

WHITE WOLF MATCH RULES

1. SAFETY

- 1.1 No bolts are permitted in rifles at any time until permission is announced by the Range Master.
- 1.2 Rifles with non-removable bolts and gas operated receivers must have a chamber flag.
- 1.3 Relays will follow basic IBS safety rules:
 - a. Equipment may be placed on the benches prior to the start of relay, **BUT NO RIFLES ARE ALLOWED ON BENCHES** until announced by the R.O.
 - b. If the target crew is down range, all shooters must stand behind benches. Please note that once the target crew exits the range, competitors will be given ample time to complete their set up.
 - c. Before a relay begins, the Range Master will go over basic instructions and then give the command to insert bolts.
 - d. Once the relay begins, no one is permitted to leave bench until instructed by the Range Master.
 - e. At completion of relay, the Range Master will ask for a show of bolts before competitors can remove rifles and equipment from bench.
- 1.4 In case of an emergency cease-fire, all rifles must be made safe by removing bolts or placing chamber flags, and all shooters must step behind bench.
- 1.5 Any shooter under 16 years of age must be supervised by an adult.
- 1.6 Handicapped shooters are permitted the assistance at their bench of a qualified adult.
- 1.7 During relays, if you have a malfunction or require the Range Master, stay seated and raise your hand.
- 1.8 Competitors are required to use hearing and eye protection.
- 1.9 No alcoholic beverages allowed at the match

2. GENERAL

- 2.1 Match will begin at 9 AM.
- 2.2 Registration will begin approximately 7:30 AM.
- 2.3 Flags must be placed prior to 8:30 AM.
- 2.4 No prior-day registration or drawing for benches. All benches and relays are first-come-first-serve, except benches 14 and 15 will be held for left-handed shooters. All registrations will be done inside the club house. Honor system rules apply, and no registering your friend who has not arrived.
- 2.5 At their first attended match, all competitors will be asked to sign an insurance waiver. If a shooter refuses to do this, match participation will be denied.
- 2.6 The double gate will be opened at approximately 7:00 AM. Shooters are welcome to drive their vehicle to the bench area to unload equipment. However, all competitors are asked to move their vehicles back outside the gate to make room for other shooters.
- 2.7 Handicapped competitors are permitted to keep their vehicles inside the gate area.

2.8 Spotting scopes and wind flags are permitted. You may place your personal flags at any distance.

2.9 Except for junior shooters, no coaching is permitted.

3. SCHEDULE OF MATCHES

3.1 See White Wolf page on club website.

4. CLASSIFICATIONS

4.1 **FACTORY RIFLE:** Any commonly produced and available rifle with commonly produced and available ammunition, as ruled by the Match Director. No flat-bottomed stocks wider than 1 1/8 inches wide. Rifles may be bedded. Trigger may be adjusted or changed, but must have a working safety. Barrel may never have been separated from the action as it arrived from the factory. Exception: Savage pre-fit factory manufactured barrels may be installed. No scope limitations.

4.2 **FACTORY BENCH REST:** same rules as in **FACTORY RIFLE**, except stock may be flat-bottomed and up to 3 1/8 inches wide.

4.3 **CUSTOM CLASS:** Any rifle, up to and including 30 caliber with a weight not exceeding 20 pounds. Stock width may not exceed 4 1/8 inches. No side discharge muzzle brakes or clamshell type brakes. Radial type brakes are permitted. No scope limitations.

4.4 **AR CLASS:** Different calibers are permitted. Must be gas operated, and not a bolt operated AR platform. Must have a working safety. Same muzzle brake rules as in Custom Class. No scope limitations. Must be fired from a conventional front rest and rear bag set up. If fired from a bipod, this rifle will fall into the TPH Class. Brass catcher of some type and chamber flag are required. Accuracy assists on fore end are permitted.

4.5 **TPH CLASS:** TPH is an abbreviation for **TACTICAL-PRACTICAL-HUNTING**. All rifles in this Class must be shot from a bipod, and the type of bipod is limited to Harris and/or Atlas (or similar design). No homemade, Seb Joypod, and Sinclair sling-swivel designs are allowed. Conventional rear bags and/or bean bags are permitted. Any caliber, up to and including 30 caliber, with a weight not exceeding 20 pounds. No restrictions on any after market components or scope magnification. Can be bolt or gas operated. No side discharge or clamshell design brakes. Radial brakes are permitted. All rifle stock forends must be fitted with a permanent stud swivel and/or picatinny rail for bipod attachment. Aftermarket barrels, stocks, triggers, etc. are permitted, but are not required. No caliber greater than 30, and receivers may be bolt or gas operated. Gas operated receivers will require chamber flags and brass catchers. Optics can be any magnification, and only radial design brakes are allowed. All equipment approval decisions by the Match Director are final.

5. COURSE OF FIRE

- 5.1 Relays will be shot in the following order: 200 yd, 300 yd, 500 yards.
- 5.2 Time allowed for each relay is: 6 minutes for 200, 6 minutes for 300, and 7 minutes for 500.
- 5.3 A minimum of 18 rounds will be needed to shoot this match. You have the discretion to use one additional round if you choose to foul your rifle. This "fouler round" will be the first shot fired at the 200 yardage. Please note that this "fouler round" must **NOT** be shot on the target. If the "fouler round" strikes the target, your score will be reduced 10 points. At each of the 300 and 500 yardages, a total of six rounds are used.
- 5.4 At every yardage, six rounds are permitted at the scoring rings, and the **BEST FIVE** will be scored.
- 5.5 If all shooters finish the relay before the allotted time, the Range Master has the option to end that relay early.

6. SCORING

- 6.1 Best edge scoring will be used for points and "X" count.
- 6.2 Any questionable holes will be glassed, and that will be indicated on the target.
- 6.3 If your 200 yard fouler shot strikes the target, that fouler will be considered one of your 6 allowed rounds at that distance.
- 6.4 Your overall score will also reflect an "X" count. The "X" for the 200 and 300 yard targets will be the bullet hole completely inside the 10 ring (not touching the ring). The "X" for the 500 yard target is the smaller circle within the 10 ring. Again, best edge scoring applies at 500 yards, and you can just touch the outside of that circle and receive credit for an "X"
- 6.5 Remember....six rounds are permitted at the scoring rings at each yardage, but only the best 5 will be scored.
- 6.6 Cross fires: Please inform Range Master immediately. If it cannot be discerned through bullet hole size or other means, then your score will be the lowest-score 5 holes on your target....unless there is an admission of a crossfire by another shooter.
- 6.7 If a crossfire can be determined, then the offending shooter will lose credit for those wayward shots.
- 6.8 Extra shots: If there is no admission of a crossfire, the lowest-score five holes are totaled.
- 6.9 Ties: Overall score ties will be broken by "X" count. Then, if needed, by 500 yard score. Then, if needed by the discretion of the Match Director and two shooters.
- 6.10 Protests: Do not remove your target from the scoring area until the protest has been resolved. All decisions by the Match Director are final.

7. FEES AND PAYOUTS

7.1 Match fee is 15.00 dollars per rifle.

7.2 At least 50 percent of every 15.00 dollar Match fee will be paid out to the various class winners.

7.3 There will be a **"GROUP SIZE SIDE BET"** and it will be optional at 2.00 dollar per rifle for each class. Before the start of every match, the yardage for this side bet will be randomly chosen. It can be either 200, 300 or 500, and that will be announced just before the match begins. The smallest group size for the best 5 rounds at the randomly-chosen yardage will receive 100 percent of the total collected side bets. All 5 rounds must be within the scoring area to be considered for this side bet.

8. NUMBER OF PLACES AND PAYOUTS

8.1 The number of paid out places in each Class will be determined by the number of rifles in each class. This will be revised in the future, as needed:

- a. 4 places if 26 or more rifles in the class
- b. 3 places if there are between 11 and 25 rifles are in the class.
- b. 2 places if there are between 4 and 10 rifles in the class.
- c. 1 place, if 1 to 3 rifles are in the class.

8.2. More than one rifle may be shot in the same class by the same competitor.

8.3 **If you place with more than one rifle in the same class, you will be paid for only the highest of those places. In other words, you may shoot any number of rifles in the same class, but you can only be paid for one.**

8.4 The same rifle cannot be shot by the same competitor more than once in the same class. In other words, you can't shoot the same rifle in a different relay

8.5 If you shoot a different rifle in another/ different Class, you can be paid for each of those Classes

9. TARGETS

9.1 See the **"WHITE WOLF TARGETS"** tab on the website page for more information.

11. QUESTIONS OR COMMENTS

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