

McDonald Groundhog Shoot Rules

Shoot director will have final say in all matters.

SAFETY

1. All bolts must be removed or clear chamber indicator installed until given command to insert bolts.
2. Everyone is to stay behind yellow line when range safety lights are on.
3. No handling of firearms when safety lights are on.
4. Rifles are to be loaded one cartridge at a time. No loading of magazines or clips.
5. All firing must be done from the bench .

GENERAL RULES

1. No coaching or spotting for another competitor.
 - a. Coaching & spotting allowed for youth class shooter.
2. No electronic devices of any kind including electronic wind meters.
 - a. Battery operated timers are allowed.
3. Spotting scopes are allowed.
4. No one piece rifle rests.

SCORING

1. All challenges to scoring should be made as soon as possible & must be made prior to payout.
2. Decision of scorer/judge will be final.
3. Groundhog scoring as follows: highest score first then X count.
 - a. Ties will be broken by highest score at 500 mtrs. & descending until tie is broken.

COURSE OF FIRE

1. Groundhog
 - a. Seven minutes will be given to shoot each range
 - b. Six shots will be shot at each target. Five will be scored. If more than six shots are found on the target & it can't be determined from crossfire the highest scoring shot will not be scored. If more than one excessive shots are found on Target; the equal amount of highest scoring shots will be removed.
 - c. Shooters on first relay will shoot the 100 mtr. target & clear bench for the second relay (if needed) .Second relay will

shoot 100 mtr. & clear bench (for 3rd,if needed) .First relay will shoot 200 mtr. & clear, and so one.

FACTORY CLASS

1. Rifle must remain as it left the factory. (stock, action ,barrel & trigger)
 - a. Stock may be bedded & trigger may be adjusted.
2. No aftermarket accessories allowed in factory class.
 - a. Such as Jewell , Rifle Basix ,etc. triggers.
 - b. No stock aids such as benchrest adapters ,sleds or wooden block screwed to bottom of stock.

YOUTH CLASS

1. Any shooter 16 years old or younger may shoot in the youth class.

GROUNDHOG

1. A maximum of 6 cartridges on bench during each range shot.
 - a. Extra ammo may be stored on concrete next to bench.
2. Optional clay bird shoot.
 - a. At the end of the 500 mtr. match ;shooters shooting at the clay bird will be instructed when to shoot starting at bench one & progressing.
 - b. Ties--when there is more than one shooter hitting clay bird ; the pot will be split. NO SHOOTOFF.
 - c. If no one busts the clay bird; pot will be held over till next shoot. Anyone not in original held over pot will have to pay to become current with other shooters to be eligible for pot.