

# Whitetail Season - Straight Wall Hunter Rules

The Whitetail Season Straight Wall Hunter Match focuses on training Midwest Shooters for the Deer Gun hunting season. Unlike many other areas of the USA, the Midwest has restricted calibers due to safety. Most shooting opportunities are in thick brush or quick moment reactions to split opening to engage your game. Targets will be based of local game sized target, with appropriate target size and ethical shooting distances. Calibers and Weapon have been selected from the Iowa DNR list of acceptable/approved methods of harvest.

## **SECTION 1, SAFETY**

All firearms shall remain unloaded until the competitor is in the shooting area and is ready to engage the first target (this is a safety measure in order to reduce the threat of an AD or ND)

### **1.1 General Rifle Safety**

Always point your rifle in a safe direction. Never point a rifle at anything you don't intend to kill or destroy.

Always keep your rifle unloaded until ready to use. Treat all rifles as though they are loaded even if you believe otherwise.

Keep your finger out of the trigger guard until you are ready to fire.

Know your target and what is beyond.

Always wear proper eye and ear protection and ensure others have the same before firing.

Never use alcohol or drugs while shooting.

Individual Range safety rules always supersede these stated rules.

### **1.2 Rifle Safety While at the Match**

The competitions are always cold ranges. All rifles are to be unloaded, with magazines out and bolts to the rearward position. Chamber flags are always to be utilized so that anyone can identify an unloaded rifle. The rifle may only be loaded, and chamber flag removed at the discretion of the Range Officer. Once the stage is complete, the magazine shall be removed, bolt in the rearward position and chamber flag inserted before the rifle is removed from the firing line.

Only ground rifles in a proper rifle rack, or wherever the Range Officer designates as a safe location and direction.

When moving to another shooting location, always ensure the rifle is pointed in a safe direction and the chamber is empty.



### **1.3 Rifle Safety During Your Stage**

Always wait until you are at the first shoot position before you remove your chamber flag and insert magazine.

Stages always begin with an empty rifle and bolt to the rear unless specifically directed by a Range Officer.

Any movement or transition must be done with the bolt to the rear and an empty chamber. The only exception to this rule will be with the use of semi-automatic rifles but only at the approval of the Match Director. If the MD allows this, the shooter must engage the safety, and yell "safe" loud enough for the RO to hear with ear protection.

During movement, the 180 rule must always be adhered to. The 180 rule refers to only pointing the rifle within 90 degrees of straight forward. There may be stages when a Range Officer reduces the 180 rule even more. Always follow directions and be aware of where you are pointing your rifle.

### **1.4 Safety Violations and Penalties**

1.4.1 Violation of the cold range rule: Any shooter who has violated the cold range rule shall be issued a warning. A second violation will result in a stage zero. Next violation will result in a match DQ and removal from competition. This includes a live round in the chamber, magazine inserted, a closed bolt, or chamber flag not being used. The only violation that will be issued to having a live round in the chamber while not shooting shall be a match DQ.

1.4.2 Muzzling and/or violating the 180 rule: Muzzling is pointing or sweeping another person's body with the muzzle of a rifle while the rifle is in possession of a person. There will be no warnings of this unsafe act. If any shooter muzzles any other person, that action shall result in match DQ and removal from competition. It will be the duty of the RO to inform the MD of the infraction, and the MDs call to issue the match DQ. Flagging can only occur when the rifle is in hand. Walking in front of a rifle muzzle that is on the ground in the holding area does not constitute a safety violation. All efforts should be made to avoid flagging yourself even if the weapon is deemed "safe"

1.4.3 Unsafe transitioning: Transitioning, or movement without having the bolt to the rear will result in the Range Officer having the shooter correct the situation, then move back to the previous firing position before resuming the course of fire. A second violation will result in a zero for the stage. A third will result in the shooter getting a match DQ and removal from competition. If the match allows for Semi-Automatic rifles to move with a closed bolt with the safety engaged, the same rule applies if the shooter does not either engage the safety and/or yell safe.

1.4.4 Negligent Discharge (ND). A Negligent Discharge is defined as any round unintentionally discharged from a firearm during a transition, movement, and/or weapons manipulation; or a round intentionally discharged during a ceasefire period. The competitor shall receive a match DQ and removal from competition.

1.4.5 Accidental Discharge/Mechanical Failure (AD). An Accidental Discharge is defined as any round unintentionally discharged from a firearm due to a mechanical failure. The participant will be removed from the event until he or she can repair the rifle to safe working order. The shooter will receive a zero for that stage, and all follow up stages will be forfeited during this down time.

1.4.6 False Starts: Firing before the start signal will result in a zero for the stage.

1.4.7 If a Match Director judges a shooter to be under the influence of drugs or alcohol during competition, the shooter will receive a match DQ and be removed from competition. The shooter will not be allowed to drive from the competition while still intoxicated.

## **SECTION 2, MATCH FORMAT**

A one-day match will consist of 5 or more 4-minute stages. Stages will consist multiple engagements. An engagement is defined as one target or position depending on the layout of the stage. Stage layout options are: 1 position with 4 targets, 2 positions with 2 targets, or 4 positions with 1 target. Maximum round count per stage is 8 rounds.

It is the goal of the match directors to replicate hunting scenarios which may be encountered in the region which their match is held or test the shooter's skill set in a field scenario.

### **2.1 Hunter's Responsibilities**

2.1.1 Hunters should always treat Match Directors and Range Officers with respect. From time to time, disagreements arise between hunters and match officials. This is fine, so long as mutual respect and calm communication occurs. The Match Directors ruling is always final.

2.1.2 All participants in matches are looked upon as Safety Officers. Any participant that witnesses an unsafe act is to call for a cease fire and stop the unsafe act. The participant should then inform the closest Range Officer of the act.

2.1.3 It is the hunter's responsibility to know the Rules and Regulations prior to a competition.

2.1.4 Hunters should actively participate in any briefing to move the shoot along smoothly.

2.1.5 Hunters shall understand that at the beginning of the stage, when asked by the Range Officer "Hunter do you understand the stage engagement and target locations?" If they give an affirmative answer, that will be their last opportunity to get clarification. Because of this, arguments that they did not understand anything about the stage, or its targets are invalid.

2.1.6 Hunters may not start to range the targets until they are on the clock.

### **2.2 Range Officer Responsibilities**

2.2.1 Range Officers (ROs) primary responsibility is to ensure the safety at the match.

2.2.2 Stages will be unknown distances with vital size targets. ROs will show the hunter where the targets are at prior to the clock starting, and the hunter may not start to range the targets until they are on the clock. ROs will ask "Hunter do you understand the stage engagement and target locations?"

2.2.3 ROs shall have a way to time stages with up to 4-minutes on the clock, to help keep the match flow going. This could be done with a basic stopwatch, timer, or app. After showing the hunter where the targets are located, the ROs will designate when time is starting. Upon completion of the stage, yell "Time", so the hunter knows to stop, and "Bolt Back, Drop Your Mag, and show Clear."

2.2.4 ROs shall have a way to spot and shall call impacts and track the appropriate point(s) for the hunter.

## 2.3 Match Director Responsibilities

2.3.1 Match Directors may host up to 1 match per month unless otherwise discussed.

2.3.2 There will be a fixed fee of \$50 per match for the tracking of scores and administrative services. Match registration may go through the BRINK EXCURSIONS website, there is a 7% fee for this service which covers cc fees and administrative costs. As part of these administrative cost the B.E. will provide a working spreadsheet of the people that have registered for your match, and any details that you request during registration. If you do not wish to utilize this service that is completely okay.

2.3.3 Match Directors are suggested to set match fees between \$50 and \$75 for the match. The matches should be affordable and if a Match Director is including additional offerings, fees should be adjusted accordingly.

2.3.4 BRINK EXCURSIONS is not providing a prize table for these matches, nor is it expected from the Match Director. Think of these matches as a day at the golf range. These are intended as practice for the hunting season and for people that wish to compete in the NRL HUNTER two-day series.

## SECTION 3: WEIGHT, CALIBERS, EQUIPMENT

### 3.1 Rifles and Calibers

Classes and Approved Calibers

#### Straight Wall Cartridge & Shotgun

- 450 Bushmaster
- 350 Legend
- 357 Magnum
- 12 Ga
- 20 Ga

#### Pistol Caliber Carbine

- 40 Smith and Wesson
- 45 ACP
- 10mm

Handgun – *If your handgun is designed to be shouldered you will be placed in PCC class.*

- 40 Smith and Wesson
- 45 ACP
- 10mm
- 357 Magnum

5 Round Magazine - In the name of keeping the playing field as equal as possible, due to the mass of buck harvests happen with Shotguns - we will be limiting the use of all Magazines to 5 rounds to



match that of a standard pump shotgun. Your magazines do not have to be 5 round magazines, but can only be loaded to 5 rounds. Not following this rule on a stage will result in a stage zero. This rule does not apply to Revolvers.

Due to safety at our range and preservation of targets at such close ranges please do not exceed Muzzle MAX of any loads of:

MAX 2300 FPS

MAX 2800 Ft Lbs.

These maximums will easily place all factory hunting ammunition of the approved calibers as acceptable. The only reason for these maximums is to keep people from handloading dangerous rounds for our range. Chronograph will be on range for testing.

### **3.2 Support Gear Equipment**

All gear must be deployed on the clock. Bipods folded, Tripods must be stowed in/on your backpack or slung over your shoulder. Only the rifle and a spotting/ranging device may be carried in-hand at the approach of a stage.

All gear restrictions will follow the course of fire. But recommend gear list is as follows to bring to the match at a minimum:

- Bipod
- Shooting Sling
- Shooting Bag

## **SECTION 4: SCORING AND CHAMPIONSHIP QUALIFICATION**

### **4.1 Match Scoring**

4.1.1 Stage scoring will be 2-1 dead target scoring. 1st round hit is worth 2 points, 2nd round hit is worth 1 point.

Once the target is hit, the target is neutralized.

For example: A competitor hits the first target with their 1st shot, they will get 2 points, and move on to the next target or position. The competitor misses the 1st shot but connects with the 2nd attempt, they get 1 point and will move on to the next target. If the competitor misses both the 1st and 2nd shot, they will move to the next target with no points.

4.1.2 Match score will be the total of all stage points.

4.1.3 Ties are fair game for the Series score as NRLH1 scores are set as the Percentage of the Hunter with the highest points. For hunters who want to know their rank from the match, if a tie exists between hunters of the same overall points, the winner of the tie shall be given to the hunter who has the lighter rifle weight, and if a tie remains, the winner of the tie shall be given to the hunter who wins a coin toss, as luck is a part of hunting.

4.1.4 Once a competitor has begun the COF all points acquired will be maintained regardless of hunter status at the conclusion of the match.



## **SECTION 5, NRL SPORTSMANSHIP**

### **5.1 Good Sportsmanship**

Good Sportsmanship is one of the founding principles of a good outdoorsmen. Good sportsmanship helps grow the sport, creates positive role models, and is impressive to the sponsors. It is not something that can be quantified but is easy to recognize by all participants.

### **5.2 Unsportsmanlike Conduct**

Unsportsmanlike conduct is taken very seriously.

Examples of bad sportsmanship include cheating, treating participants or range staff with disrespect, lying, unwarranted complaining, throwing tantrums, or being unpleasant.

### **5.3 Cheating**

Definition of cheating: acting dishonestly or unfairly in order to gain an advantage in competition. Examples of cheating are:

Sabotaging another competitor's equipment.

Changing pre-approved equipment in the middle of the match.

Scouting targets when it is not your turn to compete.

Discussing stages layout or target ranges with other competitors between the beginning and the completion of the course of fire. This includes discussion off-site during the evening between days.

Assisting in writing any course of fire or obtaining the course of fire prior to the match, including set up of targets in the field which will be used during the course of fire.

Exceeding the velocity of 2300 FPS or 2800 FT LBS

Altering or destruction of score sheets or devices.

Any other act as deemed unfair/cheating by a Range Officer or Match Director.

### **5.4 Penalties for Unsportsmanlike Conduct and Cheating**

5.4.1 Any competitor who is deemed as acting in an unsportsmanlike fashion will be subject to any penalty that the Match Director deems appropriate including warnings; stage zeros and/or matches Disqualifications (DQ) and being removed from competition.

5.4.2 The only penalty appropriate for cheating shall be the Match Director issuing a match DQ and being removed from competition.

5.4.3 In the event of a competitor being removed from a competition for cheating or unsportsmanlike conduct no match points will be awarded.