

# Handgun Events Basic Rules 2025

## **STOCK GUN:**

EIGHT PINS, maximum of EIGHT ROUNDS may be loaded before the start signal, no more than 8 rounds when reloading. Two pistols or two revolvers or a pistol and a revolver are allowed. Full moon clips or half-moon clips or speed loaders may be used. Red Dot Sights are allowed.

## **STOCK REVOLVER (forced reload):**

EIGHT PINS, maximum of SIX ROUNDS may be loaded before the start signal, a maximum of SIX ROUNDS may be re-loaded, In the event that the shooter manages to clear the table with 6 shots, the shooter has to reload and fire a shot over the table in order to stop the time, NO speed loaders, NO half-moon clips and NO full moon clips may be used. A second revolver is NOT allowed. Red Dot Sights are allowed.

## **PIN GUN:**

FIVE PINS, a pistol or revolver may be used. A maximum of EIGHT ROUNDS may be loaded before the start signal. No more than eight rounds are in the firearm at any one time. Full moon clips, half-moon clips or speed loaders may be used. A second revolver is NOT allowed. Red Dot Sights are allowed.

## **PIN REVOLVER:**

FIVE PINS, any centre-fire revolver (single or double action) may be used. Eight-shot revolvers may be used, fully loaded before the start signal, re-loading up to 8 rounds allowed, speed loaders, half-moon clips or full moon clips are allowed. A second revolver is NOT allowed. Red Dot Sights are allowed.

## **9 PIN TIP-OVER:**

NINE PINS, no restriction on loading capacity of the magazine(s). Extended magazines are allowed. Compensators, weights and other performance-enhancing attachments are allowed. Red Dot Sights are allowed but only if the gun does NOT have a compensator.

# Elective Events Basic Rules 2025

## **POCKET PISTOL:**

5 PINS TOTAL on rear edge of single tier table, maximum of 6 ROUNDS +1 may be loaded before the start signal, no more than 7 rounds in the gun at any time. Barrel length no longer than 3.875" (99mm).

## **SNUBBY REVOLVER:**

5 PINS TOTAL on rear edge of single tier table, maximum of 6 ROUNDS may be loaded before the start signal, no more than 6 rounds in the gun at any time. Barrel no longer than 3" (76mm).

## **RIMFIRE HANDGUN:**

5 PIN HEADS TOTAL, on rear edge of single tier table, maximum of 8 ROUNDS may be loaded before the start signal, no more than 8 rounds in the gun at any time. A .22 Pistol or Revolver must be used.

## **SPACE GUN:**

9 PINS TOTAL on rear edge of single tier table, UNLIMITED ROUNDS may be loaded before the start signal, and unlimited rounds may be reloaded. Centre fire pistol, optic and compensator allowed; unlimited legal modifications allowed.

## **MANUAL SHOTGUN:**

5 PINS TOTAL, double tier table with 3 Pins on the bottom and 2 pins on the top. 3 ROUNDS may be loaded at start and unlimited after 1<sup>st</sup> shot fired. No speed-loaders allowed. Loading from any container on belt, gun or rail. Pump or double barrel allowed.

## **SELF-LOADING SHOTGUN**

5 PINS TOTAL, double tier table with 3 Pins on the bottom and 2 pins on the top. 3 ROUNDS may be loaded at start and unlimited after 1<sup>st</sup> shot fired. Detachable magazines allowed.

## **OPEN SHOTGUN**

5 PINS TOTAL, double tier table with 3 Pins on the bottom and 2 pins on the top. UNLIMITED ROUNDS may be loaded before the start signal, and unlimited rounds may be reloaded. Any shotgun with safe and legal modifications.