

St. Thomas Groundhog Shoot Rules - 2017

1. Safety is the first and most important rule. All shooters will follow all safety rules and procedures at all times with no exceptions.

1.1 Bolts will be removed from all rifles at all times except for the period between the Range Masters "Insert Bolts" command until the shooter fires the last shot or the Range Master issues the "Cease Fire" command. Bolts will be removed before moving the rifle from the bench. Rifles with a non-removable bolt will be made safe by opening the bolt and inserting an empty chamber indicator.

1.2 In the event of an Emergency Cease Fire all rifles must be made safe by removing the bolt or opening the bolt and inserting an empty chamber indicator. During the Emergency Cease Fire all shooters will step back away from the bench after making their rifle safe.

1.3 All Junior shooters (under 16 years of age) will be supervised at the bench by an adult over the age of 18. If non-compliant, shooter will be disqualified.

1.4 When the flashing red light is illuminated indicating the range is not safe, rifles are not permitted at the bench.

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1.5 Absolutely no alcoholic beverages on club property at anytime.

1.6 All shooters and spectators should have and use eye and ear protection. This is each person's individual responsibility.

1.7 No sighting in is permitted the day of a match.

1.8 No Pre-registration will be allowed for any Saturday Match's, all bench's are first come first served. This also applies to Tuesday Practices new 2011

1.9 All shooters will be required to sign an Insurance Wavier, with a refusal, competitor will not be allowed to participate. New 2011

1.10 Competitors are responsible for their own time-keeping, Range Master will maintain the official time.

1.11 Competitor are prohibit from hammering front rest feet into the concrete tops.

2. Classes –

2.1 Light Factory Sporter (Class D)– Factory original sporter rifle. Must be identifiable as factory original including the receiver and barrel. No varmint or target style stocks.

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2.1.1 Bedding may be changed, trigger adjusted, recoil pad added.

2.1.2 Rifle must have a diameter of 0.680" or less at some point on the barrel.

2.1.3 No 50BMG allowed

2.1.4 Rifles chambered for BR and PPC cartridges are not permitted.

2.1.5 Maximum scope magnification permitted is 24X
Variable power scopes capable of magnification greater than 24x will be set to a max of 24X and left at that setting throughout each relay. Increasing scope magnification to check targets is not permitted.

2.1.6 Accuracy Assets/Sleds and barrel tuners/de-resonators* are not permitted.

2.1.7 Scope levels and bi-pods are permitted.

2.2 Heavy Sporter (Class HS-1) – Factory original rifle. Must be identifiable as factory original including the receiver, barrel and stock.

2.2.1 Any caliber smaller than 50 cal .

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2.2.2 Bedding may be changed, trigger adjusted, recoil pad added.

2.2.3 Remington 40X rifles are not permitted.

2.2.4 Rifles chambered for BR and PPC cartridges are not permitted.

2.2.5 Accuracy assets/sleds and barrel tuners/de-resonators, and muzzle brake are not permitted. New 2017

2.2.6 Scope levels and bi-pods are permitted.

2.2.7 Any scope is permitted.

2.3 AR 15 Class Unlimited (Class AR)* – Maybe any AR configuration, including the receiver, barrel, and stock.

2.3.1 Any Caliber smaller than 50cal.

2.3.2 Bi-pod are permitted

2.3.3 Maximum scope magnification is unlimited.

2.3.4 Trigger may be altered.

2.3.5 Competitor must provide a brass deflector either attached to the Rifle or to the Bench. Non compliance will result in disqualification.

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2.4 Light Custom (Class L) – Any rifle weighing up to 17.5 pounds as fired.

2.4.1 Any cartridge smaller than 50 caliber.

2.4.2 Any scope.

2.4.3 Winning rifles will be weighed before results are final and prizes are awarded. Rifle can be weighed on the club scale during registration. Weight indicated by the club scale is official. An excess of one ounce (0.06 pounds) will be attributed to scale error.

2.4.4 The Range Officer may request that any rifle shooting in this class be weighed at the end of any relay.

2.4.5 No muzzle brakes on relay 1 or 2 except bench one and two and designated relay that will be established the day of the Match. Violator will be disqualified

2.5 Unlimited Class (Class U) – Any rifle.

2.5.1 Any cartridge smaller than 50 caliber.

2.5.2 Any scope.

2.5.3 Muzzle brakes are permitted and must be fired in separate relay(s).

2.5.4 A rifle may be entered in more than one class as long as it meets the requirements for the most

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restrictive class. A separate entry fee will be required for each class.

3. Course of Fire – Unlimited sighters are permitted within the time limit.

3.1 Classes L, and U

3.1.1 1st Stage – Six minutes to fire five shots for score at 200.

3.1.2 2nd Stage – Six minutes to fire five shots for score at 300.

3.1.3 3rd Stage – Nine minutes to fire five shots for score at 400.

3.2 Class D – Sporter Class

3.2.1 1st Stage – Six minutes to fire three shots for score at 100 yds

3.2.2 2nd Stage – Six minutes to fire three shots for score at 200 yds

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3.2.3 3rd Stage – Nine minutes to fire three shots for score at 300 yds

3.3 Class HS and AR – Heavy Sporter and AR15

3.3.1 1st Stage – Six minutes to fire five shots for score at 100 yds

3.3.2 2nd Stage – Six minutes to fire five shots for score at 200 yds

3.3.3 3rd Stage – Nine minutes to fire five shots for score at 300 yds

4 – General Rules

4.1 Target: The target is an outline of a groundhog on the left (score) side and five circles on the right (sighter) side. The target is divided into the score and sighter sides by a thin vertical line approximately 8.5 inches from the left edge. Shots touching this line from the right or left side or completely to the left of it are counted as score shots. If the shot is above or below this line the scorers will extend the line manually to determine if it is a score shot. The groundhog outline has concentric scoring rings with the smallest center ring being the ten ring and the largest outside ring being the six ring.

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4.2 Scoring: The shooter receives the point value of the ring the bullet hits. For shots outside the scoring rings

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the shooter receives five points if the bullet is in or touches the edge of the groundhog outline.

4.3 Outside Edge Scoring: The shooter receives the score for the highest ring the bullet touches. If the edge of the bullet touches the outside edge of the ten ring, for example, the shooter receives a ten score.

4.4 X-Count: The shooter receives a score of 10 and an X if the entire bullet hole is inside the ten ring and not touching it.

4.5 First Shot: If the first shot on the target is, or appears to be, touching or to the left of the vertical dividing line described in 4.1 and the shooter does not want that shot to count, the shooter must notify the Range Master of the situation before firing a second shot.

4.6 Cease Fire Command: A shooter firing after the cease fire command has been given by the Range Master will lose the highest shot scored on the target.

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4.7 Spotting Scopes: Spotting scopes are permitted mounted on the bench or beside it. Spectator spotting scopes are to be kept behind the cleaning tables.

4.8 Coaching/Spotting: Coaching a shooter is not permitted except for junior shooters. Spotting shots for a shooter other than a junior shooter is also not permitted. Violators will be disqualified.

4.9 Extra Shots: If more than the correct number of shots is on the score target the worst shots will be scored unless there is an admission of a cross-fire by another shooter or evidence to that effect. If a cross-fire can be determined and which shot(s) represent the cross-fire, the correct shots will be scored. The offending shooter will lose credit for all wayward shots.

4.10 Ties: Ties (same score and same X count) will be broken by the shot closest to the center starting at the longest distance.

4.11 Sighting In: Sighting in at distances other than the current relay is not permitted. An emergency target for sight in purpose only will be establish at 50yds.

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4.12 Shooters must use the same rifle at all three distances 200, 300, and 400 yards for a relay. (example: No switching between a PPC at 200 then a 6 Dasher at 300 and 6.5x284 at 400. Unless Rifle Malfunction is declared Shooters are not permitted to shoot more than one rifle in a relay.

4.13 Interference: Shooters and spectators will not interfere with shooters at the line. Only shooters in the current relay, coaches of junior shooters and the Range Master should be in the area of the benches.

4.14 No wind flags are permitted on the range except those provided by the club. (No personal equipment including wind flags, camera's or other optical aids)

4.15 Sight-in: Shooters may use the sighter side of the target for sight-in. At 300 on left side there is a steel plate and at 400 there is large and small steel swinger targets at each end of the target line that may be used. Please don't shoot into the berm at 400.

4.16 All state and BATFE laws apply.

4.17 All shooters except juniors must register in person prior to the match.

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4.18 Competitor are prohibit from hammering rest feet into the concrete bench tops.

5. Scoring

5.0 The official scorers are highly paid professionals and are not to be disturbed.

5.1 Scored targets will be displayed outside the scoring room.

5.2 Targets are not to be removed until the protest period is closed.

5.3 Protests

5.3.1 Three referees will be appointed by the match committee.

5.3.2 There is a protest fee of \$5. If the protest is upheld the fee is returned.

5.3.3 At the end of the match, after the scoring is complete, the match committee will announce the unofficial results. There will be a minimum five minute period during which protests may be filed before the results become final.

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5.3.4 We can use a volunteer to help supervise the hanging of target's for the entire match. Any competitor volunteering will be refunded their \$15 entry fee. This will be first come bases only, let the stat office know your intention before 8:45 am match day.

6 – Multiple Rifles/Class-Number

6.1 A shooter is permitted to enter more than one rifle in any class.

6.2 When entering more than one rifle in a class, the rifles will be identified by a number following the class on the registration form. For example, two unlimited rifles would be entered as U-1 and U-2. The numbers will be sequential up to the total number entered in that class at that match. The assignment of a rifle to a class-number is for that match only.

6.3 A shooter may register a rifle with a number up to the highest number currently or previously necessary. For example, assume a shooter enters two rifles in one class at a match (U-1 and U- 2). The shooter may enter a

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single rifle in a subsequent match as U-2. This rifle may be the same rifle registered as U-2 in the earlier match or it may be the rifle registered as U-1 or a completely different rifle. This shooter may not register a single rifle as U-3 since there was never the necessity to have a U-3 in the past.

6.4 If the shooter does not identify the rifles as described above, the scorer will arbitrarily assign numbers in the order of the relays. For example, if two class U rifles are entered, one in relay one and one in relay three, the scorer will enter them as U-1 and U-2 respectively.

7 – Match Payout

7.1 The number of places paid will be determined by the number of guns registered in that class. Payout for up to 30 shooter, 1st, 2nd, and 3rd place, 31 to 45 4th place, 46 to 60 5th place and 60 or more 6th places. This will only apply to Saturday Match's and not to Tuesday.

7.2 A shooter entering multiple rifles in the same class is eligible for more than one payout in that class.

8 – Best Four

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8.1 Year end awards for high aggregate Best Four will be paid at the October match based on Best Four scores from the seven April through September matches.

8.2 Best Four scores will be calculated based on the sum of the highest four scores.

8.3 Best Four scores will be on a Class-Number basis as described in Section 6 if more than one rifle was entered in a class at any match. In this case the shooter will have multiple Best Four scores. The Best Four score will be calculated for each rifle separately (U-1, U-2, etc). The highest of the shooters Best Four will be used to determine ranking within that class for award purposes.

8.4 A shooter who has more than one Best Four score in a class is eligible for only one Best Four payout in that class.

9 – Best Seven

9.1 Best Seven rules applied to the Tuesday shoots and cover the period from April thru June and July thru September.

9.2 A shooter who has more than one Best Seven score in a class is eligible for only one Best Seven payout in that class.

10 – 2013 General Information

10.1 Regular Match Dates: April 15, May 13, June 11, July 8, August 12, September 9.

10.2 Championship Match: October 8.

10.3 Regular Entry Fee: \$15/gun Junior shooters (under 16) shoot free and are eligible for prizes/awards. Match payout is \$6 of entry fee. \$2 goes to the year-end Best Four.

10.4 Starting Time: First relay at 9AM sharp.

10.5 Tuesday shoots: \$5 entry fee. \$2 payout. \$1 to year-end Best of 7

10.6 Other awards Saturdays: In addition to regular payouts and Best Four. \$300 for best first perfect Saturday score in any class

10.7 Other awards Tuesdays: In addition to regular payouts and Best 7 \$150 for best first perfect Tuesday
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score in any class.

10.8 Contact Information : Joe Claycomb 717-369-4385,
Jack Hawbaker 717-267-3210, Rick Campbell 717-267-
2442, Jay Peck 717-530-1260, Jeff Shetter 717-263-
2621.

*Rule changes are **Print and underlined**