

The Blast 2023 Rules and Regulation

May, 4th 2023 through May, 7th 2023

- All participants must be paid registrants of "The Blast"
- Participants of The Blast agree to hold harmless Vapor Trail Bullets, Flint Oak Ranch and all of its agents for any injury, loss or damages which may occur at The Blast. Each competitor agrees and understands that he or she is responsible for his or her own safety, the safety of their equipment, and the safety of the other competitors. Each competitor will be required to sign a release form to this effect prior to being allowed to compete.
- If a participant is under the age of 18, a legally responsible adult must accompany the individual on the firing line at all times. The responsible adult will sign the release form for the participant prior to the competition's start.
- Unsportsmanlike conduct, at the discretion of the judges, is grounds for immediate elimination from the event.
- Winners will receive their awards at the end of each day's competition.
- Entry is limited to the number of available positions. Please enter early.
- All Judges' decisions are final.

FIREARMS CLASSIFICATIONS

There will be **six** classes of firearms allowed for use in The Blast

These classes are 22 Long Rifle, Factory Guns, A-Rs, Tactical, **Semi Custom** and Unlimited

22 Long Rifle Class – Shoots Friday

- Any 22 long rifle.

Factory Class – Shoots Friday

- Must be made by a firearms manufacturer which produces at least 5,000 guns per year. No factory custom shop guns will be allowed. Must be .308 caliber or less
- Must have a barrel, action, trigger, stock and chamber by the same manufacturer.
- Must be chambered for a standard production cartridge. Custom hand loaded ammunition will be allowed as long as the rifle is chambered for a standard cartridge.
- **Single shot actions allowed**
- Accurizing of the factory components is limited to the following: pillar bedding, glass bedding, lapping the rings and trigger adjustment
- Complete guns including scope must weigh **15** pounds or less

A-R Class – Shoots Saturday

- Weight limit of 25 pounds or less
- Must be built on an AR-15 platform
- Limited to. 223 Remington/5.56 Nato cartridge
- No clamshell brakes allowed
- **Shooters need to provide a way to catch their brass, so it does not travel to adjoining benches**

Tactical Class – Shoots Saturday

- Weight limit of 25 pounds or less
- Must have a fully functioning magazine
- Must not exceed .308 caliber
- Must use a foldable bipod
- No clamshell brakes allowed

Semi Custom Class – Shoots Saturday

- Gun Manufacturer must produce at least 5000 firearms per year
- Manufacturer must produce the actions for their firearms
- Manufacturer may use aftermarket stocks, triggers and barrels
- Guns may be single shot or repeater and must be .308 caliber or smaller
- Weight limit of 25 lbs.
- No clamshell breaks are allowed
- Guns from the Custom Gun division of any major manufacturer are allowed

Unlimited Class – Shoots Sunday

- No weight limit
- Must not exceed .308 Caliber
- No clamshell brakes allowed

There will also be a 6 gun Champion – This will be an aggregate of the six rifle classes.

Targets and Scoring

- Each competitor will have 18 highly visible, inflated balloons placed at 4 varying ranges. The balloons will be inflated to a diameter of 3” to 5” and suspended slightly above the ground, held firmly in place by open mesh nylon netting. A balloon MUST explode to be scored as a hit. Hits will be scored as followed:
- Target Group 1- 25 points each (4 targets)
- Target group 2 – 40 points each (4 targets)
- Target group 3 – 60 points each (5 targets)
- Target group 4 – 75 points each (5 targets)
- Maximum possible score 935 points
- Each competitor will be allowed 20 shots at the 18 balloons while at the line. Competitors may take only 20 rounds of ammunition and one firearm to the line in any relay.

Approximate distances

22 Long Rifle Class

- 68 yards, 107 yards, 167 yards and 246 yards

All the rest of the classes

- 107 yards, 246 yards, 365 yards and 492 yards

Entry Fees and Pay Outs

Entry Fee is \$60.00 per class. There will be a fee of \$50.00 to enter the 6 gun Championship. It will be 100% pay back, Winner take all.

- Each shooter would receive a T-shirt and dinner **Friday** evening

Prizes will be the same for all 6 classes (Not including the 6 Gun Championship)

- First \$1,000.00 and trophy
- Second \$400.00 and trophy
- Third \$300.00 and trophy
- Forth \$200.00 and trophy
- Fifth \$100.00 and trophy

Sight in day is Thursday

Also each morning before the shoot and each afternoon after the shoot if time allows.

Competition Format and Rules

- Competitors will sign in for The Blast at the lodge.
- Each competitor will be assigned a competitor number, a relay and bench. Relays will rotate each day.
- Each relay will have 20 shooters and 20 scorers. Scorers will be the person in the next relay shooting on that bench.
- There will be a mandatory safety meeting at the beginning of each day. Time TBD
- Any shooter can enter more than once in any class. You will be given separate shooters numbers. This has to be done at check in or before. No entries after the shooting has started will be allowed. In the individual rifle classes your best result only will go to the shoot – off. In the 6 Gun, it will be an aggregate of the shooter number.
- All score cards must be signed by the competitor who will remain seated at the bench until his or her score card is collected by a judge. If there is any question about the score, the competitor and scorer must resolve it before leaving the firing line. A judge or Range Officer may be called on to assist with any disputes.
- Shooters will be given points for only one balloon per shot. If more than one balloon breaks at any target frame on a single shot no points are awarded for that shot. Shooters will be allowed (optional) to reshoot that one target frame only immediately following the current relay. Finish shooting at all your other targets during the relay. **YOU WILL NOT BE ALLOWED ANY ADDITIONAL ROUNDS OF AMMO.** If you choose to reshoot the target frame, stay at your bench and have your scorekeeper tell a Range Officer you need to re-shoot a target frame.
- After all the competitors in a class have fired, the top 2 scorers in each relay (more if ties require it) will return to the firing line for the Finals in that class. The same previous firing protocols will be followed. Scoring will be the same. 2 more balloons will be added – still only 20 rounds. Each shooter in the finals will start with a clean slate.
- **The unlimited Class Finals will be shot without the aid of a spotter. An independent scorer will remain behind the firing line until the competition is complete. At this time, the scorer will come forward and score the finalist. There will be no communication between the shooter, scorer or any observer.**
- Rests may not be attached to the bench in any manner.
- Actions should remain OPEN with a chamber flag inserted, and Bolts removed at all times except when on the firing line and the Range Master gives the “Commence Fire “ command.
- **Shooters may have assistance in setting up equipment prior to competition. Shooters, including youth, must sight and fire with no assistance during the competition. No one may touch the shooter or equipment while the line is hot.**
- Each competitor will be allowed 20 shots at the 18 targets while at the line. Competitors may take only 20 rounds of ammunition to the line in any relay.
- Upon receiving the “Commence Fire” command from the Range Master, competitors may begin to fire their 20 shots. Competitors will have 15 minutes to fire their 20 shots. They must cease firing upon hearing the Range Master command to do so.
- Failure to obey the Range Master at any time constitutes a serious safety infraction and is grounds for immediate elimination from The Blast.
- Starting time for each day is TBD
- Any format or rules are subject to change by management. All changes would be posted and announced.