

2010 Jamboree Shootout Rules & Regulations

- All participants must be members in good standing of The Varmint Hunters Association, Inc.
- All participants must be paid registrants for the 2010 Jamboree.
- Full-time staff members of The Varmint Hunters Association, Inc. and their immediate family members are not eligible to compete.
- Contributing Editors of **The VARMINT HUNTER Magazine®** and their immediate family members are not eligible to compete.
- Participants in the SHOOTOUT agree to hold harmless The Varmint Hunters Association, Inc. and all of its agents for any injury, loss or damages which may occur at the SHOOTOUT. Each competitor agrees and understands that he or she is responsible for his or her own safety, the safety of their equipment, and the safety of the other competitors. Each competitor will be required to sign a release form to this effect prior to being allowed to compete.
- If a participant is under the age of eighteen, a legally responsible adult must accompany that individual on the firing line at all times. The responsible adult will sign the release form for the participant prior to the competition's start.
- A participant may register to compete no more than two times in any class. Competitors may only qualify for the finals once in each class.
- Unsportsmanlike conduct, at the discretion of the judges, is grounds for immediate elimination from the SHOOTOUT.
- Winners will receive their awards at the Jamboree Banquet.
- Entry is limited to the number of available positions. Please make your reservations early.

All Judges' decisions are final.

FIREARMS CLASSIFICATIONS

There will be **FIVE** classes of firearms allowed for use in the SHOOTOUT.

These classes shall be called Field Stock, Stock, Modified, Limited Open, and Unlimited Open.

20-Shot Field Stock Class Firearms

- Must be made by a firearms manufacturer which produces at least 15,000 guns per year. No factory custom guns will be allowed.
- Must be .40 caliber or **less**.
- Must have a factory action, trigger assembly, barrel, and stock.
- Must be chambered for a standard production cartridge. Custom handloaded ammunition will be allowed as long as the rifle is chambered for a standard cartridge.
- Must have a magazine, no followers allowed. Exceptions include falling block or break-open action rifles and pistols.
- Accurizing of the factory components is limited to the following: pillar bedding, glass bedding, lapping the lugs, recrowning, trigger adjustment. Muzzle brakes are **not** allowed.
- Must be fired from shooting bags or bipods. No mechanical rests allowed.
- No stock attachments other than bipods.
- No limitations on optics.
- Complete gun must weigh **12** pounds or less - this includes scope.

20-Shot Stock Class Firearms

- Must be made by a firearms manufacturer which produces at least 15,000 guns per year. No factory custom guns will be allowed.
- Must be **less** than .30 caliber.
- Must have a factory action, trigger assembly, barrel, and stock.
- Must be chambered for a standard production cartridge. Custom handloaded ammunition will be allowed as long as the rifle is chambered for a standard cartridge.
- Accurizing of the factory components is limited to the following: pillar bedding, glass bedding, lapping the lugs, recrowning, trigger adjustment. Muzzle brakes are allowed. No clamshell brakes.
- No stock attachments other than bipods.
- No limitations on optics.
- Complete gun must weigh 15 pounds or less - this includes scope.

20-Shot Modified Class Firearms

- Must weigh less than 25 pounds.
- Must be made by a firearms manufacturer which produces at least 15,000 guns per year.
- Must be .30 caliber or less.
- Tuned factory actions are acceptable.
- Aftermarket triggers are acceptable.
- Rechambered factory barrels are acceptable.
- Custom stocks, pillar bedding, and custom crowns are acceptable.
- No limitations on optics.
- Muzzle brakes are acceptable, but must be installed on factory barrels. No clamshell brakes.
- All firearms in this class must have factory actions and barrels.

20-Shot Limited Open Class Firearms

- Must weigh less than 25 pounds.
- Must be fired without the aid of a mechanical or electrical device.
- Cannot be a "rail gun."
- Must be carried to the firing line fully assembled.
- Must be .22 caliber or less.
- No limitations on optics.
- No clamshell brakes.

20-Shot Unlimited Open Class Firearms

- Must weigh less than 25 pounds.
- Must be fired without the aid of a mechanical or electrical device.
- Cannot be a "rail gun."
- Must be carried to the firing line fully assembled.
- Must be .30 caliber or less.
- No limitations on optics.
- No clamshell brakes.

**All rules are subject to change
as deemed necessary by the judges.**

Send questions to:

Mail: Varmint Hunters • PO Box 759 • Pierre, SD 57501
Fax: (605) 224-6544 • E-mail: members@varminthunter.org

COMPETITION FORMAT AND RULES

Competitors will sign in for the SHOOTOUT at the clubhouse when they sign in for the Jamboree.

After signing in, competitors will draw a card which will give them their relay number and firing position. Early sign in does not ensure an early relay assignment. Positions and time are random.

Each relay will consist of twenty-one shooters and twenty-one scorers.

At approximately 7:30 AM on Tuesday, July 27, 2010, the judges' area will be set up and the Range Master, Range Officers, scoring and line judges will be available for answering any last minute questions.

The Field Stock Class will be the first to compete. Directly following the completion of the Field Stock Class Shootout, the Stock Class relays will begin. After the completion of the Stock Class Shootout the Modified Class relays will begin, followed by the Limited Open Class relays will begin, followed by the Unlimited Open Class.

The first and second relay shooters signed up for the Field Stock Class will come to the firing line at approximately 8:00 AM on Tuesday, July 27, 2010. The second relay shooters will stand behind the first relay shooters and will score their hits on prepared forms. Successive relays will come to the shooting line approximately every thirty minutes until approximately 4:00 PM on Tuesday, July 27, 2010, with each relay scoring the relay in front of it. A lunch break will be called around noon.

The SHOOTOUT will continue at approximately 8:00 AM on Wednesday, July 28, 2010, in the same format as the previous day. Relays will be approximately every thirty minutes until all the relays and finals are complete.

All score cards will be collected from the competitors by a judge immediately after each relay. Please remain at your shooting bench until your score card is collected. If there is any question about the score, the competitor and scorer must resolve it before leaving the firing line. A judge or Range Officer may be called on to assist with any disputes.

After all the competitors in a class have fired, the top two scorers from each relay (more if ties require it) will return to the firing line for the Finals Shoot-off and repeat the previous firing protocols. Scoring for the shoot-offs is identical. Shooters will have two additional balloons — a 20-shot final. Each qualifying shooter will go to the finals

with a clean slate. The top five scores at the end of this relay will be the winners, with the highest score winning first place and the lowest score winning fifth place.

The Unlimited Open Finals will be shot without the aid of spotters. An independent scorer will remain behind the firing line until the competition is complete. At that time, the scorer will come forward and score the finalist. There will be no communication between the shooter, scorer or any observer.

If a tie or ties occur for specific positions, a tie-breaker relay between the tied competitors will occur to determine which competitor wins the top position. Shooters will have five minutes to shoot ten shots, with the highest score breaking the tie. If the tiebreaker results in a tie, each shooter will shoot one shot at a bulls-eye target. The shooter closest to the mark will win the top position.

- Competitors will use one of the shooting benches constructed on the firing line.
- Excluding bipods, any rest that restricts a gun or a gun's recoil in any manner is not allowed.
- Rests may not be attached to the bench in any manner.
- Actions should remain OPEN and chambers should be empty until the Range Master gives the "commence firing" signal.
- **Shooter may have assistance in setting up equipment prior to competition. Shooters, including youth, must sight and fire with no assistance during the competition. No one may touch the shooter or equipment while the line is hot.**
- Each competitor will be allowed twenty shots at the eighteen targets while at the line. Competitors may take only twenty rounds of ammunition and one firearm to the line in any relay.
- Upon receiving the "commence firing" signal from the Range Master, competitors may begin to fire their twenty shots. Competitors will have fifteen minutes to fire their twenty shots and must cease firing upon hearing the Range Master's command to do so.
- Failure to obey the Range Master's instructions at any time constitutes a serious safety infraction and is grounds for immediate elimination from the SHOOTOUT.

TARGETS AND SCORING

Each competitor will have eighteen highly visible, inflated balloons placed at four varying ranges between approximately 100 and 500 yards. The balloons will be inflated to a diameter of 3" to 5" and suspended slightly above the ground and held firmly in place by open mesh nylon netting. A balloon MUST explode to be scored as a hit. Hits will be scored as follows:

| Target Group | Target Range* | Score |
|--------------|---------------|--------------------------|
| First | 107 yards | 25 pts. each (4 targets) |
| Second | 246 yards | 40 pts. each (4 targets) |
| Third | 365 yards | 60 pts. each (5 targets) |
| Fourth | 492 yards | 75 pts. each (5 targets) |

Maximum possible score: 935 points

*Ranges are approximate

Shooters may be given points for only one balloon per shot. If more than one balloon breaks at any target line on a single shot no points are awarded for that shot. Shooters will be allowed (optional) to re-shoot that one target line immediately following the current relay. Finish shooting at all your other targets during the relay. **YOU WILL NOT BE ALLOWED ANY ADDITIONAL ROUNDS OF AMMO if you**

choose to re-shoot a target line. Stay at your bench and have your scorekeeper tell a Range Officer you need to re-shoot a target line. The targets immediately will be reset.

Prizes

Prizes for all classes will be the same.

| | |
|-------------------|-----------------------------------|
| 1st Prize: | \$ 400.00 plus an engraved trophy |
| 2nd Prize: | \$ 300.00 plus an engraved trophy |
| 3rd Prize: | \$ 150.00 plus an engraved trophy |
| 4th Prize: | \$ 100.00 plus an engraved trophy |
| 5th Prize: | \$ 50.00 plus an engraved trophy |

A TOP SHOOTER AWARD WILL BE GIVEN TO THE SHOOTER WITH THE BEST TOTAL SCORE IN THREE CLASSES: Stock (Field Stock or Stock), Modified, and Open (Limited or Unlimited).

- All prizes will be awarded at the Jamboree Banquet on Friday night.
- If bad weather prevents the SHOOTOUT from occurring, there will be no refunds. However, paid competitors will be given a paid berth in the next SHOOTOUT.