

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.
- 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 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 and be signed by both captains.

Rules for League

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.

The season will run from the beginning of September until the end of March, all teams will play home and away, and it is the responsibility of the home team captain to arrange matches with their opponents. All shooters that are part of the league team or have shot more than four times will pay a five-pound annual joining fee to the league. A duplicate book will be issued to each team to list their players and one copy forwarded to the development officer with the money being paid directly into the league account. All fees must be paid by the end of September, any player not paid will not be allowed to shoot in the league or county competitions.

Each shooter will have 5 shots plus one optional shot (called a sighter) at the start of their shooting. The Range officer* (RCO) will ask the shooter at the start of their set if a sighter is to be used. If a sighter is used, then the RCO will tell the Scorer* that a sighter is to be used and their subsequent shot will not count. If the sighter is not used the RCO will inform the scorer "first shot to count."

Where two targets are to be used, if one shooter wants a sighter and the second does not then all sighters must be shot before the match round starts, (all match rounds must start at the same time) any sighters must be painted out and bell setting checked after each sighter.

Where one target is used then the home side will shoot first and then the away team this will continue till all members have shot

When two targets are used, team captains will toss a coin, the winner choosing which target they want to shoot on first, the loser using the other target.

The match will be shot over two rounds with teams changing targets after the first round so both teams shot on both targets.

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 on the line you mark up.

Rules for League

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. 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, 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 then they shout out **Stop, Stop, stop**. all shooting must stop immediately, and rifles put on the bench and made safe and await instructions from the RCO.

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.

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.

If for any reason a team cannot be fielded then the team captain must let the opposing captain know the week before the match and an alternative date agreed upon, if not then the match will be forfeited.

All scores must be sent to the Webmaster by email by the Friday of the week following the week in which the match took part. **It is the home captain's responsibility** to ensure that this happens; if it is not received then the home team will be deducted three points.

Points will be awarded as follows three for a win zero for a loss, there will be no draws.

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.

Rules for League

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, dioptre (peep) sights are the main preference, but open post or iron sights work equally well.

CONDUCTING THE MATCH

At the start of the match, the RCO will call forward the first shooter from the home team 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. If two targets are being used, then a member from each team will be called forward.

After the shooter, (shooters) have fired their sighter the RCO will call a “Cease Fire.” 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 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 team 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.

Rules for League

Fees

Match fees have been set at £3.00 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.

Each team captain will have a duplicate book recording the names of those people who are registered for your team, any shooter joining through the season will be required to pay the registration fee to shoot in the league, and one copy will be sent to the league coordinator and the money shown on the form paid directly into Lincolnshire Bell Target League.

Friendly matches

The league encourages friendlies and come-and-try-it 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.

County championships

These will be held in April/May every year and the following competitions will run.

Seniors Open

Open to all shooters in the county and outside the county to take part in a shoulder-to-shoulder competition based on a knock-out system league shooters £3.00 none league shooters £5.00.

Lincolnshire open county competition (residents of Lincolnshire only)

Lincolnshire Plate competition

Open to all shooters knocked out in round one of the Lincolnshire County Championships

Lincolnshire Junior competition

Open to all young people under the age of eighteen on the day of the competition

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