



2022 GUN FOR HIRE RANGE 22LR LEAGUE RULES AND REGULATIONS

Mission

The goal of the Gun For Hire Range is to make shooting sports more available to every community. The GFH22 understands that the shooting community is fascinated with shooting competitions, but most ranges are not fortunate enough to have the range space or firearms available to host a league. The weekly course of fire is intended to be turnkey solutions to simple, fun and affordable Precision Rifle matches. Have fun, stay safe, and if ever there was an opportunity to take a new shooter shooting, THIS IS IT!!!

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SECTION 1, GFH22 Organization and Responsibilities

Executive Staff

The Gun For Hire Range has a staff whose responsibilities include day to day operations, media, match operations, logistics, marketing and finances. The Executive staff is as follows:

1. OG / Founder – Anthony Colandro
2. Chief Operating Officer – Gary Mastrangelo
3. Co-Owner / Marketing Director - Matt Dancsecs
4. Co-Owner / Chief Financial Officer - Rich O’Lenick
5. Coordinator - Henry Hahn

SECTION 2, Safety

A. General Rifle Safety

1. Always keep your rifle pointed in a safe direction.
2. Always keep your finger off the trigger until you are ready to shoot
3. Always keep your rifle unloaded until ready to use.
4. Treat all rifles as though they are loaded even if you believe otherwise.
5. Always wear proper eye and ear protection and ensure others have the same before firing.
6. Never use alcohol or drugs prior to or while shooting.
7. GFH safety rules always supersede league rules.

B. Rifle Safety While at a GFH22 Match

1. Chamber flags are essential equipment to quickly ensure rifles are in a safe condition.
2. GFH22 competitions are always cold ranges. All rifles are to be unloaded, with magazines out, or empty and actions open. Rifles shall only be loaded, or magazines inserted when directed by the Range Officers. Chamber flags shall be utilized and kept in the action until directed to be removed by the Range Officer.
3. Shooters will only use the rifles and ammunition provided by Gun For Hire for the competition.
4. When the course of fire has completed, replace the chamber flag before exiting the port.

C. Rifle Safety During Your Stage

1. Always wait for the Range Officer’s command of “load and make ready” until you insert or load the magazine and remove the chamber flag.
2. Stages always begin with the magazine out and bolt to the rear or with an empty chamber (if unable to put the bolt to the rear) unless specifically directed by the match booklet and the Range Officer.

D. Safety Violations and Penalties

1. Violation of the cold range rule: Any shooter who has violated the cold range rule shall be issued a warning. A second violation will result in a stage zero. Next violation will result in a match DQ and removal from competition. This includes a live round in the chamber, magazine inserted, a closed action, or chamber flag not being used.
2. Muzzling and/or violating the 180 rule: Muzzling or flagging is pointing or sweeping another person’s body with the muzzle of a rifle. There will be no warning of this unsafe act. If any shooter muzzles any other attendee, that action shall result in match DQ and removal from competition.
3. Negligent Discharge (ND). A Negligent Discharge is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a cease fire period. The competitor shall receive a match DQ and removal from competition.
5. False Starts. Firing before the start signal will result in a loss of ten points for the stage.
7. If a Match Director judges a shooter to be under the influence of drugs or alcohol during competition, the shooter will

receive a match DQ and be removed from competition. The shooter will not be allowed to drive from the competition while still intoxicated.

SECTION 3, GFH22 Match Format

A. Gun For Hire Range's Responsibilities

1. The GFH22 League fee is \$150 for the 12 week program
2. Gun For Hire Range will provide rifles, targets, eye and ear protection, and ammunition
2. The course of fire for the GFH22 League is 300 seconds with 10 target engagements.
3. The Match Director shall utilize a simple stop watch that can time down to a tenth of a second.
4. The time starts when the Match Director says "start" which also starts the course of fire.
5. The Gun For Hire Range will gather and publish match scores from all participants.

B. Shooters Responsibilities

1. Shooters should treat Match Directors and Range Officers with respect at all times. From time to time, disagreements arise between shooters and match officials. This is fine, so long as mutual respect and calm communication occurs. The Match Directors ruling is always final.
2. All participants in GFH22 matches are looked upon as Safety Officers. Any participant that witnesses an unsafe act is to call for a cease fire and stop the unsafe act. The participant should then inform the closest Range Officer of the act.
3. It is the shooters responsibility to know the GFH22's Rules and Regulations prior to a competition.
4. Shooters should actively participate in any stage briefing to move the shoot along smoothly.
5. Shooters shall understand that at the beginning of the stage, when asked by the Range Officer "Shooter do you understand the course of fire?" If they give an affirmative answer, that will be their last opportunity to get clarification. Because of this, arguments that they did not understand anything about the stage, or its targets are invalid.
6. Shooters should be good squad mates by helping police brass and helping Range Officers when directed.
7. Shooters may participate in one match per week, however, only ten matches will count for an official score. Shooting all twelve weeks will allow the shooter to discard two matches. If a shooter is unable to attend, multiple entries would be left to the discretion of the MD.

C. Match Directors Responsibilities

1. Match Director or his designee is responsible for the overall direction of a match. He or she is the person in charge at that event.
2. The monthly course of fire is intended to be as inclusive as possible for as many communities as possible. Please share your favorite stages with the GFH22 community on social media.

D. Range Officers Responsibilities

1. Range Officers are any person assisting in running a competition, not including the Match Director. They can be the person running a stage, the sign in person, or anyone that the Match Director acknowledged, as working the match.
2. Range Officers should understand all Rules and Regulations prior to the start of the competition to ensure the safety of all participants. Any Range Officer witnessing unsafe acts shall call cease fire and correct the unsafe act as soon as possible.
3. Range Officers that are running a stage shall have complete knowledge of the stage that they are responsible for.
4. Anytime a Range Officer is not able to settle a grievance presented by a shooter, he or she shall request the Match Director to make the final judgment.
5. From time to time, reshoots of stages will occur for reasons such as a cease fire being called, target malfunction or target breakage. The Range Officer may offer a reshoot anytime he or she thinks it is warranted. A shooter may also request a reshoot to the Range Officer. If the Range Officer denies the request, the shooter may request to bring the issue to the Match Director. The Match Director's ruling is final. The Match Director shall also inform the shooter if they are able to request another reshoot in the remainder of the competition. Reshoots may be complete stage reshoots or starting in the middle of the

stage with points and time consistent with the stoppage. The score on the reshoot will be the only score used.

6. Any rifle malfunction should be addressed by the shooter raising their hand and lowering the gun to the deck while maintaining it pointing in a safe direction. The RSO will clear the malfunction, and the shooter will be granted a reshoot.

7. Range Officers will ensure that the shooter's chamber is cleared and chamber flag/block inserted prior to them moving their rifle off the firing line.

SECTION 4, Rifle Rules, Classes, Scoring, 2021 Schedule, and Championship Qualification

A. Rifle Rules

1. Only Rifles and Ammunition provided by Gun For Hire Range are allowed.

B. Classes

1. All classes are intended to be fun, fair, and budget oriented. They are also intended to allow an introduction to this fantastic shooting discipline.

2. Young Guns Class will be any shooter between ages 8-12. Age requirement is allowable as soon as a child turns 8, and no older than 12 at the time of the first match of the season. A parent or guardian must be present with the shooter, who will take responsibility for the actions of the Young Gun.

3. Know-It-Alls Class is for ages 13-17. Age requirement is allowable as soon as a child turns 13, and no older than 17 at the time of the first match of the season. A parent or guardian must be present with the shooter, who will take responsibility for the actions of the Know-It-All.

5. Adult Class is ages 18-55. Age requirement is allowable as soon as the shooter turns 18, and no older than 55 at the time of the first match of the season.

6. OG Class is ages 56-Sarcophagus. Age requirement is allowable as soon as the shooter turns 56, and must be alive at the time of the first match of the season.

C. Equipment and Positional Shooting

1. Unless mentioned in the course of fire, no equipment may be used.

2. Young Guns will shoot from a rest provided by the Gun For Hire Range

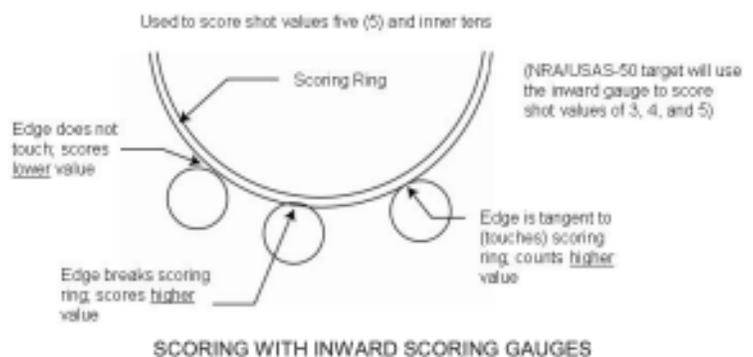
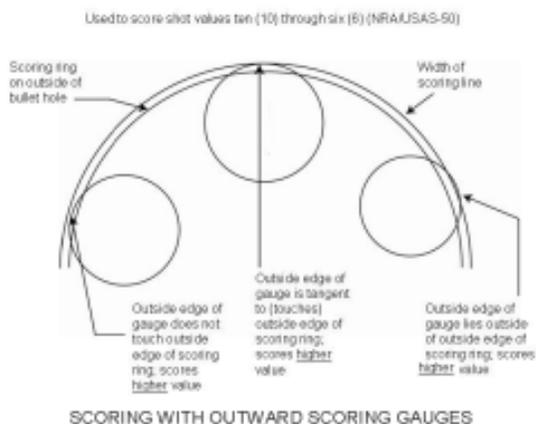
3. All other classes will shoot from Standing unsupported. Standing unsupported position must have both feet on the ground.

D. Scoring

1. Each week there will be three series of ten shots for a total of 300 possible points per week

2. The final score is given by the sum of all the single shots with a max score of 3000 points.

3. Targets are scored after each 10 shots in matches.



4. Targets constitute the score cards when scored

- (a) Inward scoring is done as follows: The higher value will be allowed in cases where the flange on the gauge touches the scoring ring.
 - (b) Outward scoring is done as follows: For all 10 dot shots the outward gauge (scoring away from the center) will be used to determine the value of close shot values 10 through 6.
 - (c) X-ring - The X-ring is the ring located inside the ten ring on targets. Any shot hole which touches the outside edge of the X-ring is counted as an X
 - (d) Shot groups - When the rings are partially obliterated by shot groups of two or more shots or when two adjacent shot holes have a connecting tear in the target paper, the plug type scoring gauge shall not be used. In such cases, the values of the shots in the partially obliterated scoring ring area shall be determined by authorized tournament scoring personnel, and the Match Director when required, by using only the NRA Smallbore Rifle Scoring aid.
5. Hits outside the scoring rings of the competitor's target are scored as misses.
 6. If any shots are fired immediately after the command CEASE FIRE prior to the command THE LINE IS SAFE, the shots of the highest value on the target card, equal in number to those fired in error, will be scored as misses.
 7. All shots fired before the start signal will result in a loss of ten points for the stage.
 8. All hits which are clearly visible on the target card will be scored. In the case where the grouping of three or more shots is such that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark or marks, and there is no evidence that a shot or shots have gone elsewhere than through the assigned target (a cross-fire for example), the shooter will be given the benefit of the doubt and scored hits for the required number of shots in that bullseye. If such action could place a non-visible hit or hits in either of two scoring rings, such hits shall be scored in the high value ring.
 9. If there is a tie, the tie will be broken by the number of Xs. If both are equal, the tie will be broken by one or more additional shoot-off shots.

E. 2021 Schedule

1. 12 weeks. Starting February 3rd, 6pm-8pm

SECTION 5, Sportsmanship

A. Good Sportsmanship

1. Good Sportsmanship is one of the founding principles of GFH22 and is highly regarded by the Gun For Hire Range as a whole. Good sportsmanship helps grow the sport and creates positive role models. It is not something that can be quantified but is easy to recognize by all participants.

B. Unsportsmanlike Conduct

1. Unsportsmanlike conduct is taken very seriously by GFH22.
2. Examples of bad sportsmanship include treating participants or range staff with disrespect, unwarranted complaining, throwing tantrums, or being unpleasant.

C. Cheating

1. GFH22 defines cheating as: acting dishonestly or unfairly in order to gain an advantage in competition.

Examples of cheating are:

- a. Sabotaging another shooter's target.
- b. Altering or destruction of score sheets.
- c. Any other act as deemed unfair/cheating by a Range Officer or Match Director.

D. Penalties for Unsportsmanlike Conduct and Cheating

1. Any shooter whom is deemed as acting in an unsportsmanlike fashion will be subject to any penalty that the Match Director deems appropriate including warnings, stage zero's and/or match DQ and being removed from competition.
2. The only penalty appropriate for cheating shall be the Match Director issuing a match DQ and the competitor being removed from the competition.

