



Monday Night Shooting League  
Competition Rules  
January 01 2023

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# **REMEMBER THE 4 LAWS OF FIREARMS SAFETY**

1. Treat all firearms as if they are ALWAYS loaded.
2. Never point your firearm at anything you are not willing to destroy.
3. Be sure of your target and what is behind it.
4. Keep your finger off the trigger and **OUT OF THE TRIGGER GUARD** until your sights are on the target.

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# INTRODUCTION

For the most up to date information see the website: <http://mnsi.info>

The league is open year round, with multiple "sessions" each year. Each session consists of 12 weeks of shooting (10 regular and 2 "make up" weeks) followed by a banquet 13 weeks total. These 13 weeks will typically last more than 13 calendar weeks due to holidays, occasional range closures, and rare cases when the league staff are all unavailable. Normally, there is also a single monday night off between each session. MNSL shoots at Reed's Indoor Range in Santa Clara.

**The Schedule, including NO Shoot days, banquet days, start times, and other details are kept up to date on the [website calendar](#).** In addition, changes are announced on our google group mailing list. Signups for the mailing list are available on the web site. The mailing list is moderated and low volume. Email addresses are not used for any other purpose.

## SKILL LEVEL

Monday Night Shooting League is open to shooters of (almost) all skill levels. Safe gun handling skills are the primary prerequisite to begin shooting with us. The ability to keep all of your shots away from the shooting bench, walls, ceilings, target hangers and other shooters targets (at distances up to 25 yards) is critical. If in doubt see the [NEW SHOOTER ORIENTATION](#) section for an overview of the skills you will be required to demonstrate prior to participating in MNSL.

We want to see you improve each week. While we do not offer instruction, MNSL shooters and staff are happy to share our shooting experience. Reeds also offers a number of shooting classes.

## NEW SHOOTERS

New shooters can join at any point during a session, it is not necessary to wait for the beginning of a session to join. New shooter orientation begins 30 mins after the start time. Check with the website calendar for start times. New shooters should plan to arrive a little early as MNSL tends to be fairly busy early in the night. New shooters must register with Reeds (if they have never done so before). It is possible to shoot the same night after completing the new shooter orientation. For details of what is expected of a new shooter and the required skills needed, see the [NEW SHOOTER ORIENTATION](#).

## ATTENDANCE

It is not necessary to attend each of the 10 regular shooting weeks. The league is designed to allow shooters to "shoot ahead" or "make up" for any missed weeks. In extreme cases, it is possible to shoot enough over the course of a few weeks to earn an "official" average score that applies towards earning a medal and a raffle ticket. The raffle is held during the banquet at the end of each session.

Furthermore, shooting multiple times each night makes it possible to earn multiple official average scores. That gives the shooter the opportunity to improve their score (and chance to earn a medal) or to shoot in different event/division/caliber combinations. See [APPENDIX A1 - SCORING](#).

Please note that during times of high demand there may be a delay before an open relay is available. While waiting you can stay and chat, observe the other relays or shop at Reeds. When waiting for a relay, you should pay attention to the status monitor and listen for the chime that signals the start of each new relay.

## EQUIPMENT

**Eye and ear protection** are always required on the range.

Any pistol caliber handgun that holds at least six rounds. (See Appendix A0.). For semi-auto pistols, a minimum of one magazine is required (two for the Tyro event). More magazines (up to 8 total) can be used to reduce the amount of time spent filling magazines between strings. A total of 48 rounds are required for each relay (with some exceptions for special divisions). The current price structure requires signing up for a minimum of 2 relays each week.

Ammunition is available for purchase from Reeds. Firearms, eye and ear protection may be rented or purchased from Reeds as well. Please research Reeds rental rules and note that **MNSL does not “vouch” for the renting of firearms.**

For full details see [APPENDIX A0 - DIVISIONS and EQUIPMENT](#).

# GENERAL PROCEDURES

1. MNSL operates a “cold range”. **Do not handle your firearm until instructed to do so.**
2. If you have not registered with Reed’s Indoor Range, you must check-in at the front (rental) counter. Your identification and release waiver must be on file with Reed’s prior to participating with MNSL. If you have already registered with Reeds or after you have finished registering, you may proceed to the classroom (the open door on the left between the rental counter and the range).
3. Registration, paying of fees, and assignment to your shooting relay are all handled at the MNSL desk, located in the classroom.
4. After registration, get the appropriate targets, affix them to the appropriate backers and be sure to mark them with your name, date, division, and caliber. See the section below [COURSES OF FIRE](#) for more information on targets and how to prepare them.
5. Please be prepared to enter the range with your relay, and keep track of when your relay is called to shoot.
6. When you enter the range, head to the correct shooting bay. If not sure which bay we are using, ask the registration staffer. You may choose any shooting lane which is available. NOTE that all 10 lanes are used for PPC events while the middle 6 lanes are used for Tyro.
7. When you enter your shooting lane, **do not handle your firearm.** You may place your shooting bag and other accessories on the bench or on the floor.
8. If you want to leave your equipment on the range for storage purposes when you are not in the current relay, place it against the rear wall, out of the way of other shooters and the range staff.
9. After completing your relay, please clean up any spent brass that may be on the bench top or the floor of your shooting lane. Brass may be recovered. Please ask before collecting other shooters brass.
10. If you are not shooting in the next relay, take your target back to the classroom and place it standing up against the scoring table. Offering to take targets for other shooters who are participating in the next relay is always appreciated. If you are shooting in the next relay, either return your target to the classroom or ask another shooter to return it for you.
11. Patiently wait for your scores to be posted on the TV monitor. Scores are processed in order and take time to be evaluated. If you would like to observe while your target is scored, please ask your scorer if it is OK. If you don’t want to wait to see your score, scores will be available on the website the same night (or shortly thereafter). **Make sure you know your shooter number as names are not displayed on the website to maintain privacy.**
12. Please feel free to stay and chat even if you are not waiting to shoot in another relay.

# **RANGE COMMANDS**

Listen! **Wait for the command(s)** to handle your firearm. If at any time before, during, or after the relay you have a problem, question, or concern, contact a range officer - Keep your firearm pointed down range and raise your supporting hand and get the range officers attention. The range officers are there to maintain a safe environment. The range officers can answer most questions and give some guidance, but are not for instruction.

1. **“With an unloaded firearm, you may take a sight picture and dry fire.”**
  - This command permits you to handle your firearm, work the actions, take a sight picture, and dry fire prior to shooting. This command does not give you permission to load the firearm!
2. **“Make ready.”**
  - You may now load your firearm and prepare to shoot. Once you have loaded your firearm, come to the low ready position, with your finger off the trigger and out of the trigger guard.
3. **“Are the shooters ready?”**
  - This command is a question. If you are not ready, raise your support hand and a Range Officer will assist you. Wait for the next command.
4. **“Standby.”**
  - Shortly after this command is given, an audible sound will signal you to commence firing, and another audible sound will signal you to stop.
5. **<Start buzzer>**
  - The buzzer at the start of a string of fire. When you hear this buzzer you may commence fire for the string.
6. **<Stop buzzer>**
  - The buzzer at the end of the string of fire. If you are not finished with the course of fire, stop firing, and get the attention of the Range Officer by raising your support hand.
  - **Do NOT continue shooting after the Stop Buzzer.**
  - **If extra time is required, keep your firearm pointed safely down range and raise your support hand to request extra time.**
7. **“Line is still hot, you may continue.”**
  - This command allows shooters to take extra time if needed.
  - Shooters who were unable to finish within the time period may continue after this command.
8. **“Shooters, if you are finished, unload your firearm, verify an unloaded firearm, bag your firearm, and bring your targets in for scoring.”**
  - This command is given when the relay is over. Release (drop) your magazine or open your cylinder, clear the action or cylinder, visually and physically check for any live ammunition in the chamber(s). Remember to keep the muzzle pointed down-range and keep your finger off the trigger and out of the trigger guard. It is your responsibility to ensure that your firearm is empty (safe). You may now put away your firearm and accessories, remove your target, and leave the shooting area. Bring your target into the classroom to be scored.
9. **“Stop!”**
  - This command can be given at any time, emergency or non- emergency. The command means exactly what it says – **STOP! Stop all shooting, finger off the trigger and out of the trigger guard, muzzle pointed down-range, and await further instructions. Do not do anything else until instructed to do so.**

# SAFETY RULES

## REMEMBER THE 4 LAWS OF FIREARMS SAFETY

1. Treat all firearms as if they are ALWAYS loaded.
2. Never point your firearm at anything you are not willing to destroy.
3. Be sure of your target and what is behind it.
4. Keep your finger off the trigger and **OUT OF THE TRIGGER GUARD** until your sights are on the target.

## GENERAL

1. Unless otherwise specified Reed's Indoor range rules shall be followed.
2. Prior to participating in MNSL, shooters are required to watch a safety video and demonstrate safe handgun handling to a Range Officer (RO) at the safe table (See [NEW SHOOTER ORIENTATION](#)).
3. MNSL operates a "cold range".
4. Shooters shall follow the range commands.
5. **Handling of firearms is prohibited** unless under the direct supervision of MNSL staff.
6. Handling of ammunition, dummy rounds, or brass is not allowed in the classroom.
7. **You are expected to have a thorough understanding of the functions and features of the firearm** you intend to use for the league. Including:
  - a. Ensuring the firearm and ammunition are functional.
  - b. Key safety mechanisms are operational.
  - c. The firearm and ammunition are compatible.
8. Steel cased, aluminum cased, or any steel cored ammunition is specifically not allowed.
9. Tyro shall not be shot from lanes 1, 10, 11, or 20 (the outer 2 lanes of either half of the range).
  - a. Shooting tyro from lanes 2, 9, 12, or 19 shall be allowed under special conditions where there are greater than 6 tyro shooters on a relay OR if any of the 6 central lanes are down for maintenance.
10. Demonstration of advanced firearm handling skills shall be demonstrated while shooting PPC multiple times prior to shooting advanced events or techniques. Including but not limited to:
  - a. 1 handed
  - b. Tyro event
  - c. Rifle event



## **RANGE**

1. On the range, **WAIT until instructed by the Range Officer to uncase and handle your firearm.**
2. While on the range during an active relay you must not block the Range Officers view of the shooters. If you can not pass behind the Range Officer, wait for permission before walking in front of them..
3. **You may uncase or handle your firearm ONLY ON THE BENCH.** If you are not in the booth, return to the bench and ensure the firearm is pointed down-range before handling it.
4. **Keep the muzzle of your firearm pointed down-range at all times,** while you are in the shooting booth, whether it is loaded or not, even when storing it.
5. You may load magazines or speed loaders anytime you are on the range.
6. A **Maximum of 6 rounds** may be loaded in a magazine at a time.
7. **Do not load your firearm until the Range Officer gives you the command (“Make Ready”)**
  - a. Between strings of fire, do not reload your firearm with a fresh magazine or ammunition until you hear the command **“Make ready”**.
8. Keep the safeties activated, whenever your firearm is loaded and you are not actively engaging a target and/or between strings of fire (e.g. during the Tyro event between the three two round strings).
9. **NEVER place a loaded firearm on the bench** – if you want to put the firearm down, “make safe”, keep the slide locked back (or the cylinder open). This is especially true when dealing with malfunctions or reloading. If the slide will not lock back, a chamber flag is advised.
10. **Do not shoot the ceiling, walls, or side barriers.** Bullets and fragments can ricochet back at anyone on the range, as well as destroy equipment.
11. If you are in a situation where you are not sure of what to do, seek the assistance of a Range Officer. Ask, or simply raise your supporting hand and wait for assistance, keeping your firearm pointed down-range. Don’t assume anything and always act as safely as possible.
12. **TAKE YOUR TIME. DO NOT RUSH.** The Range Officers and staff want to make sure you complete your tasks safely, but without unneeded delay. Don’t be afraid to ask for more time if you need it.
13. Holsters may **not** be used.
14. Magazine or speed loader holders may be used.
15. Shooting position is defined as standing, unsupported. Shooters shall not lean on the bench or side walls for support.

## **SAFE TABLE**

A safe table shall be designated within the classroom for the purpose of safe firearm handling demonstration, fixing a broken firearm, and firearm inspection.

1. Use of the safe table must be requested and approved by the MNSL staff.
2. Handling of firearms at the safe table shall be under the supervision of the MSNL staff.
3. Handling of ammunition, dummy rounds, or empty brass shall not be allowed.
  - a. This includes ammunition, dummy rounds, or empty brass in a magazine.
4. Firearms shall be pointed in the defined safe direction at all times.

# DISQUALIFICATION (DQ) RULES

1. A competitor who commits a “League Disqualification” or any other prohibited activity during a night’s competition will be disqualified from the remainder of the night and will be prohibited from shooting any remaining relays that night.
2. Fees paid will not be refunded.
3. Scores for completed relays will be posted. Scores for the incomplete relays will not be posted or count toward your season end average.
4. A **loaded firearm** shall be defined as a firearm having a live round, empty case or dummy round in the chamber or cylinder or having a live or dummy round in a magazine inserted in the firearm.
5. Disqualification **may be issued for any unsafe gun handling or behavior.**
6. Disqualification **shall** be issued for the following:
  - a. **Accidental Discharge** -- Shooting before the start signal or after the stop signal (Exception: when completing the string of fire during extra time given by the range officer.)
  - b. **Finger within the trigger guard** before the start signal or after the stop signal (Exception: when completing the string of fire during extra time given by the range officer.)
  - c. **Finger within the trigger guard** during the loading, unloading, or reloading of a firearm. (This is especially important during the Tyro event.)
  - d. **Setting down a loaded firearm.** This applies with or without the firearm’s safety being activated.
  - e. **Pointing a loaded firearm at the bench**, the stall dividers, or 90 degrees vertical. (Please note this is more restrictive than “breaking the 180” commonly seen in action pistol events.)
  - f. **Pointing a firearm (loaded or unloaded) rearwards**, that is further than 90 degrees from the median intercept of the backstop. (This is commonly referred to as “breaking the 180”.)
  - g. **Pointing a firearm (loaded or unloaded) at any part of one’s body or another person:** (Exception: **with an unloaded firearm** cleaning the firearm at the end of a relay using a rod or bore snake or clearing a squib with the use of a squib rod after having ensured the firearm is clear. Note however that rule 6f applies at all times.)
    - Must consult with an RO before using a squib rod or similar device, when clearing a barrel.
  - h. **Handling a firearm while not at the bench.**
  - i. **Disengaging or failing to engage your firearms safety while at low ready prior to the start buzzer.** Examples include, cocking a “double action” firearm without safety prior to the start signal or not engaging the safety of a single action firearm. Shooters may request exemptions for firearms whose disengagement after the start signal may present more of a hazard than when starting a string of fire than with the safety on. Exemptions should be requested of the league coordinator and it may be helpful to alert each range officer of your exception.
  - j. **Dropping your firearm.** This includes dropping to the bench height or to the floor.
  - k. **Unsportsmanlike conduct.**

7. Appeals for “unsafe gun handling” not listed above may be appealed to the league coordinator for a final decision.
8. The following are common examples which may result in a disqualification depending on the circumstances.
  - a. **Walking in front of a Range Officer during an active relay.** If you need to move around the range during an active relay, every attempt should be made to pass behind the Range Officers.
  - b. **Setting down a firearm with a closed action.** Note if your firearm is found to be loaded; rule 6d automatically applies.

**Please Note: It is very easy to break rule 6f while un-bagging your firearm. It is always best to orient your firearm container such that the firearm points down range before removing your firearm.**

For the safety of ALL participants, if you fail to follow any rules and range commands, you may be asked to leave the range, face corrective action, and/or withdraw from the League entirely.

# NEW SHOOTER ORIENTATION

A new shooter is someone who has never shot with MNSL before. New shooters are required to watch a safety video which explains and shows much of the information needed to participate in MNSL. In addition, new shooters will be required to pass the safe handgun demonstration which shows they can safely operate their firearm prior to shooting their first relay.

## SAFE HANDGUN DEMONSTRATION

Demonstrating safe firearm handling skills is accomplished by simulating 2 strings of fire at the safe table **without ammunition**.

Rationale:

- 1) This procedure gives new shooters a lower pressure environment to practice the gun handling we expect of them.
- 2) This gives new shooters the opportunity to ask questions regarding the range rules and range commands without the burden of hearing protection.
- 3) This helps the ROs on the range by ensuring that the basics of the range commands are understood.
- 4) This allows MNSL staff to ensure that new shooters have a thorough understanding of the operation of their firearm.

Parameters:

- 1) The safe table shall be cleared in a way simulating the shooting benches.
- 2) For the purposes of the demonstration the safe table shall be considered the shooting bench. This means pointing at the table itself with a "loaded" firearm is not safe.
- 3) For the purpose of the following procedure "RO" refers to the person administering the demo. It shall be a qualified RO of MNSL.
- 4) The bay walls shall be simulated. The RO of the demo shall consider the muzzle direction and a reasonable side wall placement while evaluating the shooter.

Procedure:

- 1) The shooter shall approach the safe table in the same manner as they would the shooting bench on the range.
- 2) They shall **Simulate** loading magazines and preparing for the string of fire.
  - a) This may require some instruction from the RO. But **the shooter must be careful to make sure they don't unbag their firearm early** in accordance with the rules.
  - b) The shooter shall demonstrate that they know they can handle magazines at any time on the range **without** handling their firearm.
  - c) RO shall quiz them on how many rounds they must load and why.
- 3) The RO shall then walk through the range commands while the shooter simulates shooting 2 strings of fire.
  - a) **"With an unloaded firearm you may take a sight picture and dry fire."**
    - i) Shooter must un-bag their firearm, **ON the bench**, open the action, and place their firearm on the bench (safe table)
  - b) **"The next string will be 6 rounds in 10 seconds."**
    - i) No action by the shooter
  - c) **"Make ready."**
    - i) Shooter **simulates** loading and chambering a round
    - ii) The shooter shall keep the firearm pointed "down range" (at the safe wall) at all times.
    - iii) The shooter shall assume the low ready position
  - d) **"Are the shooters ready?"**
    - i) No action by the shooter, the shooter shall continue with the low ready position
  - e) **"Beep"**
    - i) Shooter raises firearm and **simulates** shooting
  - f) **"Beep"**
    - i) Shooter shall unload and open the action of the firearm. Remove magazine, lock the slide back, or open the cylinder and **simulate** ejecting brass.
    - ii) Shooter shall then place the unloaded/action open firearm on the bench (safe table)
  - g) **"Did everyone finish?"**
    - i) No action by the shooter
  - h) **"Shooters please move your targets to the 25 yard line."**
    - i) No "real" action by the shooter.
    - ii) RO reviews the operation of the target trolley
  - i) **"The next string will be 6 rounds in 60 seconds."**
    - i) No action by the shooter
  - j) **<Repeat steps c) through g)>**
    - i) Shooter shall be able to complete all actions without intervention from the RO or questions.
  - k) **"Shooters unload your firearm, verify an unloaded firearm, bag your firearm, and bring your targets in for scoring."**
    - i) Shooter must unload and open the action of the firearm. Remove magazine, lock the slide back, or open the cylinder and **simulate** ejecting brass.
    - ii) Shooter must show they can verify an unloaded firearm.
    - iii) Shooter must bag their firearm. **ON the bench** (safe table).
- 4) During the first simulated string the RO may give advice and should encourage the shooter to ask questions. During the second string of fire the shooter must be able to perform all actions without intervention. Failure of the shooter to perform the sequence safely the 2nd time will result in them not being able to shoot with us that night. In this case the new shooter will not get credit for taking the safety course and will be asked to come back after practicing more.

# COURSES OF FIRE

New shooters will begin shooting the modified Precision Pistol Competition (PPC) event. While the relays are timed, completing the relay within the time limit is the least important part of shooting in the league. Safety is paramount. Shoot safely even if you are not able to fire all of the rounds before the timer sounds. More time will be given to any shooter who needs it. If your firearm malfunctions or a round fails to fire/eject correctly, handle it safely and you will be allowed to complete the string when you are ready.

Once a shooter has proven that they can safely handle their firearm and their score/grouping reaches an acceptable level, shooters may take part in the Tyro event. If you would like to know if you are ready to take part in the Tyro event, ask one of the league officials for permission. This event requires transitioning between multiple targets and includes a mandatory reload. It is for this reason that we require new shooters to demonstrate safely shooting the PPC event prior to competing in Tyro.

## PPC

### **(48 rounds, 480 points possible)**

This event uses the standard size NRA PPC target at 7, 15 and 25 yards. Each distance has varying time limits with longer times at the longer distances. Each of the four distance/time combinations (strings) will be shot twice for a total of 8 strings of six rounds each.

Targets should be affixed to one of the large cardboard backers with a piece of black tape on each corner. Additional tape should not be used. Please make sure that any holes not covered by the target are covered with tape. Failure to do so may result in those shots being marked against your score. Use black tape on the black portion of the target and white tape on the brown cardboard. Write in the shooter name, the date, the caliber, and check the appropriate division in the target label.

- Starting position: low ready
  - *pointed downrange, not at the bench.*
- 6 shots, 60 seconds, 25 yards, two strings. (Junior shooters: 15 yards.)
- 6 shots, 30 seconds, 15 yards, two strings.
- 6 shots, 15 seconds, 15 yards, two strings.
- 6 shots, 10 seconds, 7 yards, two strings.

**Note:** We swap starting distance from session to session.

Even numbered sessions start at 7 yards

odd numbered session start at 25 yards.

# Tyro

## (48 rounds, 480 points possible)

Multiple targets with different time limits. Currently, the course of fire uses 6 reduced size IPSC targets set at 7 yards to approximate a > 25 yard distance. These are the smaller white targets with one full and one half silhouette. Three of these targets should be affixed to one of the small white cardboard backers using eight pieces of white tape. Four small pieces of tape on the outermost edges of the two outside targets (but not wrapping around to the rear of the backer). And four larger pieces of tape on each of the corners of the inner target crossing over to the innermost edges of the outside targets. Please make sure that any pre-existing holes in the backer that are not completely covered by the paper target have been covered with white tape. Failure to do so may result in those shots being marked against your score. Targets should be placed so that the open section of the backer is to the top.

- Starting position: Low ready
  - *pointed downrange, not at the bench*
- Starting on the **lower three targets**
  - 2 shots on a single target (Range Officer calls the target), 5 seconds, three strings
  - 2 shots on each of three targets, 10 seconds, 1 string
  - 2 shots on each of three targets, reload, and 2 more shots on those same three targets, 20 seconds, 1 string
- Repeat the entire sequence on the **upper three targets**

# **APPENDIX A0 - DIVISIONS and EQUIPMENT**

Any pistol caliber handgun that holds at least six rounds can be used in any of the regular division events. Special divisions and events are created from time to time for “bragging rights” only.

The following apply to all divisions:

- Holsters are not to be used. (The start position is low ready not pointing at the bench.)
- Only 6 rounds in a magazine, speed loader, or cylinder are to be loaded per string of fire.
- Magazine or speed loader retention devices may be used from the belt.
- Firearm mounted flashlights must remain off, but may stay mounted.

22	Any .22 caliber rimfire handgun with iron sights, including revolvers of .22 rimfire caliber.
Production	Any centerfire handgun with iron sights.
Open	Any handgun (including .22 caliber) with scopes, electronic sights, lasers, or compensators.
Revolver	Any centerfire revolver with iron sights.
Lady's Division	This is a subdivision of one of the Open, Production, .22 caliber and Revolver divisions above.
Junior's Division (< 18 years old with legal guardian present)	This is a subdivision of one of the Open, Production, .22 caliber and Revolver divisions above.



# **APPENDIX A1 - SCORING**

## **TARGET SCORING**

Each relay consists of 48 rounds and has a maximum score of 480 points.

For the PPC event both the X and 10 rings count as ten points. The 9/8/7 rings count as 9/8/7 points. Shots in the black silhouette count as six points. Shots outside the black silhouette count as zero points. Any shot that touches a border line counts as the higher of the two possible scores.

The Tyro targets have 10/8/4 point regions with shots outside the target or that do not cross the top of the black line at the base of the top silhouettes counting as zero points. Targets are scored and the results posted on the screen in the classroom and on the website before the end of the night.

## **SESSION AVERAGE**

MNSL has a unique way of calculating scores for each session.

A minimum of eight relays in an event/division/caliber combination must be completed before the average score becomes "official" and counts toward earning a medal (and a raffle ticket). The next two relays (for a maximum of ten) also apply to this same average score and result in one or two of your lowest scores being dropped (depending on if you shot 9 or 10 relays) and only the eight best scores being counted toward your official average score. The minimum number of relays that must be completed to reach each "official" average score plateau are 8/18/28/etc.

Unlike other sporting leagues, which require participants to attend each and every week, MNSL was designed with a more flexible schedule. Each session is 10 weeks long with 2 "make up" weeks to allow a shooter to miss a week and still complete the session.

Furthermore, some of our shooters enjoy shooting more than 1 time per week. We have allowed for this with a completely open and flexible scoring system. This system allows shooters to "shoot ahead" or "catch up" as many relays as they like on a single night. However, there is a practical limit to the number of relays we can offer on any given night. Most nights we are limited to about 8 relays total PPC and Tyro combined.

## **AWARDS**

Medals may be awarded for each division depending on the number of shooters who have received official average scores for the division. MNSL follows a 1/5/7 rule to determine if medals will be awarded for each division. This is a modified 3/5/7 rule. Normally, a minimum of three shooters must receive official scores in a division before a first place medal is awarded. However, MNSL always awards 1st place if someone qualifies. Second and third place medals require a minimum of five and seven shooters respectively before those medals are awarded. "Special" divisions are not awarded medals and are considered "bragging rights" only.

Ladies awards will be given if the official score does not place in the general division and will follow the 1/5/7 rule within the "Ladies group/division".

Juniors will always go to the juniors group/division because of a difference in distance.

## **APPENDIX A2 - BANQUET**

At the end of each session, a banquet is held at various locations. MNSL often subsidizes meal cost as part of the shooter's fees.

After dinner, the shooters with the highest official average scores in each of the divisions are announced and medals are awarded. After the medals are awarded the raffle tickets are picked. Everyone who attends and earned a raffle ticket has a chance to win a prize.

Currently, there are two prize tables, the regular table contains a large variety of prizes. The grand prize table often includes 2-5 larger prizes. Earning multiple raffle tickets increases your chances of winning one of the grand prizes.

At the end of the banquet announcements are made regarding the next session and feedback is requested to help improve the league (although feedback is welcome at any time).

# APPENDIX A3 - GLOSSARY

Throughout these rules, the following definitions apply. Where a difference in definition within the body of the rules and the definition in this Glossary exists, the definition from the Glossary will be used.

<b>Bullet</b>	The projectile in a round intended to strike a target.
<b>Caliber</b>	The diameter of a bullet measured in millimeters (or thousandths of an inch).
<b>Cartridge case</b>	The main body of a round, which contains all component parts.
<b>Cold Range</b>	Firearms are always unloaded and contained in a case, except while under the supervision of a Range Officer (RO).
<b>Compensator</b>	A device fitted to the muzzle end of a barrel to counter muzzle rise (usually by externally diverting escaping gasses).
<b>Course of fire</b>	(Also “course” and “COF”) An expression used interchangeably with “String”.
<b>Detonation</b>	Ignition of the primer of a round, other than by action of a firing pin, where the bullet does not pass through the barrel (e.g. when a slide is being manually retracted, when a round is dropped).
<b>Discharge</b>	See Shot.
<b>Double action</b>	Activation of the trigger causes more than a single action to occur (i.e. the hammer or striker rises or retracts, then falls).
<b>Dropped gun</b>	A condition in which a competitor loses control of their firearm. Loss of control does not require the firearm to land on the ground or other range surface or prop. It occurs anytime the firearm is no longer in control of either hand, even if it is trapped against part of the body or caught in midair.
<b>Dry firing</b>	The activation of the trigger and/or action of a firearm which is totally devoid of ammunition.
<b>Dummy ammunition</b>	Includes snap caps, empty cases, dummy rounds and any other object that resembles or duplicates a live round.
<b>Engaging</b>	(As in “engaging a target”) A competitor is actively aiming at and firing at least one shot at a target.
<b>Downrange</b>	Not facing up range. Any position facing side berms or backstop within 90 degrees of the median intercept of the backstop.
<b>Uprange</b>	Face and feet pointing directly (180 degrees) away from the backstop with shoulders and hips square to the backstop. A natural, "toes out" stance is acceptable and meets the standard of feet pointing directly away from the backstop, as long as both feet do not point in the same direction, and the rest of the position requirements are satisfied.

<b>False start</b>	Beginning an attempt at a COF prior to the “start signal”.
<b>Forbidden action</b>	A competitor action which has been expressly prohibited by the safety rules.
<b>Freestyle</b>	Competitors are allowed to solve the challenge presented within the rules and engage targets on an “as available for engagement basis.”
<b>Gun case/bag</b>	A carrying device that does not allow access to, or manipulation of, the trigger while fully encasing the firearm.
<b>Handling</b>	(As in “handling a firearm”) The act of manipulating, holding, or gripping a firearm while the trigger is functionally accessible.
<b>Loaded firearm</b>	A firearm having a live round, empty case or dummy round in the chamber or cylinder or having a live or dummy round in a magazine inserted in the firearm.
<b>Loading</b>	The insertion of ammunition into a firearm. Loading is completed when ammunition is inserted, firearm is in battery (slide forward or cylinder closed and ready to fire), and the competitor’s hand has been removed from the magazine or other loading device (except as may occur during establishing a normal grip on the firearm).
<b>Low Ready</b>	Low ready is defined as pointing the firearm down range below the level of a sight picture but above the bench. At no time should the firearm be pointed at the bench, side walls, or ceiling. Arms need not be fully extended but should be away from the body where the ROs can clearly see the trigger guard is clear. Finger should be off the trigger and out of the trigger guard. Having your trigger finger along the frame rail is recommended to clearly show your finger out of the trigger guard.
<b>Make Safe</b>	With a semi automatic pistol, remove the magazine, eject all rounds and lock the slide back. With a revolver, open the cylinder, remove all rounds, and leave the cylinder open.
<b>Must</b>	This means the same as “will,” “shall,” etc. Compliance is mandatory.
<b>New Shooter/s</b>	A person or group that is new to shooting with MNSL.
<b>Not applicable</b>	The rule or requirement does not apply to the particular discipline, Division, or match level.
<b>Occurrence</b>	For purposes of assessing penalties, e.g., foot faults, an occurrence is defined as shooting at an array of targets from a single location or view in a course of fire. If the competitor moves to another view or location and continues to fault, that constitutes a second occurrence.
<b>One handed</b>	Using just the Strong hand or Weak hand to complete the course or string of fire.
<b>Radial tears</b>	Tears in a target radiating outwards from the diameter of a bullet hole.
<b>Range Official</b>	A person who is officially serving at a match in the capacity of a Range Officer.
<b>Reloading</b>	The replenishment or the insertion of additional ammunition into a firearm. The reload is not complete until the magazine/speed loader is fully inserted, firearm is in battery (slide forward or cylinder closed and ready to fire), and the competitor’s hand has been

	removed from the magazine or other loading device (except as may occur during establishing a normal grip on the firearm).
<b>Remedial action</b>	The term used for correcting any problem to get the firearm back in operation, such as a jam, stuck bullet, or feeding problem due to issues with the magazine, ammunition or firearm.
<b>Round</b>	A cartridge of ammunition used in a firearm.
<b>Selective Action</b>	The handgun can be operated in either “Single Action” or “Double Action” modes.
<b>Shall</b>	This means the same as “will,” “Must,” etc. Compliance is mandatory.
<b>Should</b>	Optional but highly recommended.
<b>Shot</b>	A bullet which passes completely through the barrel of a firearm.
<b>Sight picture</b>	Aiming at a target without actually shooting at it.
<b>Significant advantage</b>	Any position assumed while faulting that provides: <ul style="list-style-type: none"> <li>• A more stable position, such as leaning on the bench</li> <li>• Stability by bracing on a wall or barrier outside of the fault lines</li> </ul>
<b>Single Action</b>	Activation of the trigger causes a single action to occur (i.e. the hammer or striker falls).
<b>Snap cap</b>	(Also “spring cap”) A type of dummy round.
<b>Squib</b>	A bullet or solid obstruction lodged inside the barrel of a firearm.
<b>Standing</b>	The competitor’s body is fully erect with both feet planted firmly on the ground or other designated position.
<b>Striker Fired</b>	Activation of the trigger, once the chamber of the firearm is loaded, finishes cocking the striker spring and then causes the striker to fall.
<b>Strong hand</b>	The hand which is operating the trigger of the firearm.
<b>Supporting (Support) hand</b>	The hand opposite the strong hand which is supporting the firearm but which does not operate the trigger or directly operate the safeties of the firearm.
<b>Sweeping</b>	Pointing the muzzle of a firearm at any part of any person’s body, while holding it in the hands, or placing it on or removing it from an object. There may be an exception for RO interference.
<b>Unloading</b>	The removal of ammunition from a firearm. This action is completed when the firearm is empty of all ammunition and the magazine removed or cylinder opened and shown for inspection by a Range Officer.
<b>Weak hand</b>	See supporting hand
<b>Will</b>	This means the same as “Must,” “shall,” etc. Compliance is mandatory.