



# PELLET ON PELLET



**BENCH REST 25 YARDS**

# Pellet On Pellet: 25yd Bench Rest.

## Guns

1. You can use the following calibre of air rifles, .177/0.20/.22. They must be within the legal limit in the UK.

## Sights

2. You can use any method of sighting you wish and any magnification is allowed.

## Tables, Benches & Rests

3. Table and Benchrests: You can use an adjustable pedestal with a small front sandbag support or an improvised non adjustable support. The front sandbag can be dished or flat.

You may use a bipod instead of a front pedestal.

A rear sandbag is also allowed. The shooter can also support the back end of the gun with their non firing hand if they wish. A glove is allowed.

A custom or purpose made bench, standard table or modified table can be used to shoot from.

A simple flat front rest is also allowed but it must comply with the NSRA rules.

Sling may be used as an alternative to any support.

No device that allows a return to fire, return to battery or position of readiness are allowed. You must re-aim for each shot.

Front and back rests must not be connected, they must be independent of each other.

## Scoring & Targets

4. Our target is based on the Worlds bench rest targets and score upwards from 5 -10 but scores outwards on a 10.1 or X. There are examples show of this scoring method later in the document.

There are 10 shots per target, each target is individual scored and total card score is added to each card by the scorer.

All shots are gauging using a NRSA .22 probe. Inward scoring rules apply except in the case of a 10.1 or X, this is explained in the examples later in this document.

The nominated scorer will be identified on each card.

A 10 is the white spot at the centre of each numbered target. A 10 is achieved if the shot breaks completely through the black circle and touches into the white inner circle (9). The .22 plug gauge should be used to measure this. A 10 is confirmed with the gauge to confirm a 10.1 or X.

The 0.1 or X is awarded if the 10 ring is completely shot out and the probe does not touch the 8 ring.

It is possible to score 101 points if you do a perfect score, however, it's very unlikely that this will ever happen.

All targets must be signed by the shooter as well as being dated and signed by a witness.

You may take as many shoots as you wish at the "Sighting" targets.

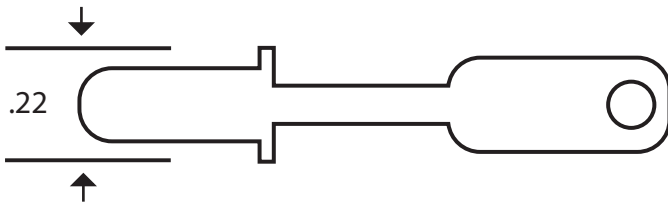
All gauged targets must be marked as so with a letter P in the lower left hand box on each scoring target.

More than one "hit" within the scoring target outer boundary will void that target and result in a zero score.

For Shooting Off The Bag, BFTA Main Shoot rules apply.

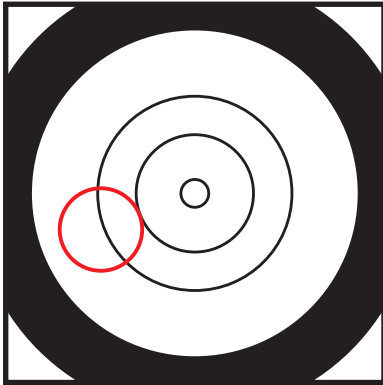
## How To Score A Card

A .22 marking gauge must be used.

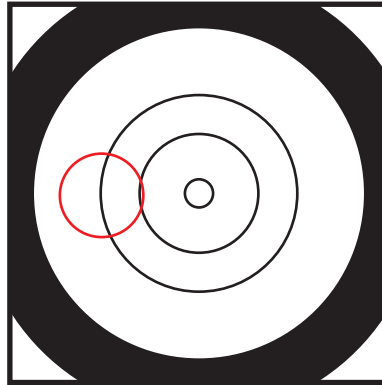


1. Inward scoring for rings 5 to 10.
2. Over than the 5 achieves no score.
3. Outward scoring using the gauge to achieve the extra 0.1.

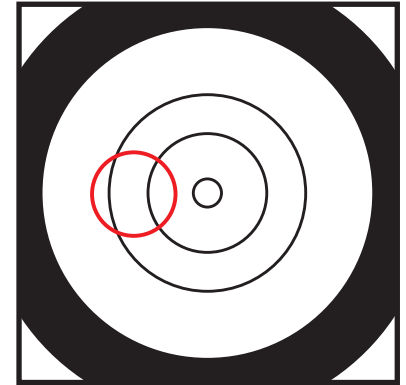
## Score A Card Examples



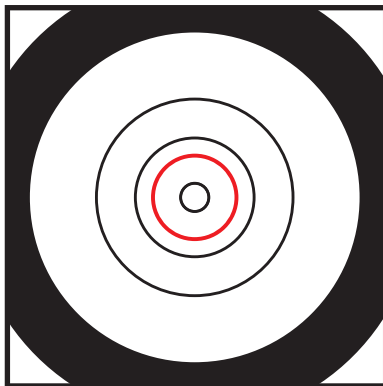
**Example 1:**  
Touching line = lower score  
Example shown scores 8.



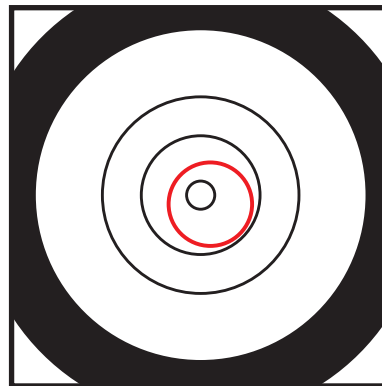
**Example 2:**  
Break line = Higher score  
Example shown scores 9.



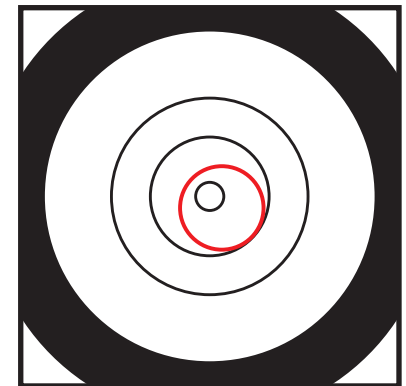
**Example 3:**  
Break line = Higher score  
Example shown scores 9.



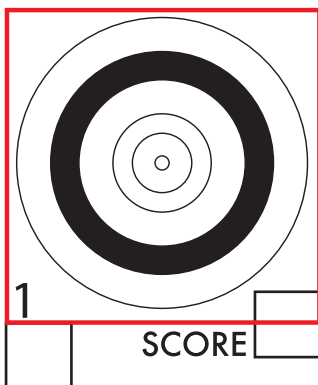
**Example 4:**  
Perfect 10.1  
If the gauge does not touch the 8 ring as above then a extra 0.1 is scored. White is clearly visible all around the gauge.



**Example 5:**  
A Close 10.1  
If the gauge does not touch the 8 ring as above then a extra 0.1 is scored. White is clearly visible all around the gauge.



**Example 6:**  
A clear 10  
If the gauge breaks breaks into or touches the 8 ring as above then the score is only a 10.



**Example 7:**  
Red line indicates the scoring area. More than one "hit" within the scoring target outer boundary will void that target and result in a zero score.



A very clear 10.1.



Close but that's a 10 mate.