

Match Rules:

Use of high-visibility empty chamber indicator or bolt removal is required at all times except when shooting. When transporting rifles from vehicles or while on range property make sure the muzzle remains in a safe direction. Any person found “flagging” another person or behaving in an unsafe manner will be asked to leave to property.

Upon completion of a stage, any additional ammunition must be unloaded, external box magazines must be removed and the rifle made safe before leaving the shooting position.

An EIC can be inserted into the chamber or the bolt removed.

If the stage COF requires movement, the action must remain open while moving from 1 position to the next. If using a semi-auto variant rifle, the safety must be engaged and the competitor must announce “SAFE” loud enough for the RO to hear while wearing ear protection.

A competitor who causes an accidental discharge will be stopped by the Range Officer as soon as possible and shall be disqualified. Any competitor acting in an unsafe manner will be disqualified. (Examples of unsafe acts and gun handling can be allowing the muzzle of the firearm to break the 180 degree safety plane, allowing the muzzle to point at any part of the competitors' body, allowing the muzzle to point at any other person, having any rifle loaded while not under the direct supervision of the RO or moving forward of the firing line unless the line has been called “cold”.)

Competition Range Commands:

These will be the commands given by the RO once the competitor comes to the firing line to complete the COF (course of fire).

“If you understand the course of fire, you may load and make ready” (You may now load your firearm and assume the starting position. **No FIREARM will be loaded without the direct supervision of the RO.**)

“Are you ready?” (an affirmative nod, or verbal ‘yes’ will suffice)

“Stand by” (The timer will be activated in 1-3 seconds, signaling the start)

“BEEP” (The timer has started. Engage the targets until completed or until the par time elapses. Safely reload as needed.)

“If you are finished, unload and show clear.” (Remove the magazine, open the action to eject any round present (remove additional ammunition from internal magazines) and allow the RO to visually inspect the empty chamber. Insert the EIC or remove the bolt.

“Range is Clear” (Shooting is finished and scoring will commence. The competitor can now safely leave the firing position keeping the firearm in a safe condition.)

Scoring:

1 point will be awarded for an impact on the correct target in the COF.

Timing:

Competitors are required to complete the COF in the prescribed 5 minute time limit. Timers should be placed close enough to the shooter to capture the last shot. Any shot that goes off during or after the timer that registers over .30 will not count.

.30=Good .31 or higher=No hit.

Shooters who opt to run a suppressor, be aware that all attempts to capture your correct time will be given. If there is a question about the final shot being fired within the time allowed, we will do the best to be fair to all competitors. The decision of the RO will be final.

Unsportsmanlike Conduct:

Anyone who alters or moves a prop or blatantly circumvents the stage COF as intended will receive a stage DQ. Any other unacceptable actions can also result in a stage DQ or possible Match DQ. Remember, this is a game and we are trying to maintain a level and fair playing field for all who are participating.

Tie Breakers:

In the event there is a tie score, the winner will be determined by their total elapsed time.

Course Of Fire:

On the start signal (BEEP) the competitor will engage the targets at each distance **LARGE** to **SMALL** working **NEAR** to **FAR**.

A competitor can use any safe shooting position they choose. (Standing, Seated, Prone or combination of the 3) There will be a small assortment of natural and man-made “props” available to simulate a “hunting situation”.

A competitor can fire 1 round at each specific target for a total round count of 12.

There will be 3 targets at each distance, approximately 200, 300, 400 and 500 yards.

The time limit for all classes will be 5 minutes.

The competitor’s start position will be: Standing with rifle loaded with an open bolt and all gear in hand, (AR15 style and semi-auto rifles will start with bolts closed on an empty chamber)

Rifle Classes:

Traditional Hunter

Any traditional hunting style bolt action, pump or single shot rifle with either a wood, plastic, composite or carbon fiber stock. Detachable external or internal magazines. Muzzle brakes and suppressors are permitted. Rifles can be factory, or custom. No weight limit of weight or optics. (no internal or external weighting or forend alterations/modifications to give a competitive advantage will be permitted)

Gas Gun

Any rifle using gas to operate the semi-auto action. AR15/AR10 style or similar, including AK variants are permitted. Can be factory or custom. No magazine capacity limit. No limit of weight or optics. Muzzle brakes and suppressors are permitted. (no internal or external

weighting or forend alterations/modifications to give a competitive advantage will be permitted)

Factory Chassis Light

Factory Precision Rifles designed for long range shooting and competition. 16 lb weight limit INCLUDING optic and mount. Rifle must remain stock. No aftermarket barrels or triggers. No internal or external weights including “Baker Wings”. Muzzle brakes and suppressors are permitted. No limit of optics. The **total weight** of the rifle does **NOT** include the bipod or suppressor if they are used. This class represents an out of the box rifle with an optic. Examples of a rifle in this class.

Bergara LRP

Christensen MPR

Ruger Precision Rifle

Howa Chassis Rifle

Mossberg MVP Precision

Savage Arms 110/10 BA Stealth

Tikka TX3 Tac A1

Thompson/Center LRR

Open Competition

Any **SAFE** rifle is allowed in this class. Repeaters or Single Shot. All stocks and chassis are permitted. This class is for full competition rifles or rifles that do not fit into any other class. No restrictions on weight, optics or modifications.

Ammunition:

Any cartridge with a caliber of .338 and under are allowed. Factory or handloads are permitted. (Exceptions: Straight wall cartridges like 450 Bushmaster, 350 Legend and 45-70 Gov can also be used)

Equipment:

Typical hunting gear to include, tripod, bipod, shooting sticks, shooting bags, slings, binoculars, rangefinders and ballistic solvers. (This list is not the only permitted items. If you have a piece of gear not listed, you typically use for hunting it should be fine, but email for verification.)

Restricted items include any 1 piece shooting rest or “leadsled”, mechanical front rests or F Class style bipods. There will be no shooting from any bench. (This isn’t a benchrest competition so please don’t attempt to treat it like one. You will not be allowed to compete with these items.)