# RIMFIRE ACTION TACTICAL SHOOTERS

## Quick start guide to our events

Steel action shooting with .22 rifles and pistols is what we are about. Targets that ring and move are the heart of our event.

### Basic equipment needed:

Most any .22 rimfire rifle and pistol are perfect for this event. Optics, iron sights and most firearm configurations compete together. This is done by making the shooting diverse enough to keep the shooters honest no matter the level of equipment.

#### **Divisions:**

Shooters must have safe firearms, extra magazines/speedloaders, eye and ear protection.

<u>Single action division</u> – Any firearms that would resemble a "cowboy gun "in .22 LR rifle and pistol must hold 10 rounds. 2 single action revolvers with 5 rounds in each may be used. (No semi-auto or bolt action firearms)

<u>Practical Division</u> – Any .22 rifle and pistol safe to use that can hold 10 rounds in each firearm. No reloading in practical division.

<u>Tactical Division</u> – Any .22 rifle and pistol safe to use that holds a minimum of 10 rounds. Reloading during the stage is expected, magazines of larger capacity are generally required

Shooters may only enter 2 divisions maximum.

# Scoring:

Misses = 5 second penalty, procedure penalty =10 seconds. Example: if you have a stage time of 12 seconds, 2 misses and procedure penalty your total time would be 32 seconds. Hits anywhere on the steel counts as a hit, knockdown targets must fall over. Hits are spotted visually on the steel. Benefit of doubt always goes to the shooter.

Shooting is done from fixed postions and moving. Targets are anywhere from 2 inches to 15 inches large and are placed anywhere from 5 to 25 yards from the shooter.

Our events are generally 3 to 5 stages and don't require more than 200 rounds if the shooter enters the maxium of 2 divisions.

For more details please contact us on Facebook on the Rimfire Action Tactical Shooters page.

You can also e-mail

John Darrigan at jjdarrigan@msn.com for more details.