

Lincolnshire Bell Target League

Rules

General

- No personal audio equipment shall be used during shooting unless previously agreed.
- Strictly no shooting under the influence of illegal substances.
- No guns shall be kept or handled behind the firing point, all guns forward of the firing point should be pointing down range.
- When moving guns to and from the firing point they should be carried muzzle pointed upwards at all times. Care should be taken when moving to and from the horizontal position to vertical that they remain pointed down range at all times.
- Guns should be cocked with breach open when not in use or between shots.
- A breach flag should be employed wherever possible to demonstrate the breach is empty and the gun is safe. Rifles using magazines may employ a “dummy” magazine or similar. Breach flags should be in place before leaving the firing line.
- Shooters using guns with magazines must remove the magazine before leaving the firing point, and if the RCO needs to reset a bell. Only 5 pellets should be loaded in the magazine irrelevant of its capacity.
- Only domed pellets should be used.
- When a bell has been rung, once all guns have been discharged, they must be placed on the firing point and not touched whilst the bell/s are reset, only when the RCO tells you to carry on should you pick your gun up again.
- The RCO’s decision is final. (RCO - Range Conducting Officer).

Matches

A team will consist of up to 8 Shooters, numbers to be agreed by captains on the night, shooting is at a distance of 6 yards (18 feet), free-standing no rests or optical

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aids, unless prescription glasses are to be worn, or shooters have an NSRA exemption certificate. The centre of the bell shall be five feet from the floor.

Team Captains are to list their team members on the individual team sheet before the match.

If a team is unable to field a full team of shooters.

If eight per team, two absences will be allowed but the two missing players will be scored at twenty.

If six per team, then one absence will be allowed and scored at twenty.

With fewer team members than the above then the match will be rearranged if notified within seven days of the match, if notified on the night then the team who cannot field a full team will forfeit the match.

Scoring

Scoring from the centre is 5, 4, 3, 2, 0, please note there is no 1 score, a bell is scored as 5.5. Only round nose pellets are to be used as these leave a dot on the target, this is used to score the shoot, dot in the line you mark up.

It is the home team's responsibility to provide pellets for the match, individual shooters may use their own pellets, but these must be domed and a maximum of 8.5gn. Any shots made with flat pellets will not count toward the team or individual scores.

In the event of six or more shots being placed on the target, the highest shot will be discounted.

In the event of a bell being rung, where two or more targets are in use, then the remaining shooters if in position to shoot will be allowed to take their shot before the bell is reset. All loaded guns must be shot.

The RCO will call cease-fire or Guns down, the shooters will put their rifles on the bench and RCO will ask the markers to reset the bell/s.

Once everyone has returned behind the firing point the RCO will give permission for the next shot to be taken.

If anyone or RCO sees anything dangerous happening, they should shout Cease Fire. all shooting must stop immediately, and rifles put on the bench and await instructions from the RCO. If your gun is loaded make the RCO aware and follow their instructions.

After each round, the scorers from each team will score the targets in the event of any disagreement the RCO for the evening will have the final decision.

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A break will be called after the first round.

We recommend that all shooters wear safety glasses while shooting and the Bell Target should be angled slightly down to the ground.

Officials

Range Conducting Officer (RCO) As the name suggests the RCO has overall charge of the range and *everyone* in it, including spectators. What the RCO says goes. NO Arguments, if during the evening you change the RCO then this must be made clear to all who is now in charge.

Marker *Somebody from your team will have to act as a marker and may well act as a judge.*

Scorer *Again somebody from the team will need to take down all your scores on the league sheet this must be retained till the end of the season.*

Rifles

All rifles and pistols (if used) **must be.**

.177 calibre. Rifles are not over 12ft-lbs. the best power is around 5 to 7 ft. lbs. this keeps bounce back to a minimum. Pistols not over 6ft-lbs. Sights, diopter (peep) sights are the main preference, but open post or iron sights are allowed.

CONDUCTING THE MATCH

At the start of the match, the RCO will call forward the first shooters to the firing point. The RCO will allow a short time for the shooter to “test and adjust their aim.” The RCO will then ask the shooter if they require an (optional) sighter or is their “first shot to count?” The RCO will inform the scorer;” sighter” or “first shot to count.” The RCO will then give permission to fire.

After the shooter, (shooters) have fired their sighter the RCO will call a “Cease Fire or Guns down.” The shooter(s) are to lay down their rifles on the bench in front of them and step back. ***They are not to touch the rifle again until the RCO has given permission for them to do so.***

After the five shoots have been made a cease-fire will be called and the shooter(s) will put their rifle on the bench the RCO will ask the markers to go forward to confirm

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the scores and repaint the target and check the bell is set, the cumulative score for each shooter will be given to the scorer.

After each round the scores will be added up and announced to the teams, at the end of the evening both scores will be added together to decide the winner of the match.

Tied scores

In the event of the two teams scores being equal, then each member of each team will take one shot, these are totalled and the one with the highest score will be the winner if the scores are still tied additional rounds will be made until a winner is achieved.

Fees

Match fees have been set at £4.00 per person per match home or away, this will be collected by the team's captain and used to purchase pellets (domed) and equipment and any other expenses relating to the team.

Annual fee

There will be an annual signing-on fee which has been agreed at £5.00 per person for the year, this is to cover insurance and the affiliation of the league provided by the NSRA plus any league expenses. The membership season runs from October to September, Members joining after 31st March will pay £2.50.

Friendly matches

The league encourages friendlies and have a go nights so non-league members and people new to the sport can participate in the bell target, there may be time after matches for people to take part and have a go.

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