

Bench Rest Rules 4-1-2021

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General

A. Definitions

1. Bench

A bench shall be a rigidly constructed table appropriate for benchrest competition. All benches at a given range will be as close to identical as is practical.

2. Rifles

Definitions and requirements are in the sections describing Rimfire, handguns may be used if they do not otherwise violate the rules. The word handgun may be substituted for rifle in this manual.

All rifles and handguns **must be legal under applicable federal, state, and local laws.**

3. Rests

Front rests may contact the forend of the rifle forward of the trigger guard. Rear rests may support the rear part of the rifle. The front and rear rests may not be connected together, and the rests may not be attached to the bench or rifle in any way. Return-to-battery will not be allowed. A bipod attached to the rifle is allowed as long as it is in no way attached to the bench, and its weight is included with that of the rifle.

These Rest rules do not apply to Unlimited Class. The only restriction in Unlimited Class is that the rest may not be attached to the bench in any way.

B. Eligibility of Competitors

The Match Director may deny the opportunity to compete to any person who they feel is incapable of safely completing the match, or to any person who violates Safety or Sportsmanship rules.

C. Safety

The Match Director will be responsible to see that appropriate safety precautions are taken. Guns will be uncased at the shooting benches with the muzzle pointed down range at all times. Chamber flag is to be in the chamber at all time. With the muzzle pointed straight up the gun may be removed from the bench and placed in a rack. When shooter is called to shoot, bring your gun to the bench (muzzle up at all time) and place it in your rest. Chamber flag should be removed when load command is given to shoot.

D. Sportsmanship

There shall be no boisterous conduct on, or near, the firing line during the firing of any match. Everyone should treat all shooters as they would like to be treated if they were about to shoot a new record score.

E. Targets

Targets will consist of twenty-five (25) record bulls and (3) sighter bulls. There is a heavy line between the sighter bulls and the record bulls. **All shots below this line and inside of the outer border line count for record.** Any number of shots may be fired into the sighter bulls. If the first shot impacts in the record area, you must notify the Range Officer (after the five minute sighter time has expired) who will inspect the target and make note that the shot will not be counted.

Scoring ring sizes are: 10 0.100" 6 1.200"

9 0.300" 5 1.600"

8 0.550" 4 2.050"

7 0.850"

The 8 ring and the 4 ring are black to aid in sighting, all other rings are white with black-line borders. ("Black" may actually be a different color.)

1. Range Commands

The Range Officer will call competitors to the line at least five minutes before the commence fire command is to be given, in order to allow rests and other equipment to be set and adjusted. Before the first match of the day, on each relay, the Range Officer will explain the procedure that is in use at the Host Club to start and stop a match, including the procedures to be followed in case of an emergency cease-fire. If an emergency cease-fire is called, the reason for such should be corrected, and then the match should be restarted with an additional three minutes added to the remaining time (if less than three minutes have elapsed before the emergency cease-fire, the clock should be reset to 20 minutes).

The Range Officer will announce a one-minute warning and a 30 second warning before the end of each match.

2. Bench Drawing

A drawing for bench assignments will be made before the first match of the day. Any fair method shall be allowed, such as drawing a number from a "hat" as the competitors sign in, or a computer generated random assignment.

3. Bench Rotation

Bench rotation is optional at all tournaments, but is highly recommended at all Championship Tournaments. The suggested method is that the number of benches to rotate will be determined by dividing the number of benches in use by the number of matches to be fired. (For example, if you are holding four rimfire matches at a range with 12 benches, shooters would rotate to the right 3 benches each match.)

F. Scoring

Best edge scoring will be used. If the hole breaks into the border of the next higher ring, the higher score will be awarded. Tears in the paper are not

counted, only the portion of the hole the size of the bullet. **Shots below the sighter line but inside the outer border line,** and not breaking into a target count as 0 points. If any target has multiple holes, use the lowest scoring hole. Additional shots (over 25 for rimfire, for example) below the sighter line **if inside the outer border line** will count as minus ten (-10) points each

J.1 Definition of outer border line is the thin green pinstripe around the target approximately 3/4" from the sides of the target and 1/2" from the top and bottom of the target.

Scoring plugs may be used to check holes which are too close to measure otherwise. If a plug is used (it should only be inserted once), a "P" is to be written next to the score. Be very careful when using plugs, an enlarged hole could invalidate a score. If it is not possible to determine that the hole actually breaks into the border of the next higher ring, the lower score must be given.

If the green of the 10-ring is completely shot out (that is, the bullet hole extends past the green of the 10-ring on all sides) it will count 10 points and an "X". X-count is used only to settle ties.

If a competitor is disqualified for any reason, such as an equipment violation, the score will be reported as "DQ". The Match Director will report the reason for the DQ in the match results. If a competitor does not finish their target in the allotted amount of time, the score will be reported as is.

1. Tied Score

If two, or more, competitors shoot the same score, the X-count will be used to break the tie. If, after including the X-count, the scores are still tied, the scores will be reported as a tie. (Example: if the third and fourth place finishers both shoot a 240-6x, both their positions will be recorded as 3T, and the next place will be 5.)

2. Crossfire

In case of a crossfire, if the person making the crossfire reports it first, or admits to it immediately after it's being reported by the person whose target was accidentally fired on, the crossfire will not be counted on the target that was accidentally fired on. The shot will be recorded as if it had impacted on

the target of the person making the crossfire. Adjustment to the score of the person making the crossfire, including both the score on that target and the number of shots on the target, will be made, and additionally, a minus ten (-10) point penalty will be added to the score of the person making the crossfire. If the crossfire impacts a bull on which a legitimate shot has also been fired, and it is not possible to determine which shot belongs to which shooter, the highest scoring hole will be counted for the legitimate shot, and the lowest scoring hole will be counted as the crossfire.

G. Duties of Tournament Officials

Any person may hold more than one of the following positions. When possible, USBR suggests that matches be scheduled such that persons holding the following positions may also be able to compete in the matches.

1. Match Director

This is the main officer, as far as USBR is concerned. The Match Director selects and oversees all the other officials.

2. Range Officer

The person responsible for timing (starting and stopping) and insuring safety at a match. Also responsible for signaling the Target Crew when it is safe for them to go downrange.

3. Referee

Three referees are to be picked by the Match Director. These persons are responsible for settling any disputes and questions that may arise during a match. They should have immediate access to a copy of the Rule Book for reference. When possible they should be picked from the "more experienced" group of competitors. At the Match Directors discretion, the selection of Referees may be deferred until they are actually required.

4. Scorer

Scores targets.

5. Statistician

Records and displays results received from the Scorer. Also responsible for verifying weight, and other restrictions, of firearms used in various classes.

6. Target Crew

Posts and retrieves targets. They receive clearance to go down range from the Range Officer. At the Match Director's discretion, competitors may be allowed to post and retrieve their own targets.

Rimfire Division

A. Course of Fire

Twenty-five (25) shots for record, plus unlimited sighters. Targets will be placed at 40 Meters. Time limit is 5 minutes for sighters and 20 minutes to shoot 25 bulls. If a shot on a sighter enters the scoring area notify the range master so it can be marked and no penalty will incur. Shots in excess of 25 in the scoring area will otherwise incur a 10 point penalty for each shot over 25.

B. Rifle/Pistol Classifications

Rifle/pistol classifications will basically be the same as silhouette with the addition of unlimited class.

22 Rimfire

All firearms must have a safe, manually and mechanically operated firing mechanism. Electric triggers and cable releases will not be allowed.

1. Standard (Silhouette) - Bench Rest Rifle/pistol

A rifle, caliber 22 lr meeting the following specifications:

- (a) Maximum weight (**no weight restrictions**).
- (b) Any sights, telescopic or metallic may be used. Scopes may not be more than 2 inches above the rifle as measured from the top of the receiver to the underside of the scope tube, nor may the scope be offset from the top center line of the receiver. Any sighting device programmed to activate the firing mechanisms is prohibited.
- (c) **Any trigger not subject to accidental discharge**. Triggers which function on release are not permitted. In the event of accidental discharge, the Range Officer shall require trigger adjustment or replacement of the rifle.

- (d) Stock: The stock must be traditionally styled and may not be bent and/or twisted so as to deviate from conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision, and others. The forend, including the trigger guard mounts and screws, shall not exceed 3 inches wide. Attachments are permitted.

- (e) Magazines can be used or a single shot adapter may be used.

2. Hunter (Silhouette) - Bench Rest Rifle/pistol

A hunting style rifle. Caliber: 22 lr

- (a) Maximum weight (**no weight restrictions**).

- (b) Sights: any telescopic or metallic sight may be used. Scopes may not be more than 1.5 inches above the rifle, as measured from the top of the receiver to the underside of the scope tube, nor may the scope be offset from the centerline of the bore. **Exception:** for rifles that eject the empty cartridge case straight up and that normally use an offset scope, the scope may be offset. Any sighting device programmed to activate the firing mechanism is prohibited.

- (c) Stock: A hunting style stock; thumbhole-type stocks are permitted. Attachments, either removable or permanent, are permitted.

- (d) Trigger: **Trigger pull shall not be less than 2 pounds**. In the event of an accidental discharge, range officers shall require adjustment of

the trigger or replacement of the rifle. Rifles must be equipped with a functional safety.

All safety features, including any manual safety, must be functional.

(e) Barrel: **A hunting style contoured barrel that tapers from chamber to muzzle.** Bull barrels are not permitted. A factory tuner that does not act as a muzzle brake or compensator is permitted. Maximum barrel length is 26 inches, including tuner.

(f) Magazines: Magazines may be used or single shot adapters may be used.

3. Unlimited Bench Rest Rifle/Pistol.

a. Anything goes as long as it is safe and legal in the state of Arizona.

One piece Rests are okay as long as they are not attached to the bench. Electric triggers and cable releases will not be allowed.

C. Shooter Classifications

1. Shooters will be classified according to their total average score. (most recent 6 matches shot)

Master class scores between 225 – 250

AAA class scores between 190 – 224

AA class scores between 150 - 189

A class scores between 100 -149

B class scores between 0 - 99

The ranges of these classification scores may be adjusted once more scoring information is obtained.