

Bowling Pin Pistol Match

*Sunday afternoon
1:00 to 5:00
March 30*

**KODIAK ISLAND
SPORTSMANS
ASSOCIATION
INDOOR RANGE AT
MONASHKA BAY**

**CENTER FIRE
AND
RIMFIRE**

For the .22 match we cut the top 6 inches off of a bowling pin and that is the target.

\$10.00 entry Fee
\$5.00 re-entry fee
Under 18 half price

Phone: 942-7737
Email: president@kisaorg.com
www.kisaorg.com



In a bowling pin match the shooter stands 25 feet from a 4 by 8 foot table with 5 bowling pins placed 18 inches apart and 12 inches back from the front of the table,. Starting position is gun touching the table directly in front of the shooter. The score is the average of the 3 best out of 4 times needed to knock all of the pins off of the table.

Master Tips by Bill Wilson

1. **Don't peek** There's a strong temptation to look at the pins as you shoot, especially after you've made one or two good shots. Avoid it. Ignore the pins and focus on the front sight. (you stop hittin' them when you start watchin' them)
2. **Don't Rush** Don't try to shoot fast. Speed comes from smoothness, not effort.
3. **Go for one shot hits** Consistency is the key to shooting bowling pins, and to be consistent you have to shoot at a one shot per pin pace.
4. **Left to right or right to left?** Do what's comfortable to you. I shoot from left to right, but many top shooters do the opposite.
5. **Point of aim** I aim at the logo, about two-thirds of the way up the pin. Shooting at the fattest part of the

pin doesn't allow enough margin for error. If you hit a little low, the pin might not go off the table. If you're a little high, you'd probably miss the pin altogether.

6. **Go back for the deadwood.** Watching the pins as you shoot and trying to "pick up" deadwood as you go along wastes valuable time on pins that might have rolled off anyway. And stopping for deadwood along the way disturbs your rhythm: it takes a very careful shot to hit a pin that's on its side, so you have to slow down to make the shot. Then you have to speed back up for the standing pins. Its better to fire one shot per pin, re-assess the problem, and then go back for the deadwood.
7. **Double tap the last pin** The clock stops when the last pin hits either the back wall or the ground, so if you can speed it up with an extra hit, you can shave one or two tenths of a second off your time. But you really have to be "on" to do it properly.

