

600 Yard Match Rules

Shoot director will have final say in all matters.

SAFETY

- I. All bolts must be removed or clear chamber indicator installed until given command to insert bolts.
- II. Everyone is to stay behind **red** line when range safety lights are on.
- III. No handling of firearms when safety lights are on.
- IV. Rifles are to be loaded one cartridge at a time.
 - a. No loading of magazines or clips.
- V. All firing must be done from the bench.
- VI. Ear and eye protection must be worn.

GENERAL RULES

- I. No coaching or spotting for another competitor.
 - a. Coaching & spotting allowed for a youth class shooter (any shooter 16 years old and younger).
- II. No electronic devices of any kind including wind meters and phones attached to spotting scopes.
 - a. Battery operated timers are allowed.
- III. Spotting scopes are allowed.
- IV. No one piece rifle rests.
- V. No rail guns.
- VI. If a rifle is used by more than one shooter only the first shooter will be eligible for awards.
- VII. Maximum of two rifles per competitor.
 - a. Two separate rifles must be used (no barrel swapping during match).
- VIII. Weight of rifle, bolt, scope & mounts **must not exceed 20 pounds.**
- IX. Anyone using a semi auto , must use a brass catcher or provide a barrier so ejected brass doesn't hit other shooters.

SCORING

- I. All challenges to scoring should be made as soon as possible & must be made prior to payout.
- II. Decision of scorer/judge will be final.
- III. Each target will be scored and grouped.
- IV. Crossfire: If more than five shots are found on target, lowest five will be scored **unless** it can be determined who made the crossfire. Then the shooter who made the crossfire will have the appropriate number of shots removed from their target.
- V. Any group measuring over six inches will be marked as **6+**.

COURSE OF FIRE

- I. Three targets will be shot for a match: with five shots for score and unlimited sighters per target.
- II. Ten minutes will be given to shoot the five record shots along with the unlimited sighters per target.

PAYOUT

- I. Total score: first, second and third. Tied score and x count; tie will be broken by best group of the ties.
- II. Smallest group. Absolute tie: pot will be split.
- III. Best scored single target. Ties will be broken by the best group of the tied targets.

CLASSES

- I. Custom class is any rifle that does not fit in the factory rifle category.
- II. Factory class is a rifle that must remain as it left the factory.
 - a. Stock may be bedded & trigger may be adjusted.
 - b. No aftermarket accessories allowed in factory class, such as Jewell, Rifle Basix, etc. triggers.
 - c. No stock aids such as benchrest adapters, sleds or wooden blocks attached to bottom of stock.
 - d. If less than three shooters in factory class, they will be added to custom class. Then & only then will they be eligible for custom class awards.