

**GREEN SPRINGS ROD AND GUN CLUB**  
**RUNNING DEER AND MYSTERY SHOOT RULES AND REGULATIONS**  
**March 1, 2012**

- A Running Deer match has 3 rounds of 3 shots each: Slow Run, Fast Run, and Standing. Mystery match is Standing only.
- Shooters will be given the opportunity for 3 shots total should their firearm malfunction during a round.
- The same firearm must be used in all rounds of a match and shoot-off, if needed.
- Shooters must use rifles and pistols that abide by PA Hunting laws.
- All rifles must have actions open and be unloaded until the Range Officer gives the ready/load command.
- All pistols must have the cylinder open or be holstered until the Range Officer gives the ready/load command.
- If any shooter wishes to shoot more than once per match, they must sign up before the match begins.
- If a shooter signs up to shoot multiple times in a match, only the shooter's highest score will be used to determine placement in the match.
- Any shooter who gets to the shoot late may sign up only if the change over was not done on the running deer line or the match is not over.
- Line hits will be scored to the higher point value.
- Beginning/new shooters will be placed in Class B until they have competed in at least three (3) separate classed matches.
- Prizes awarded to high score by match and/or class. Other prizes as determined by registrations.
- Green Springs Rod and Gun Club reserves the right to cancel or reschedule events due to weather or lack of interest.
- No loaded firearms allowed in Club house by anyone except police on duty and Wildlife Commission officers giving talks.

**RUNNING DEER AND MYSTERY MATCHES** (\$5.00 Per match for all matches)

Rifle, Scoped	Class A, B, C	100 yards
Rifle, Open Sight	No Classes	100 yards
Pistol, Scoped and Open	No Classes	40 yards
Elk	Class A, B, C	200 yards
Big Bore	No Classes	200 yards
Mystery Pistol	No Classes	25 yards
Mystery Rifle	No Classes	100 yards