

# **SFRC GROUNDHOG MATCH RULES - 2024**

**South Fork Rifle Club**  
**1085 Washington Avenue**  
**Sidman, PA 15955**  
[www.southforkrifleclub.com](http://www.southforkrifleclub.com)

*Registration starts at 08:00AM*

*ALL matches start at 9:00AM*

*Match Fee - \$17.00 per gun*

*Poker Fee - \$3.00 per gun*

## **\*\*\*LIABILITY\*\*\***

All shooters are required to sign a provided liability waiver removing responsibility from South Fork Rifle Club, the match director, and any assigned volunteers during the match. Participants understand the inherent risks associated with shooting sports, and failure to sign the waiver will result in inability to participate.

## **Safety**

No rifles are permitted on the benches when personnel are down range. No alcoholic beverages will be permitted on club property & there will be no smoking on the firing line. EYE & EAR protection is required. Bolts shall be removed from your rifle at all times, until you are instructed to install them on the firing line. If you are unable to remove your bolt, you must have a safety flag in your chamber. The range officer will give the command to check your bores, and then to install your bolt/remove your flag. When you are finished firing you must remove your bolt/reinstall your flag. All semi-automatic rifles must have a brass catcher/deflector.

## **MUZZLE BRAKES**

Rifles that are permitted to have muzzle brakes based upon their class specifications MUST be radial style, such as Vais or Harrells etc. Holes must be circularly drilled in a pattern such that it encompasses 360°. Holes must be drilled at 90° from center line of the bore. NO SIDE PORT/TACTICAL/REAR DISCHARGING MUZZLE BRAKES. The only exception to this rule is factory AR-15 rifles that have a factory installed "flash hider" which is not designed for recoil reduction. All decisions are exclusive to the match director's final discretion. This aligns with other SFRC matches rules & regulations and provides protection to adjacent shooters of gas discharge.

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## **CLASSES**

**Factory Varmint:** Rifles must have original factory barrel, stock, & action. If the rifle came from the factory with a muzzle brake, it may be used (radial only), but no aftermarket muzzle brakes are allowed. If the barrel was threaded after production for use of a muzzle brake, this will be acceptable if the crown was not redone as part of the threading. If the crown was redone, the muzzle brake is not permitted in this instance. Gun may be bedded. Trigger work/aftermarket replacement is allowed but must have a working safety. No additional machining/accurizing which includes truing/chamber/crown work. Any power scope is allowed. No accuracy assist. Rifles must be common mass produced in this factory class: i.e. Savage 12 BVSS, 12 LRP, Rem 700, Ruger 77, Win 70, Mossberg, Interarms, etc.

**Factory Super Stock:** Designated rifles that are considered exempt from the factory varmint class. Gun may be bedded & trigger work or aftermarket allowed but no changing of stocks, metal work, or accurizing. Any power scope is allowed. Accuracy assist of 3" or less may be attached to the front of the stock.

**AR-15:** 223/5.56 caliber semi-automatic rifles only. Any power scope may be used. Targets will only be at 100 and 300 yards unless playing poker. Shooter must have brass catcher/deflector and a chamber flag to show that the rifle is locked open and clear. Front rests, accuracy assist 3" or less, bipods, and rear bags may all be used.

**AR-10:** Any caliber semi-automatic rifle. Targets will be scored at 100, 300, and 500 yards. Shooter must have brass catcher/deflector and a chamber flag to show that the rifle is locked open and clear. Front rests, accuracy assist 3" or less, bipods, and rear bags may all be used.

**Light Unlimited:** Any customized rifle that is 14 pounds or lighter. Custom barrel, custom stock, custom twist or accurizing is all allowed. Any scope and trigger are allowed. Match Director will determine which guns are in this class.

**Heavy Unlimited:** Any customized rifle that is over 14 pounds but less than 22 pounds. Custom barrel, custom stock, custom twist or accurizing is all allowed. Any scope and trigger are allowed. Match Director will determine which guns are in this class.

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\*\*\* **Junior Class (\$5.00 fee per gun)**: Shooters 10-15 years of age are eligible to compete in this class. Any rifles may be used, and for safety purposes the stock may be shortened for a proper fit. If sharing a rifle with an adult, the adult must shoot their relay prior to the junior. Adults may assist junior shooters for safety reasons, and talking on the line will be permitted for safety instruction. Juniors will shoot 100 & 300 yards only, unless participating in the 500-yard poker game. If there are three or more shooters, first place will receive a cash prize, & second and third will receive stickers. \*\*\*

## **Range**

The range is a 12'x55' covered firing line equipped with 15 cement shoot benches. There are open areas for tents and portable tables to be set up.

## **Equipment Set Up**

There is limited space on the firing line for equipment storage and shooters must bring their own seats. Front rifle rest and bags (one or two) and a non-adjustable rear rest or sandbag are allowed, unless specifically dictated for your rifle class. Hunting style bipods are allowed (Harris or knockoffs), however F class bipods and homemade bipods are NOT legal. One piece rifle rests where the front rest is connected to the rear rest are also not allowed. The rifle must freely move vertically out of the front rest or lift freely out of the bipod. No beds can be built out of sandbags. No spotting scopes, binoculars, or coaching of other shooters is allowed. Rifles may only be registered for one shooter, unless it's being used in the junior class. No tents or covers may be used by shooters to block the sun or rain while on the firing line.

## **Match Format**

We will shoot groundhog targets at 100, 300, & 500 yards. The groundhog target will have a white bull's eye with scoring rings in the center and will be printed on light cardboard. Every round will be 6 minutes long, with 5 shots for scoring. All relays will shoot at the 100-yard target first. 6 shots may be taken – 1 fouler and 5 for scoring. The 300 yard & 500 yard relays will follow, and in each of those only 5 shots may be taken. You are only allowed to take the required ammunition to the bench with you for each relay. Talking should be limited on the line, and no coaching or spotting will be permitted. Shooters must also be respectful of those who may still be shooting. Range officers may ask to weigh any gun at any time, and firearms and equipment will be spot checked.

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## **Poker**

On the backs of the 500-yard target is a deck of playing cards. As your shots land on the target, they will also go through a playing card on the back of the target. No extra ammunition is needed. Five shots will give you a five-card poker hand. The highest hand for the round wins. The cards must be CLEARLY hit with the scorer having the final say.

## **Ties & Crossfires**

A tie breaking criterion has been established with several tie breakers listed and is utilized for each scenario.

Crossfires will attempt to be scored, however if it is unable to be determined then the lowest five shots will be scored. ***The shooter that fires at the wrong target will get no credit for those shots.*** Large numbers are displayed on all target frames and the line officers will instruct the shooters to locate their targets prior to shooting. Match director will make the final decisions on crossfires.

## **Scoring**

Shot placement score may be challenged immediately upon receiving the target, and prior to exiting the building. Any math errors found will be honored up until the end of the match. Scorers' decisions are final and binding. A line under your score on the target means that the target was "eagle eyed" by the scorer. *It is the shooter's responsibility to make sure the scores are recorded in the proper class. Five days after the match, the scores become permanent.*

## **Match Payouts**

Match payouts will be paid for each class that has guns registered in it. Payouts and the number of places are determined by the number of rifles registered in the specific class. Match & club fees are deducted from the entry fee, and the remaining money per gun will be paid out in full. Prior to the start of the match, the match director will announce the number of rifles in each class, and the number of places that will be paid. Cash prizes will be paid out at each monthly match along with place stickers.

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## **High Score & Class Champion**

If you shoot two rifles of the same caliber, and in the same class, they will be listed as #1 & #2 or by the color of the stocks. Two different rifles registered to the same shooter cannot have their scores combined for awards. The season will consist of five matches, and points will be given for 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> place in each class. The shooter in each class with the most points at the end of the season will be awarded "Class Champion". The highest score of each season in each class will be awarded "High Scorer".