

McDonald Groundhog 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 yellow 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.
No loading of magazines or clips.
- V.** All firing must be done from the bench.

GENERAL RULES

- I.** No coaching or spotting for another competitor.
 - a. Coaching & spotting allowed for a youth class shooter.
- II.** No electronic devices of any kind including wind meters.
 - 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.

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.** Groundhog scoring is as follows: highest score first then X count.
 - a. Ties will be broken by highest score at longest yardage & descending until tie is broken.

COURSE OF FIRE

- I.** Seven minutes will be given to shoot each range.
 - II.** Six shots will be shot at each target. Five highest will be scored. If more than six shots are found on target & it can't be determined from the crossfire the highest scoring shot will not be scored. If more than one excessive shot is found on target; the equal amount of highest scoring shots will be removed.
 - III.** Shooters on first relay will shoot their target at the first range & clear the bench for second relay. Second relay will do the same and so on.
 - VI.** A maximum of 6 cartridges on bench for each range shot.
Extra ammo can be stored on concrete next to bench.
 - VII.** Optional clay bird shoot.
 - a. At the end of the yardage match; shooters shooting at the bird are to remain at their bench till
instructed to shoot at the bird.
 - b. Shooting will start at bench one and progressing.
 - c. Ties-- when there is more than one shooter hitting clay bird pot will be split. NO shoot off.
 - d. If no one busts the clay bird; pot will be held over till next shoot.
- Anyone not in the original held over pot will have to pay to become current to be eligible to win the pot.

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.

YOUTH CLASS

- I. Any shooter 16 years of age or younger may shoot in youth class.