

“.22 Rimfire Metallic Silhouette” Matches

Location and Schedule: “.22 Rimfire Metallic Silhouette” matches are held at the “**Covered Rifle Range.**” The Silhouette match **SCHEDULE** is on the Club website (see the “Club Calendar”) 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: Our Silhouette matches are not intensely “competitive.” We do them because they are fun. There are many sites on the Internet that feature information about .22 rimfire metallic silhouette shooting. Take a look at them.

Entry Fee: The “**entry fee**” to participate in one of our Silhouette matches is **Five Dollars (\$5.00).**

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 may be 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.

“Classes” and “Shooting Positions”: There are four (4) “Classes” for our Silhouette matches and they are: (1) “**Open**” Class; (2) “**Hunter**” Class; (3) “**Hunter-Benchrest**” Class; and (4) “**Iron Sights**” Class. You are the one who decides which “Class” you want to shoot in and you don’t have to shoot in the same Class at every Silhouette match. “**Shooting positions**” for the “Open” and the “Hunter” classes are prone for the pigs, turkeys and rams and “off-hand” (no slings) for the chickens. Shooting positions for the “Hunter-Benchrest” and the “Iron Sights” classes are “off-the-bench,” but the chickens (at 50 yards) used in the “Hunter-Benchrest” and “Iron Sights” classes are smaller than the chickens used in the “Open” and the “Hunter” classes. As *noted below*, for all shooting positions, the butt of your rifle stock must be “shouldered” (no *rear* shooting bag or rest).

Registration and Timing: Registration for the Silhouette match begins *after* we’ve completed (generally around **8:30 AM**) setting up the “**Course of Fire.**” Actual shooting starts around **9:00 AM**. We try to finish shooting no later than 12:30 PM and finish taking down the “Course of Fire” no later than 1:00 PM (*see below*).

Setting up and taking down the metal animal silhouettes: Many of us arrive at the Covered Rifle Range around **7:30 AM** to begin setting up the “Course of Fire” (*i.e.*, setting up the rails and

backboards at the different yardages, setting up and painting the various silhouetted animals, *etc.*). Many of us hang around after the match to take down our stuff and put it away in the storage shed. Your participation in those activities (*i.e.*, setting up and taking down) 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, so that we can make the “Covered Rifle Range” available in a timely manner to other members of the Club.

Equipment: As far as equipment is concerned:

- **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.
- **Ammo:** .22 rimfire ***standard*** or ***high*** velocity. No .22 magnum or hypervelocity ammo because they damage the metal silhouette targets.
- **Optics:** 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 sighted in at 50 yards (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 and within the 10-minute time limit to shoot 10 animals (*see below*) could be problematic.
- **Bipod, cross sticks, shooting bags, rests; etc.:** For all shooting positions (and as *described above*), the butt of your rifle stock must be “shouldered.” No *rear* bag or rest. Bipods, cross-sticks, front shooting bags, and rests are usable for the prone position in “Open” and “Hunter” classes, as well as for the “off-the-bench” position for the “Hunter-Benchrest” and “Iron Sight” classes.
- **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 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 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 your “score,” we have a general “**sight-in period**” (at paper targets) for about 10-15 minutes. 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, as long as you (and your “partner”) finish sighting in your rifles before the “sight-in period” expires.

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 the 10 animals (*i.e.*, chickens, pigs, turkeys, or rams, as the case may be) assigned to you and your “partner” (as your *spotter*). After you and your partner each have taken your turn shooting (and spotting) the animals assigned to you and your partner (*i.e.*, chickens, pigs, turkeys, or rams, as the case may be), 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.]

If you **miss** an animal, you leave that animal **standing**, and then **skip** to the next animal in the sequence for your next shot. For example, you knock down pig #1, then pig #2, but miss pig #3. At that point, you don’t shoot again at pig #3. You leave pig #3 standing, and shoot at pig #4. This is just like the 100-Yard “Plate” Shoot ... if you miss a “plate” ... you leave that “plate” standing and move on to the next “plate.” Furthermore, if you shoot an animal **out of order** (*e.g.*, you shoot at pig #6 but knock down pig #7), that counts as a “miss.”

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.

PLEASE NOTE: Over the years, our “Silhouette” matches have evolved. For example, the “Classes,” the “time limits,” the ammo that is usable, *etc.*, have changed and they may change again in the future. Just say’n that the foregoing description of our Silhouette matches is not a set of strict “rules” that are “etched in stone.”

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)