Black Powder Revolver Match

3rd Tuesday Each Month. Bay 2

This match is for black powder revolvers only.

General Safety Considerations and Procedure:

- No smoking, vaping, or open flames permitted
- Black Powder Caution signs will be posted.
- Loading revolvers will be accomplished only at the designated loading table when the shooter is either on deck or in the hole.
- Powder containers only on the loading table – not the shooting table. Powder containers are always closed.
- A separate powder measure will be used – no loading from the powder container.
- The use of a loading stand is mandatory so that pistols may be left with muzzle up
- Safe direction is always "up"
- **No capping will be performed at the loading table. Violation will result in expulsion from the match**
- Loaded revolvers will be taken directly to the starting table from the loading table
- When moving with the revolvers before or after completing a stage, they will either be held muzzle up with the muzzle above the head or carried in a holster with the hammer locked on a safety pin between chambers.
- If the shooter is not wearing a holster, there will be a loading stand on the starting table to place the revolver in upright position if the shooter wishes to go downrange to see their hits on paper targets.
- The start box will be behind a table in front of the numbered shooting bays. There will be no handling of firearms behind the start box except for loading at the loading table, working on a gun at the safety table, or moving a gun from the loading table to the starting table
- Once at the start box, the safe direction is now up or downrange
- **Nipples will be capped only at the direction of the RO when the shooter gets to the start box for the stage. All priming caps and priming tools will remain on the starting table for duration of the match**
- When shooting a stage, hammers are not to be cocked until the revolver is pointed downrange.
- At the completion of a stage, the shooter and RO will verify the revolver is unloaded:
    - Checking all chambers to ensure no projectiles remain
    - Checking all nipples to ensure none are capped. All fired caps will be removed from the nipples.
    - Any loaded chambers must be cleared with a new cap with the muzzle pointed downrange
- Once verified that the revolver is unloaded, the shooter will return to the loading table either with:
    - The revolver pointed up and muzzle above the head and place the revolver upright in its loading stand until it is time for the shooter to again load for the next stage,
    - Or if the shooter is wearing a holster, the revolver can be holstered with the hammer locked on a safety pin between chambers

General information for shooters:

This match is for black powder revolvers only on Bay 2
Matches will typically require 24—30 rounds

Black powder shooters probably know what they need to bring, but at a minimum:

- Black powder revolver
- Holster (optional)
- FFFG (3FG) black powder
- Separate powder measure
- Wads or other buffer compound
- Projectiles – balls or conical
- Chamber grease
- Percussion caps & cap loader
- Loading stand (required by club rules)

Highly recommend that you mark all your equipment and supplies! Depending on the number of shooters there will be a lot of gear out on tables. While no one would intentionally take anyone else's gear or supplies, without clear markings it could happen accidentally!

There will not be room on the loading table for everyone's gear and supplies so there will be one or more tables adjacent to the loading table for your gear. There will be no loading on the gear tables – loading will only take place on the designated loading table.

Introductory Match 17 November 2026
"Fast is fine but accuracy is final"

Stage 1 "Triple Double"

- 3 steel targets at 10-15 yards. A table will be positioned in front of the start box
- Starting position is either from the holster, arms at sides or picking pistol up off table
- String #1
    - One round on each – start from left side, two shots per target in any order
- String #2
    - One round on each – start on the right side, two shots per target in any order.

Scoring for stage one is time, with 5 second penalty added for any misses. Lowest combined number wins the stage.
For this stage, the shooter will have to deal with any cap jams or misfires. If they result in any targets not hit - those will be assessed as missed targets

Stage 2 "25 Paces"

- Bullseye NRA B-8 target at 25 yards
- Starting position is either from the holster, arms at sides or picking pistol up off table
- Shooting is performed one-handed
- Six rounds for score – no time limit
- Maximum score is 60 points

Scoring for this stage is points based on hits and placement in the various "rings" from the bullseye (10 points) to the outermost ring (5 points), hole must be halfway across ring to count for that scoring ring

Stage 3 "50 Paces"

- Bullseye NRA B-6 target at 50 yards
- Starting position is either from the holster, arms at sides or picking pistol up off table
- Shooting is performed one-handed, or two-handed
- Six rounds for score – no time limit
- Maximum score is 60 points

Scoring for this stage is points based on hits and placement in the various "rings" from the bullseye (10 points) to the outermost ring (5 points), hole must be halfway across ring to count for that scoring ring