



Welcome to the Wack-A-Mole Shooting Range. The object of the game is to eliminate each mole with one shot. This game is played in a similar manner as the traditional Wack-A-Mole arcade game except with .22 LR rifles or .22 LR pistols.

To begin, take ten index cards or cut a sheet of paper into ten equal size pieces. On one side of the cards or paper write a number from one to 10. Shuffle the numbered cards and place them face down on the table.

Each competitor is given a target (page one of this document). One of the other competitors, or card-reader, controls the numbered cards.

The shooter prepares by loading his or her pistol or rifle, keeping it safely pointed down range. The card-reader already has a card drawn but does not reveal the number to the shooter. When the shooter is ready, a timer is started. As soon as the timer is started, the card-reader reads the number on the card and draws another one. The shooter then takes the shot at the mole with the corresponding number.

The next card is not read until the shooter has taken the shot and another round is chambered in the pistol or rifle. As soon as the shooter has rechambered the round, the card reader reads the number on the card. The shooter then takes the shot at the mole with the corresponding number. Subsequent shots are made in a similar manner until all ten shots are taken as the rest of the cards are read.

Competitors may elect to set their own time limits to shoot all ten moles depending on the type of pistol or rifle used. Suggested time limits are provided below and may be lengthened or shortened by mutual agreement of the competitors.

Single-shot pistol or rifle: 5 minutes (that is an average of 30 seconds for each mole)

Automatic Pistol with a 10-shot magazine or 10-shot revolver: 2 minutes (that is an average of 12 seconds for each mole without a magazine change.)

6-shot Revolver: 3 minutes (that is an average of 18 seconds for each mole to accommodate a complete reload.)

Rifle with a 10-shot magazine: 2 minutes (that is an average of 12 seconds for each mole.)

Rifle with less than a 10-shot magazine: 3 minutes (that is an average of 18 seconds for each mole to accommodate a magazine change)

A hit on each mole is worth ten points. The shooter with the greater number of points wins the game. 2 points are subtracted from the shooters score if any of the framer's chickens are hit.

There should be no more than ten shots for each competitor. If there are more than ten holes in the paper, the shooter forfeits the game.

The competitors may have preparation period with a mutually agreed time limit. During that preparation period the shooters may sight their pistol or rifles on the moles provided on this page.

Good luck and good hunting.