

HRGC Bowling Pin Shoots – Page 1

- Q: Date/Time?
 - A: Check club calendar at www.HamiltonRG.org to be sure but they are currently held the 2nd Wednesday of each month, from 8pm-10pm. The range is CLOSED to normal activity during pin shoots.
- Q: Who can attend?
 - A: Members and Non-members. New and seasoned shooters. Kids are welcome to compete but must be supervised on the firing line. Safe and proper gun handling and range etiquette is required or you will not be allowed to shoot.
 - If you plan to attend one of the pin shoots, please send an email to the Pistol Chairman: stevenmt77@hotmail.com, **before 5PM, on the day of the shoot** so he can prepare for the shoot.
 - **If no one emails, then the shoot will be cancelled.** (Sometimes holidays and weather make it hard for people to attend and we like to know if anyone is coming).
 - An HRG Announce will be made if the shoot is cancelled.
- Q: Cost?
 - A: \$5.00 per person for the shoot. The funds go towards buying new pins and general range upkeep/improvements.
- Q: What firearms can I bring?
 - A: Any handgun caliber pistol, revolver and/or rifle/carbine (Usual calibers are from 22LR to 45ACP)

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- Q: What is the basic format?
 - A:
 - We shoot outside so dress appropriately.
 - There are three (3) pin tables set up. Left and Right pin tables have 5 – 8 pins (depending on the competitors firearms). Center table has 1 pin.
 - Two shooters compete at the same time. When the command to fire is given, each shooter tries to knock over all 5-8 pins on their table first and then knock over the 1 pin on the center table to win.
 - Per request of the competitors, the format may be revised slightly during each shoot to make it more fun. (i.e. two shooters per table, more pins, two-gun competition, long distance pins, etc)
- Q: How much ammo will I need?
 - A:
 - Since ammunition is hard to find these days, the pin shoots are designed to minimize the ammo needed but maximize the fun.
 - For each time you shoot at the pins you will need two(2) magazines or speedloaders loaded with 5-8 bullets each, corresponding to the number of pins on the table.
 - If you knock down each pin with one bullet you still have to perform a reload to be able to shoot the last pin on the center table to win. If you haven't knocked down all your pins with your first magazine then you reload and keep trying.
 - If after using both magazines both shooters fail to “clear” their table of 5-8 pins then the shooter who has knocked down the most pins wins.

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- Typical Range Setup:

