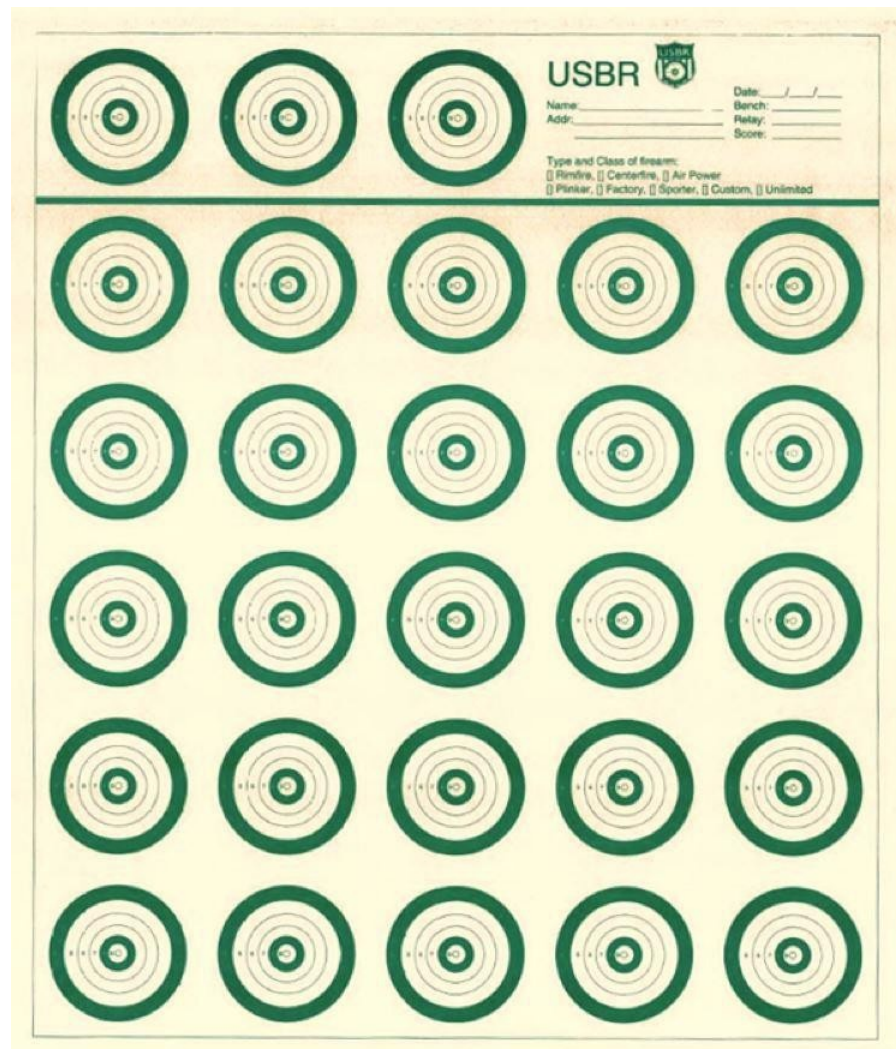


Rimfire Benchrest Match Rules



"The Green Monster"

I. Preamble:

The goal of the Rimfire Benchrest Match is to provide a safe and fun environment that will challenge the experienced Competitor, engage the new Competitor to help them improve their skills, and grow the Sport of Rimfire Benchrest shooting.

II. Match Overview:

1. The Match is a Benchrest competition for scoped .22 caliber rimfire rifles using the U.S. Benchrest (USBR) target.
2. Competitors will be placed into one of three Divisions based on their scoring capabilities.
3. Prize money will be awarded monthly to the top Competitor(s) in each Division, up to four places.
4. The Match will be held on the first Saturday of each month, starting in April 2025 but this can change due to schedule conflicts with other events. Check the BCH&FC website for date changes.
5. Club membership is not required to participate.
6. If you are interested in participating in the Match please contact the Match Director – Dean Andres

III. Match Operational Details:

1. One USBR 50 Yard target consisting of twenty five (25) bulls will be shot in 30 minutes. This includes time for shooting the sighter bulls.
2. 25 rounds are required for shooting one target with additional rounds recommended for sighters.
3. **It is highly recommended that a Competitor's rifle be pre-sighted in at 50 yards preferably with the same ammo that will be shot in the Match.**
4. Targets will be marked with name, relay and your bench number.
5. Relays will last for approximately 45 minutes from the beginning of relay check in. Relay start times will be assigned by the Match Director.
6. Ten points are awarded for hitting the center target ring, and then a descending number of points in each of the six outer rings. Eliminating the ten ring is designated as an "X" and will be used for tie breakers.
7. The "Best Edge Scoring" method will be used which is based on where the bullet touches the inner ring. Scoring instructions can be found in Appendix A.
8. If a Competitor shoots a single bull twice, then the lower score of the two shots will be counted for score.
9. If a Competitor determines that they, or another Competitor has accidentally shot the wrong target they should immediately inform the individual or Range Master who is running the Relay.
10. Targets will be scored using a scoring plug.
11. If a Minor Competitor requires assistance during the Match, then the supervising Adult in attendance with them is allowed to talk in "hushed tones" to address the situation. The supervising Adult is not to provide instructional support during the match to help the Minor Competitor improve their performance.
12. **No cleanup** is allowed until the Match is completed.
13. Rifles shall only be **cased after the Match is completed, and targets have been pulled.**
14. The first Relay will setup the range for the Match. The last Relay of the Match will cleanup, and will than restore the range to its standard configuration.
15. All Competitors must sign a waiver indicating they agree to allow usage of their name in written communications about the Match. This will include, but not be limited to: the Match summary published in the Range Newsletter, the monthly Match scores posted on the Range Website, and any detail summaries of the Match sent out to the Competitors. Competitors will be given the option of using a two (2) letter alias instead of their names. First time Competitors will be asked to sign the waiver after shooting their first Match.
16. No videos or photos of Competitors shall be taken during a Match. Competitors who wish to take videos or photos of their personal equipment or the range must obtain prior approval of the Match Director.

IV. Match Safety Details:

1. Butler City Hunting & Fishing Club Range Safety rules will apply to this Match. <See link on Range Website for details>.
2. A Safety briefing will be held at the beginning of each Relay. <See Attachment C for copy>.
3. Chamber safety flags are required.
4. Eye and ear protection are required.

V. Equipment:

1. Rifle:
 - a. Any .22 caliber rifle can be used.
 - b. There is no minimum trigger weight requirement. However, a rifle must not discharge upon an aggressive bolt closure, or a vertical stock bump test.
2. Scope:
 - a. A rifle scope of 9X power or higher is suggested. However, a 32X power scope or higher is recommended.
3. Rests:
 - a. Front rests shall be any type.
 - b. The front rest and rear bag shall not be connected in manner that they move together and stay in alignment.
 - c. Towels, boards, and other materials lying on top of the bench, but under and separate from the front and rear bag are acceptable.
 - d. Clamps cannot be used to secure the rifle, front rest, or rear bag to the bench.
4. Ammunition:
 - a. Any brand of factory loaded .22 caliber Long Rifle ammunition may be used and will consist of the original unaltered factory cartridge case, powder, and projectile.
5. Other:
 - a. Spotters are not allowed, including for support in sighting the rifle during the Match.

VI. Divisions:

1. Competitors will be divided into three Divisions: Marksman, Sharp Shooter, and Expert. The objective is to have Competitors in each Division posting scores that are competitive within their Division in order to encourage, and foster skill development by giving everyone a realistic opportunity to be competitive.
2. If a Competitor begins posting scores that are consistent with those in the next higher Division, then the Match Director will evaluate promoting them to the next Division based upon the following:
 - a. A Marksman Division Competitor whose average score is greater than a **225** on three consecutive scored targets in that Division will be promoted to the Sharp Shooter Division.
 - b. A Sharp Shooter Division Competitor whose average score is greater than a **235** on three consecutive scored targets in that Division will be promoted to the Expert Division
3. The Match Director shall make the initial decision on Division placement of all new Competitors based upon an assessment of their equipment and any previous benchrest history. If a Competitor makes a significant equipment change, they should notify the Match Director who will assess the possibility for changing a Competitor's Division. The Competitor must use the same rifle for the class they are shooting that was assigned on their first match. If a Competitor wishes to shoot a different rifle they must notify the Match Director.
4. A Competitor may request that they be placed in a Division higher than their scoring average would have otherwise placed them.

5. If a Competitor is regularly shooting scores consistent with the average score in a lower Division, then the Competitor may request to be reassigned to a lower Division.
6. If a Competitor disagrees with their placement in a specific Division by the Match Director, then they may appeal to the BCH&FC Rimfire Rules Committee.
7. At the end of each season, a yearly summary will be posted for all Competitors based upon the Division they were assigned to in the month of April.


VII. Entry Fee & Prize Money:

1. The entry fee is seven dollars (\$7). Three dollars (\$3) pays for the targets, and the remaining four dollars (\$4) is returned in prize money to the Competitors.
2. Prize money will be awarded for each target based upon the payout schedule in Attachment B.
3. Prize money will be allocated by Division.
4. If there is only a single Competitor in a given Division, then only the three dollars (\$3) target fee will be applicable.
5. After completing their targets for score, a Competitor may shoot an additional target in a following Relay that will not count for score or prize money for a three dollar (\$3) target fee if space is available using the same rifle. A Competitor may compete for score & prize money with a second rifle that places them in a different Division.

Scoring the USBR Target #1

Revised

5119/09

Easy Shots To Score	IREM Scoring Rules
<p>No need to use a scoring gauge on these shots. None of them are close to the edge of the ring of next higher value.</p>  <p>Targets are twice normal size for clarity</p>	<ol style="list-style-type: none"> 1. It is recommended that everyone download this two page scoring graphic and print it out for reference. 2. Each person who scores targets must understand correct scoring with the scoring gauge. The gauge should be held by the handle when being rushed into the shot hole. The value of a shot should be determined before the scoring gauge is removed. If it is difficult to determine the value of a shot: <Old shooter - weak eyes> Use a magnifying glass. 3. You may score your own targets or have another person score them. They should be checked for mistakes. When you post your scores on RFC: At the end of your report indicate "Self Scored", or "Scored by: _____" 4. NEW shooters who are not sure of how to score, or do not yet have a scoring gauge, they may mail target(s) to their team captain, or to Joe Haller for scoring: Targets should be mailed at least 10 days before the end of the month.

Scoring 10s and 10xs using the scoring gauge



If you see any green of the 10 ring peeking out from under the edge of the gauge, it is not a 10x.



The gauge covers all of the green ten ring on these these 3 targets. They all score a 10-x.

Scoring the USBR Target #2

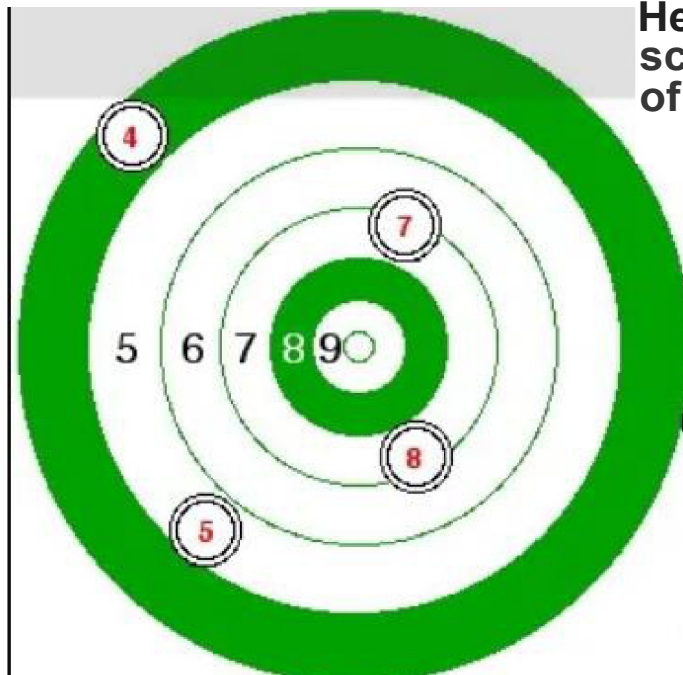
Revised
4/11/11



These are close shots

These shots are close to a scoring ring. Which ones touch the ring of higher value? You cannot be sure until you plug the shot with a scoring gauge. The holes could measure anywhere from .214" to .219" depending on bullet shape, lubricant, paper type and momentum. In the paper. The .22 caliber scoring gauge measures .224". Shots that may look "out" could be "In"

Targets are to illustrate actual size for clarity.



Here is the same target with a scoring gauge placed in each of the shot holes.

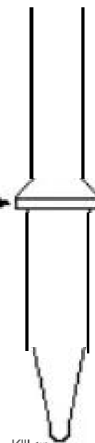
Use the gauge on the shot

If the flange of the gauge touches a ring of higher value, you score the higher value. A magnifying glass, held over the gauge will sometimes help.



Scoring Flange

Hold the gauge by its top and press it snugly down into the shot hole. Do not press too hard or the flange will go through the shot hole.



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Attachment B

Rimfire Benchrest Match Payouts

Number of Competitors	1st Place	2nd Place	3rd Place	4th Place
2	\$8			
3	\$8	\$4		
4	\$9	\$5	\$2	
5	\$10	\$6	\$4	
6	\$12	\$7	\$5	
7	\$14	\$8	\$6	
8	\$15	\$10	\$7	
9	\$16	\$11	\$9	
10	\$18	\$12	\$10	
11	\$18	\$12	\$10	\$4
12	\$19	\$13	\$11	\$5
13	\$20	\$14	\$12	\$6
14	\$21	\$15	\$13	\$7
15	\$22	\$16	\$14	\$8
16	\$23	\$17	\$15	\$9
17	\$24	\$18	\$16	\$10
18	\$25	\$19	\$17	\$11

Attachment C

Rimfire Benchrest Safety Briefing

- Ear and Eye protections must be worn whenever the range is hot.
- Rifles will remain cased until instructed to uncase them.
- When uncasing your rifle, the barrel must be pointed down range.
- After uncasing your rifle, you will immediately make the rifle Safe.
 - Safe means: Open the rifle bolt, remove the magazine, and insert a chamber flag.
- You may point your rifle straight up when moving your rifle.
- Before you leave your bench for any reason, or if a Cease Fire is called, immediately make your rifle safe.
- A Cease Fire may be called by anyone observing an unsafe condition or situation.
- Unsafe conditions will also include: Large Animals on the range, detached targets, or target boards that have fallen down.
- The clock will be stopped, and time adjusted as necessary.
- When a Cease Fire is called make your rifle safe and remain at your bench unless otherwise instructed.
- Do not call a Cease Fire for an equipment issue, or for non-Safety reasons.
- If in doubt call a Cease Fire – Safety First.
- If you have an issue or question, contact the Range Master for the Relay.
- There shall be no casing of rifles, removal of gear, or cleaning up of brass until the Match is over. At the end of the Match, you will be instructed when to pull targets, case your rifles and pick up your gear.
- There will be No Talking on the Range or behind the benches while Competitors are shooting. Please leave the Range to hold conversations.
- If you leave the Range, please stay close by. As soon as all Competitors are finished shooting, targets will be pulled.