

*Frank Leffingwell Memorial Shoot*  
*Lethbridge Fish and Game Association Range*  
*August 20, 2022*

**Event Location: The New and Improved Range # 2**

**Start Times:      Registration:      8:00 - 9:00 am**  
**Shoot Start:      9:00 am with 300 yard targets**  
**10:20 am with 200 yard targets**  
**Lunch:                                   12:00 pm**  
**Shoot Con'td      01:00 pm with 100 yard targets**

**FUN SHOOT      TBA**

**Prize and Trophy presentations to follow**

**OVERVIEW**

The Frank Leffingwell Memorial Shoot's historical focus has been on the hunting sportsperson and as such previous events were limited to factory hunting rifles and best group at various distances. In 2015 we changed the format to appeal to as many shooters as possible by including four rifle classes and competition based on score instead of group.

Competitors will shoot one benchrest score target at 300, 200 and 100 yards and will be scored on an aggregate of all three targets. There will be first, second and third place in each rifle class. In addition there will be prizes for the Youth Hunter Class. (A Shooter who has not yet had their 18th birthday) The Frank Leffingwell Trophy will be awarded to the Hunter Class shooter with the highest aggregate score.

**GENERAL:**

1. Competitors may shoot in more than one Class, **however**, a separate entry fee must be paid for each class. Entries **may** be limited to two (2) classes per person.
2. All shots shall be fired within 10 minutes at each distance.
3. At all distances Competitors will fire one shot into each of the 5 record bulls. There is no limit on the number of shots that may be fired into the designated sighter bull.
4. **Cost \$40 per class if prepaid by early registration deadline. \$50.00 thereafter.**

**HUNTER CLASS:** Note: Heavy barrels are **not allowed** in this class.

- 243 caliber and up. (No BR or PPC cartridges)-see italicized clarification for barrel restrictions
- Factory stamped barrel.
- 6x scope (maximum).
- Rifle/scope weight cannot exceed 10 lbs.

### **MODIFIED CLASS:**

- Any caliber, except No BR or PPC cartridges allowed - sporter barrels are allowed
- 10x scope (maximum)
- Rifle/scope weight cannot exceed 12.5 lbs.

### **UNLIMITED CLASS:**

- Any caliber - 338 and under
- Unlimited scope magnification
- Rifle/scope weight unlimited

### **YOUTH HUNTER CLASS:**

- same rules apply as for the Adult Hunter Class
- If the youth opts for using a different class gun, then the youth will only qualify for supplementary prizes

### **CLARIFICATION OF HEAVY BARREL/SPORTING BARREL**

*The intent of the Hunter Class at the FLMS is as stated in the excerpt under Overview, specifically that the class is limited to **factory hunting rifles**. The tradition of the factory hunting rifle includes a lightweight barrel. In recent years compact Tactical or Special Purpose rifles with relatively short heavy barrels have come to market. These guns may meet the factory stamp and weight rules, however, the barrels are too heavy to meet the intent of a Hunter Class rifle barrel. The prohibition on heavy weight barrels in this class is due to the advantage they provide in resistance to heat and barrel whip. Should your gun be determined not to meet the Hunter Class due to barrel weight it can most likely be shot in the Modified Class.*

### **SCORING RULES:**

#### **1. CROSSFIRES**

When a competitor crossfires he/she must immediately bring it to the attention of the Range Officer. \* The Competitor whose target is crossfired upon must also notify the Range Officer. Failure to notify the Range Officer could result in disqualification. The Range Officer must determine on which bull the crossfired shot has registered and make a note of it for the scorer. If the shots are not identifiable, (Example - same calibre) the higher scoring shot will be credited to the competitor whose target was fired upon. The value of the crossfired shot will then be transferred to the proper target, with a 1 point penalty. (A 10 or a 10x so penalized becomes a 9)

\* Could be taken as an attempt to cheat.

#### **2. EXCESS SHOTS**

When a competitor has more than the required number of hits on a bull, and it is not the fault of a crossfire, the next bull should be left open. A 1 point penalty will be assessed, with the shots scored at the full value less the value of the penalty. If a competitor has more than the required number of hits on one target card (not a crossfire) a two (2) point penalty will be deducted from the target score for each extra hit.

### **3. MISPLACED SIGHTER SHOTS**

If the first shot on the sighter bull is outside the sighter frame, it must be reported to the Range Officer before anymore shots are fired. The Range Officer shall note the location for the scorer. This pertains only to the first shot in each match. Further shots outside the sighter frame will be scored as record hits.

### **4. FEWER SHOTS THAN REQUIRED**

When one or more fewer shots than the required number are fired on one target card, and the missing shot/shots are not the result of crossfires, the target will be scored as to the number of shots that appear. No penalty will be assessed.

### **5. TIME LIMITS**

All shots shall be fired in 10 minutes for each record target. (Three record targets, 300, 200, & 100 yards)

### **6. TIE BREAKING**

Competitors having the same aggregate score after completing the three record targets will be ranked in the following manner until the ties are broken.

- (A) By the greater number of X ring shots.
- (B) By the greater score on the 200 yd target's first bull (no. 1 bull)
- (C) By the greater score on the 200 yd target's second bull (2,3,4,5)
- (D) By the greater score on the 100 yd target's first bull (no. 1 bull)
- (E) By the greater score on the 100 yd target's second bull (2,3,4,5)
- (F) If the tie is not broken by this time, the host club has the right to break the tie in the presence of the competitors involved with the flip of a coin. At this time the competitors involved may also choose to end the match in a tie and split the prize money in appropriate portions (\$/number of tied competitors) (If a competitor has left the range he/she will lose the tie break) The coin will be flipped by the range officer and called HEADS OR TAILS while the coin is in the air and before it touches the ground, by the competitor with the lowest numbered bench. The coin will be flipped one time only.