

The LGC Bullseye Club - Even-Handed Justice Matches

Introduction

For a full introduction to Bullseye shooting, check out [www.bullseyepistol](http://www.bullseyepistol.com)

These Matches are a spin-off of the LGC Bullseye Club matches. The name, Even-Handed Justice (EHJ) was bestowed on them by LGC Forum member SailDesign. Like the Bullseye matches, we use a 30-shot, three-target format. Unlike them however, these are shot from 10 yards instead of 15, and use a one-handed grip.

The matches have divisions for rimfire and centerfire handguns, and for strong and weak hand grip, so the four divisions are:

1. Rimfire, strong hand
2. Rimfire, weak hand
3. Centerfire, strong hand
4. Centerfire, weak hand

There is no distinction between iron and glass sights. Either is allowable

The Basics

Grip & Stance: You may only hold the pistol with one hand. Use either your strong or weak hand but do not change mid-match. No leaning against external support is allowed. Wheelchair or other disabled persons may, of course, make the necessary modifications to this rule.

No Do Overs! You can practice as much as you like but, when you are ready, you must decide that the next round is the official entry.

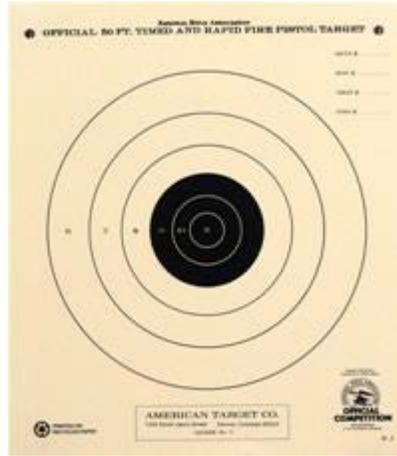
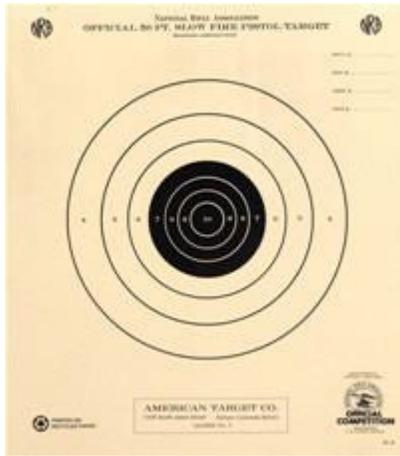
Timing: Time is a major factor in shooting competition, so try to be accurate.

Failure to Fire: This is not a formal event. If you experience a routine FTF (i.e. a stovepipe or a rimfire dud) fix the problem if you can and continue. The time it takes to fix the problem is not deducted from your time limit. No bang, no penalty. If it's a dangerous situation (i.e. a squib fire) immediately discontinue the match. This is an exception to the "No Do Over" rule. If your pistol needs off-range attention or repair, you may reshoot the course of fire.

Match Details

Targets

You will need three targets – one B2 and two B3 style pistol targets as shown here.



B2-style target

B3-style targets (has an X ring).

You don't have to use official targets. You can download copies from a number of sources. Do an internet search for "B2 target pdf" Some use color in the center. No problem. Your targets can be on printer paper or heavier stock, but they must conform to the size and ring configurations of the official versions.

Course of Fire

The EHJ match is a 30-shot event with three 10-shot stages.

1. **Slow Fire:** Use a B2 Style Target

10 shots "slow fire" at 15 yards. Total time: 10 minutes.

2. **Timed Fire** Use a B3 Style Target

10 shots "timed fire" at 15 yards. Total time: One minute.

Two strings of 5 rounds, each shot in 30 seconds.

Total: 10 rounds fired in 60 seconds. The round is divided into halves to allow revolver shooters time to reload. Semi-auto shooters can choose to either shoot two strings, or they can fire all 10 rounds without a break.

3. **Rapid Fire** Use a B3 Style Target

10 shots “rapid fire” at 15 yards. Total time: 30 seconds.

Two strings of 5 rounds, each shot in 15 seconds.

Total: 10 rounds fired in 30 seconds. The round is divided into halves to allow revolver shooters to reload. Semi-auto shooters can choose to either shoot two strings, or they fire all 10 rounds without a break.

(You can take as much time as you like between the three basic strings, but they must be completed in one session.)

Scoring

Totaling Your Score: We know this seems obvious (because it is), but when a shooter is used to other scoring styles, self-scoring a postal match can be confusing. When self-scoring a target, many shooters find it easiest to start with the outer rings and work inward. For example, on a B2 target you would start by counting hits in the 4 ring.

Bonus points: There is only one way to earn bonus points in this match – hit inside the X ring on the B3 targets. Score 11 points for each hit in the X rings.

Tough Scoring Calls: Here are some basic rules that answer the most common scoring questions.

- If an edge of a bullet hole touches the outer ring of the next higher scoring area, enter the higher score.
- If the edge of a keyholed (tipped bullet) touches the higher ring, enter the higher score.

In either case it must be an **actual bullet hole**, not an extended tear mark from a bullet hole. If it's a truly close call, give yourself the benefit of the doubt. But don't fudge this.

Another iffy problem involves very tight groups. Sometimes large, tight groups create a hole large enough for a bullet to pass through without leaving a trace. An example: if you have such a group after a 10-shot string and can find only nine holes in the target, assume the 10th went through that enlarged hole and give yourself that score. Again, no fudging. If you know you blew one, don't use the black hole theory.

A great source for scoring info is the scoring tutorial printed by the Greater Boston Pistol League: http://www.gbpl.org/pdfs/GBPL_Scoring.pdf

The Score Sheet: Here is an example of a score sheet you can use. Copy it or make something similar. Any scoring form that properly indicates the number of hits in each ring as well as the total score for each stage of fire is acceptable.

If you do make another kind of form, be sure to include all the entry details shown on the sample below – Division, Sights, User name, Real name, Pistol used, etc. Submit a copy of your score by each deadline to: postalmatch@theliberalgunclub.com Please mark the entry email “EHJ Match”

String	4 Ring	5 Ring	6 Ring	7 Ring	8 Ring	9 Ring	10 Ring	X ring = 11	Total
Slow 15 Yds								N/A	
Timed 15 Yds	N/A	N/A							
Rapid 15 Yds	N/A	N/A							

Grand Total _____

Caliber: 22 ____ Centerfire ____

Hand Used: Strong _____ Weak _____

User Name:

Real Name (private):

Pistol Used: