

# VBR

## Varmint Bench Rest Silhouette.

The **Ridgway Rifle Club** introduced a brand new shooting discipline in 2010 combining Metallic Silhouette and 1000 yard bench rest into one new exciting game. As in Silhouette the shooter will be presented steel targets in banks of 5 at four distances that must be knocked over to be scored as a hit. There are 32 shooting positions (benches). As in Silhouette competitors will be assigned a concrete bench and target bay for use in placing their equipment and rifles to engage the target(s). As in silhouette, a match will consist of 40 shots fired for record, 10 shots at each distance and different steel animal target. The match winner will be the competitor who knocks over the greatest number of targets of the combined distances (best of 40). For More information contact visit [ridgwayrifleclub.com](http://ridgwayrifleclub.com)

The target shapes and distances are - **Crows** at 850 yards  
**Ground hogs** at 900 yards  
**Bobcats** at 950 yards  
**Coyotes** at 1000 yards

### EQUIPMENT

There are two classes of guns:

- **Heavy-** with a maximum weight of 17 lbs.
- **Standard** – with a maximum weight of 12 lbs.

**Inspection of Equipment.** All rifles will be weighed and certified on a scale provided by the Ridgway Rifle Club prior to the two day championship match. Match officials may spot check equipment at their discretion at any match. All rifles are expected to satisfy the maximum weight requirements depending on the class of the rifle.

- **THE BOLT MUST BE REMOVED FROM THE GUN AT ALL TIMES EXCEPT WHEN ON THE BENCH AND “FIRE” COMMAND HAS BEEN GIVEN. YOU MAY NOT INSERT YOUR BOLT UNTIL “FIRE” COMMAND**

**Magnum Calibers** may be used but none larger than .338 bullet diameter. In addition the Ridgway Rifle Club reserves the right to disallow any competitor whose ammunition is found to be causing undo damage to the steel targets.

**GUN REST** must be two separate items not physically connected .( no lead sleds or one piece rests allowed nor may the gun be otherwise physically restricted from free recoil except by the shooters shoulder and hands)

**Magazines.** Rifles will be loaded a single shot at time, no loading from magazine. No magazine will be in a rifle at any time unless on the firing line and then only after the range officer has given the command to insert your bolt.

**Bipods** are allowed and are part of gun weight. For example, a 17 pound gun shot from a bipod must weigh 17 pounds or less including the bipod.

**MUZZLE BRAKES ARE ALLOWED.** A muzzle brake is a device connected to the muzzle of a rifle that redirects propellant gases to counter recoil. Muzzle Brakes may not be “Clamshell” or side vent only or any other design that intentionally exits gas rearward. NOTE: By nature of gas dissipation, there will be some rearward movement of gases. The intent here is to prohibit muzzle brakes designed to intentionally direct this gas rearward beyond the 90 degree plane.

**CHANGING GUNS OR BARRELS IS NOT PERMITTED.** You are not allowed to change guns or barrels once the match has started. You must use the same gun and barrel for all 40 shots. The only exception is if you have a approved gun malfunction.

**Wind Flags** - The Ridgway Rifle Club has installed wind flags on the range. Competitors are not permitted to setup their own wind flags.

## **VBR COMPETITOR INFORMATION**

**Classification:** Competitors will be classified at their first attended match based on the score shot. **A** class – 0- 10, **AA** class – 11 – 20, **AAA** class – 21 – 30, **Master** class – 31 – 40 .

First time shooters will compete in the “Unclassified” category or the highest class available.

**Reclassification** – will take place after shooting 3 higher scores than present class in two years present year and last year. You will not be reclassified down except by petition . If you have shot three scores higher over a longer period you may request to move up to a higher class, you can not request to be moved back down.

If you shoot a score two classes or more above your present class you will be moved up one class below that score immediately.

**Awards:** will be Match Winner, 2<sup>nd</sup> Open – Class Awards, 2 entries 1<sup>st</sup>, 5 entries 1<sup>st</sup> & 2<sup>nd</sup>, 7 entries or more 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> more awards may be given where entries warrant.

**TIES** – are broken by reverse animal count in this order 1. Highest No. of Ground Hogs. 2. High No. of Crows. 3. High No. of Bobcats. 4. High No. of Coyotes. If still tie two prizes will be given or there will be a shoot off.

**Bench Assignment:** Your starting animal target will have a corresponding bench. There are 32 concrete benches on the line. You will remain at that bench throughout the competition although you may have to remove your equipment to make the bench available for another competitor on the next relay. A match consists of 40 shots fired for record, ten at each animal/distance.

**Time limits** – 4 min. to set up followed by 1.5 min. for sighters – 3 min. for 5 shots at five animal targets for record after the fire command. After the cease fire command all bolts will be removed from the firearms. Targets will then be reset and shooters will have another 5 shot string, without additional sighters, completing that distance/animal before leaving the line. When the shooters relay is re-called to the line he/she will advance on to the next distance/animal in progressive sequence until all four distances and animals have been engaged.

**SPOTTER.** As in silhouette, a shooter **may have one spotter or coach** to assist during the competition. All others must be off the shooting line (concrete) and may not offer assistance during record shots.

**ALIBIS** – **Target blow downs or gun malfunctions as per silhouette rules. Do not fix your gun until range officer looks at it for verification.**

**Six Relays.** We will not go beyond six relays for regular monthly matches. We will go to seven relays for Championship two day match if absolutely necessary.

**If you are preregistered and not attending the match.** Notification necessary when you are not attending match. When score cards are picked up and someone is not at the match you must bring in cards and advise of open spots. Open spots will be filled at the discretion of the match director you do not have the right to tell someone they cannot shoot on your bench if they have their own equipment.

**Competitor Conduct:** Competitors are responsible for acting in a safe and courteous manner at all times. Staff members are volunteers and should be treated with respect. The Ridgway Rifle Club will not tolerate abusive or unsportsmanlike conduct. In the event of abusive, boisterous or unsportsmanlike conduct, the range officer may ask the competitor to leave. This is at the discretion of the range officer.

## **COURSE OF FIRE**

### Obey the Range Commands!

When your relay is called to the line you should approach your assigned bench and place your equipment. **No bolt is allowed to be in a gun at this time.** If you need more time make your situation known to the range officer. When all target setters report back that they are in the bunkers, the range officer will verify the relay on the line and begin the sequence of commands to begin firing. The sighter gongs are to the left of your assigned bank of targets. They are 6" in diameter for your reference. If you are using a timer set it for 1.5 min.

**Penalty for shooting before FIRE command or after CEASE FIRE will be the loss of score from that bank ( 5 shots on bank will not count) Late shots will be called at discretion of line officer**

The range officer will announce: ( in red)

**“Relay (#), for your 1.5 minute sight in period, INSERT YOUR BOLT “FIRE”** (you now have 1.5 min to fire as many shots at the gongs as you want) **“15 seconds”** (will warn you the sight in period is close to ending) **“CEASE FIRE” OPEN YOUR BOLTS** (no shots can be fired after the cease fire command! Your bolt must remain open until the next **“FIRE”** command.) The range officer will reset his timer for 3min. The next command will be:

**“Relay (#) for your first bank of five, “FIRE”** (you have 3 min. to fire five shots, and only five shots, for record. One shot at each target from left to right. If you miss, you move to the next target to the right. If you hit the wrong target IT IS A MISS! You will always get 5 shots for record. In case of a blow down you may target a standing silhouette a second time by notifying your spotter. **“15 seconds”** (warns you that time is ending)

**“CEASE FIRE” “REMOVE ALL BOLTS, MAKE THE LINE SAFE”** (Your gun may remain on the bench with the bolt removed but you cannot make contact with it while the target setters are out on the range.) The commands for your next five shots on the same animal/target will be **“Relay (#) for your second bank of five, INSERT YOUR BOLT “FIRE”** (you have 3 min. to fire five shots, and only five shots, for record no sighters. One shot at each target from left to right. If you miss, you move to the next target to the right. If you hit the wrong target IT IS A MISS! You will always get 5 shots for record. In case of a blow down you may target a standing silhouette a second time by notifying your spotter. **“15 seconds”** (warns you that time is ending) **“CEASE FIRE” “REMOVE ALL BOLTS, MAKE THE LINE SAFE”**

**Penalty for shooting before FIRE command or after CEASE FIRE will be the loss of score from that bank ( 5 shots on bank will not count) Late shots will be called at discretion of line officer**

Mark your score cards correctly before leaving the line. A silhouette/target must be shot in order from left to right and must be knocked over to be scored as a hit. After your 10<sup>th</sup> shot for score you will make your bench available to the next relay.

You progress through the match engaging targets from nearest to farthest according to where you started. When your relay is recalled to the line you will be on the same bench, line up on the same bank number but on the next farthest target. Example: you started on bank 3 at the 950 yd bob cat target. You fire your ten shots in banks of five and move off the line. When your Relay is recalled you will be on bank 3 at the 1000 yd coyote target. Next you will be on bank 3 at the 800 yd crow and bank 3 at the 850 yd ground hog after that, all from the same bench and finishing the match. Always ask if unsure about which target you should be engaging. All place winners are determined by greatest number of targets knocked over