

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 visit 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

There are two classes of guns:

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

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.

Time limits – 4 min. to set up followed by 1.5 min. for sighters – 2.5 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.

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, 2nd Open – Class Awards, 2 entries 1st, 5 entries 1st & 2nd, 7 entries or more 1st, 2nd & 3rd 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.

VBR Competitor Information

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.

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 2.5 min. The next command will be: **“Relay (#) for your first bank of five, “FIRE”** (you have 2.5 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 2.5 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 10th 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. First time shooters will shoot in an “unclassified” group.

After your first match you will be classified for your next participation in our VBR match.

A Class – 0 to 10 AA Class – 11 to 20 AAA Class – 21 to 30 Master Class – 31 to 40
Your scores will be recorded and saved by the Ridgway Rifle Club. You will move up in class after firing three scores in a higher class. There are two gun categories you may compete in, 12 lb. class and 17 lb. class. Awards are given in both. ENJOY! This shooting format has proven to be very challenging but a lot of fun

Rifles will be loaded a single shot at time, no loading from magazine

Bipods are allowed and are part of gun weight

MUZZLE BRAKE. 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.

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.

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

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.

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.

Staff members are volunteers and should be treated with respect they should not have to put up with people confronting or hollering at them. Punishment will be at discretion of the range officer