

LOXTON RIFLE CLUB Inc.
INAUGURAL 2 DAY STEEL GONG CHALLENGE
19th and 20th June 2021

Two Day Event Entry Fee - \$50.00
Light lunch available for purchase on Saturday & Sunday
Saturday night dinner also available for purchase

Saturday 19th June

.22 Rimfire Challenge

8.30am start

Range – 100 & 200 yards

Rimfire Rifle specifications:

Standard Class

**any standard 'off the shelf' Sporter / Hunter rifle fitted with any optic sights,
Harris or similar bipod & Rear Bag**

Open Class

**unrestricted rifle fitted with any optic sights,
Harris or similar bipod & Rear Bag**

Centrefire Challenge

1.00pm Start

Range – 600, 700 & 800 yards

Sunday 20th June

Centrefire Challenge

8.30am Start

Range – 1000, 1100 & 1200 yards

Categories

Target Rifle – Custom single shot

(Target Rifle to use LRC supplied adjustable front shooting rest)

Custom Repeating Rifle

(Harris bipod or equivalent)

Factory Production Repeating Rifle

(Harris bipod or equivalent)

All matches to be conducted from the prone firing position with 8mm max. caliber
All matches will be a 'timed discipline' - 2 Sighters with 10 shots to count
Class Classifications will be determined by the R/O on the day

Due to COVID Pre-entry Via our Facebook page & Electronic Payment is required

Free camping at Loxton Rifle Club Range and use of club facilities available

Any Enquiries to Mick – 0427 957 229

Discipline Rules available on the LRC Facebook page

The Committee reserves the right to amend the program if necessary.

LRC STEEL GONG LOCAL RULES

Reference SSR safety rules Chapter 2 safety rules

.22 Rimfire Rifle Classes (No Magnums)

- 1.1** .22 Rimfire Standard Rifle (rifle must retain all Factory components) Standard 'off the shelf' unmodified rifle fitted with any optic sights, Harris, Atlas or similar Bipod (No F-Class style Bipods) no single shot sled or similar to be used, Action can be bedded.
- 1.2** .22 Rimfire Custom Repeating Rifle Custom built repeating rifle including action, stock, barrel, trigger & magazine, fitted with any optic sights Harris, Atlas or similar Bipod (No F-Class style Bipods)
- 1.3** .22 Rimfire Target Rifle .22 single shot Rimfire rifle fitted with any optic sights LRC supplied adjustable front rest only to be used

Rear bag assist can be used but no metal or wooden plates etc permitted

Centrefire Classes

- 2.1** Target Rifle – single shot up to 6.5mm (.264) Centrefire single shot rifle fitted with any optic sights LRC supplied adjustable front rest only to be used
- 2.2** Target Rifle – single shot .270 up to 8.0mm Centrefire single shot rifle fitted with any optic sights LRC supplied adjustable front rest only to be used
- 2.3** Custom Repeating Rifle up to 6.5mm (.264) Custom built repeating rifle including action, stock, barrel, trigger & magazine, fitted with any optic sights Harris, Atlas or similar Bipod (No F-Class style Bipods)
- 2.4** Custom Repeating Rifle .270 up to 8.0mm Custom built repeating rifle including action, stock, barrel, trigger & magazine, fitted with any optic sights Harris, Atlas or similar Bipod (No F-Class style Bipods)
- 2.5** Factory Production Repeating Rifle up to 6.5mm (.264) Standard 'off the shelf' unmodified Centrefire rifle fitted with any optic sights, Harris, Atlas or similar Bipod (No F-Class style Bipods) Must retain all Factory components. No single shot sled or similar to be used, Action can be bedded.
- 2.6** Factory Production Repeating Rifle 270 up to 8.0mm Standard 'off the shelf' unmodified Centrefire rifle fitted with any optic sights, Harris, Atlas or similar Bipod (No F-Class style Bipods) Must retain all Factory components. No single shot sled or similar to be used, Action can be bedded.

Rear bag assist can be used but no metal or wooden plates etc permitted

- 3.1** Muzzle Brakes Allowed on Factory production rifles only if purchased as 'factory fitted' Allowed on Custom built repeating rifles.
- 3.2** Scoring Gong Hits in allocated Time 2x 5 shots a total 10 shots to count
- 3.3** Timing & Shooting procedure

<u>Repeating Rifles</u>	<u>Single Shot Target Rifle</u>
2 minutes – unlimited sighting shots	2 minutes – unlimited sighting shots
5 Shots in 60 seconds to count	5 Shots in 120 seconds to count
2 Minute Magazine reloading time out	2 Minute time out
5 Shots in 60 seconds to count	5 shots in 120 seconds

There will be no sighting shots at the commencement of your second stage