

BOWLING RIN BLITZ

2026 RULES



A HIGH-SPEED
SHOOTING COMPETITION
OPEN TO HANDGUNS
AND CARBINES IN PISTOL
OR RIMFIRE CALIBERS.



REVISION 2026.1

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Pin shooting is a sport anyone can enjoy, regardless of experience, age, gender, or background.

Inspired by the bowling pin shoots of the 80s and 90s, Bowling Pin Blitz is a shooting competition focused on fundamental shooting skills. Shooters must balance accuracy, power, and speed while facing down a table of bowling pins arranged at 10 yards, racing against both the clock and other shooters.

A special thanks to Richard C. Davis and Matthew Davis for 50 years of incredible events, and to the community of The Pin Shoot for everything you have taught me. This project would not be possible without you.



4 RULES OF FIREARM SAFETY

- 1. Never point your muzzle at anything you are not willing to destroy.**
- 2. Always treat all firearms as if they are loaded.**
- 3. Always keep your finger off the trigger until you are ready to fire.**
- 4. Always know what is in front of your target and what is beyond it.**



RANGE SAFETY

Cold Range

A cold range should be maintained at all times unless you are the person or persons actively shooting during an event. This means all firearms should remain unloaded with no magazine inserted until a Range Officer gives you the "Load and Make Ready" command at the firing position.

Failure to follow this rule will lead to an immediate disqualification. There are no exceptions to this rule.

180 Rule

Firearms must remain pointed downrange at all times while they are being handled outside of holsters or cases, or when a chamber flag is not inserted. Downrange is defined in regards to a vertical plane running parallel to the back berm of the range; in other words it is a 180 degree line running to the shooters left and right, as well as above and below them when squarely facing the rear berm.

Failure to follow this rule will result in an immediate disqualification.

There are no exceptions to this rule.



RANGE SAFETY

Safe Starting Conditions

All firearms must begin each string of fire with the chamber or chambers loaded, in a safe condition as defined below.

Firearms starting in single-action must begin with any available manual safeties actively engaged. Striker fired firearms and all carbines are considered to be single-action for the purposes of these rules.

Firearms starting in double-action must begin with their hammer down, either manually decocked to the lowest possible hammer position or through the use of a mechanical decocker.

Firearms capable of starting selectively in double-action or single-action may only start in single-action if a manual safety is available for use.

Failure to follow this rule will lead to an immediate disqualification.

There are no exceptions to this rule.

Safe Gun Handling

All manipulations of firearms are expected to be done in a manner that follows the 4 Rules of Firearms Safety (p. 2), as well as the 180 Rule (p.3) and any range or club rules stipulated by the event hosts.

Failure to follow this rule will result in an immediate disqualification.

There are no exceptions to this rule.



RANGE SAFETY

Eye and Ear Protection

Functional eye protection and hearing protection are required for everyone while on an active range during the event. Eye protection meeting the minimum standard of an ANSI Z87.1 impact rating and hearing protection providing a reduction of at least 23db is highly recommended, with side protectors or wraparound lenses also being encourage.

Shooters attempting to shoot an event without proper protective equipment will not be allowed to shoot.

Should an individual remove their eye protection or hearing protection during another shooter's run, a cease fire will be called and the individual will be required to correct the issue or asked to leave the event.

There are no exceptions to this rule.

Equipment Servicability

All firearms are expected to be in serviceable and safe condition during the event. The responsibility for safe and serviceable equipment falls completely on the shooter. Equipment, including ammunition, deemed unsafe by the Match Director or Range Officer may not be utilized during the event.

Should a firearm be found to be in a condition where it cannot be safely verified to be unloaded, the Match Director or Range Officers should be given control of the firearm and remove it from the event.

If an unservicable or unsafe firearm can be repaired on site, shooters may do so in the area deemed safe by the Match Director if one is available, so long as all ammunition can be removed from the firearm beforehand.

Unservicable firearms may be replaced with a servicable firearms that is legal for the division the shooter is registered in.

There are no exceptions to this rule.



RANGE COMMANDS

Depending on the event, there may be one, two, or three Range Officers actively working together to facilitate the match. Their jobs are to maintain a safe shooting environment, ensure fairness in the event, keep scores, and run the event. Failure to follow Range Officer's commands are grounds for disqualification from the match.

During the match, several different commands or instructions are used to ensure safety and guide shooters through the match process. They are as follows:

Load and Make Ready - The command to unholster, uncase, or remove the chamber flag from your firearm, load the firearm, and assume the starting position.

Shooter Ready? - The command confirming the readiness of the shooter.

Standby - The command informing the shooter that they have been confirmed to be ready to shoot and preparing them for the beginning of the stage. The sound of the timer starting should occur shortly after this command.

Unload and Show Clear - The command given after the conclusion of the stage. When given this command, shooters should return their firearm to an unloaded condition.

Slide Forward, Pull the Trigger, and Secure the Firearm - The command given once the firearm is verified to be unloaded. For carbine shooters, an alternative command to insert the chamber flag into the chamber may be given.

Range is Clear - The command given once firearms are confirmed to be unloaded and secured. This command indicates it is safe to go downrange and reset the targets.

Cease Fire - An immediate call to stop shooting and clear the firearm.

Stop! - An immediate command to stop shooting, stop all motion, and remain in your current position as safely as possible. This command is reserved for safety issues or other emergencies.



RANGE COMMANDS

During **Head-to-Head** events, additional commands are given to ensure the readiness of both tables. They are as follows:

Shooter Left, Ready? - The command confirming the readiness of the shooter or shooters at the left table.

Shooter Right, Ready? - The command confirming the readiness of the shooter or shooters at the right table.

Range Officers may provide additional instruction or commands as needed throughout the event to further ensure the safety of shooters or facilitate the running of the match.

Failure to comply with a Range Officer's commands may be grounds for immediate disqualification from the match.



MATCH RULES

Match Format

The recommended format for Bowling Pin Blitz matches consists of four events that are shot consecutively in the following order:

Time Fight - A time trial event typically consisting of 4 strings of fire.

Head-to-Head - A person vs person shoot-off separated by division.

Two-Man Team - A team based shoot-off with two shooters per team.

Shoot The Tack - A side event where shooters attempt to shoot a thumb tack with a single round.

Each event is scored separately from the other events. Bracket seeding and shooting order for **Head-to-Head** and **Shoot The Tack** events are determined by division ranking in the **Time Fight** event.

Additional events may be added at the discretion of the Match Director. Suggestions for these events can be found in Appendix A: Additional Events.

Pin Arrangement

All events except for **Shoot The Tack** utilize standard bowling pins as targets, arranged on a table no smaller than 24 inches x 48 inches table placed 10 yards from the shooting position. The recommended single tier table size is 24 inches x 72 inches, with a height of 32 inches to its surface.

For Five Pin Arrays: five pins are spaced evenly from center to center across the table, set back 2 inches from the front edge of the table.

For Nine Pin Arrays: add an additional four pins set 6 inches forward of the back edge of the table, evenly spaced between the front row of pins.

Additional or alternative pin arrangements, table layouts, and table designs may be utilized at the discretion of the Match Director. Suggested arrangements and layouts can be found in Appendix B: Pin and Table Layouts.



MATCH RULES

Starting Position

Shooters will begin each event with their gun loaded in a safe condition, aimed at a cone or red pin located on the ground five yards down range, or against the starting rail if one is available. Handgun shooters are also allowed to start with their firearm safely holstered as long as the firearm does not break the 180 degree plane at any time during the draw.

Division Rules

There are four primary divisions within the Bowling Pin Blitz: Centerfire Irons, Centerfire Optics, Pistol Caliber Carbine, and Rimfire. Equipment rules for each division are outlined in the "Divisions" section of this document.

For all Centerfire divisions, bowling pins must be knocked completely off of the table. Pins remaining on the table will incur a 3 second penalty per pin in timed events.

For the Rimfire division, bowling pins must be completely tipped over from their base. Pins remaining upright will incur a 3 second penalty per pin in timed events.

Additional or alternative divisions may be utilized at the discretion of the Match Director. Suggestions for these divisions can be found in Appendix C: Additional Divisions.



EVENTS

Time Fight

Five Pin Arrays

A time trial type event where each shooter shoots multiple runs in rotation with other shooters. Times are recorded to last shot fired or until the last scoring pin makes contact with the ground after completely leaving the table, at the Match Director's discretion. Each shooter's slowest run is scratched from the record and remaining times for each shooter are added together to give their final score for this event. Rankings are provided for both overall scores as well as separated by division.

Head-to-Head

Five Pin Arrays

A shoot-off style event where two shooters race against each other to clear their table of pins. The winner is determined by the last of their scoring pins making contact with the ground after completely leaving the table, as judged by the Range Officers. This event is shot in a single elimination tournament bracket separated by division.



EVENTS

Two-Man-Team

Nine Pin Arrays

An optional event following the **Head-to-Head** format, but with two shooters per table working as a team to clear the table of pins, as described in the **Time Fight** event. Only one PCC or Rimfire firearm is allowed per team.

For this event, pins must be cleared completely from the table regardless of division.

Shoot The Tack

A thumbtack in cardboard at 10 yards

1 Round per run

A casual side event in which a thumbtack is stuck into the center of an IPSC or similar cardboard target and placed at 10 yards. Shooters have a single shot to hit the thumbtack with their choice of firearm from any division. Optics may only be used on unmagnified settings. Shooting Order is determined by Overall Ranking from the **Time Fight** event, shot in reverse order. After every shooter has shot their run, a second or third run may be allowed if time permits. The winner of this event is the first shooter to hit the thumbtack and dislodge it from the target.



DIVISIONS

Centerfire Irons

A division for centerfire handguns with post and notch or ghost-ring style iron sights.

- * Minimum Caliber: 9mm Bullet Diameter
- * Maximum Caliber: .50 Action Express
- * Maximum Capacity: 10 Rounds
- * No optical sights
- * No other restrictions

Centerfire Optics

A division for centerfire handguns with attached optical sights.

- * Minimum Caliber: 9mm Bullet Diameter
- * Maximum Caliber: .50 Action Express
- * Maximum Capacity: 10 Rounds
- * Handgun must have a frame or slide-mounted optic
- * No other restrictions

DIVISIONS

Pistol Caliber Carbine (PCC)

A division for carbines chambered in centerfire pistol calibers.

- * Minimum Caliber: 9mm Bullet Diameter
- * Maximum Caliber: .50 Action Express
- * No other restrictions

Rimfire

A division for rimfire handguns and carbines.

- * Minimum Caliber: .22 Long Rifle
- * Maximum Caliber: .22 Magnum
- * Maximum Capacity: 10 Rounds
- * No other restrictions



APPENDIX A: ADDITIONAL EVENTS

King of the Hill

Five Pin Arrays

A shoot-off style event where two shooters race against each other to clear their table of pins. The winner is determined by the last of their pins hitting the ground, as judged by the Range Officers. The victor of each round remains on the line until they are eliminated or have defeated all remaining contestants.

The Last Pin

Single Pin Alternate Arrays

A shoot-off style event where two shooters race against each other to clear their table of a single pin. The winner is determined by their pin hitting the ground first, as judged by the Range Officers. This event may be shot in single elimination, double elimination, or round robin tournament brackets separated by division.



APPENDIX A: ADDITIONAL EVENTS

Ten Pin Tip-Off

Ten Pin Alternate Arrays

A variation on the **Time Fight** or **Head-to-Head** events with 10 pins on the table and no capacity limitations.

Five Pin Stud

Five Pin Arrays, Numbered

A time trial type event where each shooter shoots a single run in rotation with other shooters. Times are recorded to last shot fired or until the last pin hits the ground, at the Match Director's discretion. Times for each shooter are added together to give their final score for this event. Rankings are provided for both overall scores as well as separated by division.

In this event, Pins are arranged left to right from one to five. Before each set of runs, the Range Officer draws five cards from a deck of 20 cards (Four suites containing cards 1 to 5). The order the cards are drawn dictates the order the pins must be engaged by the shooters for that set of runs. Duplicate numbered cards are discarded and a new card is drawn until a set of five unique numbers has been assembled.

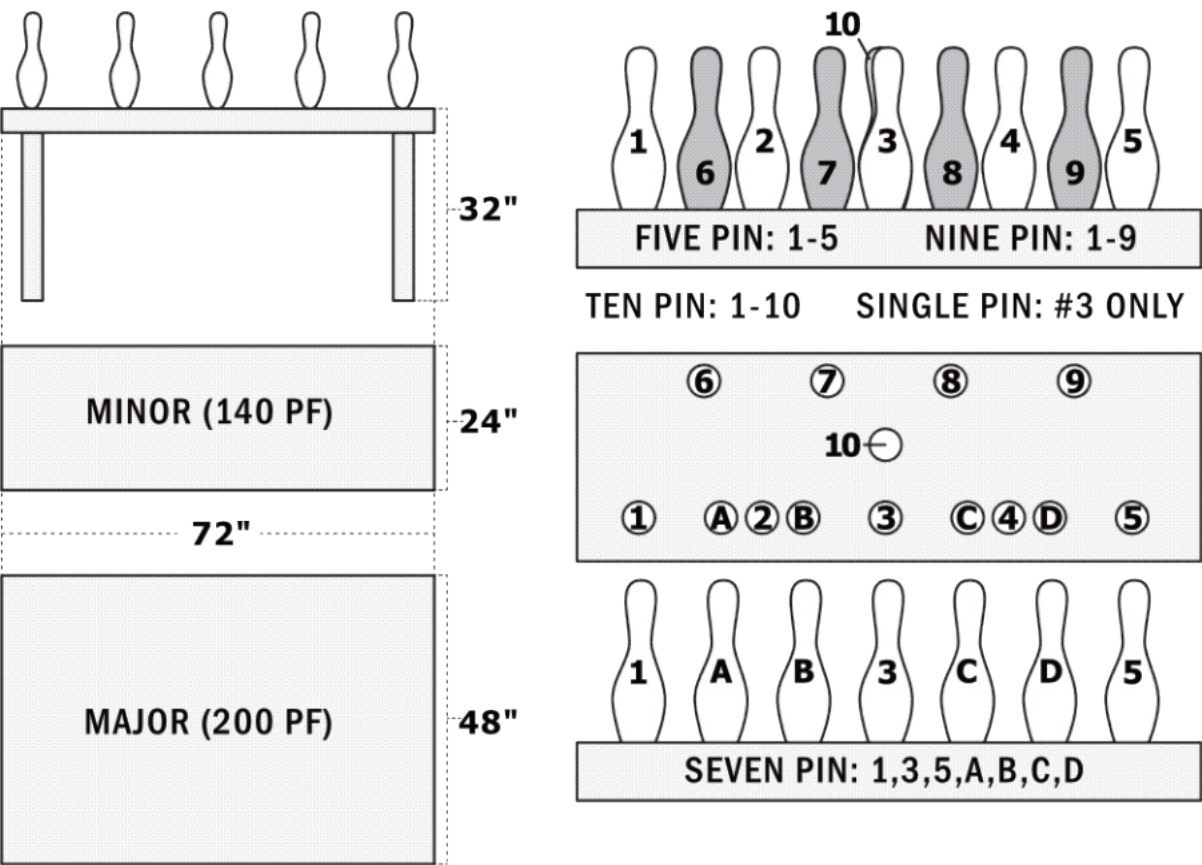


APPENDIX B: PIN AND TABLE LAYOUTS

Single Tier Tables

Single Tier Tables are tables consisting of a single surface on which pins are arranged.

These tables are the most simple to construct, and can be built with two 55 gallon drums and a half or whole sheet of plywood for each table. Table width can range for these tables can be as narrow as 48 inches or as wide as 96 inches. This, combined with the variety of pin sets make Single Tier Tables an excellent option for home ranges or clubs just starting out.

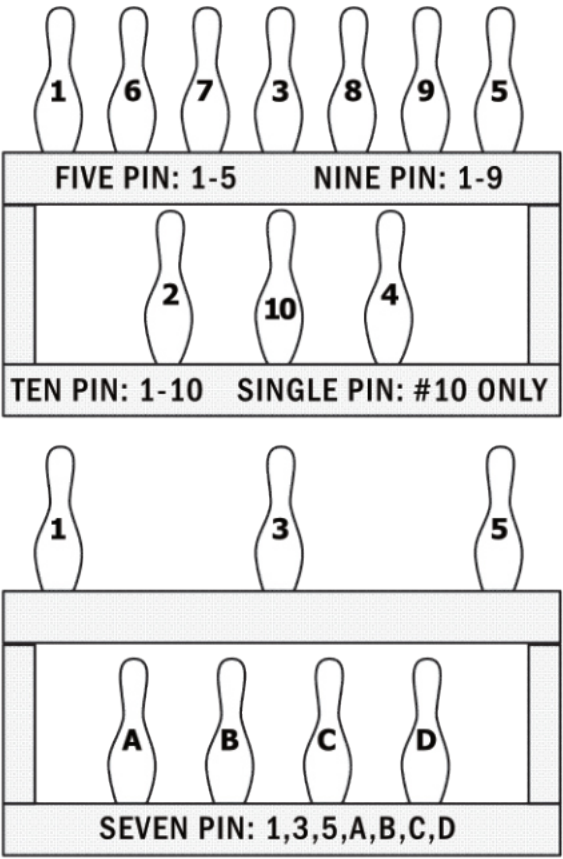
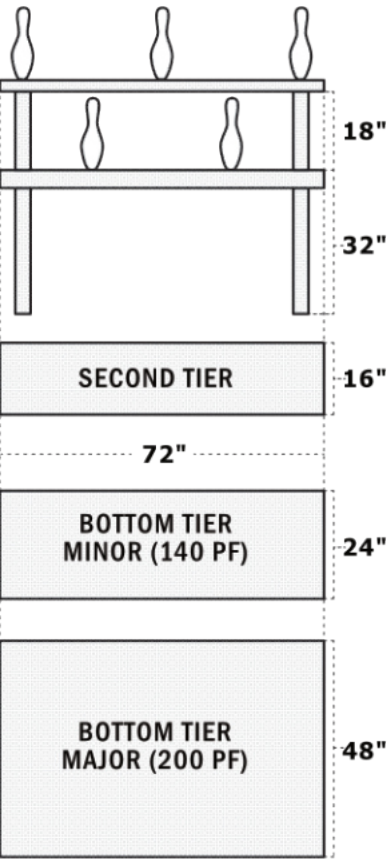


APPENDIX B: PIN AND TABLE LAYOUTS

Double Tier Tables

Double Tier Tables are tables consisting of two stacked surfaces on which pins are arranged.

From a historic perspective, Double Tier Tables were the first major change to the original Five Pin format. These tables are slightly more complicated to build, and can be built with or without sidewalls. The two tiers allow for Match Directors to space pins in more creative ways, forcing vertical transitions between targets while still making shooters focus on speed and recoil control. These are excellent choices for established clubs with outdoor facilities.



ALL PINS 2" FROM FRONT EDGE OF TABLE.

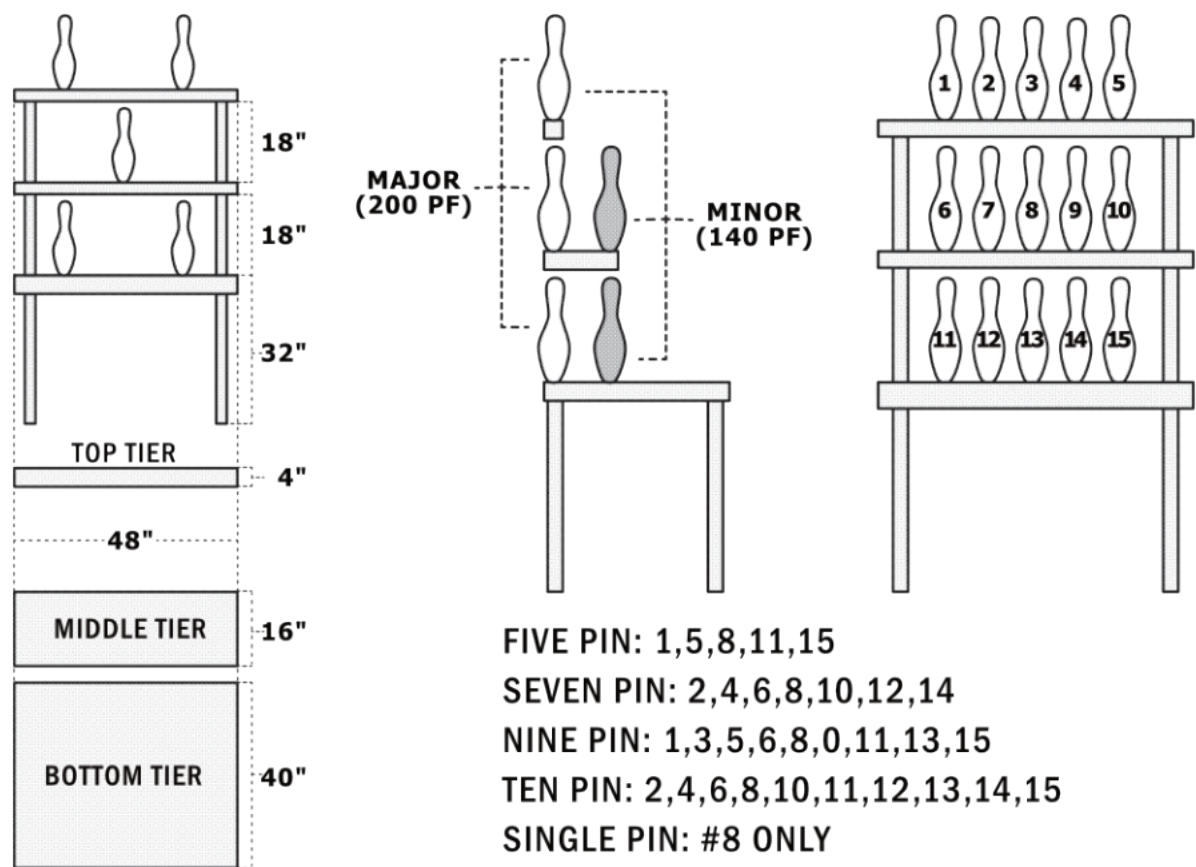


APPENDIX B: PIN AND TABLE LAYOUTS

Triple Tier Tables

Triple Tier Tables are tables consisting of three stacked surfaces on which pins are arranged.

The Triple Tier Table design is the most recent iteration of the tables found at the highest levels of competition within the pin shooting world. They typically are more narrow than the other designs, forcing tight shots that leave a higher potential for dead wood and make navigating hostage pins or stop pins even more difficult. These tables can be complex to build, but several DIY kits have been designed to replicate the experience. For permanent ranges that want to invest heavily in the sport, these tables are the top choice.



APPENDIX B: PIN AND TABLE LAYOUTS

Other Table Designs

There have been dozens of other table designs used around the world, ranging from shallow shelves built out of 2 x 4s and sawhorses to complex designs with stair like changes in level between pins. At the end of the day, anything you build that allows for pins to be placed easily, safely, and fairly can be a great starting point for clubs, home ranges, or even travelling events. Sharing these designs within the community helps grow the sport and bring even more people to the joy of pin shooting.



A group of happy pin shooters with a very creative table.

Using Hostage Pins & Stop Pins

Interesting ways to add additional variety to the arrangement of pins on tables of any size is through the use of Hostage Pins and Stop Pins.

Hostage Pins are pins that have been painted blue and indicate a non-threat target. Tipping them over or knocking them from the table adds a penalty of 3 seconds to the run. Should Hostage pins be used in **Head-to-Head** events, the shooter with the least number of Hostage Pins hit advances to the next round even if they were the slower shooter.

Stop Pins are pins that have been painted red and indicate the pin that must be engaged last in a string of fire. Knocking a Stop Pin from the table, or tipping it over in the case of the rimfire division, adds a 5 second penalty to the run. Should Stop Pins be used in **Head-to-Head** events, a shooter who knocks a Stop Pin off their table before all other pins have been engaged, or tips it over in the case of the rimfire division, will be disqualified from the round.



APPENDIX C: ADDITIONAL DIVISIONS

Revolver Irons

A division for double or single-action centerfire revolvers with post and notch or ghost-ring style iron sights.

- * Minimum Caliber: 9mm Bullet Diameter
- * Maximum Caliber: .50 Action Express
- * Maximum Capacity: 6 Rounds
- * No optical sights
- * No other restrictions

(8 round revolvers may be used as long as they begin with no more than 6 rounds loaded.)

Revolver Optics

A division for double or single-action centerfire revolvers with optical sights.

- * Minimum Caliber: 9mm Bullet Diameter
- * Maximum Caliber: .50 Action Express
- * Maximum Capacity: 6 Rounds
- * Revolver must have a optical sight
- * No other restrictions

(8 round revolvers may be used as long as they begin with no more than 6 rounds loaded.)

APPENDIX C: ADDITIONAL DIVISIONS

Shotguns

A division for shotguns of all types. Manually cycled shotguns receive 1/2 second deduction in time per run. No handicap is given in **Head-to-Head** events.

- * Minimum Caliber: 20 Gauge
- * Maximum Caliber: 12 Gauge
- * Minimum Shot Size: No. 1 Buckshot
- * Maximum Capacity: 8 shells at the start of the run

Backups & Holdouts

A division for handguns with iron sights and with barrels 3.5 inches or less in length.

- * Minimum Caliber: .22 Long Rifle
- * Maximum Caliber: .45 ACP
- * Maximum Capacity: 6 Rounds
- * No other restrictions



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PERSONAL SCORES & NOTES

DATE	DIVISION	RUN 1	RUN 2	RUN 3	RUN 4

DATE	DIVISION	RUN 1	RUN 2	RUN 3	RUN 4

DATE	DIVISION	RUN 1	RUN 2	RUN 3	RUN 4

[illegible]