

.22 LONG RIFLE RIM-FIRE BENCH REST MATCH RULES AND REGULATIONS

MATCH DESCRIPTION:

The .22 long rifle rim-fire bench rest shoot consists of shooting fifteen (15) individual targets, one (1) shot each and four (4) sighter targets which are discretionary and not scored. All targets are shot at 50 yards and must be completed in eight (8) minutes.

TARGET DESCRIPTION:

- (A) Scope rifle targets are modified regulation IBS rim-fire fifty (50) yards with four (4) sighter targets and fifteen (15) individual targets.
- (B) Open or iron sight rifle targets will consist of three (3) pages with six (6) targets on each page, five (5) five inch targets for score and one (1) sighter target. Total targets fifteen (15) for score and three (3) sighter targets.

SCORING DESCRIPTION:

The scoring values are on the targets from three (3) to ten (10) points. All line hits will be scored to the higher point value. The ten (10) ring will include the heavy ring around the center and the area within. The center dot will be used for the "X" scores in tie breakers. A perfect score for fifteen (15) targets is 150 points plus fifteen (15) "X's".

NOTE: If tie scores exist there will be a shoot off at another fifty (50) yard target. The scoring official's decision is final.

NOTE: The shooter must use the same rifle in the shoot off as in the match that he had a tie score.

FIREARMS SAFETY RULES AND DESCRIPTIONS:

All firearms must be presented on Club property in a safe, good operation condition, in a gun case, or placed in a gun rack provided by the Club and **(ALWAYS UNLOADED WITH ACTION OPEN)**.

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If firearms are uncased or handled behind firing line and/or waiting shooters all **ACTIONS MUST BE OPEN** and muzzles must be pointed down at the ground or pointed vertical toward the sky to carry the firearm to the firing line. Positively no muzzles sweeping at any time.

NOTE: Firearms will only be loaded on the firing line and only when instructed to LOAD by the range officer.

No firearm allowed on shooting line benches while person is down range changing targets, etc. If firearms are left on shooting bench the actions must be **OPEN** and safety flags inserted in the chambers. Yellow flags provided by Club.

Only one (1) shooter at a bench . No second person calling shots for other shooters, etc. (Exception may be made if JUNIOR shooter is shooting and parent or guardian is providing help).

Firearms must be .22 Long Rifle rim-fire caliber:

Action type: single shot, pump action, lever action, semi-auto action, bolt action.

Classes: Scope sights and open or iron sights.

No distinction as to target rifle or sporter rifle at this time.

Ammunition: Any .22 long rifle rim-fire caliber ammunition.

Rifle Rest Types: Bench rests can be sand bags, or mechanical rests, but No clamp rests that holds rifle tight. Rifle must be able to move around freely.

Junior shooters: No person under the age of twelve (12) will be permitted to shoot unless accompanied and assisted by a parent or guardian in the safe loading and handling of the firearm.

All parents or guardians are responsible for the actions of their children. Please monitor them during the shoot for everyone's safety.

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Shooting Multiple Relays: If a shooter decides to shoot several relays in a match he should sign up before the match starts or before the last half of the match begins. The shooter's highest score will be used to determine placement in the match.

~~Winning Multiple Relays: The shooter with the highest score in a match the shooter must be a different category and must be a member of the club.~~

Awards and Prizes: Prizes will be awarded to the high score by category and/or class. Prizes may be money, trophies, shooting supplies, or shooting equipment. The amount of money and the number of prizes will depend on the number of shooters in the match.

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.22 Long Rifle Rimfire Silhouette Match Rules and Regulations - Page 1

Match Description:

The .22 long rifle rimfire silhouette match consists of four (4) sets on ten (10) targets in a set at various yardages from the shooter. There are no time restrictions in this match. All targets are shot offhand, standing, and no aid from a rifle sling.

Target Description:

1 st set (10) chickens	(15) yards from shooting line
2 nd set (10) pigs	(25) yards from shooting line
3 rd set (10) turkeys	(37) yards from shooting line
4 th set (10) rams	(49) yards from shooting line

There are a total of forty (40) targets to shoot, offhand, standing, without the aid of rifle sling.

Scoring Description:

Each shooter has an individual scoring sheet and a person to keep his/her score during the match. A perfect score would be forty (40) points for a total of forty (40) targets.

Shooters must shoot each set of ten (10) targets consecutively from left to right. If shooter skipped one out of order his score will reflect a minus 2 (-2), the one he/she missed plus the one he/she did shoot at.

All targets must be knocked over for a score, not just moved. Targets knocked down but bounced back up are scored as a hit.

Shooters with tie scores will be in a shoot off that the line officer will determine. Shoot off could be multiple targets and various yardages.

Firearms Safety Rules and Descriptions:

All firearms must be presented on Club property in a safe, good operating condition, in a gun case, or placed in a gun rack provided by the Club and: **ALWAYS UNLOADED WITH ACTION OPEN.**

If firearms are uncased or handled behind the firing line and/or waiting shooters, all **ACTIONS MUST BE OPEN** and muzzles must be pointed down to the ground or vertical up to the sky to bring to the firing line.

Positively no muzzle sweeping while moving firearms to and from firing lines anytime.

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Firearms Safety Rules and Descriptions: -- continued

NOTE: Firearms will only be loaded on the firing line and only when instructed to load by the Range Officer.

No firearms allowed to be handled while a person is down range or in front of shooters setting targets. All firearms must be unloaded at the "CLEAR" command and all actions left open and placed on shooting benches, or in a rifle holder in front of benches, or slung over shooters shoulder with action open and muzzle up to the sky. Positively no handling of firearms while people are down range.

Ammunition:

.22 long rifle rimfire caliber only!

Match standard velocity to high velocity (1280 F.P.S.) is OK

Ammunition not allowed: Super max, interceptor, Quik Shok, Stinger, Velocitor, Game Shok, HyperVel, Yellow Jacket, Viper, Xpediter, Hyper Speed.

Note: All "not allowed" ammunition will damage the cast iron Silhouette Targets. No ammunition with a velocity above 1280 F.P.S. is allowed.

Firearms: .22 Long Rifle Rimfire Cal, Action Type, Class:

Action type: Rifles: Single Shot, Bolt Action, Pump Action, Lever Action, Semi-automatic Action.
Pistols: Single Shot, Semi-Automatic Action.
Revolvers: Single Action, Double Action.

Five Classes: Scoped Rifle, Open or Iron Sight Rifles, Scoped Pistol/Revolver, Open or Iron Sight Pistol/Revolver, Junior.

NOTE: No separation in categories as to target or Sporter firearms at this time

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.22 Long Rifle Rimfire Silhouette Match Rules and Regulations - Page 3

Junior Shooters:

No Shooter under the age of Twelve (12) will be permitted to shoot in match unless accompanied and assisted by a parent or guardian in the safe loading and handling of the firearm.

All parents or guardians are responsible for the actions of their children. Please monitor them during the match for everyone's safety.

Shooting Multiple Matches:

If a shooter desires to shoot several matches he/she should sign up before the match starts, or before the last half of the match begins. The shooter's highest score will be used to determine placement in the match.

~~Shooting Multiple Matches Top Gun~~

~~_____ and _____ (2) _____~~
~~_____.~~

Awards and Prizes:

Prizes will be awarded to the high score by category and/or class. Prizes maybe money, trophies, shooting supplies, or shooting equipment. The amount of money and the number of prizes will depend on the number of shooters in the match.

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