

S.O.P. BENCHREST MATCHES

CLUB FUN MATCHES AND POSSIBLE REGISTERED MATCHES

SET-UP

- Arrange target frames/number each frame left to right
- Number each bench used to match each frame used.
- Assemble pens, pencils, markers, staple guns, staples, CD player, amplifier, calculator and notebooks.
- Mark targets accordingly to match, bench and relay.
- Ask politely for target crew to help on match day.

OPERATIONS

- Sign up sheet, first come first serve or a drawing could take place to determine bench assignments.
- The match director calls a competitor meeting to go over match procedures, competitors conduct and safety rules.
- Especially the “**BOLTS OUT RULE**”.
- If accommodating AR-15's for a club fun match; the use of chamber flags should be used.
- Director may assign relay referees at this time.
- Each individual match is called according to Benchrest Rules. At cease fire the range warning system is used to close the firing line.
- **All** competitors will observe and obey the Bolts out rule at exactly the cease fire command. The match director will also confirm all bolts have been removed.
- Anyone not in compliance with the Bolts Out Rule will be disqualified and asked to leave the line.
- With these procedures enforced, the target crew may go down range to change targets.
- The competitors may remove firearms and equipment so the other relay competitors can then set up their firearms and equipment.
- Once the targets are set, and the target crew has returned, all competitors are ready and have been called to the line.
- The next match may be called. At this time the range warning system is turned off and the firing line is **HOT**.
- Remember; bolts may be inserted “**ONLY**” on command just before the commence firing command.
- These procedures are followed for each individual match, until the yardage aggregate is completed.
- The National Benchrest Shooters Assoc. (NBRSA) rule book may be used as guide for scoring and safety procedures for the club fun matches.

Also I can use 2 helpers to score and change targets