

# Shippensburg Groundhog Match General Rules

Safety is the first and most important rule. All shooters will follow all safety rules and procedures at all times with no exceptions. If you are found knowingly violating a safety rule you will be disqualified from the event and asked to leave.

All firearms will be removed from the bench if there are people down range.

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.

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. If you are unable to clear your rifle because you "jam" your bullets then immediately let the range master know.

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 may be disqualified.

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

Absolutely no alcoholic beverages on club property at any time.

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

No sighting in is permitted the day of a match.

No Pre-registration will be allowed for any Saturday Match's; all benches are first come first served.

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

Competitors are prohibited from hammering front rest feet into the concrete tops. We have some nice benches so let's take care of them.

**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.

**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.

**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.

**First Shot:** If the first shot on the target is, or appears to be in the scoring area 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. If two shots are on the target then it's too late.

**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.

**Spotting Scopes:** Spotting scopes are permitted mounted on the bench or beside it. Spectator spotting scopes are to be kept behind the firing line.

**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.

**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.

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

**Sighting In:** Sighting in at distances other than the current relay is not permitted.

**Rifles:** Shooters must use the same rifle at all distances.

**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.

**Wind Flags:** 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)

**Sight-in:** Shooters may use the sighter area of the target for sight-in.

**Registration:** All shooters except juniors must register in person prior to the match.

**Scoring:** The official scorers are not paid professionals and are doing the best they can. If you believe your target is scored incorrectly politely bring it to their attention. If you are rude about it, your score will very likely stay the same.

Scored targets will be available once all scoring for that round is complete and logged.

**Starting Time:** The National Anthem will be played before the first relay. If you feel the need to kneel... just stay home.

First relay is at 9AM for the short range match

Long range match will start immediately after short range match is over.

Short Range match 5 shots for score in 7 minutes at 100-200-320 yards

Short Range Hunter class match 3 shots in 7 minutes at 100-200-320 yards

Long Range match 10 shots for score in 10 minutes at 540 yards and 800 yards.