Peeking Wallaby Match
300m Rifle Range

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Objective
This is a benchrest score shooting match with the intention of having fun and being suitable for a wide range of shooters. The match caters for a variety of centrefire rifles including factory rifles, modified factory rifles and custom rifles.

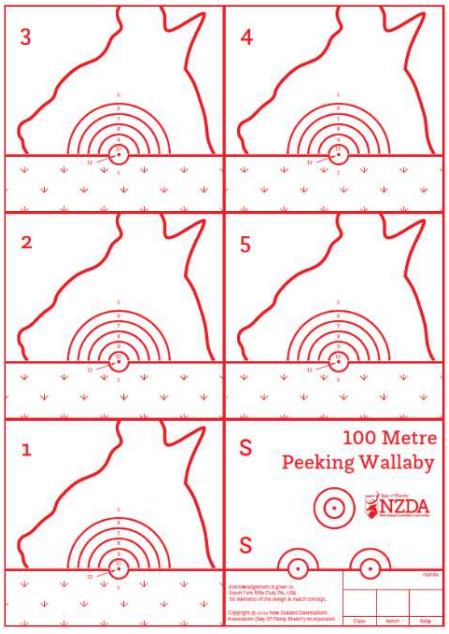
The Peeking Wallaby Match consists of 3 unique targets. One at 100m, 200m and 300m. Five record shots are fired at each target. Additional sighter shots are allowed for each target. Shooters can expend as few as 15 rounds to complete the entire match.

Origins
This style of shooting is based on benchrest groundhog matches conducted in the USA. Groundhog matches are a fun alternative for the shooter interested in a shorter, more relaxed style of benchrest competition. For more information see:

www.nbrsa.org - www.internationalbenchrest.com - www.worldbenchrest.com

Acknowledgement is given to the South Fork Rifle Club, Sidman PA, USA for their permission to allow the NZDA Bay Of Plenty Branch to utilise and reproduce elements of their Peeking Groundhog Match target design and match concept.

Peeking Wallaby Targets

100m Target


One round is shot at each of the 5 peeking wallabies. Unlimited sighters are allowed in the lower right target marked S. At each of the record 5 record peeking wallabies the competitor can shoot at the scoring rings or the centre dot. The 10 ring extends down into the grass. The grass is worth 5 points, as is the wallaby outside the 6 ring. Any shot not in the grass or on the wallaby will score 0 points. Touching any part of the centre dot is worth 12 points and the value of each of the other scoring rings is as shown.
PLEASE NOTE: the horizontal line, which includes the lower half of the 10 ring and separates the grass from the upper rings, is considered to be the grass. In other words, if your bullet touches this line but does not break through the line, it will still be judged as being in the grass and will score 5 points. This will be Worst-Edge scoring on this part of the target. Best-Edge scoring is used for the rest of the target. All sighters must be within the borders of the lower right target marked S. The 10 ring is 13.9mm outside diameter.
Maximum score is 60 points.

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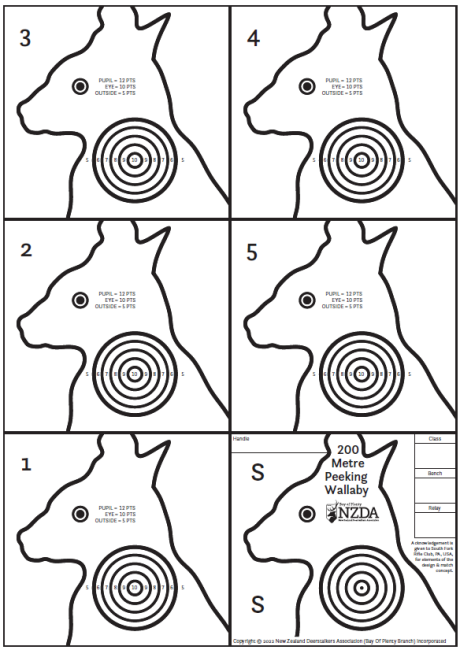
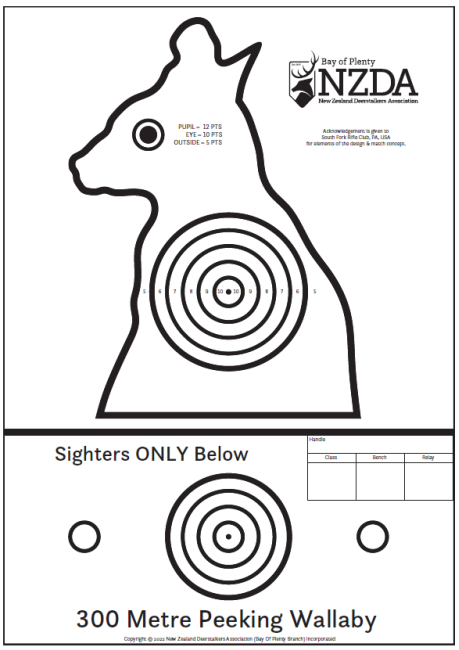
200m Target

One round is shot at each of the 5 peeking wallabies. Unlimited sighters are allowed in the lower right target marked S. The 10 ring is 10.4mm outside diameter and the eyeball is 15.6mm outside diameter. The extra points pupil is located inside the eyeball and is 4.9mm diameter. At each of the 5 record peeking wallabies, a competitor can shoot at either the scoring rings, the eyeball or the pupil. The pupil will score 12 points. The eyeball will score 10 points. All the other scoring ring values are shown. Any shot outside the eyeball that is in the wallaby body and not in any of the scoring rings will score 5 points. Any shot not on the wallaby will score 0 points. Best-Edge scoring will be used at this distance. All sighters must be within the borders of the lower right target marked S. Maximum score is 60 points.



300m Target

The 10 ring is 20.8mm outside diameter and the eyeball is 28.1mm outside diameter. The extra points pupil is located inside the eyeball and is 11.1mm diameter. A competitor can shoot all, none or any combination of their 5 record shots at the eyeball and pupil. The pupil will score 12 points. The eyeball will score 10 points. All the other scoring rings values are shown. Any shot outside the eyeball that is in the wallaby body and not in the scoring rings will score 5 points. You can if you like, simply shoot all 5 record shots at the central scoring rings. Best-Edge scoring will be used at this distance. Unlimited sighters are allowed in the area below the wallaby but the sighters must be below the separating line. Any hit outside the body will score 0 points. Maximum score is 60 points.



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Peeking Wallaby Match
300m Rifle Range

Rifle Classifications

Rules For All Rifle Classifications	
1	All rifles will be shot off a bench.
2	Front and rear rests are required for every rifle.
3	Front rests must not be connected to the rifle, except for TPH Class (see rule in class).
4	A rear sand bag rest is required under the butt stock of every rifle.
5	Accuracy sledges under the butt stock or one-piece rests that support both the fore end and butt stock end of the rifle stock are not permitted i.e. Lead-Sled's.
6	Suppressors and muzzle brakes are allowed (all braked rifles will be shot together).
7	All rifles must be scoped.
8	There are no scope limitations except for FR Class (see rule in class). However, it is highly recommended that all scopes should be dial-up (target turret type) and have a minimum magnification power of 15x or more so shooters can see their shots on the target and compensate for bullet drop and wind effects.
9	No calibre greater than .338 is permitted. Muzzle energy limit 7,000 Joules / 5,163 ft-lbs.
10	All equipment approval decisions by the Match Director are final.

Factory Rifle (FR)	
	Any commonly produced and available rifle with commonly produced and available ammunition, as ruled by the Match Director.
	No flat-bottom stock fore ends where the flat portion is wider than 28.1mm wide (1-1/8").
	Rifles may be bedded.
	Triggers may be adjusted or changed but they must have a working safety.
	The barrel must be the original factory barrel or an exact factory replacement barrel (i.e. like for like, same cartridge, contour and twist etc).
	The rifle must have a barrel diameter of 17.3mm (0.680") or less at some point on the barrel.
	Barrel tuners/de-resonators are not permitted.
	Scope power is limited to 25x magnification (vari-power scopes can be set to 25x).

Factory Benchrest (FBR), same rules as FR but:	
	Barrel diameter can be greater than 17.3mm (0.680").
	The stock fore end may be flat-bottomed up to 79.4mm (3-1/8") wide.
	No scope limitations.

Custom (C)	
	Any rifle with a weight not exceeding 7.71 kg (17 lbs).
	Stock fore end width may not exceed 104.8mm (4-1/8") and the bottom edge of the butt stock may not exceed 28.1mm wide (1-1/8").
	Barrel tuners/de-resonators are allowed.
	No scope limitations.

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Unlimited (U)	
	Any rifle, of any weight.
	No stock limitations.
	Barrel tuners/de-resonators are allowed.
	No scope limitations.

Tactical Practical Hunting (TPH)	
	All rifles in this class must be shot off a bipod that is attached to the rifle. The type of bipod is limited to the style similar to Harris or Atlas. No homemade or SEB JoyPod style designs are permitted.
	All stock fore ends must be fitted with a permanent stud swivel and/or a picatinny rail for bipod attachment.
	Stock fore end width may not exceed 104.8mm (4-1/8") and the bottom edge of the butt stock may not exceed 28.1mm wide (1-1/8").
	After market barrels, stocks, triggers etc are allowed but are not required.
	Barrel tuners/de-resonators are allowed.
	No scope limitations.

Safety

1. Range Standing Order's (RSO's) for the range must be complied with at all times.
2. NZDA-BOP Nationally Qualified Range Officers (NRO's) will control the range.
3. The Chief Range Officer will control the firing line.
4. **Empty Chamber Indicators (ECI's)**, also called chamber flags, **are mandatory for every rifle at the range**. Best practice is for ECI's to be in your rifles before arriving at the range. ECI's can only be removed when permission is given by a range officer. These can be purchased at the range office if stock is available.
5. The first target distance is 100m. To comply with the RSO's 100m targets will be checked to ensure shooters bullets are on target. Failure to be on target may mean you cannot continue the match. The SRA3 size targets are 320mm wide x 450mm high.

General

8:30 am – 9:15 am	Registration period at the range administration building. **Please do not be late for registration.**
9:30 am	Safety and match briefing, also at the range administration building, for all shooters.
9:45 am	Match will commence.
12:00 pm	Or after the last relay has finished: Final scoring and prize giving.

1. Every competitor must have a current Firearms Licence. These will be checked at registration. Range ticket holders can show their range key in lieu of their license.
2. You will be asked to provide a Handle (pseudonym name) so results can be posted on the club website anonymously.
3. There will be no possibility for pre-match practice. Please complete this on a prior day.

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4. No reloading is permitted anywhere on the range during the event. Bring all the loaded and fully completed ammunition you will need with you.
5. All benches will be randomly allocated by the match officials.
6. A competitor can shoot in more than one class.
7. The same rifle cannot be shot by the same competitor more than once in the same class.
8. Use of spotting scopes is permitted.
9. Personal wind flags are not permitted, although range officers may put out club wind flags compliant with the RSO's.
10. Except for juniors (under 18 years), no coaching is permitted.

Course Of Fire

1. Relays will be shot in the following order: 100m, 200m, 300m.
2. All competitors will shoot 100m before progressing onto 200m and then 300m. This is so all shooters can compete in the same conditions, as near as is possible on the day.
3. Time allowed for each relay at every distance is 7 minutes.
4. At each distance there will be 5 record shots and unlimited sighters.
5. Competitors will be given 3 minutes to set up their equipment on the bench and 1 minute to make ready once their rifle is allowed to be brought to the bench prior to the commence firing command being given.
6. If all shooters finish the relay before the allotted time the chief range officer has the option to end that relay early.

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Chief Range Officer Commands

The range is now open.

Relay X for XXX metres
You have 3 minutes to set your up equipment on the bench, [No rifles]

Relay X for XXX metres
You may bring your rifle to the bench. You have 1 minute to make ready.

Relay X for XXX metres, you will have 7 minutes to complete your firing.
I will give time warnings before the cease fire command at 5 minutes, 2 minutes, 1 minute, 30 seconds, and 5 seconds.

Shooters check your target number.

Is anyone not ready?

COMMENCE FIRING

[Time warnings given]

CEASE FIRE

Range Officers please check all rifles are safe.

Shooters may remove their rifles from the line.

The range is now closed.

Note: If cease fire must be called for any serious safety issue requiring the whole relay to stop shooting, then an extra 1 minute will be added to the clock when shooting is resumed.

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Scoring

1. Best edge scoring will be used, except for the 10 ring on the 100m target (see 100m target description above).
2. Any questionable holes will be glassed with a calibre specific scoring reticle and these will be indicated on the target with an **R**.
3. If your first sighter shot is in the scoring section of the target, immediately inform the range officer and you will not be penalised. This rule only applies to your first shot.
4. Crossfires: Please inform the range officer immediately. If it cannot be discerned through bullet hole size or other means, then your score will be the lowest score 5 holes on your target unless there is a crossfire admission by another shooter.
5. If a crossfire can be determined, then the low value or identifiable shot will be transferred to the offending shooters target and one (1) penalty point deducted.
6. Extra shots: If there is no admission of a first-round wayward sighter or crossfire, then the lowest score 5 holes on the target are totalled.
7. Notwithstanding rule 6 above, if there are 2 or more holes per wallaby box in the 100m or 200m targets, or more than 5 holes on the wallaby box at the 300m target, then the lowest score 5 holes are totalled. Any hole that breaks through the border frame of a wallaby will be scored on that wallaby and only counted once. If the hole splits a border frame line then it will be counted on the wallaby target that has the largest area of the hole in it.
8. Ties will be broken by the closest bullet hole to the centre 10X at 300m.
9. Targets are not to be removed from the scoring area until all match results are completed.
10. If there is a protest, the decision of the Match Director will be final.

Target Letter Markings by the Range Officer	
S	Identification of a first-round sighter on scoring section of the target.
C	Identification of a crossfire shot on another shooters target (if identifiable).
P	Penalty shot (loss of points) indicated on the shooters target responsible for a crossfire.

Target Letter Markings by the Scorer	
R	Indication that a questionable hole was glassed by the scorer.
RR	Indication that a questionable hole was glassed by 2 scorer's separately.

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Match Fees (Range Day Member for the duration of the match only)

1. A match fee is payable and will be gazetted before the match. This can be paid in cash, by EFTPOS or by electronic transfer as below:

   Account Name: NZDA-BOP
   Account No: 03-0445-0184375-000
   Particulars: Wallaby

2. The match fee is payable per person for each class entered.

Placings

1. Placings per rifle class are determined by the total of the target scores for all 3 distances shot.
2. Results will be posted on the club website using your Handle pseudonym name for anonymity (refer general rule 2).

The number of places in each rifle class will be determined by the number of rifles in the class.

- 1 place if there are between 1-3 rifles in the class.
- 2 places if there are between 4-10 rifles in the class.
- 3 places if there are between 11-25 rifles in the class.
- 4 places if 26 or more rifles are in the class.

*See note in prizes if there is only one rifle in a class.

Prizes

Prizes for placings will be given out at the completion of the match. You must be present to receive your prize or it will be given to the next best ranked shooter.

If there is only one rifle in a class then only a consolation prize will be awarded.

Good Shooting Awards

A good shooting certificate for outstanding precision and accuracy will be awarded to any shooter, in any class, who can obtain these scores at the match:

- Factory Rifle (F) must shoot at least 44 at any distance.
- Factory Benchrest (FBR) must shoot at least 48 at any distance.
- Custom (C) must shoot a combined score of at least 144.
- Unlimited (U) must shoot a combined score of at least 144.
- Tactical Practical Hunter (TPH) must shoot a combined score of at least 129.

End of document.

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