

Riverside Gun Club .22 Rimfire Benchrest Match Rules

(31-Dec-2015)

Match Definition –

1. Match consists of three rifle classes:
 - a. A .Sporter Class Rifle,
 - b. B. Vintage Class Rifle,
 - c. C. Match Class Rifle.
2. One ten minute sighter period will be given to each relay before the match begins with unlimited sighters.
3. A match is composed of four, 25 record shot targets at 50 yards, totaling 100 rounds with 1000 point aggregate.
4. All rounds fired from the bench, with 20 minute time limit per 25 round target.
5. A competitor may compete with only one rifle throughout the match.

Match requirements –

1. All targets are located 50 yards from the bench.
2. Must have minimum of three competitors.
3. Must have a minimum of two competitors per rifle class or age group to award any award.

Match entry fee -

1. A match entry fee of \$20.00 is required at registration. Participant must note if they are a **Junior shooter** (16 or under).

Equipment –

1. The legality of any method, device, or equipment not addressed in these rules will be determined by the match director or Riverside Gun Club Competition Committee.
2. Rifle - .22 rimfire – chambered for Short, Long, or Long Rifle.
3. Ammunition
 - A. Any brand of factory loaded .22 caliber, Short, Long, Long Rifle may be used.
 - B. It must be available for sale over the counter to any individual and consist of the original unaltered factory cartridge case, powder charge and projectile.
 - C. No hand loads allowed and there must be no removal, replacement or addition to factory lubrication whether accomplished by dipping into various liquids, removing existing lubes or adding new lubes. The alteration of factory ammunition in any manner is not allowed. Competitors using hand loaded rounds or ammunition not available from retail outlets will be disqualified.
4. Rests –
 - A. Sandbags may be used front and rear.
 - B. Sandbags must be made of leather, cloth, or similar material.
 - C. Front and rear rest will not be connected to the bench or the gun.
 - D. Front and rear sections, must not be connected together.
 - E. Front rest may be fully adjustable for windage, elevation and stock tension.
 - F. Front and/or rear rest may not be mechanically attached to the rifle.
 - G. Plastic film, baby powder or tape may be attached to the stock where it touches the bag,

- only for the purpose of reducing friction.
- H.** Tension of the rest will be at shooters option.
- I.** Rollers or slides may not be attached to rifle or rest..

Target – Official Riverside Gun Club 50 yard Rimfire Match Targets must be used. All targets to be taken down by designated target crew & given directly to the match scorer.

Rifle Classes:

1. Sporter Class Rifle

- A.** It is the intent of this class is to be an entry level class for factory type rifles. Worn parts may be replaced with original type equipment. Example: a worn or damaged stock or barrel on a Remington rifle may be replaced by a Remington replacement part of the same configuration and contour.
- B.** No match or custom parts shall be allowed in Sporter class.
- C.** Rifle and scope must weigh **10 lbs.** or less.
- D.** Scope optical power not restricted.
- E.** Rifle must have a working safety.
- F.** Stock must be **2.25”** or under at its widest point.
- G.** Holes cannot be drilled or cut in exterior of stock to make the legal weight.
- H.** Rifle must be designed to be shoulder fired.
- I.** No vibration tuning devices allowed.
- J.** No electronic or mechanically assisted triggers allowed.
- K.** Bedding of stocks and trigger jobs **are** allowed.
- L.** Major components such as stock, trigger, barrel may be replaced and must be approved by the match director.

2. Match Class–

- A.** Unlimited scope power.
- B.** Stock may be any width.
- C.** Barrel, action, or sleeve can be bedded. Bedding can be by glue-in or bolt in..
- D.** Vibration tuning devices allowed. No electronic or mechanically assisted triggers allowed. Rifles must sit entirely on bench and cannot be attached to the bench.

Scoring Procedure

- A. Targets shall not be touched by any competitor until scoring is complete.**
- B.** Each target block is worth ten points.
- C.** The inner most ring counts ten points, the next ring out counts nine points, the last ring counts eight points and the black area scores seven points.
- D.** If a bullet hole touches a line or X, shooter receives the highest point (Best edge scoring). **Paper tears breaking higher ring, do not apply.** The score will be written above each block and total along the right side column. Overall score and X count written along the top. If target is not shot, the score is zero. If more than one shot appears in target square, shooter receives the lower score. Perfect score: 250 and 25X's.

- Any shot touching target square's outside border lines will be counted in that block.
- E.** A magnifying glass and scoring plug will be used if visible determination cannot be made. Any bullet hole that is between blocks shall be counted as zero.
 - F. An alibi** is a malfunction of equipment or ammo. It could be a range alibi, for example your target falls down. It could be an equipment alibi, example your firing pin breaks. When an alibi occurs raise your hand to get the line officers attention, he will note the remaining time and you will get a chance to fire the remainder of you shots within the remaining time. An alibi is given if it is caused by shooter error.
 - G. Crossfire** – Note your target board number. Shooters who fires upon a neighboring target, are expected to notify Match Director or Line Officer immediately. Competitors who experience a crossfire on their target, must notify Match Director or Line Officer before firing additional rounds. Reporting competitor with additional impacts, will receive the higher score. We depend up every shooter's honesty. Repeat occurrences will not be honored.
 - H. Scoring Protest** - After targets are scored, targets must be displayed for competitor review. Targets are not to be handled by competitors until match results are declared official by Match Director. After last relay's targets are hung up, Match Director must give competitors a minimum of 10 minutes to file any scoring protests with the referees. When a shooters feels that his target was scored wrong he should ask the scorer for a rescore. If the shooter is not in agreement with the rescore he may then protest the score to the referees. If a competitor removes his target before the match results have been declared official by the Match Director, the competitor has accepted his score as is and cannot ask for a rescore or protest.
 - I. Ties** - When identical high scores exist, the highest X count will determine the winner. If identical score and X count exist, scorers will check last target, number four. Starting with the #25 target block and continuing to #1. First target block with higher point shots wins. If tie still exists, scorer will check third target in the same procedure.

Duties of Officials

Match Director - In charge of the match shall be responsible for monitoring and timing each relay. The Match Director may assign the monitoring and timing duties to another person.

Referees - Three referees will be appointed by the Match Director. A referee must be experienced and knowledgeable. Referee cannot be the scorer. Referees will decide problems in crossfire, scoring, eligibility of guns and rest, and any other protest that may arise. Referees at any time before commence fire and after may inspect and weigh rifles in any class. Referees will decide outcome of any protest before, during, and after match. Extra referee should be named in case one of the three referees is directly involved in a protest. Referees will be briefed by the match director of their duties. The referees will not discuss the protest with each other or anyone else. They are to look at the evidence and vote either for or against the protest.

Scorer – Shall be appointed by the Match Director to score targets. Scorer must have access to scoring plug and magnification glass provided by Riverside Gun Club. Match Director can also be the scorer. All officials except Match Director can compete in the match. Scorer cannot be a referee. **Any competitor disturbing a scorer may be disqualified.**

Protests - Any shooter may protest his target, someone else's target, questionable guns or rests or other problems that may arise. Referees will decide all protest and their decision is final. Protest fee is \$3.00. If the competitor protesting wins the protest he shall be reimbursed the protest fee. A competitor can protest the scoring on his target or the scoring on another competitor's target. Only the Match Director, Line Officers or referees can remove and rescore protested targets. After last targets are scored and hung for viewing, a minimum of ten (10) minutes must be allowed for scoring protests. Match Director will then declare the protest period over.

Empty Benches - No one will occupy any unused bench at a match for any reason. Targets will be posted on frames of unused benches. No practice or out of competition firing on unused benches.

Scales - Scales must be available to all shooters to determine class.

Sportsmanship - There will be **no loud disruptive talk, disrespect, horseplay, or noise** on or around the firing line during a match. All competitors are expected to show good sportsmanship and are expected to maintain a family environment. The Match Director or referees may disqualify anyone who disregards this rule. Only shooters, match directors and referees will be allowed along firing line while shooting is taking place. An exception may be granted by the Match Director to allow another shooter to help a new shooter in his first match.

Safety - Rifles must be equipped with trigger guards. All rifles must have bolts removed or approved safety flag inserted into the bore when not being fired. When anyone is down range, all competitors must stay behind and away from the benches until the Match Director or Line Officer calls shooters to the line. No firearm handling on the benches while the line has been called clear.

Match Procedures

- A.** Match Director must post Rimfire Bench rest rules.
- B.** Match must start at 9:00 A.M. unless all participants are notified of any change.
- C.** Match Directors must appoint three referees before match begins. An alternate referee should be named in case one of the three referees is involved in a protest.
- D.** In order to rule on any protests filed by competitors and weigh winning rifles, referees must be present until match is declared official by the Match Director.
- E.** Match consists of four (4) targets. Each target is composed of twenty five (25) scoring targets. The top row is for sighting purposes only and do not count for score. Each target must have the following information along the top edge - Bench number, Target number, and Relay number noted on top right corner. No wind flags may be erected for indoor match events.
- F.** After targets are placed on the target frames, the Match Director or designated Line Officer determines the range is safe, then calls the first relay to the line. When the firing line is ready, the Line Officer will command "Load" then "Ready on the left?",

Ready on the right? The line is ready" wait 5 seconds "Fire". Time will commence with the first shot.

- G.** When time has expired, the Match Director or Line Officer will call out "Cease fire". Competitors must unload, remove bolts, magazines and insert chamber flags. If someone fires after cease fire was called, that shooter may be disqualified. Line Officer or Match Director should call out 5 minute, 1 minute warnings. When Line Officer or Match Director determines the range is safe, the three (3) person target crew is to remove the current target and hang replacements targets with information on the top right corner. If possible, the scorer should start scoring targets as soon as the first targets are returned. After targets are scored, they must be posted in full view of competitors.
- H.** Targets cannot be removed or handled by competitors until the match results are declared final. If a competitor removes targets before results are declared official, they have accepted their score and may not ask for rescore or protest. After last targets are scored and hung for viewing, a minimum of ten (10) minutes must be allowed for scoring protests. The Match Director will then declare the protest period over.
- I.** I.Shooters will draw for position and relay. If the number of shooters exceeds the number of positions for a single relay, then the shooters will draw for relay as well as position number. Left handed shooters will not have a right handed shooter positioned to their right. A right handed shooter will not have a left handed shooter positioned to their left. A group of positions may be allotted to position left or right hand shooters together. An example could be right handed shooters position 1, 2, 3, 4, 5, 6, 7 then left handed 8, 9, 10, 11. If any competitor has to remove his/her equipment due to a relay change then, all other competitors must remove their equipment as well.

Unauthorized Discharges –

Under no circumstances will a shooter load a round into a rifle before the "Load" command. No one can fire until the "Fire" command is given. Any violation may result in disqualification. The Match Director and referees will determine reason for any unauthorized discharge, before competitor may resume.

If for any reason a safety violation exists and firing must be stopped, the Match Director, Line Officer or any Competitor may call out "**cease fire**". **All shooters must immediately stop firing and back away from their rifles.** When the problem is corrected the Match Director will give load and fire command. Competitors will be given an extra two (2) minutes towards the remaining time.
