

****Ridgway Rifle Club****

ridgwayrifleclub.com

Long Range - Bench Rest - Varmint 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 20 shooting positions (benches). As in Silhouette competitors may request a starting animal and bank if available, then 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 Fred Kielbowick – klbwckf@comcast.net or call 814-772-4845

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

Match dates: May 8, June 5, July 2&3, August 14, September 4, and October 2.

There are two classes of guns:

- **Heavy-** with a maximum weight of 17 lbs and mirroring the dimension restrictions of the light gun class established by the Original 1000 yard Bench Rest Club in Williamsport.
- **And** –
- **Standard** – with a maximum weight of 12 lbs with the same dimension restrictions as the Heavy class gun.
- **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.

As in the 1000 yd rules, the **gun rests** 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 a spotter or coach** to assist during the competition.

Time limits – 5 min. to set up followed by 2 min. for sighters – 15 seconds to load after the ready command followed by 4 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 highest class of the day. Awards will be given out 1 per three shooters in each class and gun category.