

TSNZ Bench Rest Rules (amended)
for 2020 TSNZ Outdoor Nationals, Tokoroa

For the 2020 TSNZ Outdoor Nationals “Bench Rest” is shooting from a bench using one or more rests to hold the rifle in a stable position. Both front and rear rests may be used, or a front rest with the butt of the rifle held in the shoulder. The bench is a rigidly constructed table of a height approximately 850mm to allow a shooter of more or less average height to sit comfortably on a chair or stool.

SAFETY: The actions of all rifles containing the bolt or lever action must remain open with a safety flag inserted at all times, except when on the firing point after the Range Officer has given instructions to remove the safety flag. No rifle is to be loaded until directed by the Range Officer, and rifles shall be pointed in the direction of the target area at all times. In the event of stop being called rifles shall be immediately unloaded and a breech safety flag inserted and the competitor shall step back from the bench and shall remain back behind the bench until range is clear and the Range Officer’s command is given to proceed.

No rifle or equipment on the benches is to be handled while personnel are forward of the firing line. Competitors shall remain behind the benches until the range is clear and the Range Officer’s command is given. Rifles shall be left on the benches at the completion of each course of fire with bolts opened with breech safety flag inserted until cleared by the Range Officer at the completion of the match.

COMPETITION: This is a 3 x 25-shot match conducted at 50 metres with a maximum of two 25-shot matches being completed on any one day, provided on a 2-match day one match is shot in a morning squad and one in an afternoon squad. Competitors may choose which three of the four days of competition they will complete their matches in. Self-squadding applies, however at least one of the 3 matches MUST be shot in an afternoon squad, and each of the 3 matches must be shot on mounds with at least 1 firing point between and NO MORE THAN ONE match may be shot on any one mound.

Each 25-shot match will consist of one target card. There is one competition shot per diagram with unlimited sighters. Sighters can be shot at any time during the match, even after counting shots have commenced.

TIME: Shooters will be called to the line 15 minutes before match start time for PREPARATION. Sighting exercises and dry firing can be done during preparation time, but NO SHOTS can be fired.

MATCH TIME is 30 minutes for 25 shots including all sighting shots.

A competitor who fires before the “Start” command or after the “Stop” command shall be disqualified from the match.

COUNTBACKS: Should the 3 match Aggregate be tied, countback will be by using the 25-shot match scores, starting with the last match and working backwards. If the tie still cannot be broken then countback will be using individual shots, starting with target number 25 of the last match.

BENCH REST TARGET RIFLE: Any rifle chambered for .22 rimfire long rifle cartridge and having a safe manually operated firing mechanism which does not include the use of pressure fluid, gas or remote control is permitted. The barrel must have a minimum length of 457mm (18 inches) measured from the face of the bolt to the apparent muzzle. The width of the stock shall not exceed 75mm (3 inches) at any point and shall have a flat or convex fore-end. The lower edge of the stock butt that sits in the rear rest bag must be no wider than 30mm (1 1/4 inches). The use of an electric trigger is permitted, however, all accessories associated with such trigger i.e. batteries etc must be integrated as part of the rifle and included in the total rifle weight. Barrel tuning devices are allowed. Maximum weight of the rifle is not to exceed 8kg inclusive of sight and magazine (if applicable). The magnification of the telescopic sight shall be unrestricted.

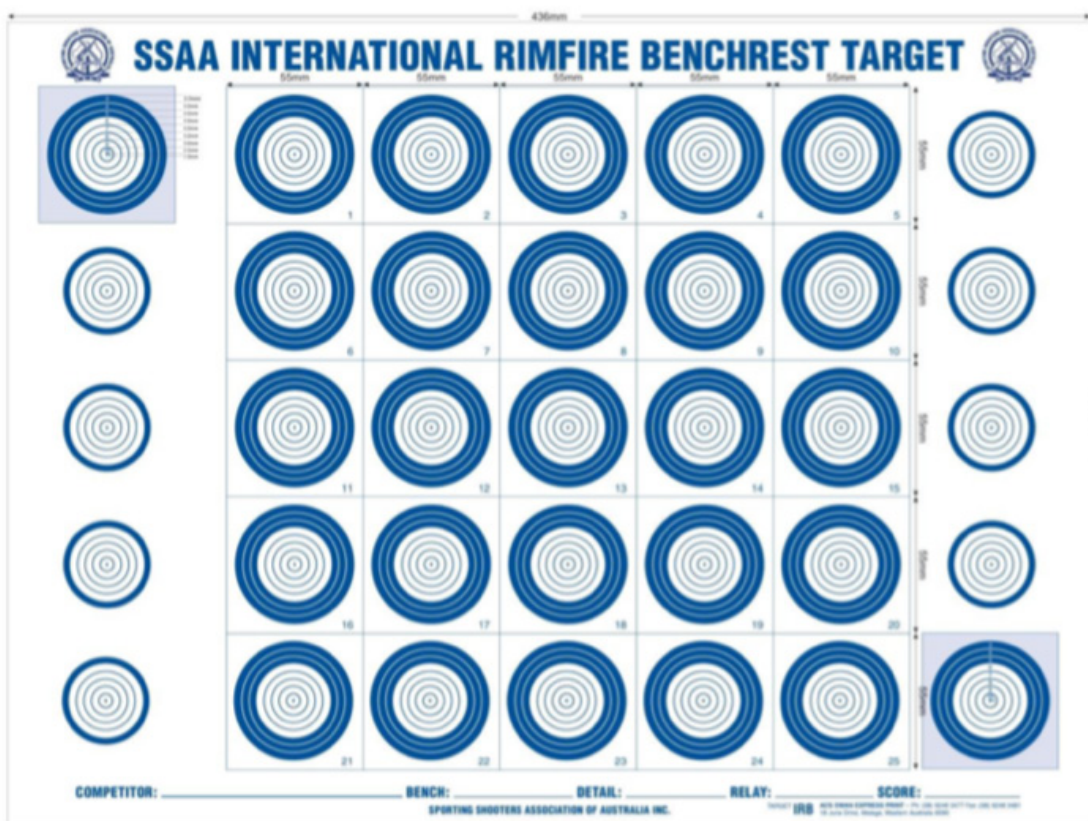
AMMUNITION: Any commercially available, factory loaded, sub sonic .22 long rifle ammunition with a soft lead projectile may be used. This ammunition must be original and unaltered. Jacketed projectiles are not to be used.

DEFINITION OF REAR REST BAG: The rear rest bag shall be a bag or combination of bags, without additions or container of dissimilar material from the bag. The cover of such bag or bags shall be easily flexed by the fingers. The contents of which shall be dry, finely, divided non-metallic substance such as, but not limited to sand, gravel, or grain without additives, packed loosely enough so that each bag shall be easily and permanently, deformable by pressure of the fingers. The rear rest cannot be contained in any manner. A vertical spacer shall be allowed between the rear bag/s and the bench. The spacers cannot be fixed in any way to the bag/s or the bench and shall not incorporate adjustments for windage and elevation.

DEFINITION FRONT REST AND BAG: The front rest may be a block or pedestal, which may incorporate adjustments for elevation and windage but shall not have any guiding means that would work with any addition, contour or dimension on the rifle to help return the rifle to the firing position. Any front rest shall be used in conjunction with a bag on which to rest the fore-end of the rifle. The section of the fore-end containing the rest bag shall be full width of the rifle stock and must be such that the rifle can be easily removed in the vertical direction without any front bag adjustment. It must also be designed to maintain a 100% contact with the bottom of the rifle fore-end when in its shooting position. The cover and filling of the front bag shall meet the same requirements specified for rear rest bags.

WIND FLAGS: Standard Tokoroa Shooting Complex wind flags will be used. Personal wind indicators are permitted. Competitors may place personal wind indicators on the range as desired, however they must be no higher than a straight line drawn between the bench tops and the bottom of the target card and must be retained within the competitors shooting lane. The Range Officer has discretion to remove or drop any wind indicator that is interfering with another shooter.

TARGETS: SSAA Internationals Rimfire Benchrest Targets 2019 shall be used:



Card size = 435mm wide x 312mm high +/- 1mm

Each square box = 55mm x 55mm

- Inner 10 dot = 1.0mm ±0.1 mm
- 10 ring diameter = 6.0mm ± 0.1 mm measured on the outside of the ring
- 9 ring = 12.0mm ± 0.1mm
- 8 ring = 18.0mm
- 7 ring = 24.0mm
- 6 ring = 30.0mm
- 5 ring = 36.0mm
- 4 ring = 42.0mm
- 3 ring = 48.0mm

EQUIPMENT FAILURE: In the event of rifle failure during the competition the rifle may be replaced to enable completion however no additional time will be allowed.

SCORING: The Targets will be scored by Inward Gauging – if the bullet hole touches the border of the next highest ring with no gap, the higher score will be awarded. A bullet hole which touches the inner 10 dot will be awarded a .1 score. An ISSF .22 plug gauge will be used for any shots that require testing.

FIRST SHOT ERROR: If the first shot on paper unintentionally hits a scoring face, the Range Officer must be informed before the second shot is fired. The Range Officer must visually check the target and make a note on target when same is recovered. No penalty will be incurred.

OVERLOADS: If any one sight diagram has more than one shot there is no penalty for the first two (2) instances. For any further such misplaced shots in a match a penalty of two (2) points for the third and each subsequent shot shall be applied.

EXCESS SHOTS ON TARGET: If a Target has more than the number required for the competition then, for each excess shot, one of the highest scoring shots shall be discounted and a penalty of two (2) points for each excess shot shall be imposed. If it can be verified that the excess shot/s were fired by another competitor, the provisions of Rule 4.7 shall apply.

CROSSFIRES: It is the responsibility of the shooter who cross-fires to immediately advise the Range Officer of such event, and then fire the balance of their shots on their own target. A competitor who does not notify the Range Officer, but then goes on to shoot the remainder of his scoring faces on his own target of record, will be deemed to have inadvertently cross-fired and shall not be disqualified, but shall be penalised as per *CROSS-FIRE PENALTY* below.

CROSS-FIRE TRANSFER: A notified cross-fire will be transferred to the correct target and included in the match score.

CROSS-FIRE PENALTY: Any competitor who fires on a target other than their allocated target shall be penalised two (2) points per crossfire. Where the actual firer of the scoring shots cannot be determined on a target which has been cross-fired on, the competitor receiving the shot shall be credited with the higher value shot. If the actual firers of the shots on the overloaded diagram can be determined, then each competitor shall be credited with the value of the shots fired. The competitor who cross fires shall be penalised two (2) points for each shot cross-fired. Any competitor who fires on a target other than their allocated target, or fires a shot which for any reason does not register on any target, and then fires the full number of shots allowed for the competition, shall be disqualified.