



Modified ARA 22LR Benchrest Competition

Test your skills in a fun family day at the 50-yard range!

TRIAL BY FIRE, FRIENDLY 22LR FUN

Interested in dusting off that 22LR caliber rifle, maybe test or measure your shooting skills following a modified version of the ARA Benchrest Shooting Competition? Come out for a fun day for some friendly shooting following a modified ARA .22LR bench rest competition format.

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ASC Member

22LR Friendly Benchrest Competition

Interested in a fun day at the range!

Interested in dusting off that 22LR caliber rifle, test or measuring your shooting skills? Come out for a fun day for some friendly shooting following a modified American Rimfire Association .22LR bench rest competition format.

For those who might not know, the ARA was started in April 1988 by a group of .22LR shooters who wanted competitive .22LR benchrest competition, matches, consistent scoring and a means for maintaining shooter statistics. American Rimfire Association has grown since then promoting clubs, expanded competitions across the United States offering matches and tournaments to anyone interested in precision .22LR bench rest shooting.

Airfield Shooting Club wishes to gauge the interest in friendly .22LR shooting competition within the club members, your family and/or friends. If interest is high ASC may promote more events throughout the year.

The matches will follow a modified rule set for this fun event outlined below. Each participant will compete in a .22LR timed relay style shooting match using ARA style targets from a bench rest at the 50-yard line. The number of relays (2 to 6 relays) will depend on the number of shooters participating.

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Safety

1. Safety is of utmost concern of all shooters.
2. All Airfield Shooting Club safety rules shall be followed at all times by all competitors unless otherwise noted with prior approval.
3. Any competitor creating a safety hazard may be asked to leave the range at the Match Directors discretion. The ASC Provost will be notified of the safety hazard for further evaluation and corrective action.
4. Any rifle not on the firing line must have the bolt removed or an Open Bolt Indicator or chamber safety flag must be inserted into the chamber of the rifle to indicate the rifle is safe. Magazine must be removed. Safety magazine chamber flags will be permitted at the discretion of Match Director and Range Safety Officer.
5. No consumption of alcoholic beverages shall be allowed by any competitor or visitor at the range or range facility.
6. Junior members under the age of 18 must be accompanied by an adult member when on the range.
7. Anyone who disrupts the proceedings of an orderly match in progress shall not be allowed to continue shooting in any other matches on that day, and if deemed necessary by the Match Director, that person may be asked to leave the range.
8. Members and their guests using the range must obey the commands and instructions of the Match Director or designated Range Safety Officer.
9. Due to the many diverse types of 22 rifles, chamber flags are essential equipment to quickly ensure rifles are in a safe condition.
10. Match competitions are always cold ranges. All rifles are to be unloaded, with magazines out, or empty and actions open, chamber flag properly installed. Rifles shall only be loaded, or magazines inserted when directed by the Range Safety Officer (RSO)s. Chamber flags shall be utilized and kept in the action until directed to be removed by the Range Safety Officer (RSO).
11. Ground rifles in a proper rifle rack, or storage bag, container or wherever the Range Safety Officer (RSO) designates as a safe location and direction.

Emergency Situations

1. In the event of an emergency, the Match Director shall call an Emergency Cease Fire by loudly announcing for all to hear, "EMERGENCY CEASE FIRE! All competitors remove the bolts from your rifles or insert an Open Bolt Indicator into your chamber, empty your rifle and magazines of cartridges, and step back from the bench."
2. If an emergency occurs which requires a cease-fire before the completion of the target or the allotted 20-minute firing period, the Match Director shall immediately stop the official timer.
3. Upon resolution of the Emergency, all participants may then complete any incomplete portion of their target, after the Match Director again declares the "Resume firing" command, and starts the official timer, allowing it to run the remainder of the allotted twenty-minute regulation time, plus an additional two minutes.

Incllement Weather

1. If an extremely dangerous weather situation occurs during this event, being of sufficient severity or duration that it may possibly endanger any participants at the event, yet prior to completion of the officially published number of targets, it may be necessary for the Match Director to suspend the event for reasons of safety.
2. If the severe weather situation is of a temporary nature, and sufficient time remains to complete the event following an improvement in the weather, the Match Director should make every attempt to do so. However, if the severe weather conditions persist, and the event must be cancelled prior to completion of the event in its entirety, then the following guidelines should be followed in order to calculate final standings of the event.
3. Any target frame that is blown down by extraordinary weather or wind conditions, as might be experienced during severe thunderstorm winds, shall be considered an Emergency Situation. In such a case, it might be considered good judgment by the Match Director to temporarily halt the event. He may use his emergency powers by stopping the official timer and waiting, either for safer conditions to return, under which the event might be resumed, and/or to repair the fallen frame or frames.
4. Count only those stages that have been completed. Calculate all aggregates, as in any other event, but based solely on the number of targets completed, not the published number.
5. Under these circumstances, no penalty shall be assessed any competitor for an event which is cancelled prior to its completion.

Ammunition

1. Any brand of factory loaded .22 caliber Long Rifle ammunition may be used. It must be available for sale over the counter to any individual and consist of the original, unaltered factory cartridge case, powder, and projectile.

Targets and Target Distance

1. American Rimfire Association Official Targets or similar type shall be used and shall be provided at no cost to the competitor.
2. Targets shall consist of 25 record bulls, upon which one shot per bull is shot for score. The top row of the target, above the record portion, provides three sighter bulls that are the only Official Sighters. Before firing any shots into the Record portion of the target, each competitor shall fire at least one shot into any of the three Official Sighter Target squares in the heading portion of the target.
3. The distance from the forward edge of the bench to the target shall be a minimum of 50 yards.

Target Example

ARA - .22 Rimfire Precision Competition

American Rimfire Association, Inc.®

 SCORING	 SIGHTER	 SIGHTER	 SIGHTER	Competitor Number <hr/> Total Score
 1	 2	 3	 4	 5
 6	 7	 8	 9	 10
 11	 12	 13	 14	 15
 16	 17	 18	 19	 20
 21	 22	 23	 24	 25
Score	Score	Score	Score	Score

Classes

1. The match shall be divided into two classes: Unlimited and Factory.

Unlimited Class

1. Any firearm chambered for .22 Long Rifle cartridge may be used.
2. No weight limits, classes, no dimensional restrictions to barrels, stocks or limits on scope magnification.
3. Rests may be used to shoot from the bench, so long as any such rest prevents the barreled action from being affixed to the bench in an immovable manner.

Factory Class

1. Any magazine or tube fed rifle in production that is readily available and produced in quantities greater than 500 with MSRP of LESS than \$1000.00 or is included on the ARA approved factory rifle list.

2. Ammunition does not need to be fed from the magazine. Competitors may load the ammunition one round at a time.
3. Any optic is allowable and may be attached to the rifle as originally designed by the manufacturer.
4. No modifications to the firearm or stock are permitted except those specifically listed outlined below.
5. Trigger mechanism may be modified or replaced completely but must always function safely.
6. Re-crowning of barrel is permitted.
7. Any bipod is permitted and may be attached to the stock. A rail may be added to the stock solely for the purpose of attaching a bipod. If the rail is wider than a standard picatinny rail (~1") it must be removed if not using a bipod.
8. The rifle may be glass and pillar bedded to the stock; but must be removable from the stock. Only modifications for inletting are allowed to the stock.
9. The butt of the stock may be shortened or lengthened to adjust for Length of Pull. The swivel studs may be removed. The butt plate may be replaced but must conform to the original shape of the stock and not extend past the edges of the butt of the gun.
10. Non-permanent comb changes such as stock sock or padding may be used.
11. Individual small stickers may be placed on the stock, no wraps are allowed.
12. Replacement of the following factory hardware is allowed: Bolt Knob, Butt Plate, Action Screws.
13. Replacement of a broken firing pin or firing pin spring must be made using parts from the Original Equipment Manufacturer.
14. Factory original sights attached to the rifle may be removed to allow for mounting the scope.
15. No attachments to the barrel such as a tuner are allowed. A thread protector may be attached solely for the purpose of protecting the threads and must be flush with the end of the barrel. A rifle that comes from the factory with a muzzle brake must have the muzzle brake removed.
16. No other modifications to the rifle are allowed including but not limited to re-chambering barrel, adding weight to stock, adding attachments to the barrel such as a tuner, adding attachments to the stock such as a plate to the forearm or cheek riser to the stock, and painting the stock.

Divisions

1. Divisions Levels will be determined by the number of participants.

Rests

1. One-Piece rests are strictly prohibited. The front and rear rest may not be attached to each other in any manner nor both the front and rear rest may not be attached to the stock at the same time.
2. Two-Piece rests are allowed.
3. Bipods are allowed.

Sign in Sheets

1. Each competitor shall complete the Sign-In Sheet, we will not be using or assigning any ARA Competitor ID#.
2. ASC members, family and guests may pre-register.

3. Number of shooters maybe limited depended upon interest, although ASC will make every effort to ensure everyone may participate.

Factory Class Certification

1. Each competitor is responsible for assuring that his equipment meets all the requirements for this friendly competition including the requirements described above for factory class. We won't be too critical on this ARA rule, as this event is about having fun.
2. If any infraction of the equipment rules is brought to the attention of the match director and that infraction will be reviewed by the match director, it is not our intent to make this fun day at the range complicated, therefore the competitor will be automatically moved to the Unlimited Class division with no other disqualified will be assessed.

Bench Rotation

1. The friendly competition will be held at the 50-yard range, in the interest in time bench rotation will not be required there is an interest brought to the match director for the final determination.

Firing Period

1. A maximum of 20 minutes shall be allowed to complete each 25-shot target.
2. The command to begin shooting shall be: "You have 20 minutes to complete your target - You may insert your bolts – RANGE IS NOW HOT, CMMENCE FIRING You may begin NOW!" at which point the Match Director starts the official timer.
3. Time-remaining warnings should be given at five minutes, two minutes and one minute remaining.
4. Upon completion of the firing period, the command shall be, "CEASE FIRE! CEASE FIRE! All competitors remove the bolts from your rifles. Step back from your bench and make the range safe."
5. At the discretion of the Match Director, any competitor who flagrantly fires after the "Cease Fire" order, shall have be asked to remove themselves from the completion and range.
6. Once the Match Director and Range Safety Officer has determined that the range is safe, "Calls for Range is now Cold", all shooters must retreat behind the read painted line. The Match Director states, "YOU MAY NOW GO DOWN RANGE" and then direct the designated target retriever(s) down range.
7. Target retrievers shall remove all targets as quickly as possible and post new ones as directed.
8. Competitors shall verify their scores as quickly as possible with the official scorer. The official scoring team shall be nominated prior to the match start time.

Range Commands and Communication

Range commands given to a shooter(s) on the firing line by the Range Safety Officer. These commands are for everyone's safety. To allow a shooter to compete anywhere in the world and hear the same commands, the ARC range commands will only be given in English.

The complete set of range commands are:

1. **EYES AND EARS!** The shooter will make sure that their eye and hearing protection is in place. It is also a notification to anyone in the shooting bay to check that their own eye and hearing protection is properly fitted.
2. **RANGE IS NOW HOT!** - This is the first command given to each shooter starting the action of shooting a stage. Shooters may step forward of the red line. Cased firearms may be brought to the line and uncased (or unholstered). Shooters may handle their firearms and ammunition. Shooters may now pack up their firearms and equipment if they are leaving the line. Note that even though the range is "Hot" you may not commence firing until authorized to do so by the RSO.
3. **COMMENCE FIRING** You may fire when ready and may continue until the RSO calls cease-fire or asks you to make the range cold.
4. **UNLOAD** This command is generally used in conjunction with "Show Clear" command. Maybe given as "*Shooter, if you are finished, unload, show clear!*" - This command directs the shooter to unload the firearm. Remove detachable magazines and all ammunition from the firearm.
5. **SHOW CLEAR** - This command means unload your firearm, leave the action open and the muzzle pointed downrange. The RSO shall inspect all firearms or designate help confirm that the firearms on the firing line are unloaded. All personnel must step behind the red line. There will be no handling of uncased firearms, including a holstered firearm, for any reason from this point until the line is again called "hot".
6. **"CEASE FIRE!"** – Cease-fire means stop. Stop your shooting. Keep the muzzle pointed in a safe direction and your finger off of the trigger. The RSO looks up and down the firing line making sure that his command has been complied with. Cease-fire is the one command that anyone can use when it is perceived that an unsafe condition exists. It is preferred to let the shooters on the line know beforehand that you will shortly be going "cold" and calling cease-fire. This will give the shooters a moment or two to finish their last shot.
7. **Safety, insert Chamber Flag and sling** - Once the RSO has visually and or physically inspected the chamber and found it to be clear, this command will be issued, and the shooter will comply. Triggers will not be pulled upon bolt closure. PERIOD!
8. **RANGE IS NOW COLD** - The line is now safe. All firearms have been inspected and are unloaded. Muzzles are pointed down range. Everyone on the firing line has stepped behind the red line. Again, make sure that there is no handling of firearms or ammo at this time!
9. **YOU MAY NOW GO DOWN RANGE** - Shooters may now go down range to inspect, replace or set up targets. After all the targets are set, everyone is clear of the target area and is ready to commence firing again you may proceed with the following command. Note: On the 50-yard range the RSO shall verify that no person is behind the SRB before calling the range "HOT."

Crossfires

1. Preventing Crossfire: Before firing any shots into the Record portion of the target, each competitor shall fire at least one shot into any of the three Official Sighter Target squares in the heading portion of the target. If each competitor begins in this manner, it can quickly be

determined whether or not he is sighted in on his designated target. The competitor will either see other shots already on the target that he did not place there and know that he is lined up on the wrong target, or if he is the first to fire a shot on someone else's target, the person upon whose target is being cross-fired will notify him that he is on the wrong target before any shots are fired onto the record portion of any targets.

2. When a Crossfire Occurs - Immediately report the shot or shots to the Match Director. Match Director will call for a cease fire and will add 2 minutes to the firing period. The offended competitor will keep the score for the official bulls he has properly shot. He will then be given a new target to hang that has the bulls X'd out that he has already completed. He will complete the target and will be scored for 25 total bulls between the two targets. He will not be allowed to take the score for the bulls that were shot by the offending competitor.
3. If, during the routine examination of any target by the scoring team, a competitor's target is discovered that has no sighter shot placed into the Sighter portion of the target, as stated above, a friendly and private notice of the Sighter Rule shall be made to the competitor by the Match Director.

Mechanical Failure

1. In the event of a mechanical failure of a competitor's rifle or equipment which prevents the competitor from placing a scoring shot into each of the 25 record scoring squares, the partial target shall be scored by the scoring team.
2. Whatever partial or incomplete score is the result shall be entered as part of his/her aggregate on that particular target.
3. Rifle Change: Nothing shall prevent the competitor from using another rifle, either his own or a borrowed one, to complete any unfinished target, so long as enough time remains, and the replacement process does not disturb the adjoining competitors who may still be in the process of completing their own targets. All due respect shall be paid the adjoining competitors to prevent jeopardizing their efforts to complete their targets without distraction.

Scoring of Targets

1. Scoring rings with various values are included within each scoring box, and the values of shots in those boxes are 100 points, 50 points, 25 points, 10 points, and 0 points.
2. Total X's for each target will be calculated. An X is a shot that completely removes the center dot and leaves none showing.
3. Scoring is based on the worst edge scoring method. A bullet hole that breaks a line is given the lower value. If in doubt, review the Scoring Example on the upper left corner of the target.
4. Unlimited Class will place shots on the Unlimited Class Target. Factory class will place shots on the Factory Class Target. It is the responsibility of each competitor to hang the correct target prior to the command to begin the match.

Scoring Team

1. The Match Director shall appoint a Scoring Team that must consist of 3 people. The match director may be 1 of those 3.

2. If competitors are members of the scoring team, the competitor is not allowed to score his/her own target. If a situation arises that would require a competitor to make a ruling on his/her own target, the match director should appoint an alternate to make the ruling in the competitor's place.
3. It is acceptable to have one member of the scoring team complete all the scoring responsibilities and utilize the two additional team members solely for close shot rulings and the protest period.

Target Retrieval

1. The Match Director shall appoint one person or a team of persons to retrieve the targets after completion of each firing period. Only the designated target retriever(s) shall handle fired, unscored targets, placing them in a secure location until the scoring team is ready to begin.

Target Scoring

1. ASC event coordinators are trying to make this event fun and not so much towards serious competition, which said; if necessary, we will follow modified ARA scoring rules outlined below.
2. Preliminary Scoring of Targets should be done to determine values in each separate scoring box. Values for all obvious shots shall be written in each box, while all close shots must be marked with a colored marker to examine.
3. The definition of a "close shot" is any bullet hole that TOUCHES or APPEARS TO TOUCH the adjacent scoring ring.
4. If after close examination, the shot is too close to call alone, the scorer shall call upon the scoring team members to review the bullet hole. All three scoring team members shall be offered the opportunity to vote on its value. A majority vote shall determine the value of the plugged shot. Each member shall look at the shot, but do not reveal their decision until the voting time. After each member has viewed the shot, the three members of the scoring team should simultaneously reveal their decision. Their vote is cast with an "In" or "Out" chip. If this chip is not available, a coin can be used with "Heads" meaning the shot is "In" or "Tails" the shot is "Out".
5. Any shot outside the largest scoring ring, but within the scoring box, is scored zero, the same as any unshot scoring box.
6. Only one shot is allowed in each of the 25 scoring boxes.
7. If a malfunction should occur during a match and a shot enters any of the empty official scoring boxes, DO NOT fire another shot into that scoring box. You must accept the score for that misplaced shot.
8. A malfunctioning shot that falls into a scoring box that has already been shot will be scored as a zero for that scoring box.
9. Any shot, which falls between scoring boxes will be considered a sighter and will not count against the competitor.
10. Shots that break the target box line will be counted as a zero for that target box.

Tie Scores

1. A Competitor's Score shall be the total points plus the total number of X's. (ex: 2200-10X) When the points are equal, the higher X-Count is the higher score.

2. In the event of a tie score (total points & total X's) on an individual target, the winner shall be determined by comparing the targets of the tied competitors. Beginning with Scoring Box 1, find the first shot that is less than 100, this shot will be called the First Miss. The competitor with the latest First Miss will be the winner. If still tied, continue to the next box on each target that is less than 100. ETC.
3. It is the Match Director's responsibility to indicate which competitor won the tie.

ASC Event Requirements

1. Match Director
2. Range Safety Officer
3. Magazine Loader
4. Target Handler
5. 50 Yard Range Reserved (100 Yard Range if required)
6. Time Clock
7. Factory Class Targets (Minimum 6 per shooter)
8. Unlimited Class Targets (Minimum 6 per shooter)
9. Backing Tape
10. Wind Markers or Flags (Optional)