

# Shippensburg Fish & Game Club Groundhog Shoot Rules

## Effective May 2011

**All participants are expected to read, understand, and abide by all rules.**

### **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 or an empty chamber indicator installed 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 or an empty chamber indicator installed before moving the rifle from the bench.**

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 17 years of age) must be supervised at the bench by an adult over the age of 18.

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

1.5 All shooters and spectators should have and use eye and ear protection. This is each persons individual responsibility.

1.6 Shooters may only fire at the distance in use by the current relay.

### **2. Classes - Maximum caliber is .45. Any scope is permitted in any class.**

#### **2.1 Factory (Class F) – Factory original rifle. Must be identifiable as factory original including the receiver and barrel.**

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

2.1.2 Stock may be refinished or painted. The shape of the stock may not be altered .

2.1.3 Accuracy assets/sleds (a flat device attached to the rifle forearm) are permitted. Must be attached by screw or bolt and readily removable.

2.1.4 Scope levels and bi-pods are permitted.

2.1.5 Barrel de-resonators (e.g. Simms Limbsaver Barrel De-resonator) are permitted. Must be readily removable.

2.1.6 Barrel may be re-crowned. But not setback or rechambered.

2.1.7 Action truing/blue-printing is not permitted.

2.1.8 Muzzle brakes and tuners are not permitted unless factory original.

2.1.9 Rifles must be chambered for a cartridge available from a major ammunition manufacturer. Rifles chambered for modified cartridges (e.g. Ackley Improved) are permitted but must be fired with the parent cartridge. (e.g. 243 AI is permitted but only when used with conventional 243 ammunition)

2.1.10 The Match Director will determine if a rifle meets the requirements for factory class. If there is any doubt it is highly recommended you discuss this during registration.

#### **2.2 Assisted Custom Class ( Class A)- Any rifle up to 25 lbs**

2.2.1 Shooter may give and receive help, spotting, and coaching from other shooters or spectators.

#### **2.3 Unassisted Custom Class (Class U)- Any rifle up to 25 lbs.**

2.3.1 Shooter may give help, spot for, or coach other shooters. But may not receive help, spotting, or coaching of any kind from anyone. Juniors may not shoot this class.

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

1<sup>st</sup> Stage – Six minutes to fire five shots for score at 200.

2<sup>nd</sup> Stage – Six minutes to fire five shots for score at 300.

3<sup>rd</sup> Stage – Nine minutes to fire five shots for score at 500.

#### **4. General Rules**

4.1 Target: The target is an outline of a groundhog. The groundhog outline has concentric scoring rings with the smallest center ring being the X ring and the largest outside ring being the six ring.

4.2 Scoring: The shooter receives the point value of the ring the bullet hits. For shots outside the scoring rings the shooter receives five points if the bullet is in or touches the edge of the groundhog outline. The shooter receives a zero score for bullets on the paper but not in or touching the groundhog.

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 bullet hole is touching the X ring on the 500 meter target. Or is clean within the 10 ring on the 200 & 300 meter targets.

4.5 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.

4.6 Coaching/Spotting: Coaching and spotting is permitted for all Factory Class and Custom Assisted Class shooters. But prohibited for all Custom Unassisted Class Shooters.

4.7 Extra Shots: If more than five shots are fully into the groundhog section of a target the worst five 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.

4.8 There will be no penalty for cross-firing onto another target.

4.9 Ties: Ties (same score and same X count) will be broken by the shot closest to the center starting at the longest distance. If too close to call the second closest, then third and so on will be used.

4.10 Sighting In: Sighting in at distances other than the current relay is shooting is not permitted. No sighting in for next distance. The target at each distance has a corresponding sighter target. In addition you may use the swingers or fire into the berm.

4.11 Shooters are to use the same rifle with the same barrel for all three distances. The only exception is in the case of an equipment problem which may necessitate using another rifle. The range master must be informed of this.

4.12 One piece rests are not permitted.

4.13 No wind flag other than those provided by the club will be allowed down range.

4.14 All local, state and BATFE laws apply.

#### **5. Registration**

5.1 Juniors under 17 years of age and first time shooters will have the option of shooting one gun for free and relinquishing any prize money they win to the club. Or paying the full registration fee and keeping any prize money they may win.

5.2 A shooter may register with payment for a shoot up until the call for equipment for the last relay.

5.3 A shooter may register with payment any shooter and/or themselves at any time for any shoot of the current season.

5.4 A shooter registering more than 1 gun in any class must designate each gun by number. Only the highest scoring gun will be eligible for prize money. One prize per shooter, per class, per shoot.

5.5 All shooters shooting for free must register in person the morning of the match.

5.6 When registering a shooter must provide, date, class, relay, and bench with payment.

5.7 2011 fees are \$15 per gun or \$60 in advance per gun for any 5 differing dates that must be picked when paying.

5.8 All registration fees are non-refundable.

5.9 The Groundhog Shoot Committee may, at its discretion, place shooters so that relays are full, thus alleviating excess time for the match.

5.10 Remember all registration fees are non-refundable.

**6. Scoring** The official scorers are highly paid professionals and are not to be disturbed.

6.1 Scored targets will be displayed after scoring is complete.

6.2 Targets are not to be removed until the protest period at end of shoot is closed.

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

6.4 Protest will be decided on by three referees appointed by the match committee.

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

## **7. Payouts**

**7.1** Fifty percent of the registration fees are paid out in prize money to paying shooters the day of the match and are distributed based on the number of shooters in a class as follows:

1-3 shooters pays one place (100% of purse)

4-6 shooters pays two places (60% and 40%)

7-35 shooters pays three places (50%, 30% and 20%)

36-44 shooters pays four places (40%, 30%, 20% and 10%)

45 or more shooters pays five places (30%, 25%, 20%, 15% and 10%)

**7.2** All payouts won by non-paying shooters are kept by the club.

**7.3** Shooters are eligible for only one (1) payout in each class.