

Shippensburg Fish and Game Groundhog Shoot Rules

Effective April 2013

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 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 bolt or opening bolt and inserting an empty chamber indicator. During the Emergency Cease Fire all shooters will then after making rifle safe step back away from bench.
 - 1.3 All junior shooters "age 17 and under" must be supervised by an adult over the age of 18.
 - 1.4 Rifles are not permitted on the bench while the flashing red lights are on indicating the range is not safe.
 - 1.5 All shooters and spectators should have and use eye and ear protection. This is each person's individual responsibility.
 - 1.6 Shooters may only fire at the distance in use during the current relay.
- 2. Classes-** Maximum caliber of .45 for all classes. No optics limits for all classes.
 - 2.1.1 Hunting class.** Factory original rifle with original barrel, bolt, and trigger in original factory chamber with factory markings still identifiable.
 - 2.1.2 Bedding may be changed, Factory trigger may be adjusted, and butt pad may be changed or added. Bolt work is not permitted. Must be original factory bolt and action.
 - 2.1.3 Weight limit of 10 ½ lbs. Stock forends no wider than 2 ¼".
 - 2.1.4 Bipods are permitted and may be shot from prone position or from a bench. 2 piece rests are also permitted from a bench. No single piece rests such as "Lead Sled" are allowed.
 - 2.1.5 Scope levels are permitted.
 - 2.1.6 Barrels may only be crowned if done by factory.
 - 2.1.7 Action truing or blueprinting is not permitted.
 - 2.1.8 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 must use conventional 243 ammunition).
 - 2.1.9 Rifle must have internal or external magazine factory installed.

2.2.1 Varmint Class

- 2.2.2 All rifles factory or custom that weighs less than 13 ½ lbs.

2.2.3 No optics limit

2.4.1 Unlimited

2.4.2 Any rifle.

2.4.1 Service Rifle

2.4.2 Any military style rifle bolt action or semi-automatic. (E.g. AR-15,M1 Garand, M-1).

2.4.3 No weight restriction or optic restriction.

3. Course of Fire- Unlimited sighter shots are permitted within the time limit.

1st Stage- 6 minutes to fire 5 shots for score at 200M.

2nd Stage- 7 minutes to fire 5 shots for score at 300M.

3rd Stage- 9 minutes to fire 5 shots for score at 500M.

4. General Rules

4.1 Target: The target is an outline of a groundhog. Inside the outline is concentric scoring rings with the smallest center ring being the X ring and the largest ring being the 6 ring. Anywhere on in the body outline outside the 6 ring is 5 points.

4.2 Scoring: Bullet holes that are touching rings get the higher score. (e.g. hole outside 10 ring but touching it gets a 10 instead of 9).

4.3 X-Count: Shooters receive a 10 and X if the bullet is clean inside the X-ring at 200M and 300M. At 500M 10 and X is given to any bullet touching outside or inside 10 or X ring.

4.4 Cease Fire Command: Any shooter that fires after Cease Fire Command is given will be automatically disqualified from that match with no refund.

4.5 Coaching/Spotting: This is not permitted in any class with the exception of junior shooters.

4.6 Extra Shots: If extra shots are on target the worst 5 shots will be scored.

4.7 There will be no penalty for cross shooting on another target as long as it is announced at time of mistake and both parties agree as to which shot was wrong on target.

4.8 Ties: Ties with the same X count will be settled by the closest to center at 500M and if still too close to call closest to center at 300M, and so on.

4.9 Sighting In: sighting in at ranges other than current relay range is not permitted. Each target has a corresponding sighter target. In addition shooter may also use steel swinger targets as well as shoot into berm.

4.10 Shooters must use the same rifle with the same barrel for all relays. The only exception is if mechanical failure occurs and replacement rifle is required in which Range Master must be notified.

4.11 No one piece rests permitted for any class.

4.12 No wind flags other than those provided by the club are permitted down range. Wind indicators at the bench are allowed as long as it doesn't interfere with other shooter.

4.13 No drugs or alcohol allowed on premises during shoot.

4.14 Scoring will be done and targets posted after each range. Judges decision is final however no one is perfect and any lagitament complaint will be noticed, and will be reviewed by at least 3 other person's.

4.15 Other ranges will be open for shooting as long as they obide by groundhog shooters range lights for target clearing.

5. Registration- Registration fee is \$15.00 per gun and class entered.

5.1 Junior shooters 16 yrs of age and younger as well as first time shooters have the choice to shoot for free and forfeit any winnings, or pay fee and keep any winnings.

5.2 A shooter may only enter one rifle per class

5.3 A shooter meeting the class requirements may register a rifle in multiple classes with the exception of the Service Rifle class. Semi automatic rifles may only shoot in Service Rifle class. Bolt actions in Service Rifle class may shoot in other classes if all other requirments are met.

5.4 When registering shooter must provide Date, class or classes, relay, bench, and payment for each gun and class entering.

5.5 All registration fees are non refundable.

5.6 Range Master may at any time combine relays to fill the relay to shorten shoot duration.

6. Payouts.

6.1 50% of class registration fees will be given out as follows.

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

4-6 shooters pays two places (60% for 1st, and 40% for 2nd)

7-and up pays three places (50% for 1st, 30% for 2nd, 20% for 3rd)

6.2 All payouts won by non-paying shooters go back to club

