

## Australian Shooting Games

# 1000 yards Benchrest Championships

23<sup>rd</sup> , 24<sup>th</sup> & 25<sup>th</sup> July 2010

This will be our third annual 1000yd Benchrest Championship which will be held on the International Range at the Belmont Shooting Complex at the QRA.

We have a covered firing line with 6 concrete benches.

PLEASE NOTE RANGE IS CALIBER RESTRICTED TO 8mm OR LESS

<b>Friday 23<sup>rd</sup></b>	Sight In & Practice Day from 9 am
<b>Saturday 24<sup>th</sup></b>	Competition from 9 am Light Gun 3 targets (5 shots each plus sighters) Heavy Gun 2 targets (10 shots each plus sighters)
<b>Sunday 25<sup>th</sup></b>	Competition from 9 am Light Gun 3 targets (5 shots each plus sighters) Heavy Gun 2 targets (10 shots each plus sighters)

**FEES** \$45 for 1 day or  
\$75 for both days  
\$10 per class extra if entering both classes  
Juniors, half price

**ASG MEDALS** Total Score for each class on each day.  
Group aggregate winners each day and also,  
Overall 2 day Total Score and Group aggregate.  
Merchandise from sponsors.

### **RULES**

For a complete copy of the rules please email Annie Elliott [annie@benchrest.com.au](mailto:annie@benchrest.com.au) or go to [www.benchrest.com.au](http://www.benchrest.com.au) and the competitions tab, then 1000 yards.

### **SUMMARY:**

Light Gun weight limit is 17lbs (7.71kgs). Muzzlebrakes are allowed but not clamshell type. Heavy Gun weight is unlimited weight and NO muzzlebrakes. Rifles must be shot over separate front and rear sand bags & rests. No bipods. There is a 6 minute sighting in period (unlimited shots) prior to each record target. Competitors may choose marked shots on record target or not. Competitors may place windflags.

We will be using competitor target marking each day (compulsory, see official rules).

### **ENTER**

Nomination / entry forms available from the QRA office or email [annie@benchrest.com.au](mailto:annie@benchrest.com.au)

An informal dinner will be held at the club following Saturday competition (cost to be advised).