



BR 50/50
&
VARMINT CENTERFIRE RIFLE
INFORMAL BENCHREST RULES

Chatuge Gun Club BR 50 / 50 Benchrest Competition

(06/23/08)

Overview

Competitors, using .22 caliber rimfire rifles, fire 25 shots at 25 targets set 50 yards down range from a solid bench off a two piece rest. Shootist points are awarded for the top three scores and match attendance.

Range Requirements

Outdoor 50 yards

Target

IBS Rimfire 50 Yards

Match

A match is the event in which shooters compete in a single or multiple rounds for score.

Round

A round occurs when a competitor fires 25 shots, for score, on a single target placed at 50 yards.

Match Director

A Match Director will schedule and coordinate the benchrest match. He will conduct the match as outlined in the rules and has the final authority to settle disputes or interpret rules.

Scorer

The Match Director may assign a Scorer to score targets and settle scoring disputes.

Scoring Procedure

At the direction of the Match Director or Scorer, targets will be scored by the competitors. While facing the targets from the firing line, the shooter will score the target to his immediate right, (Position 1 scores Position 2). The far right shooter, (Position 10), will score the far left target, (Position 1). At no time will a shooter handle or score his target. Scoring challenges are permitted only after the Match Director or Scorer has received and recorded the original score. Non-compliances can result in disqualification from the round or match.

Target Scoring

A perfect score is 250 and 25X's. If a bullet hole touches a line or X on the target bull, the shooter receives the highest point. If a plug must be used, the letter (P) must be written on that shot's square by the Scorer. The inner most dark ring counts as ten (10) points and each succeeding ring counts one point less. The outer most ring counts as three (3) points. The dot in the middle of the inner most ring counts as an X. If a shot is in a target square but misses the outer most ring of the bull, the score is zero. Any shot touching a target square's inside or outside border lines will be counted in that block as a zero. A plug is to be used if visible determination cannot be made by the Scorer. Any bullet hole that is between blocks shall be plugged. The block that contains the majority of the bullet hole will count for that block as a zero. If more than one shot appears in target square, shooter receives the lower shot score. If the first sighting shot on paper hits a record target, the shooter must notify Match director before a second shot is fired. The Match Director must check the target before a second shot is fired and notify the Scorer that the shooter will not be charged for that shot. Bullet holes larger than .22 caliber will result in a zero for the affected target block.

Ties

When a tie exists between multiple shooters, after calculation of a target's numerical score, the highest total X count will be the winner. If a tie still exists, the Match Director will check the targets starting with the target block #1. The first target block with higher point value wins. If a tie still exists after checking target blocks 1 through 25, go to target block #1 and check X's. The first target block that gets an X and is not matched by the other wins. If a tie still exists, go to #1 target block and the first X completely plugged out wins if not matched by other competitor.

Shooter Classifications

Participants will be ranked and compete in one of two classes; Sharpshooter or Expert.

New participants may initially request any starting classification based on their abilities. After their first competition, they will be re-classified based on their actual scores.

The second time a shooter places first in a classification, they will be moved to the next higher class. No restrictions are placed on the number of times a shooter may win in the Expert class.

<u>Classes:</u>	<u>Single Gun</u>
Sharpshooter	0-225
Expert	226-250

Equipment Classifications

Optical Sight, Open Class - 22 cal. rimfire rifle, (Long, Long Rifle or Short), of any action type, (bolt, semi-auto, breech loaded, etc.) with no restrictions on design, configuration or weight. No limits are placed on sight magnification.

Optical Sight, Hunter Class - 22 cal. rimfire rifle, (Long, Long Rifle or Short), of any action type, (bolt, semi-auto, breech loaded, etc.) limited to 8 ½ lbs. Barrel must be a hunter style with a continuous taper from the breech to the muzzle. Bull barrels, tuners or barrel weights are not permitted. Stock must be able to be aimed from an off-hand position and its bottom edges must have a convex contour. Rifle must have a fully operational safety. No limits are placed on sight magnification.

Iron Sight, Open Class - 22 cal. rimfire rifle, (Long, Long Rifle or Short), of any action type, (bolt, semi-auto, breech loaded, etc.) with no restrictions on design, configuration or weight. Rifle must have a fully operational safety. Iron sights refer to any open, unmagnified aiming devices. Sights can include any combination of rear and front sights.

Iron Sight, Hunter Class - 22 cal. rimfire rifle, (Long, Long Rifle or Short), of any action type, (bolt, semi-auto, breech loaded, etc.) limited to 6 ½ lbs. Barrel must be a hunter style with a continuous taper from the breech to the muzzle. Bull barrels, tuners or barrel weights are not permitted. Front sight must be an open post style. Rear sights are limited to a V-notch, ghost ring or tang mounted peep sights. Stock must be able to be aimed from an off-hand position and its bottom edges must have a convex contour. Rifle must have a fully operational safety.

Open Bolt Indicators

An open bolt indicator will be in place any time the firearm is uncased at the range. Firearms will be unloaded with actions open and magazines removed. This also includes when the range is HOT and the firearm is not on the firing line. The open bolt indicator shall only be removed and the action closed when the firearm is on the firing line and the range is determined to be a HOT.

Rest

A rest must be comprised of a separate front rest with or without a separate rear rest. Both front and rear rests will sit on the bench by virtue of their own weight. They cannot be physically bolted or attached to the bench. Rifles must be able to be lifted off the rests without the rest rising off the bench.

Wind Flags

A maximum of three (3) wind flags are permitted if they do not interfere with their neighbors' shooting lanes. Flags can only be setup during the practice session prior to the first official round of fire. Flags may be retrieved after scoring, when fresh targets are set for the next round.

Match Size

A minimum of three shooters must compete in a round for shootist points to be awarded.

Shooter Class Size

Three shooters are required to compete in a class for record. If enough shooters are not present to make either of the two shooter classifications, the shooters may be combined to establish a competitive class.

Combining Classes

When there are insufficient entries in any class to warrant an award in that class according to the match program conditions, the individual or team concerned may be moved by the Match Director to a higher class provided this change is made prior to the individual or team concerned having commenced firing in the tournament.

Varmint Centerfire Rifle Informal Benchrest Shoot

12/20/11

This is an informal benchrest shoot, to give people a chance to try centerfire benchrest shooting without buying a zillion-dollar gun.

The Rules

Course of Fire

- Standard IBS 100 yd Hunter class targets are used
- 5 rounds at each target totaling 25 rounds for score with unlimited sighter rounds. 250 is a perfect score.
- 55 minutes given to shoot 25 scored round stage with a 10 minute set-up time prior to start of stage.

Classes

- Scoped up to and including 6mm
- Iron Sights up to and including 6mm
- Scoped over 6mm

- Iron Sights over 6mm

Rifles

You can shoot any centerfire rifle you would take varmint hunting no weight limits, no scope magnification limits. There are a few limits, though:

- We will not allow big, loud magnums, nor loud ported muzzle brakes.
- All rifles must be fired singleloaded.
- Electric triggers and cable releases will not be allowed

Rests

● Front rests may contact the forend of the rifle forward of the trigger guard. Rear rests may support the rear part of the rifle. The front and rear rests may not be connected together, and the rests may not be attached to the bench or rifle in any way. Return-to-battery will not be allowed.

A bipod attached to the rifle is allowed as long as it is in no way attached to the bench.

- Bench assignment is first come, first served. Show up on time!
- We will shoot in relays when we have more shooters than benches.

The Reasons for The Rules

First and foremost: The objective is for the shooters to have fun, enjoy themselves, and build their precision shooting skills.

This includes novices and old pro's, so the rules have to be flexible enough to accommodate both groups.

The course of fire is that of the IBS Varmint Score Benchrest matches. We just don't impose the full IBS restrictions.

Loud rifles and brakes are just too nasty to tolerate.

The magnums really rattle your brains, taking the fun out of the game.

The brakes send out a shock wave that will actually move the rifle at adjacent positions. This is simply not fair to the shooters next door.

The singleloading restriction puts autoloaders on the same footing as bolt guns:

Everybody has to load and cycle the action manually every shot.



National Target Co.

Code: IBS 100 YD HR