

**Governor's 100 - Centerfire Semi-Automatic Rifle (The "300" Course of Fire)**

Type of Course: Single Target

Targets (type & number): Birchwood Casey, Dirty Bird® 12" x 18" Silhouette Target

Setup: Target set securely in target stands (or on a designated backstop) at chest height. Markers on range clearly indicating shooting locations for each string of fire.

No. of rounds to be scored: 30

Maximum points: 300

Rifle must conform to USPSA Tac Optics division

Start position: First String - 5 Yards, Second String - 10 Yards, Third String - 25 Yards, Fourth String - 50 Yards, Fifth String - 100 Yards, Sixth String - 5 Yards

Shot "Time Window": First and Sixth Strings are allotted the minimum time window per class.  
Second String "Time Window" is double the First - Third String double the Second, etc.

Example - Expert "Time Windows":

- 1st String = 1.5 Seconds
- 2nd String = 3.0 Seconds
- 3rd String = 6 Seconds
- 4th String = 12 Seconds
- 5th String = 24 Seconds
- 6th String = 1.5 Seconds

Weapon ready condition: Each String begins with the weapon in identical condition (including any optics), loaded, with a round in the chamber, on safe at "low ready" -

Procedure: After an audible start signal, disengage safety and fire up to 5 shots into the target or until audible stop signal. Shots fired outside the allotted time incur a penalty - "minus 10 pts." The weapon must be returned to "safe" condition after each string. The range officer may require a weapon to be unloaded after a string, prior to changing position, at their discretion.

**Violation of range officer safety directions, or "unsafe handling" disqualify any score.**

Scoring: Score the target for points, subtracting 10 points for each shot taken outside of the given time window.

Classification: Scoring of 285 or better, 5 times in any 2 year period results in an automatic change to the next highest available class. Scoring a single "300" in any 2 year window likewise requires that a shooter immediately move to the next higher class.

Centerfire Semi-Automatic Time Windows by Class:

Class	String 1	String 2	String 3	String 4	String 5	String 6
Novice	5 sec.	10 sec.	20 sec.	40 sec.	80 sec.	5 sec.
Intermediate	3 sec.	6 sec.	12 sec.	24 sec.	48 sec.	3 sec.
Expert	1.5 sec.	3 sec.	6 sec.	12 sec.	24 sec.	1.5 sec.
Master	1.25 sec.	2.5 sec.	5.0 sec.	10.0 sec.	20 sec.	1.25 sec.

**Governor's 100 -Rimfire Rifle (The "300-mini" Course of Fire)**

Type of Course: Single Target

Targets (type & number): Birchwood Casey, Dirty Bird® 12" x 18" Silhouette Target

Setup: Target set securely in target stands (or on a designated backstop) at chest height. Markers on range clearly indicating shooting locations for each string of fire.

No. of rounds to be scored: 30

Maximum points: 300

Start position: First String - 5 Yards, Second String - 10 Yards, Third String - 25 Yards, Fourth String - 50 Yards, Fifth String - 100 Yards, Sixth String - 5 Yards

Shot "Time Window": First and Sixth Strings are allotted the minimum time window per class. Second String "Time Window" is double the First - Third String double the Second, etc.

Example - Expert "Time Windows":

1st String = 1.5 Seconds

2nd String = 3.0 Seconds

3rd String = 6 Seconds

4th String = 12 Seconds

5th String = 24 Seconds

6th String = 1.5 Seconds

Weapon ready condition: Each String begins with the weapon in identical condition (including any optics), loaded, with a round in the chamber, on safe at "low ready" -

Procedure: After an audible start signal, disengage safety and fire up to 5 shots into the target or until audible stop signal. Shots fired outside the allotted time incur a penalty - "minus 10 pts." The weapon must be returned to "safe" condition after each string. The range officer may require a weapon to be unloaded after a string, prior to changing position, at their discretion.

**Violation of range officer safety directions, or "unsafe handling" disqualify any score.**

Scoring: Score the target for points, subtracting 10 points for each shot taken outside of the given time window.

Classification: Scoring of 285 or better, 5 times in any 2 year period results in an automatic change to the next highest available class. Scoring a single "300" in any 2 year window likewise requires that a shooter immediately move to the next higher class.

Rimfire Rifle Time Windows by Class:

Class	String 1	String 2	String 3	String 4	String 5	String 6
Novice	5 sec.	10 sec.	20 sec.	40 sec.	80 sec.	5 sec.
Intermediate	3 sec.	6 sec.	12 sec.	24 sec.	48 sec.	3 sec.
Expert	1.5 sec.	3 sec.	6 sec.	12 sec.	24 sec.	1.5 sec.
Master	1.25 sec.	2.5 sec.	5.0 sec.	10 sec.	20 sec.	1.25 sec.

**Governor's 100 - Centerfire Pistol (The "150" Course of Fire)**

Type of Course: Single Target

Targets (type & number): Birchwood Casey, Dirty Bird® 12" x 18" Silhouette Target

Setup: Target set securely in target stands (or on a designated backstop) at chest height. Markers on range clearly indicating shooting locations for each string of fire.

No. of rounds to be scored: 15

Maximum points: 150

Start position: First String - 5 Yards, Second String - 10 Yards, Third String - 25 Yards

Shot "Time Window": First and Sixth Strings are allotted the minimum time window per class. Second String "Time Window" is double the First - Third String double the Second

Example - Expert "Time Windows":

1st String = 3.0 Seconds

2nd String = 6.0 Seconds

3rd String = 12 Seconds

Weapon ready condition: Each String begins with the weapon in identical condition (including any optics), loaded, with a round in the chamber, on safe at "low ready" -

Procedure: After an audible start signal, disengage safety and fire up to 5 shots into the target or until audible stop signal. Shots fired outside the allotted time incur a penalty - "minus 10 pts." The weapon must be returned to "safe" condition after each string. The range officer may require a weapon to be unloaded after a string, prior to changing position, at their discretion.

**Violation of range officer safety directions, or "unsafe handling" disqualify any score.**

Scoring: Score the target for points, subtracting 10 points for each shot taken outside of the given time window.

Classification: Scoring of 120 or better, 5 times in any 2 year period results in an automatic change to the next highest available class. Scoring a single "150" in any 2 year window likewise requires that a shooter immediately move to the next higher class.

Centerfire Pistol Time Windows by Class:

Class	String 1	String 2	String 3
Novice	10 sec.	20 sec.	40 sec.
Intermediate	5 sec.	10 sec.	20 sec.
Expert	3 sec.	6 sec.	12 sec.
Master	2 sec.	4 sec.	8 sec.

**Governor's 100 - Bolt Action Centerfire Rifle (The "100" Course of Fire)**

Type of Course: Single Target

Targets (type & number): Birchwood Casey, Dirty Bird® 12" x 18" Silhouette Target

Setup: Target set securely in target stands (or on a designated backstop) at chest height. Markers on range clearly indicating shooting locations for each string of fire.

No. of rounds to be scored: 10

Maximum points: 100

Start position: First String - 5 Yards, Second String - 10 Yards, Third String - 25 Yards, Fourth String - 50 Yards, Fifth String - 100 Yards

Shot "Time Window": First and Sixth Strings are allotted the minimum time window per class. Second String "Time Window" is double the First - Third String double the Second, etc.

Example - Expert "Time Windows":

- 1st String = 1.5 Seconds
- 2nd String = 3.0 Seconds
- 3rd String = 6 Seconds
- 4th String = 12 Seconds
- 5th String = 24 Seconds

Weapon ready condition: Each String begins with the weapon in identical condition (including any optics), loaded, with a round in the chamber, on safe at "low ready" -

Procedure: After an audible start signal, disengage safety and fire up to 2 shots into the target or until audible stop signal. Shots fired outside the allotted time incur a penalty - "minus 10 pts." The weapon must be returned to "safe" condition after each string. The range officer may require a weapon to be unloaded after a string, prior to changing position, at their discretion.

**Violation of range officer safety directions, or "unsafe handling" disqualify any score.**

Scoring: Score the target for points, subtracting 10 points for each shot taken outside of the given time window.

Classification: Scoring of 90 or better, 5 times in any 2 year period results in an automatic change to the next highest available class. Scoring a single "100" in any 2 year window likewise requires that a shooter immediately move to the next higher class.

Bolt Action Centerfire Rifle Time Windows by Class:

Class	String 1	String 2	String 3	String 4	String 5	String 6
Novice	5 sec.	10 sec.	20 sec.	40 sec.	80 sec.	5 sec.
Intermediate	3 sec.	6 sec.	12 sec.	24 sec.	48 sec.	3 sec.
Expert	1.5 sec.	3 sec.	6 sec.	12 sec.	24 sec.	1.5 sec.
Master	1.25 sec.	2.5 sec.	5.0 sec.	10 sec.	20 sec.	1.25 sec.