



So, You Wanna Be a Cowboy

There is everything good to be said for Plinking, defined as the sport of non-competitive shooting for fun. You don't have to confront yourself to blast away at milk jugs and soda cans. All that matters is fun, with each hit a triumph and misses soon forgotten (if noted at all). Any decent gun with reliable ammunition will scare tin cans into the air. Plinking is unvarnished, visceral, pure shooting fun—so naturally we've found ways to screw it up: add a timer, objectively scored targets and someone to shoot against and suddenly even the most arcane aspects of gun, load, eyeglasses, hearing protection, and rosin take on immense significance. It's been said we humans will do things to compete that we'd never consider doing to save our lives. With all the competitive pressures we put on ourselves in our quest for excellence and glory perhaps the most important thing we must do is remember to have fun!

The Loading Challenge

Any athletic endeavor compels us to sharpen skills and push against boundaries, yet the shooting sports demand an extra dimension of technical and intellectual performance that brings depth to the competitive challenge while steepening the learning curve for new participants.

Each discipline's course of fire presents a unique set of ballistic problems that can be solved by appropriate handloading. This section should help you identify your sport's ammunition requirements and provide some good, proven loading solutions. Of course you should also be asking the top shooters in your area for sound advice, preferably after they're done shooting for the day. If we've lowered that learning curve a bit and kept you safe, we've done our part.

One of the most challenging of all the action shooting sports from a handloading perspective must be NRA Action Pistol competition. Loading match ammo for the Bianchi Cup takes on religious significance to the top shooters in this game, and their techniques are a good model for anyone wishing to load the best ammo possible for their application.