

HMS

AIR PISTOL SHOOTING

Rules

Target Templates

Scoring Sheets



INTRODUCTION:

HMS shooting began started in Mexico in the early 1900s where various birds and animals were tied to stakes and shot at. As long as blood was showing it was classed as a hit.

In the late 1940s targets were cut out steel in the shape of chickens (gallinas), pigs (javelina), turkeys (gualotes) and rams (Borrego's) and were then shot at.

New Zealand is affiliated to IHMSA (International Hand Gun Metallic Silhouette Association) which is the American silhouette association which was created in 1976 under Elgin Gates who adapted the rules to shoot silhouettes with pistols.

Also we are affiliated to IMSSU (International Metallic Silhouette Shooting Union) which is the European association which was formed in 1992

HMS AIR PISTOL SHOOTING:

HMS Air Pistol Shooting is ideal for clubs looking to branch out and use their ISSF Air Pistols for other competitions in addition to the ISSF Air Pistol Match.

Setting up HMS Air Pistol shooting is easy, all you need is a 25 Meter Range and timber or sleepers to place the targets on.

HMS Air Pistol Targets:

1. Targets shall be 1/10th scale of "full scale" targets per official IHMSA scale templates.
2. Targets shall be made from steel plate and shall be maximum 3mm thick for all targets, or the nearest metric equivalent. Commercially available targets of die cast metal construction are allowed.
3. The feet upon which the targets rest shall be made from the same type and thickness of steel as the targets and shall be welded to the targets. The feet shall be proportional to the target.

Target templates are available from the following websites: <http://www.ihmsa.org/targets/>

<http://www.imssu.org/documents/Targets/>

Here are pictures of the targets:



Chickens (gallinas)



Turkeys (gualotes)



Rams (Borrego's)



Pig (javelina)

TYPES OF PISTOLS ALLOWED:

ISSF Style Pistols are allowed and compete in the unlimited class's category.

Factory style Air pistols shooting in the most popular Production Classes are Crossman 2300T and the Daisy Avanti 747 which is the most popular.

RULES:

Range Layout / Target Set-Up

- A silhouette range consists of a firing line and four different target lines, one for each of the four animals (chicken, pig, turkey, ram). Distances from the firing point to each bank of targets shall be:

Air Pistol

Chickens:	10 metre
Pigs:	12.5 metre
Turkeys:	15 metre
Rams:	18 metre
Tolerance +/- 152mm	

- All silhouette range configurations and construction shall provide safe shooting conditions, both at the firing line, as well as down range to the targets and beyond the targets.
- Targets shall be set in banks of five animals each (five chickens, five pigs, etc.) The recommended distance between each animal is the width of that animal.
- Targets shall be set on rails or individual target stands, which shall be flat and level. It is recommended that wood or some other absorbent material be placed in front of steel rails or stands that may be subject to causing ricochet.
- Targets for all types of IHMSA competition shall be set with the rear edge of the target's foot / feet flush with the rear edge of its target stand.
- The recommended colour for all targets is flat black; however, targets may be painted any color necessary to provide adequate contrast with the background and good target visibility. Once a match is started, target color shall not be changed.

C. Match Commands

At an IHMSA match there are four commands to be given by the Range Officer - the individual responsible for calling the line, or by recorded commands. To ensure uniformity and avoid confusion on the part of the competitors, the following commands should be used consistently:

A) "Shooters to the line" - Given when the range is safe, to alert competitors to ready themselves on the firing line. Handguns shall not be handled at this time.

B) "Load" - Given at the start of a 30 second period in which the competitor prepares to shoot; including, but not limited to adjusting / blackening sights, dry firing, and loading. Competitors shall not handle their handguns until the "Load" command has been given.

C) "Fire" - Given at the conclusion of the 30 second loading period, it signifies the start of the two minute period to fire five shots.

D) "Cease fire., make your gun safe" - Given at the end of the two minute firing period. When given, competitors must immediately cease firing, unload their handguns, and put them in a safe and stable condition. If a competitor encounters any difficulty or delay in doing so, he must notify the Range Officer immediately.

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Electronic tones or horns may be used for the "Fire" and "Cease fire" commands. Verbal direction shall still be given for all other commands.

The two minute firing period shall officially commence at the beginning of the audible tone or beginning of the word "Fire"; and shall end at the beginning of the audible tone or beginning of the first word of "Cease Fire".

D. Sighter Targets / Sighter Shots

1. Sighter targets, or sighter shots, are allowed at the Match Director's option at non-championship matches.

2. It is mandatory that sighter targets be available for use by participants at all IHMSA championship matches. There shall be a minimum of one target at each distance for each type of match target to be shot in competition.

3. When used, sighter targets shall be the official size and shape for the type of competition, set at the same distances, the same color and have approximately the same background as the equivalent match targets.

4. Competitors will be allowed up to five sighter shots for each match entry to be fired. Sighter shots must be taken during a standard, two-minute match firing period. Competitors will have the option of shooting at the sighter targets of their choice, or foregoing any sighter shots.

5. Once a range has been officially closed for preparation of a match, no practice will be allowed before or during any IHMSA sanctioned match other than the five-sighter shots as described above.

E. Scoring

1. For each five shot string, targets shall be shot in sequence, left to right, one shot fired at each target. Each five target grouping is referred to as a "bank" of targets.

2. Scorecards for each entry shall be marked as follows:

A) Hit: an "X" shall be marked in the box corresponding to the correct target to be shot at.

B) Miss: a "0" shall be marked in the box corresponding to the correct target to be shot at.

C) The total number of "X's" for each five-shot bank shall be entered on the scorecard. The sum of all five shot banks shall be entered at the bottom of the scorecard to determine the competitor's total match score.

3. A shot shall be scored as a hit if the correct target is knocked down or off its stand as a result of the shot. The following shot conditions on the correct target shall be scored as a hit:

A) A ricochet that knocks down the target.

B) A shot striking a legally fastened target (refer to # 5 below).

Competitors may request inspection of the target(s) in order to have hits verified.

SCORING SHEETS:

These are available on the PNZ HMS webpage of the Pistol New Zealand Website.

FOR MORE INFORMATION:

Contact the Section Director, Peter Payne @ hms@pistolnz.org.nz