

Orion National Air Pistol League  
Instructions and Range Commands



Sponsored by Shooter's Technology LLC, makers of the Orion  
Scoring System  
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# General Preparation

## Additional Support

This instruction manual is intended to provide supplemental information on using Orion, participating in the National Air Pistol League, and conducting a competition under current CMP Air Rifle and Air Pistol Rulebook. This information does not replace Orion's User Manual, the League Program, or the rulebook.

For specific assistance regarding Orion or the League please contact Orion's support. Business hours are Monday through Friday, 09:00 to 18:00 EST, and Saturday 09:00 to 16:00 EST.

Phone Number: +1 703.596.0099

Support Email: [support@shooterstech.net](mailto:support@shooterstech.net)

League Email: [league@shooterstech.net](mailto:league@shooterstech.net)

Contact the League Administrator immediately if you have any special circumstances pertaining to your team's participation.

For questions specific to the rulebook, please contact the CMP at 419-635-2141, ext. 702

## Team Schedule

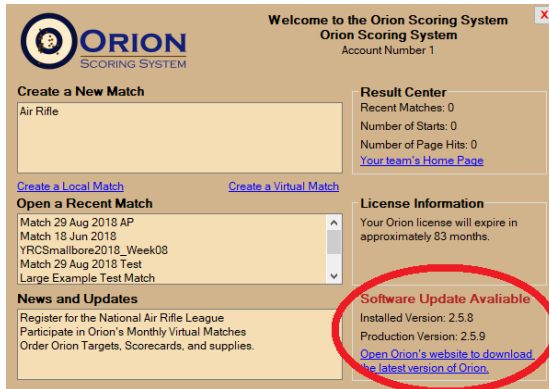
Games will be scheduled dynamically throughout the regular season. The first two weeks' schedule will be announced one week prior to the start of the league. After the first week the schedule for the third week will be released. After the second week the schedule for the fourth week will be released, and so on.

To view your team's schedule visit [www.orionscoringsystem.com/airpistolleague](http://www.orionscoringsystem.com/airpistolleague) and click on your team's name.

## Orion Software

To participate in a League game, always make sure you are running the most up to date version of the Orion software. When opening Orion check the bottom right corner of the Welcome Screen to see if there is a new version available.

If a new version is available click on the provided link. This will take you to Orion's website to download and install the software.



## Favorites

The following steps will make it easier to create your team for each league game.

Prior to the start of the season add your team members to Orion's Athlete Database and mark each of them as Favorites.

Add the PPP Category to the Athlete Database and mark your team members with their corresponding PPP position. The default is International Standing.

Orion: West Potomac at Robinson

File Database Match Result Center Tools Help

Dashboard Athlete Database Match Competitors Match Teams Match Scoring Match Results Analysis

Search

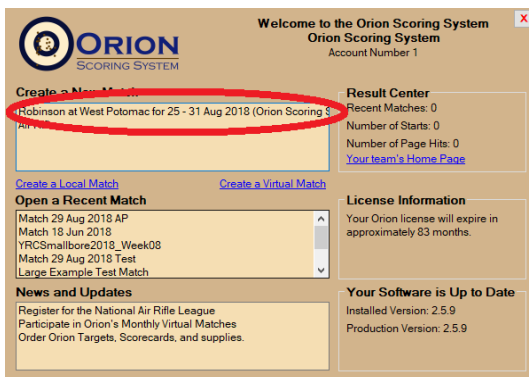
Last Name	First Name	Middle Name	Display Name	PPP Position	Gender	Birthdate
Castillo	Matias	I	Castillo, Matias I	Basic Supported	MALE	8/31/2018
Garcia	Camila	K	Garcia, Camila K	Standing Supported	FEMA...	8/31/2018
Garza	Sofia	C	Garza, Sofia C	International Stand...	FEMA...	8/31/2018
Gonzalez	Mariana		Gonzalez, Mariana	International Stand...	FEMA...	8/31/2018
Hernandez	Gabriela		Hernandez, Gabriela	Basic Supported	FEMA...	8/31/2018
Herrera	Santiago		Herrera, Santiago	Standing Supported	MALE	8/31/2018
Lopez	Isabella		Lopez, Isabella	International Stand...	FEMA...	8/31/2018
Martinez	Diego		Martinez, Diego	International Stand...	MALE	8/31/2018
Perez	Mateo		Perez, Mateo	International Stand...	MALE	8/31/2018
Rodriguez	Daniel		Rodriguez, Daniel	International Stand...	MALE	8/31/2018
Romero	Samuel		Romero, Samuel	International Stand...	MALE	8/31/2018

# Preparing for Your Game Each Week

## Downloading Your Game

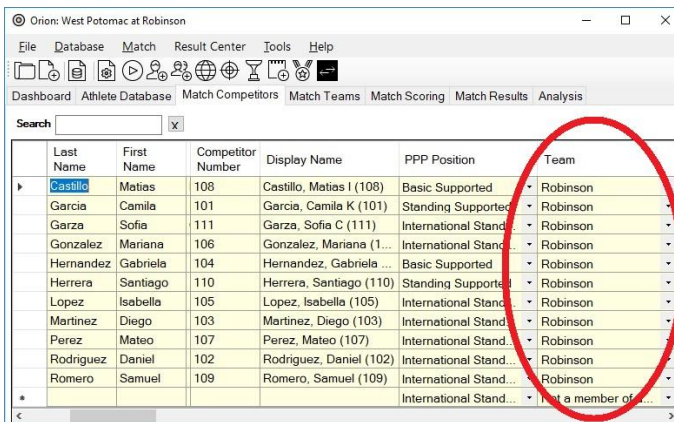
The League Administrator will release the weekly games each Monday by 3:00 PM EST. An email will be sent to you once the game is available for download.

To download the game, open Orion. On the Welcome Screen click on the name of the game under Create a New Match.



Click Yes to confirm that you want to download the game. Then click Yes again to have all of your Favorites added to the game under your team.

In the Match Competitors tab confirm that your athletes were added and that each athlete is listed with your Team's Name.



Orion: West Potomac at Robinson

File Database Match Result Center Tools Help

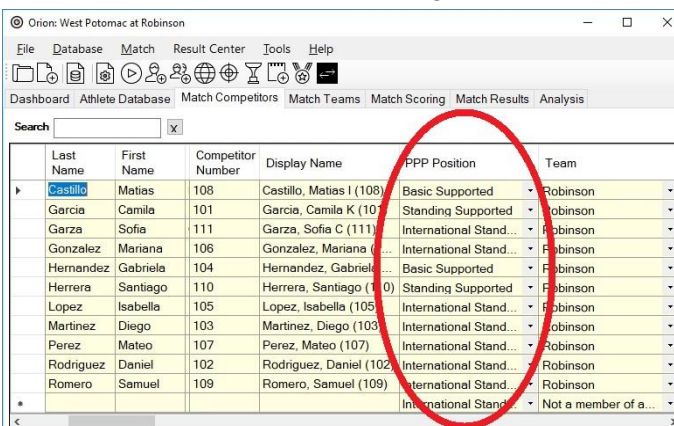
Dashboard Athlete Database Match Competitors Match Teams Match Scoring Match Results Analysis

Search

Last Name	First Name	Competitor Number	Display Name	PPP Position	Team
Castillo	Matias	108	Castillo, Matias I (108)	Basic Supported	Robinson
Garcia	Camila	101	Garcia, Camila K (101)	Standing Supported	Robinson
Garza	Sofia	111	Garza, Sofia C (111)	International Stand...	Robinson
Gonzalez	Mariana	106	Gonzalez, Mariana (1...	International Stand...	Robinson
Hernandez	Gabriela	104	Hernandez, Gabriele ...	Basic Supported	Robinson
Herrera	Santiago	110	Herrera, Santiago (110)	Standing Supported	Robinson
Lopez	Isabella	105	Lopez, Isabella (105)	International Stand...	Robinson
Martinez	Diego	103	Martinez, Diego (103)	International Stand...	Robinson
Perez	Mateo	107	Perez, Mateo (107)	International Stand...	Robinson
Rodriguez	Daniel	102	Rodriguez, Daniel (102)	International Stand...	Robinson
Romero	Samuel	109	Romero, Samuel (109)	International Stand...	Robinson
*				International Stand...	Not a member of...

## PPP Athletes

Athletes who participate in Progressive Position Pistol (PPP), either Standing Supported or Basic Supported, may compete with their team *for score only*. Mark these athletes, in the Match Competitors tab, under the “PPP Category” column. All regular team members should be listed as, “International Standing.”



Orion: West Potomac at Robinson

File Database Match Result Center Tools Help

Dashboard Athlete Database Match Competitors Match Teams Match Scoring Match Results Analysis

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*				International Stand...	Not a member of a...

## Preparing Targets

Using printed barcode labels is encouraged for all teams. They should be printed prior to the start of each game. Coaches should maintain control of their team's targets until it is time to hand them out, when athletes are bringing their gear to the firing line.

To print labels, from within Orion's Match Competitors tab, select all of your athletes, right click, and Print Labels.

If paper targets are used, each athlete should get three to four sighting targets and twelve record targets. Five shots are fired on each record target. Sighting targets should be marked with a black diagonal stripe in the upper right hand corner (use a broad-tipped black Sharpie™).



## Range Commands for Electronic Scoring Targets or Target Carriers

All range commands are adapted from the CMP Air Rifle and Air Pistol Rulebook.

Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.

Recommended match enhancements include playing music in the range during the pre-preparation, sighting, and competition times and, if possible, displaying the online Leaderboard in the range by using a projector or large screen TV.

**15:00 MINUTES BEFORE START OF PREPARATION AND SIGHTING  
TIME**

The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.

If paper targets are used, the coach should distribute them at this time.

*WELCOME TO THE NATIONAL AIR PISTOL LEAGUE, TODAY'S COMPETITION IS AGAINST (Opposing Team's Name) FROM (Opposing Team's Location).*

*COMPETITORS, YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...YOUR PREPARATION AND SIGHTING TIME WILL BEGIN IN FIFTEEN MINUTES.*

After this call to the firing line, competitors may place their equipment on their firing points and handle their Air Pistols, adjust, and prepare their equipment, get into their firing positions, and do holding or aiming exercises, but they may not remove safety flags, close air gun actions or dry fire.

If the opposing team's coach sent a welcoming letter it may be read at this time.

**15:00 MINUTES BEFORE THE START TIME**

*PREPARATION AND SIGHTING TIME...START*

*DURING THIS TIME, YOU WILL HAVE FIFTEEN MINUTES TO FIRE UNLIMITED SIGHTING SHOTS.*

This is a combined Preparation and Sighting Time. During this period, athletes may dry fire or fire unlimited sighting shots.

*30 SECONDS*

The Range Officer gives a 30 second warning after 14 minutes, 30 seconds.

## AFTER 15:00 MINUTES

### *PREPARATION AND SIGHTING TIME...STOP.*

After the command STOP between the Sighting and Record stages, pistols may remain loaded and in position ready for the Record Fire START command.

If electronic targets are used, there must be a pause while the computer officer resets the targets from sighter to record.

Target Carriers:

*THIS STAGE WILL BE 60 SHOTS FOR RECORD IN A TIME  
LIMIT OF 90 MINUTES...START.*

EST Systems:

*THIS STAGE WILL BE 60 SHOTS FOR RECORD IN A TIME  
LIMIT OF 75 MINUTES...START.*

The time limit begins when the command START is given.

*TEN MINUTES*

*FIVE MINUTES*

The Range Officer gives ten and five minute warnings.

## AFTER 90 MINUTES (75 minutes if ESTs are used)

*STOP...CLEAR AND BENCH ALL PISTOLS*

When the STOP command is given, all athletes must insert Safety Flags and bench their pistols.

If paper targets are used the Range Officers should collect them at this time.

*ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE  
FIRING LINE*

*YOU MAY DISCHARGE AIR OR GAS DOWNRANGE*

Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their pistols



before removing them from the firing line are authorized to close the pistol actions and discharge air or gas before casing them.

If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

## **Range Commands for Paper Targets without Carriers**

This set of commands is for ranges that do not have target carriers. On these ranges, competitors, coaches, or match officials must go downrange to place targets on cardboard or similar material. There are three target changes. Each time the athlete hangs five targets, one sighter and four competition targets.

All range commands are adapted from the CMP Air Rifle and Air Pistol Rulebook.

Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.

Recommended match enhancements include playing music in the range during the pre-preparation, sighting, and competition times and, if possible, displaying the online Leaderboard in the range by using a projector or large screen TV.

### **15:00 MINUTES BEFORE START OF PREPARATION AND SIGHTING TIME**

The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.

The coach should distribute the targets to athletes at this time. When athletes are asked to go downrange to hang their targets, all pistols must be

grounded with actions open and Safety Flags inserted before anyone goes down range.

*WELCOME TO THE NATIONAL AIR PISTOL LEAGUE, TODAY'S COMPETITION IS AGAINST (Opposing Team's Name) FROM (Opposing Team's Location).*

*RELAY NUMBER (Relay Number) YOU MAY MOVE YOUR PISTOLS AND EQUIPMENT TO THE FIRING LINE...GROUND OR BENCH YOUR PISTOLS AND STANDBY TO HANG TARGETS*

*PISTOLS MAY BE REMOVED FROM THEIR CASES BUT MUST BE BENCHED WITH SAFETY FLAGS INSERTED UNTIL SIGHTING TARGETS ARE HUNG*

**AFTER ABOUT 2 MINUTES AND ALL ATHLETES HAVE HAD AN OPPORTUNITY TO PLACE THEIR EQUIPMENT ON THE FIRING LINE**

*IS THE LINE CLEAR?*

Range Officers must signal YES or NO to indicate that all pistols are either cased or benched with Safety Flags inserted.

*THE LINE IS CLEAR...GO FORWARD AND HANG YOUR TARGETS*

Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle pistols while personnel are downrange.

**AFTER ALL TARGETS ARE HUNG AND ALL PERSONNEL ARE BACK FROM DOWNRANGE**

*COMPETITORS TAKE YOUR POSITIONS... YOUR PREPARATION AND SIGHTING TIME WILL BEGIN IN TEN (10) MINUTES.*

If the opposing team's coach sent a welcoming letter it may be read at this time.

**AFTER 10:00 MINUTES**

*PREPARATION AND SIGHTING TIME... START*

*DURING THIS TIME, YOU WILL HAVE TEN MINUTES TO FIRE UNLIMITED SIGHTING SHOTS.*

This is a combined Preparation and Sighting Time. During this period, athletes may dry fire or fire unlimited sighting shots.

*30 SECONDS*

The Range Officer gives a 30 second warning after 9 minutes, 30 seconds.

**AFTER 10:00 MINUTES**

*PREPARATION AND SIGHTING TIME...STOP*

1st Record Stage

*THIS STAGE WILL BE 20 SHOTS FOR RECORD IN A TIME LIMIT OF 25 MINUTES...START.*

The time limit begins when the command START is given.

*FIVE MINUTES*

*TWO MINUTES*

The Range Officer gives five and two minute warnings.

**AFTER 25 MINUTES**

*STOP...CLEAR AND BENCH ALL PISTOLS*

When the STOP—CLEAR AND BENCH command is given, all athletes must insert Safety Flags and ground their pistols.

*IS THE LINE CLEAR?*

Range Officers must signal YES or NO to indicate that all pistols are grounded with Safety Flags inserted.

*THE LINE IS CLEAR...GO FORWARD AND HANG YOUR SECOND SET OF COMPETITION TARGETS*

Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle pistols while personnel are downrange.

**AFTER ALL TARGETS ARE HUNG AND ALL PERSONNEL ARE BACK FROM DOWNRANGE**

Range Officers should collect the first stage of targets at this time.

*YOUR THREE-MINUTE PREPARATION AND SIGHTING TIME WILL BEGIN IN TWO MINUTES.*

**AFTER 2:00 MINUTES**

*PREPARATION AND SIGHTING TIME... START*

*DURING THIS TIME, YOU WILL HAVE THREE (3) MINUTES TO FIRE UNLIMITED SIGHTING SHOTS.*

This is a combined Preparation and Sighting Time. During this period, athletes may dry fire or fire unlimited sighting shots.

**AFTER 3:00 MINUTES**

2nd Record Stage

*THIS STAGE WILL BE 20 SHOTS FOR RECORD IN A TIME LIMIT OF 25 MINUTES...START.*

The time limit begins when the command START is given.

*FIVE MINUTES*

*TWO MINUTES*

The Range Officer gives five and two minute warnings.

**AFTER 25 MINUTES**

*STOP—UNLOAD*

*BENCH YOUR PISTOLS...INSERT SAFETY FLAGS*

When the STOP—UNLOAD command is given, all athletes must insert Safety Flags and bench their pistols.

*IS THE LINE CLEAR?*

Range Officers must signal YES or NO to indicate that all pistols are grounded with Safety Flags inserted.

*THE LINE IS CLEAR...GO FORWARD AND HANG YOUR THIRD SET OF COMPETITION TARGETS*

Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle pistols while personnel are downrange.

**AFTER ALL TARGETS ARE HUNG AND ALL PERSONNEL ARE BACK FROM DOWNRANGE**

Range Officers should collect the second stage of targets at this time.

*YOUR THREE-MINUTE PREPARATION AND SIGHTING TIME WILL BEGIN IN TWO MINUTES.*

**AFTER 2:00 MINUTES**

*PREPARATION AND SIGHTING TIME... START DURING THIS TIME, YOU WILL HAVE THREE (3) MINUTES TO FIRE UNLIMITED SIGHTING SHOTS.*

This is a combined Preparation and Sighting Time. During this period, athletes may dry fire or fire unlimited sighting shots.

**AFTER 3:00 MINUTES**

3rd Record Stage

*THIS STAGE WILL BE 20 SHOTS FOR RECORD IN A TIME LIMIT OF 25 MINUTES...START.*

The time limit begins when the command START is given.

*FIVE MINUTES*

*TWO MINUTES*

The Range Officer gives five and two minute warnings.

**AFTER 25 MINUTES**

*STOP—UNLOAD*

*BENCH YOUR PISTOLS...INSERT SAFETY FLAGS*

When the STOP—UNLOAD command is given, all athletes must insert Safety Flags and bench their pistols.

*IS THE LINE CLEAR?*

Range Officers must signal YES or NO to indicate that all pistols are grounded with Safety Flags inserted.

*THE LINE IS CLEAR...GO FORWARD AND COLLECT YOUR TARGETS*

**AFTER ALL TARGETS ARE HUNG AND ALL PERSONNEL ARE BACK FROM DOWNRANGE**

Range Officers should collect third stage targets at this time.

*ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE*

*YOU MAY DISCHARGE AIR OR GAS DOWNRANGE*

Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their pistols before removing them from the firing line are authorized to close the pistol actions and discharge air or gas before casing them.

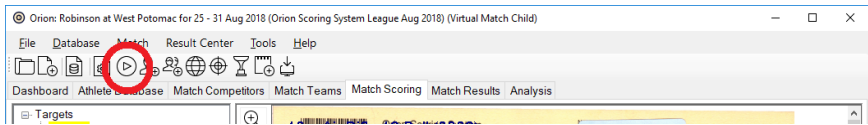
If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

# Scoring Targets

All weekly game for scores are due Sunday at midnight. Scores reported after this time will not be accepted.

## Scoring

All paper targets must be scored by Orion as soon as reasonably possible after the athletes turn in their targets. Use Orion’s Auto-Score to scan, score, and upload results.



If electronic targets were used scores must be imported into Orion using either the Sius or MegaLink interface.

## Reviewing Targets

All paper targets should be reviewed for accurate scoring. Targets highlighted in Yellow indicate too many or too few shots were found. Common causes and the steps to follow are listed below

### Possibility 1: The Athlete had an Internal Crossfire

Athletes are allowed two internal crossfires in a match without penalty. They are defined when the athlete shoots too many shots on a target, but then shoots an equal number fewer shots on the next target.

1. Verify the internal cross fire and identify the targets with too many and too few shots.
2. Only if the athlete had three or more internal crossfires, select the shots that represent the third or additional occurrence of internal crossfires, right click, and select “Add Penalty.”
  - a. Rule Reference: 6.11.7.2

- b. Penalty Points: 2
- c. Description: Internal Crossfire
3. On all targets involved, right click and select "Ignore Warning Message."

### Possibility 2: The Athlete Fired an Extra Shot

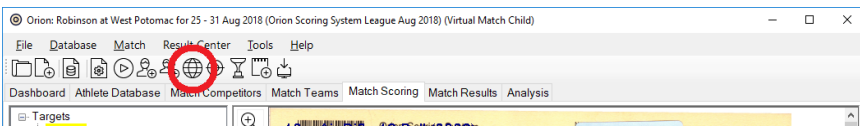
1. Identify the highest value shot on the last target.
2. Select this shot, the shot will turn red once selected.
3. Right click and select "Mark as extra shot."
4. Orion will nullify the extra shot then apply a 2 point penalty to the lowest value shot in the first series.

### Possibility 2: Athlete Missed the Scoring Rings

1. Identify the target that the athlete missed.
2. Right click near the center of the aiming bull and select Add Shot -> Missed Shot (alternatively hold down the Control key and double-click near the center of the aiming bull).
3. Orion will add a MISS to the aiming bull.

## Viewing/Verifying Results

Once scoring is complete confirm that your team results were uploaded successfully to Orion's Result Center. Click on the globe icon to bring up the Internet results.



The Game results page will look similar to the following. If you can see your team results on the website, and they match what is reported in Orion, then your scores were successfully uploaded and reported.

Result Center's Home		Recent Competitors	Upcoming Matches	Team Home Pages	Join Orion's Email List		
Orion Scoring System's Home		Recent Results	Upcoming Matches				
Orion Scoring System League Jan 2019		Tools					
<b>West Potomac</b> Representative: Orion Scoring System Current Record: 0 - 0 Season Average: 0.00 Game Score: 1265			<b>Robinson</b> Representative: Orion Scoring System Current Record: 0 - 0 Season Average: 0.00 Game Score: 1298				
West Potomac (0 - 0) 1265 at 1298 Robinson (0 - 0)							
Rank	Participant	Region	ST 1	ST 2	ST 3	ST 4	Team
1	Robinson	Davis, CA	312 - 2	321 - 1	340 - 2	325 - 1	1298 - 6
	Lozer, Isabella (105)		80 - 1	84 - 3	86 - 0	82 - 1	332 - 5
	Rodriguez, Daniel (102)		78 - 0	78 - 0	88 - 1	86 - 1	330 - 2
	Perez, Mateo (107)		76 - 1	85 - 0	87 - 0	81 - 0	329 - 1
	Herrera, Santiago (110)		79 - 1	84 - 0	81 - 0	81 - 1	325 - 2
	Martinez, Diego (103)		82 - 1	78 - 0	83 - 1	82 - 0	325 - 2
	Hernandez, Gabriela (104)		82 - 1	78 - 1	81 - 1	75 - 0	316 - 3
	Romero, Samuel (109)		76 - 0	80 - 1	82 - 0	76 - 0	314 - 1
2	West Potomac	Davis, CA	326 - 4	311 - 2	317 - 1	311 - 1	1265 - 8
	Castillo, Mateo J (108)		81 - 0	82 - 1	80 - 0	82 - 0	325 - 1
	Sarza, Sofia C (111)		85 - 1	80 - 0	75 - 1	78 - 0	318 - 2
	Gonzalez, Mariana (106)		81 - 2	74 - 1	79 - 0	79 - 1	313 - 4
	Sanchez, Camila K (101)		79 - 1	75 - 0	83 - 0	72 - 0	309 - 1
03 - 06 Jan 2019							