Shooting mat:** Unless you enjoy lying down on bare concrete, you should have a shooting mat for when you are shooting in the prone position. If you don’t have a shooting mat, generally we’ll have extra ones that you and your “partner” can use.
- **Spotting scope:** .22 caliber bullet holes are hard for many of us to see, especially at 183 (or even at 150) yards. As *noted above*, when you are the shooter, your “partner” will be your “spotter.” If you don’t have a decent spotting scope, we’ll try to pair you up with a “partner” who has one.

PLEASE NOTE: If you want to try one of our rifle Silhouette matches, but don’t have some (or any) of the equipment (including the rifle), e-mail or call us. We’ll find a way to give you the opportunity to shoot.

Sighting in and shooting “for score”:

- Prior to the commencement of shooting at the animals “for score,” we have a general “**sight-in period**” (at paper targets) for about 10-15 minutes. During the “sight-in period,” you (and your “partner”) may shoot as many “**sighting**” shots (so you’ll need more ammo than just the 40 rounds you’ll need for your “scoring” shots) as you would like in order to get

your proper sight settings for the different yardages and the particular conditions (wind, temperature, humidity, *etc.*) that day.

- After the “sight-in period,” we take a short break so everyone can get into their respective shooting positions (prone, off-hand, bench, *etc.*). When the “line” is “ready” and the Range Officer gives the command that you may “commence fire,” you (as the *shooter*) will have a ***total of ten (10) minutes*** to shoot 10 of the animals (*i.e.*, chickens, pigs, turkeys, or rams, as the case may be) assigned to you and your “partner.” After you and your partner each have taken your turn shooting at 10 of those animals, you and your “partner” will then rotate to your next set of animals. [4 sets of 10 animals for each shooter = 40 total “scoring” shots per shooter.]
- After firing is complete [or the ***ten (10)-minute*** time limit has expired], we will “cease fire,” make our rifles safe, and then go downrange to reset and paint the silhouette targets, *etc.* to make them ready for the next pair of “partners” (*i.e.*, shooter and spotter) in the rotation.

“Hits” and “Misses.”

- A “hit” is a bullet impact that *knocks down* a metal animal target. *Usually*, the animal is knocked off of the rail and falls to the ground.
 - If an animal is knocked over *onto its side*, but stays on the rail and doesn’t fall to the ground, that still counts as a “hit.”
 - If a bullet impact hits a “ram,” but the “ram” is prevented from falling to the ground because it is leaning against the target backboard, that still counts as a “hit.”
- If a bullet impact only “spins” an animal, but the animal remains *standing* on the rail, that animal is *not* “knocked down,” and that counts as a “miss.”
- If you miss an animal, leave that animal standing, and shoot at the next animal in the sequence.
- If you knock down an animal “out-of-sequence,” that counts as a “miss.”

Additional information: Please feel free to contact either of us at any time if you have any questions, suggestions or other comments ... and send us your e-mail address!!!

Hope to see you at the range.

Jim Escovitz
jim.escovitz69@gmail.com
(412) 389-7086 (cell phone)

Rich Mysliwczyk
Rich.Mysliwczyk@flir.com
(412) 527-1448 (cell phone)