

# **F-CLASS RIMFIRE RULEBOOK SCHEMATIZED SUMMARY**

## 1. CARBINE

### 1.1. FTR (restricted)

1.1.1. Caliber: 22lr (only)

1.1.2. Action: bolt or semiauto (max. 5 cartridge load into the magazine)

1.1.3. Barrel: max. 24" long

1.1.4. Stock: original (modifications allowed, change it is not allowed)

1.1.5. Accessories not allowed:

1.1.5.1. Barrel tuners

1.1.5.2. Muzzle breaks

1.1.5.3. Silencers / suppressors

1.1.5.4. Electronic triggers

1.1.5.5. External triggers

1.1.5.6. Monopods

1.1.5.7. Shooting rest

1.1.6. Front support allowed:

1.1.6.1. Bipod

1.1.6.2. Sand bag

1.1.7. Rear support allowed:

1.1.7.1. Sand bag

1.1.8. Scope: no limitations

1.1.9. Total weight (accessories mounted): 4'830kg

### 1.2. OPEN

1.2.1. Caliber: 22lr-22WRM-17M2-17HMR

1.2.2. Action: bolt or semiauto (max. 5 cartridge load into the magazine)

1.2.3. Barrel: match, semi match.

1.2.4. Stock: original (modifications allowed) or custom

1.2.5. BR stock or accessory, for BR shooting rest, max. 3" of contact surface

1.2.6. Accessories not allowed:

1.2.6.1. Silencers / suppressors

1.2.6.2. Electronic triggers

1.2.6.3. External triggers

1.2.6.4. Monopods

1.2.7. Front support allowed:

1.2.7.1. Shooting Rest (BR style)

1.2.7.2. Bipod

1.2.7.3. Sand bag

1.2.8. Rear support allowed:

1.2.8.1. Sand bag

1.2.9. Scope: no limitations

1.2.10. Total weight (accessories mounted): 9'00 kg

## 2. COMPETITION RULES

2.1. Ranges: 50m – 100m – 200m

2.2. Time/entry: 30minutes (50m-100m) & 20 minutes (200m) each entry

## 3. TARGETS

3.1. 50 meters: 30 competitions targets, 1 shot per one, unlimited shot into the test area

3.1.1. Time: 30 minutes per entry: 2 entries

3.2. 100 meters: 15 competitions targets, 2 shots per one, unlimited shots into the test area.

3.2.1. Time: 30 minutes per entry: 2 entries

3.3. 200 meters: 1 competition target, 20 shoots per one, unlimited shots into the test area.

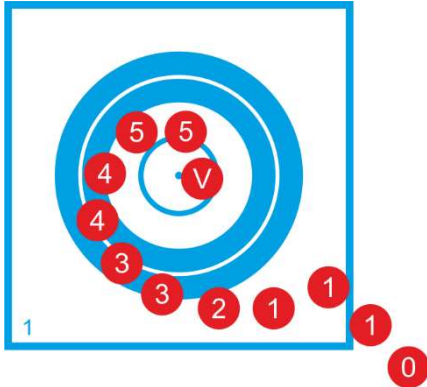
3.3.1. Time: 25 minutes per entry: 3 entries

#### 4. SCORING

4.1. Gauge of 0.224" for all calibre allowed.

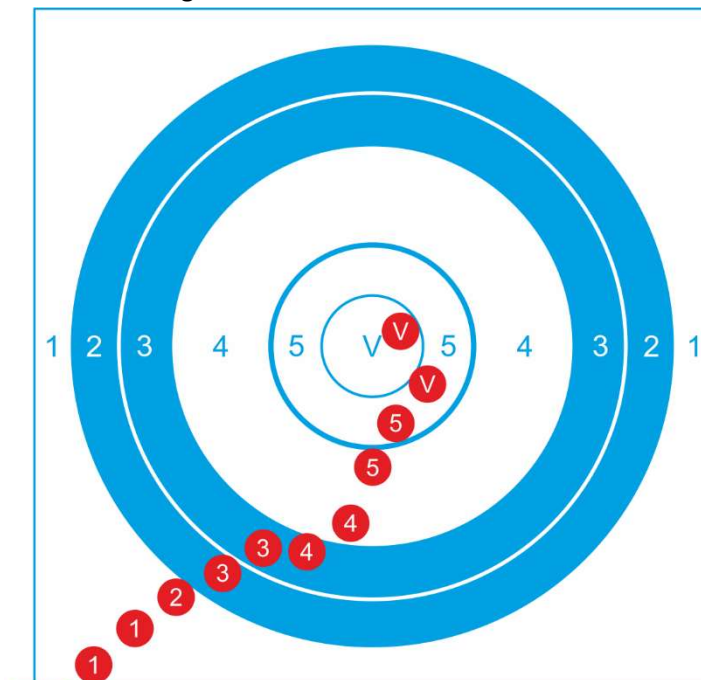
4.2. V-bull: scoring as 5'01. Never v-bulls sum add a point, It will always be decimals.

4.3. 50 meters target



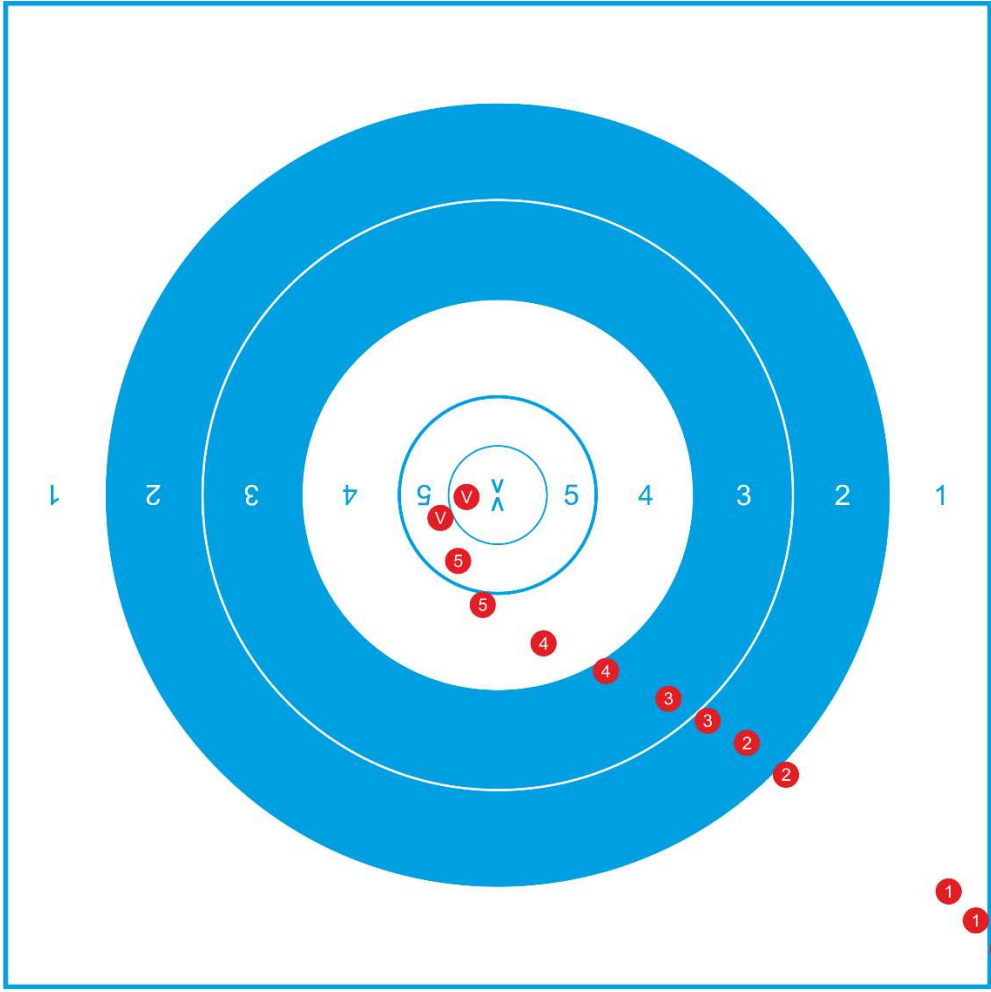
4.4.

4.5. 100 meters target



4.6.

4.7. 200 meters target



4.8.