

KYL Tournament Description and Rules

The Know Your Limits (KYL) Match is designed to test your knowledge of current shooting conditions as well as your own capabilities.

Your skill level, firearm, ammo, weather, etc..., all need to be factored in.

Shooters are only allowed 10 rounds total and have a time limit of 90 seconds to complete the course of fire. The match will consist of 2 or 3 relays. Shooting order will be determined by chip draw.

All normal Capital City Gun Club safety protocols will be strictly adhered to.

The ammo

Ammo must be commercially available 22 Long Rifle rimfire

To prevent plate damage, Only lead bullets will be allowed.

Loads with a velocity over 1300 FPS are prohibited.

The Rifle

Rifles must follow ARA Factory Class guidelines. With the following exception; All rifles must use removable magazines. Rifles with fixed tubular magazines are not allowed as they are more difficult to unload and make safe.

All firearms must be zeroed at the time of the match, NO time will be given before or during the match to zero your rifles.

Sighting device

Any optical scope or iron sights may be used.

Simple Red dot type sights are allowed but not recommended.

No electronic "ballistic calculator" or camera type sights are allowed.

The Target

The target rack starts with a two-inch plate on the left and descends in size in ¼-inch increments. From left to right, these plates measure 2-, 1¾-, 1½-, 1¼-, 1-, ¾-, ½- and ¼-

The plates will start out white but will not be re-painted between shooters, or relays.

Support Equipment

A standard bi-pod (examples include but are not limited to Harris, Atlas 46 or Accu-tac standard) and or sand bags may be used.

One piece rests, two piece rests and mechanical rests are prohibited.

The H frame, and F class extra wide and ski style bi-pods are prohibited.

The use of wind flags will be prohibited.

The use of electronic ballistic calculators (like the Kestrel) is prohibited.

All shots will be taken from the Official bench and stool/seat being used.

As it is possible for someone to attempt to use an item that is technically legal however may be found to violate the spirit of the rule it may be called illegal. The match director has final say on allowable equipment.

The Scoring

Points awarded as follows

$$2'' = 2$$

$$1 \frac{3}{4} = 4$$

$$1 \frac{1}{2} = 8$$

$$1 \frac{1}{4} = 16$$

$$1 = 32$$

$$\frac{3}{4} = 64$$

$$\frac{1}{2} = 128$$

$$\frac{1}{4} = 256$$

$$2^{\text{nd}} \frac{1}{4} = 512$$

$$3^{\text{rd}} \frac{1}{4} = 1024$$

The plates must be shot in order from largest to smallest.

The points double with each successive hit.

The paddle must visibly “swing” to be counted as a hit (The Match directors decision is final).

If a paddle is hit out of order it is considered a miss.

A miss results in a loss of all accumulated points and requires the shooter to start over on the 2 inch plate with only the rounds and time remaining.

The shooter may choose to stop at any time they wish in order to preserve the points they have earned.

If the time runs out with no misses the shooter keeps the points they have earned.

If a shot is fired after the time runs out it will not be counted, regardless if it is a hit or miss.

NO COACHING – the shooter is responsible for hitting the correct target, spotting misses, wind calls etc..

The officinal spotter/score keeper will inform the shooter of hits, misses, or “wrong target”.

The winner will be the individual with the highest number of accumulated points at the match.

Ties will be settled via a shoot-off. If after 1 round there is still a tie the target rack will be moved back in 25 yard increments. Until the maximum 100 yards is reached, and will continue at 100 yards to resolution.