

WHIRLING .22s

THE FUSILIER COMPLEX - Whirling22@yahoo.com

The **Whirling .22s** is a timed challenge designed for all everyday shooters without the need of special equipment or special training, with rifles and pistols .22, at targets that will whirl (spin) or be moved when hit. Competition is open to any able body of sound mind 12 years old or older.

These games are designed to improve control over yourself and your guns (pistol and rifle), increasing the rate of hits and reducing the time for the hits. Not to mention the excitement of a job well done (or not).

The Whirling .22 games provide discipline to the participants. The shooter is faced with the selection of tactics to use, time control, sight control, trigger control, gun control, breathing control, and panic control.

The Game is teaching us how to be precise and fast; how to move from target to target in unorthodox ways; how to continue the fight with your weak side when your strong one is out of commission; how to time your shot; and how your gun may fail and how to fix it. The Games also provide an ambient of camaraderie, respect, and self-control. Did I mention the fun? No? Well they are GREAT!

Some spinners:



When Sundays
Hours 9:00 am to 1:00 pm. First shot at 9:30 am.
Dates January 17, March 6, May 15, July 10, August 14, September 11,
 October 9, November 13

The dates are shown in "Calendar" of The Fusilier Complex site:
<http://fusiliercomplex.com/index.php>

Where: The Fusilier Complex range near Arnaudville, LA. Directions at
<http://fusiliercomplex.com/index.php/map-directions>

Awards

Title of "*Summa*", "*Magna*", & "*Cum Laude*" Whirler to the three highest scores.
A special title of *Hanglass Champion to the hero who saves the miss.*

Entry Fees \$10.00.

Equipment

Caliber .22 rifle (10 shots) and .22 pistol (20 shots). Eyes and ears protectors.
NO .22 Magnum, NO Hypervelocity .22, NO .17.

Ammunition

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Shooters will provide own ammunition. Soft nose lead .22.

At least 160 rounds will be needed. Better bring more just in case. Ammunition is not available for sale at the games.

NO .22 Magnum, NO Hypervelocity .22, NO .17.



Rifles allowed

Semi-auto, bolt, lever, pump, are OK.

10 rounds magazine.

Any sights: iron sights or optics.

Slings are allowed.



Pistols allowed

Pistol or revolver. Semi-auto is suggested.

Two 10 round magazines for pistol or speed loaders for revolver.

Any sights: iron sights or optics.

General information

The 15 yards pistol only line will be used in an exclusive mode with non-participants as spectators.

Targets will be between 10 yards and 15 yards.

Eye and hear protection are **REQUIRED** on the line and staging areas for any person at this event. The .22 bullets WILL fragment upon impact of the metal so ricochets are not happening but a sliver of lead MAY come back to the firing line.

The backstop is the berm. Targets will be positioned in front of it and will capture misses.

No water and food available at range.

There is a limited number of participants (16). Pre-registration will give you a place in the fun.

To **PRE-REGISTER** or send your comments, email Whirling22@yahoo.com

RULES

R1. Safety is a must. Anybody acting disruptively will be asked to leave immediately. His/her behavior may be reported to the appropriate authority.

R2. All events have a time limit and a limited number of shots. In all stages the shots will be no more than 10 for rifle and 20 for pistol.

R3. All events will be run sequentially and there will be only one or two whirlers in each stage and a Whirling 22s Spotter (W22S), who will report the number of hits.

R4. Any whirler using more than the allotted rounds or time will have to rerun the stage or accept a zero score.

R5. In case of a **tie**, one of the stages will be used until a winner emerges. The break-the-tie gun to be used, rifle or pistol, will be decided by the Whirling 22s Director (W22D).

R6. Gun must be supported by whirler's body only.

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R7. The course of fire will be given at the event and not before.

R8. The course of fire may be altered at any time by the Whirling .22s Director.

R9. Any protest or doubts on results will be decided by the Whirling .22s Director (W22D) with the assistance of the Whirling .22s Spotters (W22S) and Whirling .22s Participants (W22P).