## LAKE GEORGE GUN CLUB INC. ANNUAL HUNTING RIFLE MEMORIAL SHOOT SHOOTING REGULATIONS

- 1. This shoot will be held at the Lake George Gun Club Inc. Range.
- 2. This Shoot is open to Lake George Gun Club Members age 19 and older. Junior Club members will compete (1) in A Division up to 13, and (2) B Division for 14-18, under the direct supervision of an adult.
- 3. All shooters will register between 10:00 AM and 11:00 AM. The Shoot will be finished when all registered shooters have fired their targets.
- 4. There will be two classes for this rifle shoot: (A) Under .30 Calibre and (B) .30 Calibre and over.
  - Centerfire and rimfire magnum rifles designed and or built for hunting purposes will be used in this shoot.
  - Hunting rifle barrel diameters must be .75" or less at the muzzle.
  - Scoring rounds will be fired from the standing position unsupported.
- 5. Shooting relays will be conducted at the 50 yard (45.72 meters) range:
  - 5 rounds (optional) may be fired at a special sight-in target before competition rounds are fired.
- 6. Shooters may register for two targets per class.
  - \$3.00 will be charged for each target/relay.
  - > A plaque will be given for first place in each class.
  - Electronic Scoring for applicable classes/calibres may be used at the discretion of the Competition Committee
  - Lucky target cash prizes will be awarded.
  - > The top junior member, according to age, will be awarded a medallion.

## ANNUAL HUNTING RIFLE MEMORIAL SHOOT – Page 2

- 7. The Range Safety Officer or designate will be in complete control of the range and firing line as per Range Standing Orders. A pre-competition briefing will be held before the commencement of the competition.
- 8. Scoring will be performed by Competition Committee personnel or designates.
- 9. All persons on the firing line must wear eye and ear protection.
- 10. Any physically challenged competitor will be accommodated as required. The Competition and Range Officers' Committees must grant prior permission.

Revised: March 11, 2024