

OUTLAW BENCHREST ORGANIZATION (aka. OBO)
RULES PACKAGE 2018

COURSE OF FIRE

Match to consist of Relays followed by a Showdown

A Relay will consist of two targets, each with 5 shots for Record – same for ALL rifle classes.

A Showdown will consist of one target with 5 shots for Record – same for ALL rifle classes.

The course of fire will be the same for all classes:

Target 1: 5 min. set-up, 5 min. Sight-in, 5 min. 5 shots for Record Sighters Are Allowed during record fire

Target 2: 3 min. Sight-in, 5 min. 5 shots for Record (equipment on line, thus, no set-up time)

For one match, you will need approximately 30 rounds for one rifle for one match – this estimation assumes a shooter makes the Showdown and accounts for only 5 sighters per target – if you normally use more than 5 sighters then you may need 40 rounds or more of ammo for one rifle for one match.

In a Relay all shooters will set up equipment in allotted time, Sight-in and then fire 5 shots for Record on Target #1 [5 min. set-up, 5 min. Sight-in, 5 min. 5 shots for Record]. Once target #1 is completed and the range becomes cold, equipment will remain set up but shooters will clear the firing line and targets will be changed out – take down target #1 and put up target #2. The second target will then be fired with 3 min. sight-in and 5 min. Record periods (no setup time, equipment remains setup on the line). Once target #2 is completed and the range becomes cold, at that point equipment will be removed from the line and once the line is clear the next relay will begin with its 5 min. setup time, starting the next relay.

Target #1 will be scored and the best group and score targets will advance to the Showdown. The same process for Target #2. In addition, we will also calculate combined aggregate (aka. “agg.”) group and score values for targets 1 & 2 and determine the shooter with the best overall agg. in that relay and this shooter will advance into the Showdown, too. Important note is that a shooter can win both score and group categories for any given target in any relay, and also win the overall aggregate for the relay. As a result, a single relay can produce anything between 5 shooters or 1 shooter into the showdown. Thus, 1 shooter can win it all (for any given relay).

For the match Showdown, only Group and Score categories are winners – no overall agg... once in the Showdown only the best Score and Group wins the match (not the most consistent shooter). Note: the most consistent shooter in the relays receives another opportunity to bring their best in the Showdown. And same as the relay results, a single shooter can win both score and group categories for the match showdown. Again, thus, 1 shooter can win it all (the entire match).

Relay setup:

Total number of shooters will be divided as evenly as possible into as few as possible relays.

For example, 17 shooters = 2 relays; (1) with 8 shooters & (1) with 9 shooters.

OBO “MOST WANTED” LIST

Points System:

- 0.5 point for all relay wins
- 1 point for all match wins
- Example:
 - A shooter wins group and score for Tgt. #1, group for Tgt. #2, and Overall Agg. for that Relay. The shooter receives 0.5 points for each category win, thus $0.5 \times 4 = 2.0$ points for the Relay wins. And the shooter has opportunity to earn more points with a win in the Showdown.
 - Similarly, if a shooter wins both Score and Group in the Showdown that shooter receives $2 \times 1.0 = 2.0$ points for the Showdown wins. Or, each winner of the score and group categories receives 1.0 point each.

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SCHEDULE

Every 4th Saturday of the Month, Jan.-July

FEES

Annual Membership:

\$40.00 = OBO Membership Fee for Adults only; ALL MINORS are FREE with Adult Membership

(Note: a minor is a kid < 18 yrs. or until graduate high school, whichever occurs later)

Match Fee:

\$30.00 = 1 Gun (pick one gun classification at a single distance – 400, 600, or 1000 yards)

\$5 for each additional gun/class (includes Unlimited, Limited, & any/all additional gun classes at 400, 600, and 1000 yards distances)

For clarity, these fees are for each single match. Thus, if there are two matches in a given day, then the fees above are times two to shoot two matches in a day.

OBO OFFICIAL RULES

Shooting Rest(s):

ANY SAFE REST will be allowed – (T.B.D. by Match Director; bring questions/concerns to Match Director).

Shooting Position(s):

The two options are shooting from 1) the bench, or 2) prone position.

Shooting Distances Offered:

Gas Op 400 yards only. Limited & Tactical 600 yards. Limited, Tactical & Unlimited 1K

Rifle Specifics:

- Rifle Classes:
 - 5 Shooters minimum needed to have a class and earn most wanted points (all classes)
 -
 - Gas OP will be @ 400 yards only
 -
 - Limited/Tactical (@ 600 & 1000 YARDS) = 23 lbs. max.
 -
 - Unlimited (ONLY @ 1000 YARDS) = must be able to set-up in 5 minutes

- Maximum Caliber for ALL Rifle Classes = .338

- Muzzle brakes are allowed
- Bolt Types Allowed:
 - Removable Bolt
 - Non-removable Bolt – an Empty Chamber Indicator REQUIRED
 - For Bolt Handling see Safety Rules for further explanation

Important Note: Any and All persons affecting the harmonious flow of the match will be asked to leave.

SCORING AND TIE BREAKERS

Relay and Match Scoring: Each target is scored for group and score.

Determining Best Group and Score:

Group:

- smallest group will win as long as all record shots are within the target gridlines
- shots outside of the target “gridlines” do not count (result is a miss)
- in the rare case of a group tie, see tie break rules

Score:

- largest score then x-count wins
- an “X” equals 11 points and 1-X added to overall score
- outside of 5-ring is a “zero”
- otherwise, point value is as per Ring-value
- bullet cutting a line receives higher score value
- in the event of a score tie, see tie break rules

Relay Target Tie Breakers:

Group:

- Smallest Group
 - Note: typically during scoring of targets, when two targets are close in group size, the measuring instrument will be utilized to determine which group is smallest with a high confidence level. In the rare event there is deemed a group tie, proceed to the next tie-breaker.
- Single target Score Rank (will rarely, if ever, be needed)

Score:

- Largest Score value
- Largest X-count
- Smallest group (specific Target # within the Relay)
- If still same and cannot break Tie, then all shooters tied will advance to the Showdown – this event will be rare, if ever, in occurrence.

Aggregate:

- See Overall Agg. section.

Match Showdown Target Tie Breakers:

- Only Score and Group categories result in a Match Win (No Agg. Winner)
- Relay Tie Breakers for Group and Score are applicable for Match Showdown Targets

Determining a Relay Overall Aggregate Winner:

Overall Aggregate:

- Relay Agg. Winner will be the top-ranked shooter based on the Rankings of Group and Score (see below), but Ties are common with aggregate format ranking, thus, tie breakers are defined.
 - Example: Shooter 1 is Rank 1 Score and Rank 3 Group = Total Agg. Rank is 4
Shooter 2 is Rank 3 Score and Rank 1 Group = Total Agg. Rank is 4
(Produces a tie for Total Agg., thus, see tie breakers section)
- “Top-ranked” means shooter with the LOWEST total aggregate ranking amongst the Group and Score results. Generally speaking, the Largest Score and Smallest Group wins their category. The winner is given Rank 1 for the result category won (i.e. group, score)

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Overall Agg. Tie Breakers:

- 2-target X-count (hitting the X-ring counts for something!)
- Smallest 2-target Group Agg.
- Largest 2-target Score Agg.
- Note: "2-target" refers to that specific Relay in consideration.

Ranking Group:

- Smallest total group aggregate gets Rank 1
- Add two target groups together to get total 2-target group aggregate
- Example: Tgt. 1 is 5.026" and Tgt. 2 is 5.582" = Total Group Agg. is 10.608"
- Tie breakers:
 - Smallest Group
 - 2-Target Score Rank

Ranking Score:

- Largest total score then X-count aggregate gets Rank 1
- Add two target scores together to get total 2-target score aggregate
- Example: Tgt. 1 is 2X-50 and Tgt. 2 is 1X-49 = Total Score Agg. is 3X-99
- Tie breakers:
 - Largest score value
 - Largest X-count
 - Smallest 2-target Agg. Group
 - If still same and cannot break Tie, then all shooters tied will advance to the Showdown – this event will be rare, if ever, in occurrence.

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SAFETY REGULATIONS:

1. The RANGE is COLD at all times except when instructed by Range Master during course of fire for Relays and Showdowns.
2. BOLT HANDLING:

For ALL RIFLES either the Bolt shall be removed AT ALL TIMES or an Empty Chamber Indicator (ECI) be installed in the receiver AT ALL TIMES. Only when the Range Master instructs to Insert Bolts and Commence Firing during Relays and Showdowns may bolts be inserted or ECIs removed.

At the end of record fire, the Range Master will instruct shooters to show Bolts or insert ECI. At that time the Range Master will observe the line and once all shooters have complied with removing bolts and inserting ECIs the Range Master will call the line COLD.
3. RANGE MASTER:
 - a. All shooters shall obey the Range Master's commands at all times.
 - b. If a CEASE FIRE is called, immediately stop and do not touch the rifle (even if a round is in the chamber). Wait for further commands from the Range Master.
4. HANG FIRE / MISS FIRE:

If a Hang Fire or Miss Fire occurs the shooter shall notify the Range Master immediately; if it is a non-emergency situation and merely the round did not go off, Cease Fire will not be called and the shooter shall wait minimum one (1) minute before opening the bolt. Before opening the bolt the firing line will be cleared behind the rifle. If there is any kind of emergency determined by the Range Master then Cease Fire will be called. In the event a Cease Fire is called during the Sight-in period and there is less than two (2) minutes remaining, time will revert back to two (2) minutes of Sighters. In the event a Cease Fire is called during a Record Fire period, once the firing resumes shooters will get one Sighter and then return directly to Record Fire.
5. TARGET ISSUES:
 - a. If during course of fire your record target has an issue (e.g. comes loose, flapping in wind, is blown off the target stand, etc.), calmly alert the Range Master and corrections will be made as judiciously as feasible.
 - b. If occurs during sight-in period a CEASE FIRE will be called and the Course of Fire will pause. The pause will be as long as it takes to safely replace the target(s).
 - i. If more than two minutes is left in the Sight-in period, then Time will resume with the remaining time that was on the clock.
 - ii. If less than two minutes is left in the Sight-in period, then Time will revert back to two minutes.
 - c. If occurs during record fire, then wait patiently until the other shooters complete record fire and once the Line is Cold the affected target(s) will be replaced and the affected shooter(s) will have an opportunity to complete 5-shots for record fire on a fresh target, and the shooter will be given 2 or 3 minutes (shooter's choice) for Sighters.
6. At any time, if there is a Safety Concern please alert the Match Director and Range Master ASAP.
7. If there are any questions during the day please consult the Match Director.
8. Any and All persons affecting the harmonious flow of the match will be asked to leave.