

# **Long Range Hunting Challenge**

**South Fork Rifle Club**

**Beaverdale, PA**

**Cash Payouts to be determined  
by number of shooters**

**Gates Open: 7:30am**

**Registration: 8-8:45am**

**Safety Brief and walk thru: 9am**

**Match Starts: 9:30am**

**Cost: \$20 + Three 1 gallon Milk Jugs.**

**(Jugs MUST filled before arriving to the range.)**

**(2nd Gun \$15 + Three 1 Gallon Milk Jugs)**

**(Must be a different Rifle)**

**THERE WILL NOT BE A ZERO PERIOD.  
COME READY TO SHOOT!!**

**Match Rules:**

***Please ensure you understand the rules for the match, and you adhere to the rules.***

**Use of high-visibility empty chamber indicator (ECI) device or bolt removal is required at all times except when shooting.**

When transporting rifles from the car or between stages on the range, muzzle up or muzzle down in a stable gun cart/caddy, carried or slung with the muzzle up or down. EIC in place or bolt removed.

Upon completing a stage detachable magazine must be removed and the EIC inserted prior to leaving the stage and then return to case/bag/scabbard making sure to keep the muzzle pointed in a safe direction at all times.

Any movement must be done with the action open and an empty chamber.

Semi-automatic rifle exception: The competitor must engage the safety and yell "SAFE" loud enough for the Range Officer to hear with ear protection.

**\*\*Failure of the competitor to follow previous two bullet points will result in the competitor returning to the previous position and complying with the rule.**

**\*\*\*Break any of these rules and you will have a short day.\*\*\***

A competitor who causes an accidental discharge will be stopped by a Range Officer as soon as possible and shall be disqualified. Examples of unsafe gun handling include:

Allowing the muzzle of a firearm to break the 180-degree safety plane.

Allowing the muzzle of a firearm to point at any part of the competitor's body during a course of fire (i.e. sweeping, muzzling, etc.).

**Range Commands**

**"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 firearms will be loaded without the direct supervision of the RO.)

**"ARE YOU READY?"** (An affirmative nod or verbal "yes" will suffice.)

**"STANDBY"** (The timer will be activated in 1-5 seconds, signaling the start)

**"BEEP"** (The timer has started. Engage the targets until completed or the par time elapses.)

Reload safely as required.)

**“IF YOU ARE FINISHED, UNLOAD AND SHOW CLEAR”** (Remove the magazine, open the action to eject round, and allow the Range Officer to visually inspect that the chamber is empty. Insert the ECI.)

**“RANGE IS CLEAR”** (Shooting is finished, and scoring will commence.).

At any time, an RSO or ANY Person may issue the **“STOP or CEASE FIRE”** command in the event of a safety issue or hazardous situation. You should cease any actions (in effect FREEZE, DON'T MOVE), and await further instructions.

### **Scoring**

Each 1st round impact will be 3 points. Each 2nd round impact will be 1 point. Highest point total with fastest Elapsed Time will determine the overall event scores and placements.

### **Timing**

Shooters are required to complete the stage of fire in the prescribed 5 minute time limit. Timers should be placed, closed 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** – Timer will make every attempt to capture your final shot. If it does not capture it then you receive **max time** on that stage, as well as a **miss** for the final shot if its in question of being on time or late.

**Unsportsmanlike DQ** – Anyone who alters, or moves a prop, or **blatantly** circumvents the stage COF as intended will receive a stage DQ. Remember this is a game and we are trying to maintain a level and fair playing field for all.

|                                |  |
|--------------------------------|--|
| <b>Course of Fire</b>          | <b>3 Milk Jugs at various unknown distances. ( Participants will be given estimates (+/- 25 yrds) the morning of the match)</b>  |
| <b>Max # of Rounds:</b>        | <b>6</b>   |
| <b>Points per hit:</b>         |  |
| <b>1st rd impact</b>           | <b>3</b>   |
| <b>2nd rd impact</b>           | <b>1</b>   |
| <b>Max points:</b>             | <b>9</b>   |
| <b>Targets &amp; Distance:</b> | <b>Milk Jugs approximately at 300, 400 and 500 yards.</b>  |
| <b>Time Limit:</b>             | <b>5 Minutes</b>   |
| <b>Rifles and Ammunition:</b>  | <p><b>Any Hunter style Bolt Action, Pump or Modern Sporting Rifle and Semi-Autos are all acceptable. (Coyote guys are more than welcome to come shoot)</b></p> <p><b>Any cartridge with a caliber .338 and under are acceptable. Factory ammunition or handloads are permitted.</b></p> <p><b>Any style optic and magnification range will be permitted.</b></p> <p><b>No Benchrest stocks, no chassis/match guns.</b></p> <p><b>No super heavy contour target/match barrels.</b></p> <p><b>The staff will have final say on any questionable rifles. Please save yourself and us any heartache and follow the intent of this match, Hunting style rifles.</b></p> |
| <b>Allowed Equipment:</b>      | <b>Typical Hunting gear to include, Bipod, Tripod, Shooting Sticks, Shooting Bags, Slings, Binoculars, Rangefinders and Ballistic Solvers. There will be improvised props to simulate seated in a blind or treestand.</b>  |

|                               |   |
|-------------------------------|---|
|                               | <p><b>There will be NO shooting from any bench. The use of any one piece rest or mechanical front rest is strictly forbidden.</b></p> <p><b>(Any questions about other gear can be addressed at the safety brief or email for clarification prior to arrival)</b></p>   |
| <p><b>Start Position:</b></p> | <p><b>-Standing, all gear in hand, magazine inserted</b></p> <p><b>-Bolt action, bolt open with empty chamber</b></p> <p><b>-Semi-auto, bolt open or closed on empty chamber</b></p>  |
| <p><b>Description:</b></p>    | <p><b>On Start Signal "Hunter" will move to firing position, deploy any gear if they so choose and engage the milk jugs in the following order:</b></p> <p><b>Nearest to Farthest. Hunter will engage each milk jug with no more than 2 rounds.</b></p> <p><b>With a 1st round impact, Hunter will earn 3 points and then will engage the next target. If the Hunter misses on the first round, they will re-engage with a 2nd shot and if successful, they will receive 1 point for that impact. Hit or miss, they will then engage target #2 and #3 in the same manner.</b></p> <p><b>The Hunter will be required to spot their own impacts, hit or miss. The RO will call out a successful impact and in the event of a miss, the RO will direct the Hunter to re-engage the target.</b></p> <p><b>Important note: There will be NO assistance given to the Hunter from any other competitor or spectator. This means, no wind calls on the clock, no spotting of shots for another Hunter and the RO can only call Impact/Hit or Re-Engage.</b></p> |

**\*\*\*All equipment will be deployed on the clock\*\*\***

**Tie Breaker:**

**Total Elapsed Time will be recorded and used to determine winners in the event of a tie score.**

Because this is our first match of this type, we may need to alter the course of fire, rules or any other specifics. Please be aware of this and if there are changes, we will try to post them on the site asap.

**Match Director: Craig Adams**  
**(814)244-0257**

**email: [Speedbump613@gmail.com](mailto:Speedbump613@gmail.com)**







