

Welcome to the World of Metallic Silhouette Shooting

This sport originated in Mexico in the mid 1940's and carried across the border as a hunter's game. It experienced explosive growth, which is continuing.

The rules and equipment are simple. The targets consist of life-sized steel plate silhouettes of chickens, pigs, turkeys and rams. By using scaled down versions of the silhouettes, matches are also held for .22 rifles (smallbore class). Scoring is equally simple, if your round knocks the target completely off its stand, it's a hit. Anything else is a miss. A perfect score is 40. Men and women shoot shoulder to shoulder in this equal opportunity sport. For competitors and spectators alike, it's a fast-paced game that spells FUN!

Basic Rules ~ that are observed by the Silhouette Rifle Association of Canada (SRAC) and by BC Target Sport Association (BCTSA) are taken from the National Rifle Association (NRA) rule book.

High Power Silhouette Rifle ~ can be 6 mm or larger caliber, meeting the following specifications - maximum weight 10 pounds, 2 ounces, including sights.

Sights: any telescopic or metallic sight may be used. Scopes may not be more than 2 inches above the rifle as measured from the top of the receiver to the underside of the scope tube, nor may the scope be offset from the top centre line of the receiver. Any sighting device programmed to activate the firing mechanism is prohibited.

Trigger: any not subject to accidental discharge may be used. Triggers which function on release are not permitted. In the event of accidental discharge, the Range Officer shall require trigger adjustment or replacement of the rifle.

Stock: must be traditionally styled and may not be bent and/or twisted so as to deviate from conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others. The forend, including the trigger guard mounts and screws, shall not exceed 2¼ inches wide, and 2¼ inches

deep measured from the centreline of the bore. The forend shall extend a minimum of 8 inches forward of the forward edge of the receiver ring. The comb shall not extend above the centre line of the bore, but Monte Carlo roll may rise ½ inch on the off side. The toe of the stock including buttplate or recoil pad shall be no more than 7 inches below the centre line of the bore. Buttplate or recoil pad may not extend below the lower line of the stock.

Magazines: do not have to conform to stock measurements, but those that extend below the stock may not be used as support.

Trigger Guard: must be present and may not vary from conventional configuration for the purpose of providing added thumb or palm support and shall be no deeper than 1-5\16 inches below the bottom line of the forend.

Barrel: may be no longer than 30 inches including any sleeve or attachment, as measured from the face of the closed bolt to the end of the barrel.

High Power Hunting Silhouette Rifle ~ A hunting style rifle, chambered in a factory cartridge and having a maximum weight of 9 pounds, including sights and if applicable, an empty magazine or clip, with the exception of single shot rifles. The intent of this rule is to describe a common hunting rifle that is built by major manufacturers and readily available over the counter.

Caliber: can be 6mm or larger, provided that no wildcats, belted cartridges or magnums are allowed.

Sights: any telescopic or metallic sight may be used. Scopes may not be more than 1½ inches above the rifle, as measured from the top of the receiver to the underside of the scope tube, nor may the scope be offset from the centreline of the bore.

Exception: for rifles that eject the empty cartridge case straight up and that normally use an offset scope, the scope may be offset. Any sighting device programmed to activate the firing mechanism is prohibited.

Stock: a hunting style stock; thumb hole-type stocks are not permitted. Attachments, either removable or permanent, are not permitted. Swivels and slings are

permitted, but slings may not be used for arm support in shooting.

Trigger: pull shall not be less than 2 pounds. In the event of an accidental discharge, Range Officers shall require adjustments of the trigger or replacement of the rifle. Rifles must be equipped with a functional safety. All safety features, including any manual safety, must be functional.

Barrel: a hunting style contoured barrel that tapers from chamber to muzzle. Bull barrels are not permitted. A factory tuner that does not act as a muzzle brake or compensator is permitted. Maximum barrel length is 26 inches, including tuner.

Magazines: may not be loaded with more than 5 rounds. Magazines not capable of holding 5 rounds may be reloaded as required, and for removable magazines, multiple magazine may be used.

Smallbore Silhouette Rifle ~ is identical to the description of the High Power Silhouette Rifle, except that the rifle shall be chambered for only factory loaded. 22 caliber short, long or long rifle rimfire cartridges. Hot loads such as "stingers" are not permitted.

Smallbore Hunting Silhouette Rifle ~ is identical to the description of the High Power Hunting Silhouette Rifle, except that:

- (a) the rifle may be a single-loading rifle,
- (b) the weight may not exceed 8½ pounds
- (c) the rifle shall be chambered for only factory loaded .22 caliber short, long or long rifle rimfire cartridges and
- (d) barrel tuners or additional weights are not permitted.

Equipment ~

Gloves: may not be worn except when required for warmth. Conditions permitting the use of gloves will be determined by the Jury. Padded or unnecessarily heavy gloves may not be worn.

Clothing: Commercial sleeveless type trap and skeet vests and shotgun shooting shirts are permitted as well as clothing normally suitable for existing climatic temperatures. Shooting coats, unnecessarily heavy clothing, or anything on the person that would provide artificial support such as clothing having excess padding or stiffening material, or which restricts or supports the body in the shooting position may not be worn. Any dispute regarding clothing will be submitted to the Jury for decision.

- (a) Sleeveless leather, vinyl, heavy fabric or multiple layered vests that may be considered or construed to be unnecessarily heavy or to provide support are permitted if they can be closed over a gauge made from 4 inch thin wall PVC pipe, not less than 30 inches in length, passed through the entire length of the vest, and opened or vented from the bottom edge to a point 2 inches above the crest of the hipbone.
- (b) The gauge will be available to the competitors for self-checking throughout the tournament. Enforcement will take place at the firing line when garments to be worn underneath are in place.
- (c) "P.A.S.T." - type recoil shields are permitted in all rifle events. If such shields are used, no other shooting vests may be used.

Eye and Ear Protection: All competitors and other personnel in the immediate vicinity of the range are urged to wear protection.

Palm Rest: may not be used. A palm rest is any attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward arm.

Spotting Scope: The use by the coach of a telescope or other optical device to spot shots is permitted.

Butt Plates and Cheek Pieces: A butt or butt plate having a curved rear surface in which the depth of the curve exceeds ½ inch when measured from a straight line drawn down the top to the bottom of the butt plate is

prohibited. Butt plates must be centered. Adjustable cheek pieces must be fixed and sealed in place.

Empty Chamber Indicator: An ECI is required in all Silhouette competitions to indicate that the action is open, and the chamber is empty. The indicator must keep the action open, be inserted into the chamber and have a bright coloured flag extending from the firearm's receiver.

Firing Position ~

Any standing position without artificial support is permitted. The rifle must be supported only by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The chin may not rest on top of the comb. The stock may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes.

Classification ~

All unclassified competitors shoot in the highest classification until classified. You will be classified after your first 40 shot match.

High Power Rifles

Silhouette	Hunting
Master	32 to 40
AAA	26 to 31
AA	20 to 25
A	13 to 19
B	0 to 12

Smallbore Rifles

Silhouette	Hunting
Master	34 to 40
AAA	28 to 33
AA	21 to 27
A	15 to 20
B	0 to 14

Reclassification ~

Competitors will be reclassified to a higher classification when they shoot two scores in a higher classification to go from B class, and three scores in a higher classification to go from A, AA, AAA classes. If a competitor shoots a score which is two or more classes above the currently held classification, that competitor shall be reclassified to one class below the class which the high score falls, for that

match and thereafter. Example: If a class A competitor shoots a AAA score, that competitor will immediately be reclassified to AA for that match and thereafter.

Match ~

A standard match is 40 shots at 40 targets. Ten shots in two - five shot strings on each of the animal targets. Targets should all face the same way on each bank.

Target distances are in either meters or yards:

High Power			Smallbore	
Chickens	200	(Gallina)	Chickens	40
Pigs	300	(Javelina)	Pigs	60
Turkeys	385	(Guajalote)	Turkeys	77
Rams	500	(Borrego)	Rams	100

Time Limits ~

Computing Time: Time is not checked on each shot but is computed on the indicated allowance for each five-shot string. The Chief Range Officer may terminate any relay before completion of the full time allowance; if all competitors in that relay have completed firing.

Ready Time: Fifteen seconds will be allowed after the command "READY" is given before the command "FIRE".

Time Allowance: Two and one-half minutes will be allowed to fire one shot on each target of a bank of five targets.

Alibis: 30 seconds will be allowed for each unfired round of the series in which the alibi is allowed.

Shoot-Offs: 30 seconds will be allowed for each shot in a shoot-off tie breaker.

Minimum Time Between Strings: A Minimum: of 30 seconds will be allowed between the "CEASE FIRE" and "READY" commands.

Long Run Attempt: A competitor is allowed a 15 second ready and 2½ minutes for five shots. In the event that the first shot is a sighter, the competitor is allowed a 15 second ready and 30 seconds for a sighter shot.

Scoring ~

Each competitor has a bank of five silhouettes at which to fire one shot at each., left to right in order, in the appropriate time. Hits out of sequence are scored as misses; for example, the second shot hitting the third silhouette is a miss. When a silhouette is down before a shot, a shooter will fire on the remaining ones in order, then return to the left-most target in the bank and fire any unfired rounds at the remaining silhouette or silhouettes as required. Ricochet hits fired in sequence at properly designated targets count as a hit. Only hits and misses are recorded, and a silhouette must be knocked over or from its rest in order to score a hit. "Turning" a silhouette on its stand does not count as a hit. Each shot is scored "O" for a miss and "X" for a hit. Each competitor should have someone score for them. Spotters are permitted.

Commands ~

All commands given by the range officer shall be obeyed by all competitors and spectators.

Commands for Shooters -

"Shooters to the line": competitors take their places on the firing line. **DO NOT** handle your firearm.

"Ready": 15 seconds to load, adjust sights, make ready and take aim.

"Fire": You have two minutes and thirty seconds for five shots.

"Cease Fire": All shooting ceases, competitors unload and make firearms safe with action open and magazines removed.

"All rifles grounded": All rifles are to be put in the rack and no rifles handled.

Only now will target setters or anyone be allowed forward of the firing line!

***** Basic Range Safety Rules and Courtesy shall always be observed *****