

Official Match Book of the

**2016**

# NJ State NSSF Rimfire Challenge

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Hosted by



# What is the NSSF Rimfire Challenge

The NSSF Rimfire Challenge, formerly known as the Ruger Rimfire Challenge, introduces participants to the fun and excitement of competitive shooting in a safe, low-pressure, family-friendly format. All levels of target shooters - new, novice and experienced - are welcome to compete. Each will find a challenge appropriate to his or her level of marksmanship.

The Rimfire Challenge was developed with safe in mind. Shooters are required to compete using a rifle and handgun from any manufacturer in .22 Long Rifle caliber. The targets are steel plates that are set in a course of fire that is no less than 5 plates and no more than 7 plates. The course of fire is designed to be completed by even the most inexperienced shooter using on 10-round magazine without the need to reload “on the clock.” Steel plates were chose as the targets because they are easy to buy or build, and because this type of target provides the shooter with immediate visual and audio feedback.

A unique feature of the NSSF Rimfire Challenge is that experienced participants are encouraged to help new and novice shooters move up to the next level of proficiency by sharing their tips and shooting knowledge. Matches emphasize the friendly, supportive aspects of target shooting and competition. This low-key competition should remind participants that the shooting sports are lifetime activities that are fun and affordable for men, women, and youth.



We cannot do this without our sponsors

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Special Thanks to

John Findlay Jr.

## **Our Host Club & Staff**

Founded in 1963, Old Bridge Rifle and Pistol Club is an NRA affiliated, private shooting club with a roster of over 850 members. Our Facilities are first rate and extensive, consisting of both Indoor and Outdoor facilities. Our mission is to encourage organized rifle, pistol, black powder and shotgun shooting among citizens of the United States of America, residents in our community, with a view towards a better knowledge on the part of such citizens of the safe handling and proper use and care of recreational firearms, as well as improved marksmanship.

We would like to thank OBRPC Board and all of the members for providing us with their facilities for the day. Additionally, a special thank you to Adam J. Storch for his willingness to rally the troops and offer his expertise to support the matc.

**Co-Match Director & Club Liaison**

**Adam J. Storch**

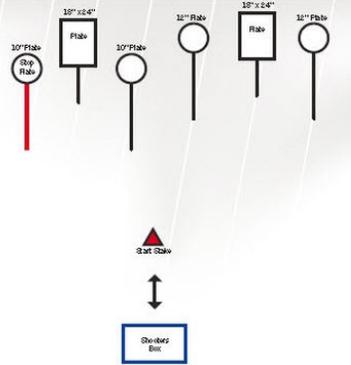
**Co-Match Director & Sponsorship Coordinator**

**Jeremy Friedman**

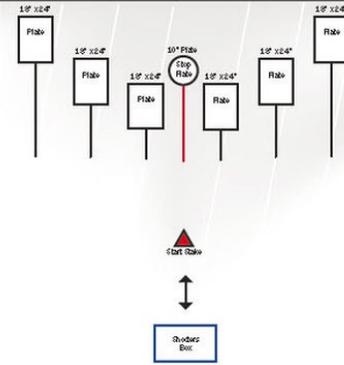


# Your Match Stages

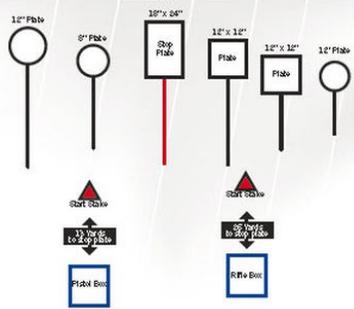
START POSITION: Standing in box, Facing downrange. Firearm is loaded per rulebook ready condition and muzzle pointed at start stake.	
STAGE PROCEDURE:	TARGETS -
Shooter Standing in box. AT SIGNAL Shooter engages plates in any order from anywhere in box. The designated Stop Plate must be engaged last. PENALTIES 2 second penalty each missed plate 30 seconds missed Stop Plate 30 seconds max each string	6 plates
	SCORING - 11 shots max, 6 Shots min, 5 Strings each gun. START SIGNAL - Audible STOP SIGNAL - Last Shots Fired SCORED - TIME + PENALTIES



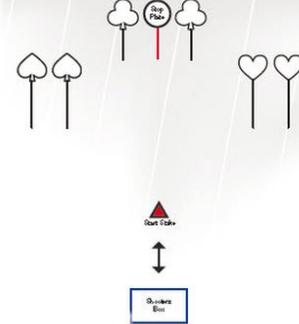
START POSITION: Standing in box, Facing downrange. Firearm is loaded per rulebook ready condition and muzzle pointed at start stake.	
STAGE PROCEDURE:	SCORING:
Shooter Standing in box. AT SIGNAL Shooter engages plates in any order from anywhere in box. The designated Stop Plate must be engaged last. PENALTIES 2 second penalty each missed plate 30 seconds missed Stop Plate 30 seconds max each string	TARGETS - 7 plates SCORING - 11 shots max, 7 Shots min, 5 Strings each gun. START SIGNAL - Audible STOP SIGNAL - Last Shots Fired SCORED - TIME + PENALTIES



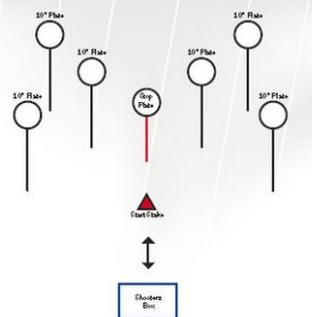
START POSITION: Standing in box, Facing downrange. Firearm is loaded per rulebook ready condition and muzzle pointed at start stake.	
STAGE PROCEDURE:	SCORING:
Shooter Standing in box. AT SIGNAL Shooter engages plates in any order from anywhere in box. The designated Stop Plate must be engaged last. PENALTIES 2 second penalty each missed plate 30 seconds missed Stop Plate 30 seconds max each string	TARGETS - 6 plates for pistol (6 hits per string) 6 plates for rifle (6 hits per string) SCORING - 11 shots max, 5 strings each gun. START SIGNAL - Audible STOP SIGNAL - Last Shots Fired SCORED - TIME + PENALTIES



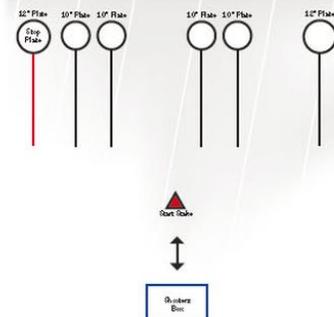
START POSITION: Standing in Box, Rifle will start hand(s) ready to fire with the safety disengaged, aiming at orange cone. Alternate start position may be with stock of rifle touching hip with rifle barrel parallel with ground.	
STAGE PROCEDURE:	SCORING:
Shooter Standing in box. AT SIGNAL Shooter engages plates in any order from anywhere in box. The designated STOP PLATE must be engaged last. Stage will be shot 5 times; best 4 will be used for score. PENALTIES 2 Seconds - Foot Fault, Creeping, Missing a Plate or out of order 30 Seconds - Missing Stop Plate, Firing more than 11 rounds	TARGETS - 1 - Cowboy (Stop), 2 - Club Targets, 2 - Spade Targets, 2 - Heart Targets MAXIMUM STRING TIME :30 Seconds MAXIMUM ROUNDS PER STRING: 11 MINIMUM ROUNDS PER STRING: 7 SCORED - TIME + PENALTIES *Missed Plates can not be made up after hitting the stop plate



START POSITION: Standing in box, Facing downrange. Firearm is loaded per rulebook ready condition and muzzle pointed at start stake.	
STAGE PROCEDURE:	SCORING:
Shooter Standing in box. AT SIGNAL Upon start signal, engage all steel targets from within the box with the stop plate engaged last. 5 strings will be fired and the sum of the best 4 scores will be the stage score. PENALTIES False Start: +2 Seconds Miss: +2 Seconds Failure to hit stop plate last: 30 seconds	TARGETS - 6 Plates START SIGNAL - Audible STOP SIGNAL - Last Shots Fired SCORED - TIME + PENALTIES *Max. time is 30 Seconds



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# Sample Score Sheet

## HANDGUN

<b>STAGE 1</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 2</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 3</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

## RIFLE

<b>STAGE 1</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 2</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			
<b>STAGE 3</b>			
	time	miss	penalties
string 1			
string 2			
string 3			
string 4			
string 5			
total			

## Abbreviated Scoring Rules

In Rimfire Challenge the time is the score.

Each stage consists of five (5) to seven (7) targets, hereafter referred to as plates, that are shot five (5) times, each of the five times is referred to as a String of Fire or String. One (1) plate will be designated the Stop Plate. Each of the standard targets must be hit at least once before hitting the stop plate, and the time stops when the stop plate is hit.

Participants may fire as many rounds as they deem necessary or until the firearm is empty for each string of fire.

The worst string on each stage will be thrown out, and the total of the four (4) remaining times will be participant's score for that stage.

A steel plate will be considered hit if the bullet has left a clear mark on the edge or face of the plate. If there is no discernable mark it will be scored as a miss.

If a Range Safety Officer (RSO) scores a miss, it is the shooter's responsibility to appeal the decision at the end of that particular string. The RSO will go downrange to inspect the target.

If the participant still believes the call is in error, he/she may appeal to the Match Director (MD). The MD's decision will be final, and no further appeals will be allowed with respect to that scoring decision.

Once the next string of fire has begun, there will be no further opportunity to appeal the RSO's decision.

Score is total time plus penalties.

Each missed target will incur a 2-second penalty.

Failure to finish the course of fire during a string or not hitting the Stop Plate results in a 30-second penalty time (total time) for that string.

The maximum score for any string is 30 seconds, no matter how many misses or penalties may have been accrued during the string.

Calculate all misses per string, not per stage. In a match where the shooter is allowed to drop the highest time for each stage, any miss penalties applying to the string/score being dropped will also be dropped.

Foot fault, shooter engaging targets while his/her foot is in contact with the ground outside the designated shooting area will incur a 2-second penalty per shot fired while in fault condition.

A false start will incur a 2-second penalty.

The shooter must attempt to engage every target in the COF, if the competitor intentionally fails to engage all the targets in the COF the string time will be 30 seconds and a warning will be issued by the RSO. If the shooter continues to purposefully skip targets in the COF that competitor will be disqualified under paragraph 13.1 Competitor Conduct.

It is the shooter's responsibility to provide the correct score sheet for each course of fire and entry division, and to verify his/her scores as written on the score sheet when finished shooting each course of fire.

Any questions regarding the scores entered on the score sheet should be directed to the RSO on the course of fire before signing the score sheet. If questions remain, the Match Director should be summoned.

When the score sheet has been signed by the participant and the RSO, it is definitive and cannot be changed other than to correct math errors or by mutual consent of the MD and participant.