



# IHMSA Small Bore Silhouette at Greenville Gun Club

## *What is it all about?*

### **What is IHMSA?**

In short, Handgun Silhouette shooting was started for one reason – as a way to hone required skills for handgun based hunting. The format, scoring and rules reflect this. There are four different IHMSA “games” – Small Bore, Field Pistol, Big Bore and Air Pistol. GGC is starting IHMSA competition with Small Bore and may expand later. In Small Bore, participants fire one or more .22 Long Rifle handguns at 40 steel targets at 25, 50, 75 and 100 yards. (State, Regional and International matches have 60 and 80 targets). If the target falls over the shooter scores 1 point. If the target fails to fall, even if hit, no point is scored. As in hunting, there is some element of chance. Watching and hearing the steel targets fall offers instant feedback and excitement that shooting paper cannot offer! In the event of a tie there are “shoot offs” to determine the winner in each category. There are skill level classes to separate shooters based on demonstrated proficiency as well as separate categories for different types of handgun/sight combinations.

### **Firing a Match**

There are 4 stages of fire. Stages include 10 Chickens at 25 yards, then 10 Pigs at 50 yards then 10 Turkeys at 75 yards and finally 10 Rams at 100 yards. Handguns are never touched on or near the firing line until a shooter is in his load or fire period. Handguns are generally carried in a range box of some sort to the firing line and between positions. During each stage a shooter takes position, is given a 30 second loading time followed by a 2 minute period to fire 5 rounds. There is a 1 minute rest period (sometimes longer if target resets are required). Then there is another 30 second load period and 2 minute firing period for the last 5 shots of the stage. Shooters then go downrange and reset and paint their targets. Shots fired before or after then 2 minute firing period do not count. During the course of fire each shooter is allowed to have a spotter. Generally shooters pair up and take turns shooting/spotting. A spotter uses binoculars or a spotting scope and gives the shooter feedback and suggestions for each shot.

### **Sighters**

Before a shooter begins his scored stages for each handgun, he is allowed a “sighter stage.” During this stage the shooter takes a firing position on the lane with 1 of each swinger targets at the correct distance. During either one of the two 2 minute firing periods the shooter may fire up to 5 rounds total. These may be fired at any or all of the 4 swinger targets in order to judge conditions or make sight setting changes in preparation for the scored stages. No more than 5 rounds may be fired.

### **Classes**

Once a shooter has fired two scored entries in any particular category/handgun type, the shooter is assigned a class. These include C, B, A, AA, AAA and International classes. The exact score required for each class depends on the position and type of handgun/sights used. Once in a class a shooter must shoot a score in the next highest class twice in order to move up to that class. Shooters compete against other competitors in their own class. A shooter may have a different class for each handgun type.

### **Firing Positions**

Within the Small Bore Discipline (as well as Big Bore and Air Pistol) there are essentially two different firing positions: Standing and Freestyle. In standing position the shooter holds the gun with one or both hands but no other part of the body may contact the handgun and the elbows may not rest against the body. There are several variations of standing but a shooter may use anything he is comfortable with. Freestyle position allows for almost any safe position. If a 45° cone is envisioned starting at the muzzle towards the target, no body part may be within this cone of fire. The handgun may not touch the ground or shooting mat and may not be artificially supported by excessive clothing, boots, etc. Freestyle allows anything from standing, kneeling, sitting, prone, “Dead Frog,” “Creedmoor,” or numerous variations.

## Allowed Firearms

In the Small Bore discipline only factory-loaded .22 Long Rifle rimfire ammunition is allowed. This can include subsonic, hollow points, solid points, hypervelocity or any other available ammunition. The most successful shooters chose a match grade 40gr standard velocity ammunition. CCI Green Tag, Eley, Lapua, RWS, Wolf and other similar types of ammunition do well in competition. There are essentially 4 different types of handguns allowed in Small Bore and are as follows:

- 1) Production: A handgun that was manufactured and available to any shooter, fired as manufactured, with iron sights. The total weight may not exceed 4 pounds. Total length may not exceed 18". The barrel may not exceed 10 ¾" and may not have a muzzle brake on it. A trigger job may be performed. The sights may be replaced as long as the iron sights are an available "catalog" item and will attach to the handgun without any modification to the sights or to the gun itself. Adjustable sights are allowed. The grips may also be replaced, again as long as they are a "catalog item" and will fit without the grips or firearm being modified. Single load handguns like Contenders, semi-auto's like Mark II's, falling block guns like B.F.s and MOA's are all allowed. No bolt action is allowed.
- 2) Revolver: A special classification of Production handguns with all of the same requirements as Product, with the obvious exception of having to be a revolver. Revolvers must be loaded with 5 rounds and fired as such – a shooter may not selectively load particular cylinders.
- 3) Unlimited: Almost anything goes with an unloaded weight limit of 6 pounds and an over length of 25" with a barrel and sight radius not to exceed 15". Almost any safe modification can be made – and the handgun must remain BATFE legal. Chargers, Picuda's, bolt action handguns, custom stocks/grips, custom triggers, etc. all allowed. This is an iron sight category, but there are no requirements that the sights be a catalog item.
- 4) Unlimited Any Sight: Same rules as Unlimited but with the addition of a 7 pound weight limit and any sight the shooter would like to use including holographic, tube sights, red dots and scopes of any magnifications.

Lower classes of handguns may be used for higher classes of competition is desired. The classifications in order are Revolver, Production then Unlimited. Therefore a revolver may be used in any of the three classes, a production legal handgun may be used in an unlimited event. Iron sights may always be used in an Any Sight event as well. A shooter could enter a revolver with iron sights in any of the 5 classes, though he would be at a disadvantage.

For complete rules go to <http://www.ihmsa.org> and click on the "Revision to 2007 Rule Book" link. For questions contact Douglas Hewes via email at [douglas@hewes.net](mailto:douglas@hewes.net).

## Greenville Gun Club Events

- 1) Production (Production class handgun, freestyle position)
- 2) Revolver (Revolver class handgun, freestyle position)
- 3) Standing (Production class handgun, standing position)
- 4) Unlimited Standing (Unlimited Any Sight class handgun, standing position)
- 5) Unlimited (Unlimited class handgun, freestyle position)
- 6) Unlimited Any Sight (Unlimited Any Sight class handgun, freestyle position)

Shooters will generally shoot 1 to 2 of the above at each match and may select any of the above events. Different shooters will shoot different events at the same time.

## Schedule

Greenville Gun Club will hold IHMSA matches on the third Saturday of every month starting July 19<sup>th</sup>, 2008. Matches will begin at 8:30AM and run until 4PM. Matches will be held on the 300 yard Rifle Range. (During Hunting season matches may be rescheduled pending participation and demand for the Rifle Range.) Currently there are plans to hold matches year round, depending on participation.