

IR 50-50  
RULEBOOK



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# RULES

## 1 Definitions

### 1.1 - MATCH DEFINITION

IR 50/50 recognizes Four matches – 3-Gun, Unlimited , Sporter , 10 – Shot Unlimited and 10-Shot Sporter.

- A regular 3-Gun match contests three classes: Sporter Class, 10.5 Lb. Class, and 13.5 Lb. Class. A competitor can compete only one time in each class.
- A regular Unlimited match contests three targets- UL1, UL2 and UL3.
- A regular Sporter match contests three targets- Sp1,Sp2 and Sp3.

.A regular 10-Shot Unlimited Match contests 3 Targets 10-1U, 10-2U and 10-3U. Single 10-Shot Unlimited Targets will also be recognized.

.A regular 10-Shot Sporter Match contests 3 Targets 10-1S, 10-2S and 10-3S. Single 10-Shot Sporter Targets will also be recognized.

IR50/50 may also sanction "Special" matches. These matches must obey all IR50/50 rules, but may receive a variance on fees and other non-procedural issues. For example: A range may wish to hold a "Special" money match and charge more than the set limit per target. Ranges must submit a detailed match description to IR50/50 to receive approval for any "Special" Match.

### 1.2 - EVENT DEFINITION

An event is a match or matches held at one range over consecutive days or in a single day. An example of an EVENT would be a two-day state championship match, Saturday and Sunday, at the same range.

### **1.3 - SANCTIONED MATCH**

A club must be sanctioned every year to hold an officially recognized USRA- IR50/50 match. Sanctioning forms are available for download on the IR50/50 web site. The sanctioning forms require that each range must agree to abide by all IR50/50 rules when running their IR5050 matches.

Each range must submit a signed sanctioning agreement 30 days before the first match of the season. Sanctioning by USRA-IR50/50 of a club's scheduled matches will be forfeited by that club if matches are not held in accordance with the Official Rules stated in this rule book. Non-sanctioned matches will not be recognized and results will not be posted on the IR50/50 web site.

Only Factory and Unlimited Matches may be shot at the same scheduled match time as scheduled event Factory or Unlimited.

Only Sporter and 3-Gun matches may be shot at the same match time as scheduled event Sporter, or 3-Gun

The event must be scheduled. Ex. If a club has an unlimited match scheduled but not a factory match, then there is no factory match. You may contact the match director to inquire.

\*Open Matches for all classes may be approved by the discretion of IR5050

**DELETED** - A Range may be recognized as two Ranges (Range A and Range B) if it is the only range hosting IR50/50 matches within a 200 mile radius. This will allow said Range to host double the Limits for SOTY and List Matches.

Match dates and starting time for matches must be sent to USRA-IR50/50 thirty (30) days in advance of first match date. Additional Matches may be scheduled after the initial schedule has been submitted by notifying Ir50/50 14 days prior to the Date of the Match.

No range may schedule a match on the same day as a National Event or within 200 Miles of a Regional or State Event.

A range may request a variance to this rule from IR5050. Variances will be addressed on a case-by-case basis.

## **2 Requirements**

### **2.1 RANGE REQUIREMENTS:**

#### **Outdoor 50Y/50M**

A club must have a minimum of five benches. The entire path of the bullet must be outdoors, from muzzle to target.

#### **Indoor 50Y/50M**

A club must have a minimum of five benches. The entire path of the bullet must be indoors, from muzzle to target. All official records will be recorded separately from Outdoor range competition.

A range may request a variance to this rule from IR5050. Variances will be addressed on a case-by-case basis.

### **2.2 MATCH REQUIREMENTS**

**Factory Match:** There must be a minimum of three competitors. A Factory match can be scheduled any day of the week. There are no restrictions on the start time.

All competitors on each relay must be contesting the same target.

Targets must be contested in the following order:

**Factory Match:**

First: F-1

Second: F-2

Third: F-3

**Sporter Match:** There must be a minimum of three competitors. A Sporter match can be scheduled any day of the week. There are no restrictions on the start time.

All competitors on each relay must be contesting the same target.

Targets must be contested in the following order:

**Sporter Match:**

First: Sp-1

Second: Sp-2

Third: Sp-3

**3-Gun:** There must be a minimum of three competitors. A 3-Gun Match can be scheduled any day of the week. There are no restrictions on the start time.

All competitors on each relay must be contesting the same class.

Classes must be contested in the following order:

**3-Gun:**

First: Sporter Class

Second: 10.5 Class

Third: 13.5 Class

**Unlimited:** There must be a minimum of three competitors. An Unlimited match can be scheduled any day of the week. There are no restrictions on the start time.

All competitors on each relay must be contesting the same target.

Targets must be contested in the following order:

First: UL-1

Second: UL-2

Third: UL-3

**10-Shot (Unlimited and Sporter):** There must be a minimum of three competitors. Single Targets may be shot at any scheduled Match. A 10-Shot Match can be scheduled any day of the week. There are no restrictions on the start time.

Targets must be contested in the following order:

First: 10-1

Second: 10-2

Third: 10-3

### **3 FEES**

#### **3.1 Registration Fees**

A registration fee of \$1.50 per shooter per target (\$2.00 for State/Regional/National Championships), will be charged to the club upon receiving and posting match scores, scores must be sent to USRA-IR50/50 within thirty (30) days after match is held to be recognized as a sanctioned match. Failure to pay match fees will disqualify the match results.

Pins and Targets are available from IR 50/50.

#### **3.2 Entry Fees**

Entry fees per target for a regular match will not exceed \$10.00. Entry fees per target at State and Regional Championships will not exceed \$12.00. Entry fees for a national event will not exceed \$15.00 per target. Additional fees for items such as cash options, food, camping, etc. are optional and competitors are not required to participate.

### **4 EQUIPMENT**

The legality of any method, device, or equipment not addressed in these rules will be determined by USRA-IR50/50.

#### **4.1 Rifle**

Only .22 Rimfire - **no** magnums

#### **4.2 Ammunition**



Ammunition must include a lead projectile and be produced by a factory manufacturing a minimum of 1,000,000 rounds a year. Competitors using hand loaded ammunition, and/or ammunition produced with jacketed bullets will be permanently disqualified. Shaving, re-swaging, and/or resizing, either bullets or the cartridge case, is not allowed. Dirty ammunition may be cleaned and relubed.

### **4.3 Wind Flags**

Wind flags may be utilized. Wind flags may be changed when targets are changed after the range has been declared safe by the Rangemaster. No competitor can be forced to change legally set wind flags. The time allowed to change wind flags shall not be less than the time required to change the targets and no longer than the time allowed by the Rangemaster. If a flag interferes with a shooter's line of sight, the Rangemaster or designated representative will lay the flag on the ground. This must be done before commence fire. Any type of string line flag system will not be allowed. Flags should not be removed until the end of the match.

### **4.4 Sand Bags**

Front rest must be topped with some form of sand bag. Rear rest must be a sand bag with no adjustable or mechanical means. Sand bags must be made of leather and/or cloth/cloth-like material. The front rest and rear bag will not be connected to each other, the bench or the rifle. Only the sand bag can touch sides and bottom of the stock. When rifle is raised straight up, the front rest and/or rear bag must not rise up with rifle. If the front and/or rear supports rise up with rifle, the front and/or rear support must be weighed with rifle to determine eligibility. Front rest and/or rear bag can not restrain the recoil of rifle. Front and rear rifle rest must be placed directly on top of the bench with the following exceptions. Spacers may be placed under the rear rest to attain elevation. A coin, disk, bearing, or similar device may be placed under the legs of the front rest. Nothing can be attached to the bench that would impede the movement of the front rest or rear bag rifle rests.

### **4.5 Target**

The official USRA-IR50/50 Target must be used. Targets are available from USRA-IR50/50. Targets are to be taken down by the target crew and given directly to scorer. Targets may be hung in any orientation. Local range requirements can determine if targets may be hung horizontally.

## **5 CLASSES**

### **5.1 3-GUN and Sporter Match**

2 Piece rests must be utilized.

### **5.2 Sporter and 10-Shot Sporter**

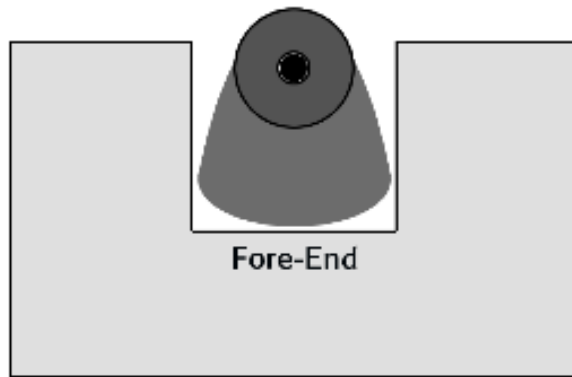
Rifle, scope, and any attachments must weigh 7.5000 lbs. or less. Scope must be 6.5 power or less. Variable scopes must be set at the legal power and taped by a referee. Rifle must have a detachable magazine capable of holding two round installed in the action. Safeties are no longer required. Stock must be made of wood and must be designed to be shoulder fired. Laminate wood is allowed and only the action area may contain bedding material. The action may be glued or screwed into the stock. Proof that the stock is made of wood is the competitors responsibility and must be demonstrated to the satisfaction of the referees when requested. Visible wood grain over the entire surface of the stock shall constitute proof. Stock must be 2.2500" or less at its widest point. Two-Piece Rest required. Front and rear of wooden stock must contact sand bags directly—no stock tape or other materials allowed. Any area of the stock that comes in contact with the sandbags must be convex. Convex may be determined by placing the portion of the stock in question in an official IR 50/50 Sporter Template. If a Template is not available, a Carpenter's square or other similar device may be used. The underside of the fore end that contacts the sandbag must be convex across the entire width.

Minimum length of the stock measured from the center of the trigger to the end of stock, excluding butt pad, must be at least 12.5 inches.

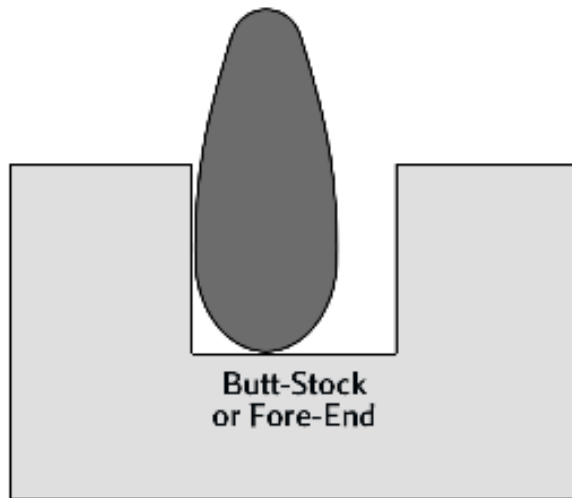
Vibration devices are not allowed.

The barrel must be made out of one piece of metal with no attachments except for the action and a nut to secure the barrel to the action. Sights are only allowed on factory barrels. Use of electronic or remotely actuated triggers is prohibited.

## IR5050 Sporter Stock Requirements

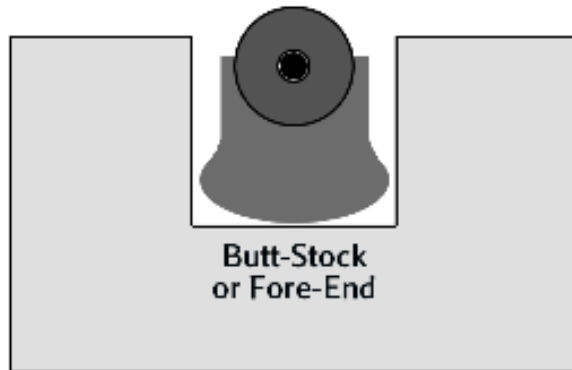


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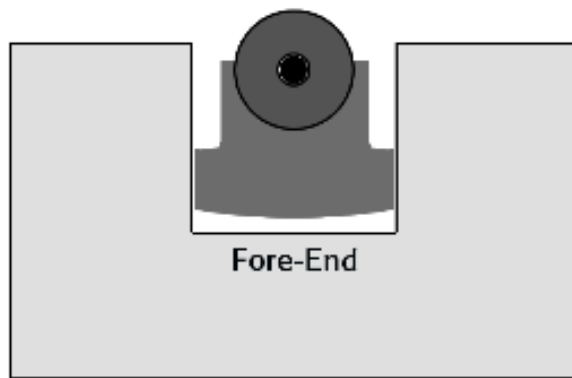


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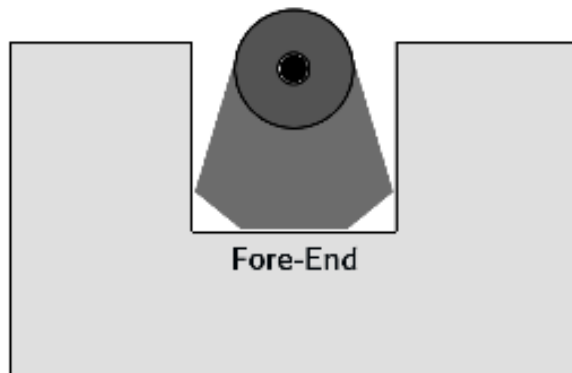
## IR5050 Sporter Stock Requirements



LEGAL



ILLEGAL



ILLEGAL

### **5.3 10.5 lb.**

Rifle, scope, and any attachments must weigh 10.50000 lbs. or under. Any scope magnification is allowed. Stock must be 3" or less at its widest point. Barrel, action, or sleeve, or any combination of the three, can be bedded. Bedding can be by glue-in or bolt-in. Rifle must be designed to be shoulder fired. Two-Piece Rest required. The bottom of the butt of stock that comes in contact with rear sandbag must be either convex or flat. If flat, the bottom of the butt of stock must be 1" or less in width. The bottom of the forearm must be either convex or flat, except for position style stocks with a hand stop slide. Adding small rails or reshaping the stock to form a mini-rail system is not allowed. No electronic or mechanically assisted triggers are allowed.

### **5.4 13.5 lb.**

Same rules as 10.5 pound class apply. Rifle, scope, and any attachments must weigh 13.50000 lbs. or under.

### **5.5 Unlimited and Unlimited 10 Shot**

No weight limit on rifle. No magnification limit on scope. One-piece rests may be utilized.

### **5.6 Factory**

5.6.1 Rifle must be of a factory produced action with a matched factory stamped barrel, and a factory stock. No custom manufactured actions, barrels, or stocks. No Vudoo or any other custom barreled rifles

5.6.2 Two piece rest setup required- Rear Rest must be a full rear sand bag. Rear bag needs to be 3"x3" minimum and filled with sand or heavy sand. No thin sand bags attached to a hard material. No mechanical rear rest, sand bags only. Front rest may NOT be attached to the bench.

5.6.3 No Tuners - The barrel must be made out of one piece of metal with no attachments except for the action, a nut to secure the barrel to the action, and the factory thread protector for threaded

barrels. Factory Sights are allowed and do not have to be removed. Use of electronic or remotely actuated triggers is prohibited

## **6 SCORING**

Only USRA-IR50/50 approved scoring plugs shall be used in scoring of targets. Plugs are available for a nominal fee from USRA-IR50/50.

### **6.1 Scoring Procedure for Factory, Sporter, 3-Gun and Unlimited**

The person scoring shall use a target board or light box and place the target to be scored on the target board which shall be parallel to and supported by a table, bench or other flat surface. The target board shall have a hole or holes to allow a USRA-IR50/50 scoring plug to be inserted in a bullet hole unimpeded.

Official IR50/50 plug and a 10X magnifier are to be used for a bull if a clear visible determination cannot be made by scorer. If a plug and magnifier must be used, the letter (P) must be written on the shot's square by the scorer. The Scorer should look straight down through the magnifier at the plug to determine score.

The same scoring equipment must be used throughout the Scoring and Protest period.

If a bullet hole touches a line or X on the target bull, shooter receives the highest point. Inner most ring counts as ten points, and each succeeding ring counts one point less. Outer most ring counts as 4 points. The dot in the middle of the inner most ring counts as an X. **Any shot not touching a scoring ring will be scored a 0.**

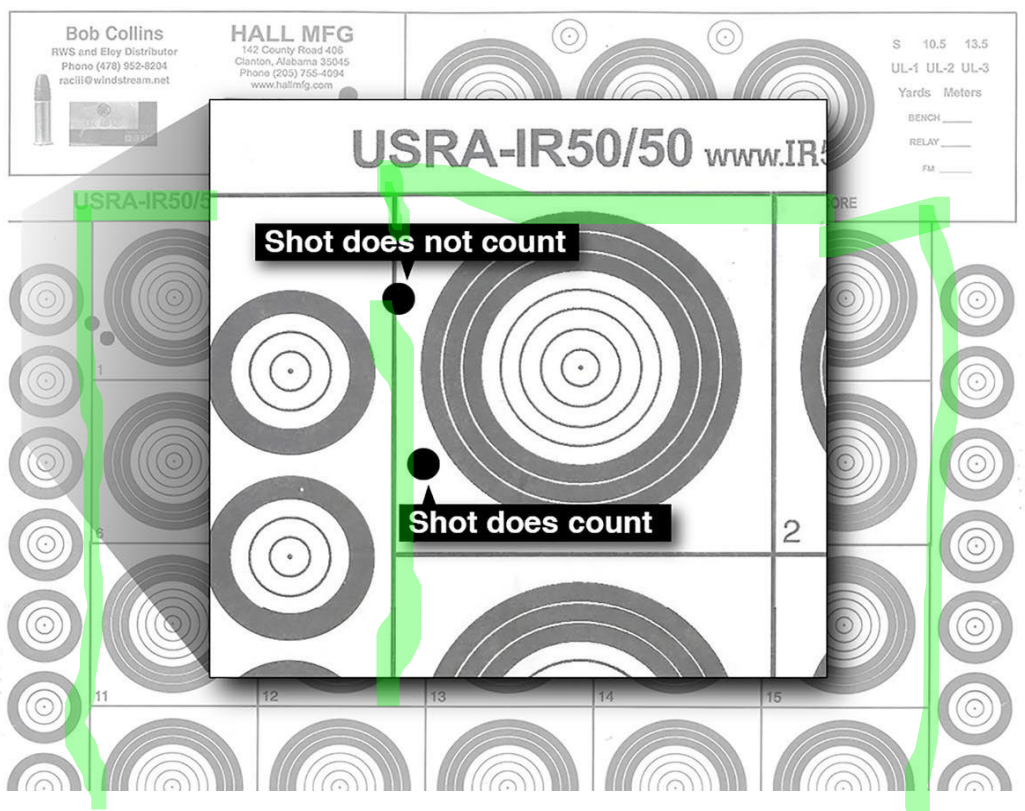
If more than one shot appears in a target square, shooter receives lowest score minus one (1) point. If any holes are bigger than a .22 plug the lowest score will be awarded. If more than two bullet holes are larger than a .22 plug, target will be disqualified. **Perfect Score: 250 and 25X's.**

## 6.2 Scoring Procedure for 10-Shot (Unlimited and Sporter)

A shot touching the X receives a score of 4 points, a shot removing the entire X receives a score of 6 points, and a shot leaving no white showing with-in the circumference of the 10 ring verified by plug and magnifier, receives a score of 10 points. Any target square containing more than one bullet hole receives a score of Zero.

## 6.3 Inadvertent sighter shot in record target

If a shot intended for a sighter crosses into a record bull square it will be scored as a record shot **if it is completely crosses the outside perimeter of the bull squares 1-25. Competitor must notify the rangemaster of the shot and allow it to be examined to provide information to scorer. (as highlighted below) Any Shot not touching a score ring is scored a 0.**



## 6.4 Protests

Any shooter may protest the scoring of his or another shooters' target,



questionable guns or rests or other problems that may arise. Any equipment protests are preferred to be protested prior to match start if possible, by reporting the concern to a referee.

After targets are scored, targets must be hung in full view of competitors. Targets are not to be handled by competitors until match results are declared official by the Rangemaster. Obvious math errors may be shown to the referees for correction, but NOT removed from where they are hung. After the final relay's targets are hung, the Rangemaster must announce a Protest Period and give competitors a period of time to file any scoring protests with a referee. This period can be closed by the rangemaster discretion due to inactivity. If a competitor removes his target before the match results have been declared official by Rangemaster, he can be disqualified. A Rangemaster may impose a \$2 scoring protest fee per bullet hole. A \$2 protest fee is MANDATORY at State and Regional Championships and the Nationals.

All protests may be filed with a referee until the close of the protest period. The same scoring plug and equipment used by the scorer will be used by the referees for all scoring protests at a match. Referees will decide outcome and their decision is final.

The only protest a club can charge a fee for is a scoring protest. If any person involved in a match believes a protest was resolved inappropriately because of a misinterpretation of the rules or an adequate rule does not exist, a formal request may be submitted to the USRA-IR50/50 for the purpose of clarifying the rules. Enough information should accompany the request to support an adequate understanding of what happened. The USRA-IR50/50 will NOT overturn a decision by the referees but the possibility shall remain open to formulate an agreeable resolution beyond that of rule clarification. Any resolution will be the result of recommendation by a committee of Range-masters not involved in the event and the committee will be comprised of no less than three Rangemasters.

## **6.5 Tie-Breakers**

To break ties the scorer shall check the targets starting with the #1

target block. First target block with higher points shot wins. If a tie still exists after checking target blocks 1 through 25, go to #1 target block and check X's. The first one who gets an X and the other one does not match it wins. If a tie still exists, start at #1 target block and the first X completely plugged out wins if not matched by other competitor. If still tied proceed to second, third X etc. until tie is resolved.

10-SHOT ties will be resolved by checking for first target block without an X. If a tie still exists the same procedure will be used until a competitor has an X and the other one does not.

## **6.6 AGGREGATE SCORES**

### **2-Gun Aggregate** (only used in 3-Gun Matches)

Total of the scores for the 10.5 and 13.5 Classes. Only contested/awarded at State, Regional, and National matches but will be posted on the Official results for all matches.

### **3-Gun Aggregate**

Total of the scores for:

    Sporter, 10.5, and 13.5 Classes in 3-Gun.

    Factory-1, Factory-2, Factory-3 in Factory Matches

    Sporter-1, Sporter-2, and Sporter-3 in Sporter Matches.

    UL-1, UL-2 and UL-3 in Unlimited matches.

    10-1, 10-2 and 10-3 in 10-SHOT (Unlimited and Sporter).

### **4-Gun Aggregate** (only used in 3-Gun Matches)

Total of the scores for 10.5 and 13.5 Classes at both 50 yards and 50 meters. Only contested at the Nationals.

## **6-Gun Aggregate:**

### **3-Gun Match**

Total of the scores for Sporter, 10.5, and 13.5 Classes at both 50 yards and 50 meters. Only contested at the Nationals.

### **Factory Match**

Total of the scores for Factory-1, Factory -2 and Factory -3 Classes at both 50 yards and 50 meters. Only contested at the Nationals.

### **Sporter Match**

Total of the scores for Sporter-1, Sporter-2 and Sporter-3 Classes at both 50 yards and 50 meters. Only contested at the Nationals.

### **Unlimited Match**

Total of the scores for UL-1, UL-2 and UL-3 Classes at both 50 yards and 50 meters. Only contested at the Nationals.

### **10-Shot Match (Unlimited and Sporter)**

National matches only will score 10-1, 10-2, 10-3, 10-4 and 10-5.

## **6.7 Aggregate Ties**

### **3-Gun Match**

#### **Two Gun Agg Ties**

The scorer will check score of 10.5 class to determine winner. Highest score wins. If tie still exists, check targets beginning with 10.5 class as stated under "TIES".

#### **Three Gun Agg Ties**

The scorer will check score of Sporter class to determine winner. Highest score wins. If tie still exists, check score of 10.5 class. Highest score wins. If tie still exists, check score of 13.5 class. Highest score wins. If tie still exists, check targets beginning with Sporter class as stated under "TIES".

### **Four Gun Agg Ties**

The scorer will check score of 10.5 class at 50 yards to determine winner. Highest score wins. If tie still exists, check score of 13.5 class at 50 yards. Highest score wins. If tie still exists, check targets beginning with 10.5 class at 50 meters. Highest score wins. If tie still exists check targets beginning with 10.5 at 50 yards as stated under "TIES".

### **Six Gun Agg Ties**

The scorer will check score of Sporter class at 50 yards to determine winner. Highest score wins. If a tie still exists, check score of 10.5 class at 50 yards. Highest score wins. If a tie still exists, check score of 13.5 class at 50 yards. Highest score wins. If a tie still exists, check targets beginning with Sporter class at 50 meters. Highest score wins. If a tie still exists, check score of 10.5 class at 50 meters. Highest score wins. If a tie still exists, check score of 13.5 class at 50 yards. If a tie still exists check targets beginning with Sporter class at 50 yards as stated under "TIES".

### **Factory Match**

#### **Three Gun Agg Ties**

The scorer will check score of Factory-1 class to determine winner. Highest score wins. If tie still exists, check score of Factory -2 class. Highest score wins. If tie still exists, check score of Factory -3 class. Highest score wins. If tie still exists, check targets beginning with Factory class as stated under "TIES".

#### **Six Gun Agg Ties**

The scorer will check score of Factory -1 class at 50 yards to determine winner. Highest score wins. If a tie still exists, check score of Factory -2 class at 50 yards. Highest score wins. If a tie still exists, check score of Factory -3 class at 50 yards. Highest score wins. If a tie still exists, check targets beginning with Factory -1 class at 50 meters. Highest score wins. If a tie still exists, check score of Factory -2 class at 50 meters. Highest score wins. If a tie still exists, check score of Factory -3 class at 50 meters. If a tie still exists check targets beginning with Factory class at 50 yards as stated under "TIES".

## **Sporter Match**

### **Three Gun Agg Ties**

The scorer will check score of Sporter-1 class to determine winner. Highest score wins. If tie still exists, check score of Sporter-2 class. Highest score wins. If tie still exists, check score of Sporter-3 class. Highest score wins. If tie still exists, check targets beginning with Sporter class as stated under "TIES".

### **Six Gun Agg Ties**

The scorer will check score of Sporter-1 class at 50 yards to determine winner. Highest score wins. If a tie still exists, check score of Sporter-2 class at 50 yards. Highest score wins. If a tie still exists, check score of Sporter-3 class at 50 yards. Highest score wins. If a tie still exists, check targets beginning with Sporter-1 class at 50 meters. Highest score wins. If a tie still exists, check score of Sporter-2 class at 50 meters. Highest score wins. If a tie still exists, check score of Sporter-3 class at 50 meters. If a tie still exists check targets beginning with Sporter class at 50 yards as stated under "TIES".

## **Unlimited Match**

### **Three Gun Agg Ties**

The scorer will check score of UL-1 class to determine winner. Highest

score wins. If tie still exists, check score of UL-2 class. Highest score wins. If tie still exists, check score of UL-3 class. Highest score wins. If tie still exists, check targets beginning with Sporter class as stated under "TIES".

### **Six Gun Agg Ties**

The scorer will check score of UL-1 class at 50 yards to determine winner. Highest score wins. If a tie still exists, check score of UL-2 class at 50 yards. Highest score wins. If a tie still exists, check score of UL-3 class at 50 yards. Highest score wins. If a tie still exists, check targets beginning with UL-1 class at 50 meters. Highest score wins. If a tie still exists, check score of UL-2 class at 50 meters. Highest score wins. If a tie still exists, check score of UL-3 class at 50 meters. If a tie still exists check targets beginning with Sporter class at 50 yards as stated under "TIES".

### **10-Shot Match (Unlimited and Sporter)**

#### **Three or 5 Target Agg. Ties**

The scorer will check of 10-1 Target to determine winner. If a tie still exists, check score of 10-2 and so on.

## **7 DUTIES OF OFFICIALS**

All officials may compete in matches.

### **7.1 Rangemaster**

The Rangemaster is the person in charge of the match. The Rangemaster must ensure the match is sanctioned by requesting dates for matches in advance. The Rangemaster is responsible to report match results consisting of; name of shooter, equipment list, class and score in order of finish. The Rangemaster must sign, cause referees to sign and send in all possible World Record targets with match results within 30 days of match date or target will be disqualified. The

Rangemaster is also responsible for maintaining rules of order and sportsmanship.

## 7.2 Sending Results

Results must be sent to IR 50/50 no later than 10 days after each match. Multi-day events can be sent together. Match results sent in late will result in a \$20.00 penalty.

## 7.3 Cancellation

Notice of cancelling a match must be sent to IR 50/50 no later than 10 days before the scheduled match. Failure to cancel with 10 days notice will result in a \$20.00 penalty.

## 7.4 Referees

Three referees will be appointed by the Rangemaster and announced to the competitors before the Match begins. One of the three Referees will be named the Chief referee. It is the Chief Referee's responsibility to properly plug each protested target and ensure that the protests are conducted without interference from any outside source. Referees must be competitors in the match they are refereeing. A referee can not be the scorer. An alternate referee should be named in case one of the three referees has filed a protest or is involved in a protest. If needed a second alternate should be appointed. Referees will decide problems in crossfire, protests in scoring, eligibility of rifles and rests, sportsmanship issues and any other protests that may arise or any rule violations that may occur. A referee at anytime before commence fire and after cease fire may inspect and weigh rifle, or inspect rest or scope to determine if shooter is in compliance with rules. A referee must weigh first, second, and third place rifles for each class contested. **Equipment weighing is discretionary at local matches but is mandatory at State, Regional and National matches, and required for World Record Targets.**

Referees will decide outcome of any protests lodged by competitors before, during, and after match.

A referee must inspect and tape all variable scopes in Sporter Class before Commence Fire.

Wherever in these rules the term “referees” appears it means a consensus of opinion among the referees. Consensus is obtained by secret vote among the referees. The sole exception to the requirement for three (3) referees is when a match is attended by the minimum 3 shooters. Under this special circumstance any decision by the two referees MUST be unanimous.

### **7.5 Scorer**

A scorer is appointed by the Rangemaster to score targets. The rangemaster can also be the scorer. A scorer cannot simultaneously be a referee. The scorer must have and utilize as necessary the approved IR50/50 scoring plug, available through IR 50/50.

\*NOTE\* - By definition of Rangemaster, Rangemaster may be a participant having duties of referee or scorer, but not both. Therefore matches only having three shooters require a non-participant scorer due the definition of referee who must be a participant.

### **7.6 Statistician**

The statistician is a person appointed by the Rangemaster to record scores from targets, enter data, resolve ties and prepare match reports. The statistician may participate in the match and may also serve as a scorer or referee if a participant.

## **8 Rangemaster Responsibilities**

### **8.1 Registration**

A Match is to start at the predetermined time. Registration will close at the end of the first relay of the Sporter class for 3-Gun matches and the end of UL-1 for Unlimited Matches. No one will be allowed to sign up



after the end of the first relay of the Sporter Class or the end of UL-1. Registration forms are to be filled out and signed by each competitor as part of the registration process.

## **8.2 Benches**

Drawing for bench and /or relay is required at every sanctioned match. Multi-day or multi-match events are allowed the option to draw bench and relay for each match or draw bench and relay once. If a single drawing is implemented, benches must be rotated after each event.

Benches or groups of benches may be assigned by the Rangemaster for special circumstances. Special circumstances include, but are not limited to: Left-Handed Shooters, Junior Shooters, Handicap Shooters and Shooters Sharing Equipment such as Wind flags.

The Rangemaster and Referees are responsible for ensuring the Bench Drawing and /or assignment is fair and impartial.

## **8.3 Bench Sharing**

A Rangemaster is not required to run an extra relay to accommodate bench sharing, except at State and Regional championship matches where multiple relays are required if requested. Competitors must notify the Rangemaster 24 hours in advance of the Match Start Time they wish to share the same bench, and designate which competitor will draw for bench and relay. The bench and relay drawn will be assigned to the designated competitor. The other competitors will be assigned the same bench on the next available relay. If the same bench is occupied, the designated competitor may redraw for bench and relay until he/she draws a bench and relay that will accommodate bench sharing if that is possible. Requests to share benches shall be 24 hours prior to the drawing and can not be rescinded after the drawing has occurred.

## **8.4 Equipment Sharing**

A Rangemaster is not required to run an extra relay to accommodate equipment sharing, except at State, Regional and National championship

matches where multiple relays are required, if requested. Competitors must notify the Rangemaster 24 hours in advance of the Match Start Time they wish to share equipment, and designate which competitor will draw for bench and relay. The bench and relay drawn will be assigned to the designated competitor. The other competitor(s) will draw until he/she draws a different relay. Requests to share equipment shall be made prior to the drawing and can not be rescinded after the drawing has occurred.

### **8.5 Empty Bench.**

Empty benches may be used, but the use thereof may not interfere in any way with the conduct and harmony of the match.

Any use of empty benches is at the discretion of the Match Director.

### **8.6 Scales**

Scales must be available to all shooters to determine class. Scales must weigh pounds and ounces. Each club should have a 7.5 lb. weight, a 10.5 lb. weight, and a 13.5 lb. weight to check scale accuracy. Standard weights are available from USRA IR50/50 and must be used at any State, Regional or National event. Club weights may be checked for accuracy at any United States Post Office.

### **8.7 Sportsmanship**

Rangemasters are responsible for maintaining Sportsmanship during matches. Competitors should bring infractions to the Rangemasters attention for them to deal with. Rangemasters are to warn offenders of their activities. If the behavior continues the Rangemaster may disqualify the offending shooter. Inappropriate behavior may result in suspension from IR50/50 for a period of one year to life. Examples of inappropriate behavior are:

- Excessively loud talking or other activities that distract other shooters.
- Confrontational situations with other competitors or range personnel.
- Walking directly behind competitors while they are still shooting.
- Excessive time spent leaving a bench while other competitors are still shooting.

- Returning to a bench to retrieve equipment or Clean while other competitors are still shooting.

### **8.8 First Shot on Record Target**

If a competitor's first shot on target at match start or re-start inadvertently hits a record target, shooter must notify the Rangemaster or a referee immediately before second shot is fired. Rangemaster or referee must call "Cease Fire" and check target before second shot is fired and notify scorer that shooter will not be charged for that shot. Rangemaster will notify all competitors to add 3 minutes to time before "Commence Fire" command.

### **8.9 Cross-fire**

A Cross-fire occurs when one competitor mistakenly shoots another competitor's target – either on sighters or record bulls. Cross-fires can be identified by shooters, referees, or other competitors observing the relay in progress. If a competitor observes another competitor shooting sighters on their target they can notify that competitor and no stoppage of the relay needs to occur. If a cross-fire occurs where one competitor shoots another competitor's record bulls the referee should be notified immediately.

- The referee will call "Cease Fire – remove bolts."
- The scoring clock will be stopped.
- New targets will be labeled for each shooter indicating Class being shot, Bench number and Relay number.
- If any record bulls have already been shot on the Cross-fired target by the rightful competitor they will be marked as belonging to that competitor and will be scored for that competitor during scoring. The corresponding bulls will be marked on that competitor's new target with a large X. These bulls are not to be shot again on the new target.
- Record bulls that were mistakenly shot by the offending competitor will be marked as belonging to that competitor and will be scored for that competitor during scoring. The corresponding bulls will be marked on

that competitors' new target with a large X. These bulls are not to be shot again on the new target. A second occurrence of a cross fire by a competitor will be grounds for disqualification under the sportsmanship rules.

- These new targets will replace the Cross-fired targets for both competitors.
- The Cross-fired targets will be given to the scorer and eventually combined with the new targets for scoring.
- After the new targets are hung the referee will call "Insert Bolts".
- 3 minutes will be added to the time at stoppage. The referee will notify the competitors of the new time.
- The referee will re-start the match.

## **8.10 Safety**

All rifles must be equipped with trigger guards. All rifles must have bolts removed or chamber flags in place at all times when not engaged in active competition and prior to removal from the firing line. Failure to comply will result in disqualification.

If a Range has safety requirements IN ADDITION to these rules (i.e. no semi-auto rifles) those rules will apply.

## **9 World Record Target(s)**

Only official USRA-IR50/50 targets sent from sanctioned matches will be considered. If a competitor has shot a potential World Record target(s), it is the competitor's responsibility to notify the

Rangemaster. The competitor is not to remove the target, or the target will be disqualified.

After notification by a competitor of a potential World Record target, it is the Rangemaster's responsibility to remove the target, sign it, and direct the three referees and scorer to sign it. (Five Signatures) For the case of World Record Target(s) there must be a minimum of 4 participant shooters, and a non-participant scorer, or 5 or more participant shooters to qualify by rule. It is the responsibility of the Range-master to mail the target, along with the match results, to USRA IR50/50 within 30 days of match date. Any World Record Target(s) shot in a limited class must also contain a photograph of rifle, and rifle on scale displaying the rifle's weight. If this procedure is not followed, target will not be submitted to the 50/50 Scoring Committee. If any holes are bigger than a .22 plug, lowest score will be awarded. If more than two bullet holes are larger than a .22 plug, target will be disqualified. All scores shot on the same day and verified to exceed the current record will be recognized as records. The highest score will be the record "holder" and any others will receive recognition for breaking the record and all amenities. For the purpose of this rule the term "day" is defined as midnight to midnight Eastern Time.

## **10 MATCH PROCEDURE**

- 1.** The Rangemaster must post a copy of current USRA-IR50/50 rules at all sanctioned matches. A Match must start at a predetermined and announced time.
- 2.** The Rangemaster must appoint three referees and one alternate and announce them before the match begins. Each referee must be a competitor in the match. Refer to Section 1 Rules for all duties and responsibilities of referees.

**3.** Registration should close 15 minutes before the start of the first target at each match. The Rangemaster, at his discretion, may allow late arrivals to register and shoot subsequent targets.

Registration for all State, Regional and National events must close 15 minutes before the start of first target of that event.

**4.** A regular 3-Gun match contests three classes; Sporter, 10.5-pound, 13.5-pound rifles.

A regular Factory Match contests 3 classes; F-1, F-2, F-3. (World Record Target will begin with the first submitted 250 score in 2023, and world record 3 card agg will begin with highest agg scored by April 30<sup>th</sup> 2023, 6 card agg will begin with Nationals)

A regular Sporter Match contests 3 classes; Sp-1, Sp-2, Sp-3.

A regular Unlimited match contests three classes; UL-1, UL-2, UL-3.

A regular 10-Shot match (Unlimited and Sporter) contests three classes; 10-1, 10-2, 10-3

**5.** After the targets are hung and the Range-master determines that the range is safe, the Rangemaster then calls the first relay to the line. Competitors in that relay will approach the line and place their rifles in their rests.

**6.** For each Sporter Class relay, variable scopes must be checked and taped at 6.5 power by a referee.

**7.** Rangemaster will then ask "Ready on the right , Ready on the left?". If

ready, Rangemaster will then give the command "The firing line is ready, insert bolts, commence fire".

## 8. Course of Fire

**Sporter Match and 10 Shot Sporter:** Course of fire is 25 record shots at 50 yards or 50 meters in **30** minutes, from the bench at one target.

**3-Gun:** Course of fire is 25 record shots at 50 yards or 50 meters in **30** minutes, from the bench at one target.

**Unlimited:** Course of fire is 25 record shots at 50 yards or 50 meters in **20** minutes, from the bench at one target.

**Factory:** Course of fire is 25 record shots at 50 yards or 50 meters in **20** minutes, from the bench at one target.

**10-Shot:** Course of fire is 25 record Shots at 50 yards only.

9. If for any reason firing must be stopped, the Rangemaster will call out "Cease fire, unload rifles, remove bolts , and step back from bench". When the cause of ceasefire is corrected, the Range- master will add three (3) minutes to the remaining time and give the command insert bolts and resume fire. When time has expired, the Rangemaster will call out "Cease fire, remove bolts, and remove rifles from bench". If a competitor fires before "commence fire" or after "cease-fire" is called, that shooter will be immediately disqualified and his target will be scored as zero.

**10. Time notifications:** Awareness of official time during a relay is each competitors responsibility.

- **Sporter and 10 Shot Sporter-** As a courtesy the Rangemaster should call out 15 minute, 5 minute, 1 minute, and 30 second warnings.
- **3-Gun-** As a courtesy the Rangemaster should call out 15 minute,

5 minute, 1 minute, and 30 second warnings.

- **Unlimited-** As a courtesy the The Rangemaster should call out 10 minute, 5 minute, 1 minute, and 30 second warnings.
- **Factory-** As a courtesy the The Rangemaster should call out 10 minute, 5 minute, 1 minute, and 30 second warnings.
- **10-Shot-** As a courtesy the Rangemaster should call out 10 minute, 5 minute, 1 minute and 30 second warnings.

**11.** When each competitor completes their target they must remove their bolts and leave their bench as quietly as possible. Shooters may take their rifles with them or wait for the Ceasefire command. Shooters may not return to their bench until the Ceasefire command is given.

**12.** After the command of Ceasefire: Bolts will be removed and/or Flags inserted and the Range-master has determined the range is safe, target crew is to remove shot targets and hand targets to the scorer. Competitors may then hang their next target.

**13.** If possible the scorer should start scoring targets as soon as the first relay is over. After targets are scored, either scorer or Rangemaster must hang up all targets in full view of competitors.

**14.** At the conclusion of scoring all targets the Rangemaster will announce a 10-minute Protest Period.

**15.** A competitor can protest the scoring on his target or the scoring on another competitor's target. A \$2 protest fee per bullet hole is mandatory at all State, Regional and National Championships. The protest fee is optional at regular matches. The protest fee is to be returned to the competitor if the referees rule in the protester's favor.

**16.** After scored targets from the last relay of each Match are hung, a minimum of ten minutes must be allowed for scoring protests. During this period shooters shall indicate which target(s) are being protested to the referees in a method so directed by the Rangemaster. After the ten minute period the Range-master will declare protest period over. Then, the referees must remove the protested targets to be re-scored.



**17.** Only referees can remove and re-score protested targets. Targets must not be removed or handled by competitors until match results are declared official. If a competitor removes his target, the referees can disqualify the competitor. The referees are to make rulings on scoring protests with absolutely no input from the Rangemaster, Scorer, or any other competitor. The ONLY input referees are to use when ruling protests, is the current USRA-IR50/50 Rule Book. The referees are to retreat to a separate area to re-score protested targets or decide upon any protest. Neither the Rangemaster, Scorer, or any other competitors are allowed to be in that area. If a competitor does not comply with the referees instructions to leave the area when requested to do so, the competitor WILL be disqualified by the referees. Protested targets must be re-scored by referees on a flat surface. A referee must step out if the target to be re-scored involves a scoring protest lodged by that referee, or the target to be re-scored is the referee's target. If a referee must step out, the referees are to call in the alternate to re-score that target. If an alternate was not named before the match began, the referees are to appoint an alternate. If another referee must step out on the same target, the referees will appoint another alternate. The referees decisions on scoring protests, any other protests and, if necessary, the appointment of alternates, will be FINAL.

**18.** When all scoring protests have been re-scored by the referees, the targets are to be handed to the Range-master or statistician. After the Range-master or statistician recalculates the results, the Range-master is to call for the weighing of rifles. **Equipment weighing is discretionary at local matches but is mandatory at State, Regional and National matches, and required for World Record Targets.** The referees must weigh first, second, and third place rifles for each class contested. After winning rifles are weighed, the Range-master will announce third, second, and first place finishers for each class contested. It is the competitor's responsibility to notify the Range-master of mistakes in addition or recording of scores. After the Range-master announces the third, second, and first place finishers for each class contested, competitors will have two minutes to notify the Range-master of mistakes. If a competitor notifies the Range-master that a mistake was made, the Range-master is to correct it. The Range-master then is to once again announce third, second, and first

place finishers for each class contested. If the Range-master is not notified within two minutes of any additional mistakes, the Range-master is to declare the match results official. **If a winning competitor leaves the match early, it is the competitor's responsibility to have his rifles weighed and verified as legal by a referee before leaving.**

Failure to do so will result in disqualification and will be listed as a DNQ (did not qualify). In scoring software the score will be left blank.

## **11 CHAMPIONSHIPS**

### **11.1 State-Regionals-Nationals**

#### **Factory**

Sanctioning of State and Regional Championships, and the Nationals will be determined by USRA-IR50/50. The State, Regionals and Nationals will be contested at 50 yards and 50 meters. A 3 target aggregate will be contested at State and Regional Championships, and the Nationals. A 6-Gun aggregate will be only be contested at the Factory Nationals. Hall of Fame points will only be awarded for State and Regional Championships that have a minimum of five shooters competing in each of all three classes contested.

#### **Sporter**

Sanctioning of State and Regional Championships, and the Nationals will be determined by USRA-IR50/50. The State, Regionals and Nationals will be contested at 50 yards and 50 meters. A 3 target aggregate will be contested at State and Regional Championships, and the Nationals. A 6-Gun aggregate will be only be contested at the Sporter Nationals. Hall of Fame points will only be awarded for State and Regional Championships that have a minimum of five shooters competing in each of all three classes contested.

### **3-Gun**

Sanctioning of State and Regional Championships, and the Nationals will be determined by USRA-IR50/50. A 3-gun aggregate (Sporter, 10.5 and 13.5 classes) and a 2-gun aggregate (10.5 and 13.5 classes) will be contested at State and Regional Championships, and the Nationals. The State, Regionals and Nationals will be contested at 50 yards and 50 meters. At the Nationals ONLY, a 4-Gun Aggregate and a 6-Gun Aggregate will be contested. Hall of Fame points will only be awarded for State and Regional Championships that have a minimum of five shooters competing in each of all three classes contested.

### **Unlimited**

Unlimited State or Regional Championships will be contested at 50 yards and 50 meters and both distances may be scheduled on the same day. A 3 target aggregate (UL-1, UL-2, and UL-3) will ONLY be contested at Unlimited State and Regional Championships and the Unlimited Nationals. The Unlimited Nationals will be contested at 50 yards and 50 meters. At the Unlimited Nationals ONLY, a 6-target agg will be contested. Hall of Fame points will only be awarded for State and Regional Championships that have a minimum of minimum of five shooters competing in each of all three classes contested.

### **10-Shot (Unlimited and Sporter)**

10 shot State, Regional and National Championships will be contested at 50yards only. State and Regional Championships will consist of a 3-Target agg. National Championships will consist of a 5 Target agg. Hall of Fame points will only be awarded for championship matches that have a minimum of 5 shooters competing in all classes.

### **11.2 Requirements for Championship Matches**

State, Regional, and National Championships are scheduled only upon approval of IR50/50 headquarters.

Registration Fees are as follows:

- State and Regionals and Nationals: \$2.00 per shooter per target.

## **Awards**

At Factory State and Regional and National Championships, a trophy, plaque, or printed certificate must be awarded for first, second and third place for Sporter Agg. In Yards and Meters.

At Sporter State and Regional and National Championships, a trophy, plaque, or printed certificate must be awarded for first, second and third place for Sporter Agg. In Yards and Meters.

At 3-Gun State and Regional and National Championships, a trophy, plaque, or printed certificate must be awarded for first, second and third place for the five contested classes: Sporter Class, 10.5 Class, 13.5 Class, 2- Gun Agg, 3-Gun Agg.

At Unlimited State and Regional and National Championships, a trophy, plaque, or printed certificate must be awarded for first, second and third place for the four contested classes: UI-1, UL-2, UL-3 and UL Agg.

At 10 Shot Unlimited and Sporter State and Regional and National Championships, a trophy, plaque, or printed certificate must be awarded for first, second and third place for the four contested classes: 10-1, 10-2, 10-3 and 10 Agg.

## **12 TITLE COMPETITIONS**

The results for targets shot in a given year become final (as recorded on the IR5050 website) as of December 31 of that year. IR50/50 headquarters must be notified in writing or e-mail of any discrepancies prior to December 31. Requests for changes in the spelling of names must be made by December 31 as well.

## **12.1 Club, State, National Champions**

List Points will be used to calculate Club Champions for Factory, Sporter, 3-Gun, and Unlimited class competitions per club. Participants must participate in a minimum of 4 matches per club per class.

List Points will be used to calculate State Champions for Factory, Sporter, 3-Gun, and Unlimited class competitions per State. Participants must participate in a minimum of 7 matches per state per class.

National Champions will be the List champions and labeled “Shooter Of The Year” per class for Factory, Sporter, 3-Gun, and Unlimited. Participants must participate in a minimum of 10 matches per class.

## **12.2 SCORELINE**

### **Factory Match Scoreline**

The total of the highest 12 individual targets shot at any Outdoor Factory Match between January 1 through December 31. Tiebreaker: the highest single score shot. If a tie still exists, the next highest score will be used and so on.

### **Sporter Match Scoreline**

The total of the highest 12 individual targets shot at any Outdoor Sporter Match between January 1 through December 31. Tiebreaker: the highest single score shot. If a tie still exists, the next highest score will be used and so on.

**Sporter Scoreline:** The total of the highest 7 individual Sporter targets shot at any Outdoor 3-Gun match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

**10.5 lb Scoreline:** The total of the highest 7 individual 10.5 lb targets shot at any Outdoor 3-Gun match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

**13.5lb. Scoreline:** The total of the highest 7 individual 13.5 lb targets shot at any Outdoor 3-Gun match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

**Unlimited Score Line:** The total of the highest 12 individual targets shot at any Outdoor Unlimited match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

**Indoor Unlimited Score Line:** The total of the highest 12 individual targets shot at any Indoor Unlimited match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

**Indoor Factory Score Line:** The total of the highest 12 individual targets shot at any Indoor Factory match between January 1 through December 31. Tiebreaker: The highest single score shot. If a tie still exists, the next highest score will be used and so on.

## 12.3 THE LIST

The List is a point based ranking system that determines the top USRA-IR50/50 competitors across the United States. The Factory, Sporter, 3-Gun and Unlimited Lists are contested on a yearly basis within a specific time frame, called **The List Season**. The List Season is January 1<sup>st</sup> through December 31<sup>st</sup> for both indoor and outdoor. Competitors are awarded Match Points every time they compete at a designated List sanctioned match within The List season. Match Points are based of the total number of shooters and the place a shooter finishes in the match agg, and then Calculated into list points.(see below) ListPoints are based on the List Calculation below. Two match points per shooter are awarded when a competitor competes at a Club Tournament, State, Regional, and National Championships.

Each Club can designate up to 12 List Matches and 2 Club Tournaments

within the List Season. If a Club does not designate Club Tournaments, IR5050 administration will select 2 dates from supplied club schedule for club tournaments to maximize List Points.

**The following are the List Championship titles contested(as 12.1):**

- Sporter Match List Champion
- Factory Match List Champion
- The 3-Gun List Champion
- The Unlimited List Champion

**List Point Calculation**

A= Match Points (Match Points are earned at : List Matches 1 point per participant, Ex. 10 shooters first place agg gets 10 Match Points, Club Tournament, State, Regional, and National Matches is 2 points per participant.

B=Matches Attended

C=A/B

D= Distinct Ranges( # of different ranges participated)

E=A+B+C+D

F= Square Root of E

G=Agg Score.Agg X/B

H=F\*G

List Points Total=Square Root of H

List Points will be used for Club Champion and State Champion per Class  
List Points earned at a specific club will determine the Club Champion  
List Points earned in each state will determine the State Champion

## 12.4 REGIONS

### **Northeast**

Maine  
New Hampshire  
Vermont  
Massachusetts  
Connecticut  
New York  
New Jersey  
Rhode Island

### **Eastern**

Delaware  
Maryland  
Pennsylvania  
West Virginia  
Ohio

### **North Central**

Minnesota  
Iowa  
Indiana  
Wisconsin  
Illinois  
Michigan

### **Southwest**

California  
Utah  
Colorado  
Nevada  
Arizona  
New Mexico

### **Mid-Atlantic**

Virginia  
Kentucky  
Tennessee  
North Carolina  
South Carolina

### **South Central**

Kansas  
Arkansas  
Texas  
Missouri  
Oklahoma

### **Gulf Coast**

Florida  
Georgia  
Alabama  
Mississippi  
Louisiana

### **Northwest**

Washington  
Oregon  
Montana  
Idaho  
South Dakota  
North Dakota  
Wyoming  
Nebraska



# 13 HALL OF FAME POINTS

## Sporter Class

### National Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

TGT 4 – 1 Point

TGT 5 – 1 Point

TGT 6 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 6 Target Agg

1<sup>st</sup> Place – 5 Points

2<sup>nd</sup> Place – 4 Points

3<sup>rd</sup> Place – 3 Points

4<sup>th</sup> Place – 2 Points

5<sup>th</sup> Place – 1 Point

### State/ Regional Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

## 3-Gun Class

### National Tournament

#### Target Points

- TGT 1, Sporter – 1 Point
- TGT 2, 10.5lb – 1 Point
- TGT 3, 13.5lb – 1 Point
- TGT 4, Sporter – 1 Point
- TGT 5, 10.5lb – 1 Point
- TGT 6, 13.5lb – 1 Point

#### 2-Gun Agg Yards

- 1<sup>st</sup> Place – 2 Points
- 2<sup>nd</sup> Place – 1 Point

#### 2-Gun Agg Meters

- 1<sup>st</sup> Place – 2 Points
- 2<sup>nd</sup> Place – 1 Points

#### 3-Gun Agg Yards

- 1<sup>st</sup> Place – 3 Points
- 2<sup>nd</sup> Place – 2 Points
- 3<sup>rd</sup> Place – 1 Point

#### 3-Gun Agg Meters

- 1<sup>st</sup> Place – 3 Points
- 2<sup>nd</sup> Place – 2 Points
- 3<sup>rd</sup> Place – 1 Point

#### 4-Gun Agg

- 1<sup>st</sup> Place – 4 Points
- 2<sup>nd</sup> Place – 3 Points
- 3<sup>rd</sup> Place – 2 Points
- 4<sup>th</sup> Place – 1 Points

#### 6-Gun Agg

- 1<sup>st</sup> Place – 5 Points
- 2<sup>nd</sup> Place – 4 Points
- 3<sup>rd</sup> Place – 3 Points
- 4<sup>th</sup> Place – 2 Points
- 5<sup>th</sup> Place – 1 Point

### State/ Regional Tournament

#### Target Points

- TGT 1, Sporter – 1 Point
- TGT 2, 10.5lb – 1 Point
- TGT 3, 13.5lb – 1 Point

#### 2-Gun Agg Yards

- 1<sup>st</sup> Place – 2 Points
- 2<sup>nd</sup> Place – 1 Point

#### 2-Gun Agg Meters

- 1<sup>st</sup> Place – 2 Points
- 2<sup>nd</sup> Place – 1 Points

#### 3-Gun Agg Yards

- 1<sup>st</sup> Place – 3 Points
- 2<sup>nd</sup> Place – 2 Points
- 3<sup>rd</sup> Place – 1 Point

#### 3-Gun Agg Meters

- 1<sup>st</sup> Place – 3 Points
- 2<sup>nd</sup> Place – 2 Points
- 3<sup>rd</sup> Place – 1 Point

## Unlimited Class

### National Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

TGT 4 – 1 Point

TGT 5 – 1 Point

TGT 6 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 6 Target Agg

1<sup>st</sup> Place – 5 Points

2<sup>nd</sup> Place – 4 Points

3<sup>rd</sup> Place – 3 Points

4<sup>th</sup> Place – 2 Points

5<sup>th</sup> Place – 1 Point

### State/ Regional Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

## Factory Class

### National Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

TGT 4 – 1 Point

TGT 5 – 1 Point

TGT 6 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 6 Target Agg

1<sup>st</sup> Place – 5 Points

2<sup>nd</sup> Place – 4 Points

3<sup>rd</sup> Place – 3 Points

4<sup>th</sup> Place – 2 Points

5<sup>th</sup> Place – 1 Point

### State/ Regional Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

#### 3 Target Agg Meters

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

## 10 Shot (Unlimited and Sporter)

### National Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

TGT 4 – 1 Point

TGT 5 – 1 Point

#### 5 Target Agg

1<sup>st</sup> Place – 5 Points

2<sup>nd</sup> Place – 4 Points

3<sup>rd</sup> Place – 3 Points

4<sup>th</sup> Place – 2 Points

5<sup>th</sup> Place – 1 Point

### State/ Regional Tournament

#### Target Points

TGT 1 – 1 Point

TGT 2 – 1 Point

TGT 3 – 1 Point

#### 3 Target Agg Yards

1<sup>st</sup> Place – 3 Points

2<sup>nd</sup> Place – 2 Points

3<sup>rd</sup> Place – 1 Point

Scoreline (Unlimited, Factory, Sporter, 10.5, 13.5)

National Scoreline Championship

- 1<sup>st</sup> Place – 5
- 2<sup>nd</sup> Place – 4.5
- 3<sup>rd</sup> Place – 4
- 4<sup>th</sup> Place – 3.5
- 5<sup>th</sup> Place – 3
- 6<sup>th</sup> Place – 2.5
- 7<sup>th</sup> Place – 2
- 8<sup>th</sup> Place – 1.5
- 9<sup>th</sup> Place – 1
- 10<sup>th</sup> Place - .5

List (Unlimited, Factory, Sporter, 3-Gun)

National List Championship

- 1<sup>st</sup> Place – 5
- 2<sup>nd</sup> Place – 4.5
- 3<sup>rd</sup> Place – 4
- 4<sup>th</sup> Place – 3.5
- 5<sup>th</sup> Place – 3
- 6<sup>th</sup> Place – 2.5
- 7<sup>th</sup> Place – 2
- 8<sup>th</sup> Place – 1.5
- 9<sup>th</sup> Place – 1
- 10<sup>th</sup> Place - .5

State List Championship

- 1st Place – 3 Points
- 2nd Place – 2 Points
- 3rd Place – 1 Point

Club List Championship

- 1st Place – 3 Points
- 2nd Place – 2 Points
- 3rd Place – 1 Point

Champion of Champions

    Sporter, 3-Gun, Unlimited National Aggs Combined

        1<sup>st</sup> Place – 10

        2<sup>nd</sup> Place – 6

        3<sup>rd</sup> Place – 5

        4<sup>th</sup> Place – 4

        5<sup>th</sup> Place – 3

        6<sup>th</sup> Place – 2

        7<sup>th</sup> Place – 1

World Records Targets or Aggs

    4 Points

Any 250-25X

    5 Points

        \*250-25X Target – 5 Points (Must be handled as a World Record Target by rule).

**Three levels of achievements are recognized by the USRA IR50/50**

Bronze	30 points
Silver	60 points
Gold	90 points
Medal of Honor	500 Points

Pins are provided to participants reaching each of these levels by contacting IR50/50.