



2020 Rifleman's Shuffle

Centerfire Match

Day/Date:	Saturday, September 12, 2020
Registration:	7:30 AM (On the Range)
Briefing:	8:45 AM
Relay Start:	9:00 AM
Entry Fee:	\$ 10.00 (No Buy-Ins)
Targets:	(2) PTRC 52 Card Deck Targets

Course of Fire:

Shooters will fire a maximum of seven (7) rounds into the PTRC 52 Card Deck target located at 100 yards from the Benchrest (sitting) position in 10 minutes. One round must be fired into the orange Tie-Breaker Sticker or the shooter will not receive criteria protection. The other six (6) rounds will be fired into the 52 Card Deck to establish a Best 5-Card Hand. See instructions below that establish the Criteria for Best Hands.

Firearms/Equipment:

Shooters will present a safe and functioning centerfire rifle that is less than .36 caliber with appropriate ammunition. This rifle must be designed to be shot from the shoulder without additional support. The exception would be that slings are permitted, but must remain intact throughout the event. The stock of this rifle must be convex (rounded) and not to exceed 2.5 inches in width. Muzzle breaks, tuners, and flat bottom attachments to the forend are not permitted. There are no restrictions on scope magnification or spotting scopes. No formal rests are permitted. Informal front rests that are permitted include; sand bags, blankets, backpacks, bipods, etc.. No back rest is permitted with the exception of the shooter's hand. No rest can be attached to the bench. Ammo blocks will be provided. Shooters must wear eye and ear protection as well as provide their own Empty Chamber Indicator (ECI). The Chief Range Officer has the final say on firearm/equipment eligibility.

Card Deck Criteria: (For the Rifleman's Shuffle Centerfire Match)

50% Skill / 50% Luck! That's how this game is played. At the conclusion of each of the two separate Relays provided, the targets will be collected and forwarded to a scoring committee. Once the targets are collected, the Chief Range Officer will shuffle a 52 card deck and draw for Suit Criteria: The first suit pulled will be considered the highest ranking suit for that particular Relay. Cards will continue to be drawn until all suits have been satisfied for that Relay. Suits include Hearts, Diamonds, Spades, and Clubs. The Top 3 place finishers will receive medals. Place finish criteria will be used in case of ties.

As part of your registration, a second Relay will be conducted following the same procedures with the Top-3 place finishers earning medals. It is possible to become a double medal winner for the event.

You have seven (7) rounds to use total, To start, send one round into the Orange Sticker. Closest shot to center of the Orange Sticker will receive highest Criteria consideration as Tie-Breaker. You may fire a second round, into the Orange Sticker, but remember, you need 5 rounds to make your Best 5 Card Hand. Tie-Breaker Criteria applies to each Best Hand in succession. Royal Flush (all suits), then to Straight Flush, etc.

For a bullet (Hit) to count, the Hit must fall within the intended card and not touch any other surrounding card. If a Hit contacts two or more different cards, the Hit will be considered disqualified. You may make more attempts on the same card, but you will only be credited for one Hit on each card. Remember, this is a Best 5 Card Hand. If necessary, shooters may need to opt for a Best 4 Hand or lower. You don't necessarily have to have all 5 cards to win or place. Who knows, it could come down to High Card.

The card hands below reflect the "Skill" factor and starts from highest value (1) to lowest value (10). Remember the "Luck" factor will be the Suit Drawing Criteria at the very end of each Relay.

- 01. Royal Flush**
- 02. Straight Flush**
- 03. Four of a Kind**
- 04. Full House**
- 05. Flush**
- 06. Straight**
- 07. Three of a Kind**
- 08. Two Pair**
- 09. Pair**
- 10. High Card**

**Contact: Ken Benton © 518.774.2854, (h) 518.725.5559, and
khbear334@gmail.com**

Will be out-of-town until 09/06/20.