

## Mid Shires Marksmen

### Western Fast Draw Rules Revised for 2017

#### Changes for the 2017 season are in red

**Single action only**, multi shot sub 6ft/lb lead BB or pellet firing, reproduction air revolvers of the American Old West before 1899 will be used in this competition.

#### Pistol

The pistol must have a minimum length barrel of 4 1/2 inches measured from cylinder to muzzle.

The external appearance and operation of the pistol must remain as it came out of the box.

Colours permitted are black, blued, nickel, chrome or aged.

Factory fitted safety devices **must remain intact and working**.

Grips may be replaced to suit hand size but must not extend more than 1/8 inch outside the frame of the grip. Soft rubber and finger shaped (ergonomic) grips are not permitted so keeping within the spirit of the discipline.

Internal tuning for efficiency is permitted.

#### Holster

The holster must follow the traditional designs of the Old West or the Hollywood Movies where fast draw as we know it today was created.

The pistol must sit properly in a holster that fits the pistol. Perching the pistol high in a holster to gain a time advantage is not permitted.

It must not be an IPSC race style holster nor have a full length front cutaway as seen in IPAS events.

To allow access to the hammer, the maximum front cutaway permissible is 1 ¼ inches below where the hammer touches the frame.

The Trigger cutaway must be no more than ¼ inch below the trigger guard.

The holster may be angled 20 degrees behind or in front of the vertical.

The holster must be mounted on the draw side of the hip and the centre of the trigger guard must be in line with the trouser seams (determined by putting a straight finger through the trigger guard). When trousers or skirts without seams are worn, a finger placed where the seam would normally be is acceptable.

**Cross draw, butt forward, small of back, swivel and shoulder holsters are not permitted. Military/Swat type leg holsters are not permitted.**

The holster may be made of leather or synthetic material.

It may be stiffened with added materials such as a metal insert.

It can be worn with or without leg ties and the bottom of the boot must be touching the leg.

The bottom of the boot may be open or stitched closed.

### **Gun Belt**

The gun belt may be made of leather or synthetic material.

It may be a rig with holster included, with or without bullet loops.

It may be a separate belt with or without bullet loops.

The top of the belt may be cut out to a depth of ¼ inch to prevent the holster moving along the belt.

IPSC belts are permissible for their rigidity and ability to stay in place without constant repositioning.

Essentially, any belt that is comfortable and suits the user, preferably **in harmony** with the chosen holster is permitted.

### **Target and Course of Fire**

The Target consists of a 24inch disc with a 6 inch circular hole in the centre with a bell behind it. The centre of the target will be 50 inches above ground level. **The target will be set at 7 yards (21 feet) from the firing line.**

**There will be a minimum of 3no. 5 shot rounds. Extra rounds may be included (time permitting)**

### **Dress Code**

Cowboy hats and Western style clothing are acceptable and will bring a light hearted feel to the event. However dressing comfortably and to suit prevailing conditions is all that is required of the shooter.

### **Range Safety**

**All persons on the firing line, which will include the shooter, the scorer and the Range Officer (RO) must wear eye protection.**

Pistols must be **removed from case, gassed up and then holstered or encased in a designated area** away from the range prior to joining the range.

Cartridges should be preloaded to save time on the line but **must be in the bullet loops or in a case.**

The competitor will approach the line **with pistol unloaded either in the holster or encased.**

Once on the line, the pistol must not be handled by the competitor until the command **“load and make ready”** is given.

**Loading:** The barrel of the pistol must be, facing down, forward of the line and on half cock for loading the cartridges. Once loaded the pistol must be un-cocked (hammer down) and returned to its holster.

**Unloading:** The barrel of the pistol must be facing up and forward of the line on half cock, for unloading by gravity of the cartridges. Use of the ejector rod should not be necessary. Once unloaded the pistol must be un-cocked (hammer down) and returned to its holster.

**Note:** To prevent damage to the re-usable cartridges, a padded tray will be provided on a bench at the line for catching cartridges during loading and unloading.

When handling the pistol **it must be pointing forward of the firing line within a radius of 170 degrees (5 degrees each side in front of the line)** Shooters pointing the pistol anywhere outside of this limit will be given one warning. A second similar infringement will result in **disqualification** from the event.

**Firing:** When firing the pistol, the pistol **must be forward of the shooters body with the muzzle over the firing line.**

### **Competition**

The Competitor will approach the firing line and the RO will give the command **“Shooter face the target”**

On the command **“Load and make ready”** the shooter will insert 6 preloaded cartridges into the cylinder of the pistol and return with **Hammer down** to the holster.

The shooter will stand with the shooting hand close to but not touching either pistol or holster.

The RO will then say **“Shooter ready”** and after a very short interval the RO will call **“Standby”** and activate the shot timer.

The shot timer will give an audible signal, at which point the shooter must draw, cock and fire the pistol at the disc with **one shot, one handed only**, as quickly as possible and return the pistol to its holster.

The pistol must be fired **before or upon reaching a half way point between holster and shoulder**

**Note:** In the case of shooters with arthritic difficulties, they are allowed to **draw with one hand and cock the hammer with a finger or thumb of the other hand**. Fanning is not permitted

**Time Penalty:** A time penalty of 5 seconds will be awarded for premature start or touching the pistol or holster after the “shooter ready” call and before the audible start signal.

The time taken between the audible signal and the sound of the shot will be recorded on a score card. A total of **5 shots** will be taken. **Only the fastest 4 shots** will be counted in each round.

The 6<sup>th</sup> cartridge in the pistol will allow for a re-run of any single round if necessary.

After each completed round the RO will give the commands “**Unload and show safe**” then “**Hammer down**” meaning the pistol must be un-cocked. Then finally the command “**Return to holster**”

Hitting the disc will earn a score of the **actual time** taken. Hitting the bell earns a bonus of **time minus 0.3 of a second**. Missing the disc entirely earns a penalty of **time plus 2 seconds**.

Should a malfunction occur, a penalty of 10 seconds will be applied to the round. The competitor must **unload and leave the range** to effect repairs. Should the malfunction prevent unloading of the pistol, it must be **degassed safely before leaving the range**. If repairs are successfully carried out, the RO will recall the competitor at a suitable time in the proceedings to complete the round.

When all rounds are completed, each competitor’s scored rounds will be added together for the final total.

In the event of a tie, the target will be shot again and the tying competitors will each shoot another 5 rounds as described previously and continue until a winner is declared.

### Scoring

**The best score on the day will be awarded 50 points, the next 48, carrying on down in even numbers to 40. After that all scores will be in consecutive numbers. The Scorer’s decision shall be final unless a valid claim is lodged. In that case the scorer plus two club members shall decide the final outcome.**