

McDonald Benchrest Match Rules

Shoot director will have final say in all matters.

SAFETY

- I. All bolts must be removed or clear chamber indicator installed until command given to insert bolts.
- II. Everyone is to stay behind yellow line when safety lights are on.
- III. No handling of firearms when lights are on.
- IV. Rifles are to be loaded one cartridge at a time. No loading of magazines or clips.
- V. All firing must be done from benches.

GENERAL RULES

- I. No coaching or spotting for other competitors.
 - a. Coaching and spotting is allowed for youth competitors.
- II. No electronic devices of any kind including electronic wind meters.
 - a. Battery operated timers are allowed.
- III. Spotting scopes are allowed.
- IV. No one piece rests.
- V. If a rifle is used by multiple shooters; only the first shooter is eligible for awards.

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. Benchrest scoring as follows: highest score first & then X count.

a. Ties will be broken by the first X shot. Starting with target one & number one target bull on that target & progressing until tie is broken.

b. If more than one shot is found on the target bull; highest score will be removed.

COURSE OF FIRE

I. Benchrest

a. Fifteen minutes will be given to shoot first two targets consisting of five record shots & unlimited sighters per target.

b. Shooters on first relay will shoot their first two targets and clear bench for second relay (third relay if needed) & they will clear for first relay again.

c. Fifteen minutes will be given again for shooters to shoot the last two targets.

d. Targets have five scoring bulls per target, twenty record shots needed plus unlimited sighters.

II. Peeking groundhog match

a. Match will start at 300 yards, then 200 yards & finally 100 yards.

b. Ten minutes will be given to shoot five record shots & unlimited sighters at each range.

CLASSES

I. Custom: Any rifle that doesn't fit in the factory class.

II. Factory: Rifle must remain as it left the factory. (stock, barrel & trigger)

a. Stock may be bedded & trigger may be adjusted.

b. No aftermarket accessories allowed in factory class such as Jewell, Rifle Basix, etc. triggers. No stock aids such as benchrest adapters, sleds or wooden blocks fastened to stock.

c. In the case there are less than three shooters in factory class they will be combined in custom class; then and only then will they be eligible for the awards in custom class.

III. Youth: Any shooter sixteen years of age or younger may shoot in this class.