

22LR Pistol Bowling Pin Challenge Rules

A **22LR bowling pin shoot** is a timed handgun match where you clear 5 bowling pins from a table as quickly as possible, with the goal of achieving the fastest total time across multiple rounds.

Objective

Clear all 5 pins from the table and hit the steel drop plate (or complete the pin-clearing action) within the allowed time. The match is **head-to-head**, the first to drop their pins/optional plate wins that round.

Setup

- **Distance:** 25 feet/yards from the shooter to the table.
- **Pins:** 5 regulation bowling pins set on a table top or stand.
- **Drop plate Optional:** Steel plate alongside the table to be hit after clearing pins.
- **Table size:** Varies to match needs, often 4×8 feet; rimfire pins may be set closer to the back edge (12 inches).

Course of Fire

1. **Load & Make Ready:** Range officer gives command to load and assume a safe, ready position (barrel angled down).
2. **Start Signal:** Buzzer sounds — you may raise and fire.
3. **Firing Time:** Maximum **15/30 seconds or first to clear all pins** from start signal.
4. **Clearing Pins:** Each pin must be knocked off the table with a single shot; chasing spinning pins is discouraged.
5. **End of Round:** After 15/30 seconds or when all pins are cleared, unload and show clear.
6. **Reset:** Range officer commands Make firearms safe and show clear, you may go forward and reset pins” before the next round begins.

Scoring

- **Single round:** Time from start to final pin cleared (or optional plate hit).
- **Match score:** Often the **lowest 3 times** from multiple rounds are summed; the lowest total wins.
- **Penalties:** If pins remain on the table at the end of the 15/30 seconds, each uncleared pin adds 3 seconds to your time.

Safety & Equipment

- **Eye & ear protection & ECI's** are required at all times.
- Firearms must be **cased and unloaded** behind the firing line.
- On the line shooters will be given the “load and make ready” command.
- Recommended: 2–3 magazines or speed loaders, extra ammo, and a holster or case.
- Hotter-than-average 22LR ammo can help knock pins off the table.

Typical Match Format

- **Rounds:** 3–5 strings of 5 pins per shooter.
- **Ammo load:** 10 rounds per run, with 20 in reserve.