

Introducing ...

The DUELING TREE CHALLENGE at the IHSC!

The **Dueling Tree Challenge** is a fun fast-paced pistol competition designed to build camaraderie and interaction among members while testing marksmanship and target acquisition skills in one-on-one matches shooting moving steel targets.

The **Dueling Tree** is a target stand featuring six movable steel targets. Two competitors will simultaneously engage the targets. The shooter that shoots his/her 3 targets first, successfully putting the targets on his/her opponents side wins! The winner of the **Duel** will advance up the **Dueling Tree Challenge Ladder** making themselves the subject of challenge by contenders.

The contest will begin on June 3rd with a Grand Duel to establish initial rankings, and will run through Labor Day weekend. The winner will be determined by the competitor at the top of the **Dueling Tree Challenge Ladder!** Contest rules are posted on the IHSC website and at the IHSC Pistol/Rifle ranges.

Prizes will be awarded for 1st, 2nd, & 3rd places. More than the prizes, you will get to meet and shoot with some very good IHSC shooters that you maybe would never have met!

Enter the **Dueling Tree Challenge TODAY** by contacting Dick Steuerwald at DSteuerwald@indianhill.org

Entry fee: \$40.00

Entries are limit to 30 members

Rules for the Dueling Tree Challenge

The Competition (The Duel)

1. The competition will run June 3rd – September 3th, 2023
 - a. The competition will launch with all competitors meeting on Saturday, June 3rd at 10:00AM.
 - b. Competitors will be paired in “duel brackets” to set the initial ladder.
 - c. Any competitors unable to attend the kick-off will be placed on the lower rung of the ladder.
2. **All IHSC safety rules for range protocol and the handling of firearms apply.**
3. Competitors will pay the daily range fee of \$6.00 as per usual for the pistol range.
4. The Dueling Tree will be placed at a distance of 18 yards.
5. Contestants are responsible for the own firearm(s) and ammunition.
 - a. Ammunition is restricted to standard center fire pistol ammunition.
 - i. Magnum ammunition and “exotic” pistol ammunitions are prohibited.
 - ii. Short barreled rifles using center fire ammunition are prohibited.
 - iii. Pistols with braces are prohibited.
 - b. It is recommended revolver shooters duel other revolver shooters. Otherwise, the amount of ammunition will be limited to the lowest common number of rounds without reloading.
6. Contestants will agree in advance on:
 - a. the number of rounds – only one magazine with one round in the chamber,
 - i. There will be no reloading or multiple magazines
 - b. the caliber of the ammunition,
 - c. the type of sights to be used (red dot, magnification scope, open/iron sights, etc.).
7. Contestants will stand between the designated shooting benches and shoot “free-hand”.
 - a. Contestants will use a two-hand grip unless otherwise agreed on in advance.
 - b. Drawing from the holster is prohibited.
 - c. Contestants will begin the duel with the firearm in the “high ready” (chest-press-out) position.
8. In the event of a firearm malfunction, the contest continues without interruption.
 - a. If the competitor can safely clear and make the firearm again operational, the competitor may re-engage the targets.
 - b. The competition will continue without penalty or advantage to either contestant.
 - c. If the firearm cannot be made operational, to re-engage the targets, the opponent will be declared the winner.
9. The winner will be determined:
 - a. when all of the targets on the competitor’s side of the dueling tree have been hit (cleared) and successfully placed on the opponent’s side of the center post, or
 - b. when exhausting the pre-agreed on rounds of ammunition, the contestant with the fewest number of targets on his side of the dueling tree wins.
 - c. All duels will be a “best 3 of 5” contest unless otherwise agreed on in advance by both contestants.
10. The winner of the duel will move their marker on the holder above the loser.

11. If the loser of the duel was on a higher rung on the ladder above the challenger, the winning challenger will place his/her marker on the ladder, replacing the loser's marker. The loser's marker will be placed directly under the winner's marker.
12. If the challenger loses, his/her marker does not advance on the ladder. The losing challenger's marker will remain in the original, pre-duel position on the ladder.
- 13. Decision of the Range Safety Officer/Referee is final.**
 - a. All matches must have a referee or a binding "gentleman's agreement", or
 - b. a volunteer referee may be utilized.
14. Duel demonstration link: https://www.youtube.com/watch?v=qriMx9J7_fY

The Challenge Process

1. All contestants will display their text number or email address whichever is the preferable method of contact on the Dueling Ladder to enable all contestants the opportunity to contact them to schedule a challenge duel.
 2. The contestant being challenged has ten days to agree to a duel and schedule the match.
 - a. If the person being challenged (the challengee) refuses the challenge, or cannot meet the challenger within ten days of the request to duel, the challengee loses by default (forfeit) and the challenger is declared the winner.
 - b. The markers are placed on the ladder as in *Line 10* above.
 3. Duels can be schedule during normal pistol/rifle range operating hours.
 - a. Saturday and Sunday 9:00AM-1:00PM
 - b. Wednesday 6:00 – 8:00PM (Daylight conditions will apply in the latter weeks.)
 4. A challenger may only challenge a competitor one rung up the ladder at a time.
 5. There is no limit to the number of challenges.
 - a. Contestants are encouraged to frequently challenge those above their position on the ladder over the course of the Challenge to advance their position.
 - b. A challenger can only challenge the same person once in a 24-hour period.
 - c. The winner will be determined by being at the top of the advancement ladder at 7:00PM on Wednesday September 6th, 2023.
 - d. Awards will be given to the top 3 positions.
 - i. This positioning may be determined in "head-to-head" duels the last day of the competition as in a tie-breaker.
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Equipment / Personnel Needed

1. "Ladder" display board
2. Contestant markers
 - a. Badges with punched holes or chits
3. RSO to act as referee