

The 1500 Match by Gwyn Roberts



Whereas the Bianchi is classed as an “action” event, the 1500 is best described as a precision event against the clock. At various stages throughout the match you will be required to shoot from the standing, kneeling, sitting and weak shoulder/hand position. You will need 150 rounds to complete the match which has a maximum possible score of 1500 points, with potentially 150x's. If you intend to compete with a LBP/LBR or .22 rifle make sure you have at least 4 magazines to load with. Before entering your first competition, it would be wise to practice both shooting from, and

changing to each new position (always unloaded, with the action open and finger outside of the trigger guard) at your own range first. Practicing quick and smooth reloads will also prove beneficial as well as helping you to relax more and perform better on the day.

Here's an idea of some of the things to do both before and during the match. Make sure that you clean and prepare your rifle/scope/glasses etc the day before you travel, and make sure that your timer has a new or good battery installed. If shooting centrefire ammunition, make sure that you check all of your rounds for high primers both visually, and by gently running your fore finger over the base when they are in your ammo box. If possible, try and arrive at the range early so that you can watch the detail before you shoot through the whole match to give you an idea of what happens. Also try and have a quick chat with either the C.R.O or one of the R.O's and explain that you are a new competitor to the event and ask if it would be possible to shoot on an end target. This will help you pick up your target easier at the longer ranges and will help to avoid any cross shots. If you have a friend who is also shooting in your detail, ask if you can shoot next to each other for moral support. It may not always be possible but the range crew are usually always very helpful and will do what they can to help the shooters out.

If you have decided to compete with more than one calibre during the meeting, double check your squadding details and make sure you turn up with the right rifle/equipment and ammunition for your specific match. Ensure that all of your magazines are loaded up with 6 rounds in each or that your speed loaders/ammo holders are full, and that you have at least 150 rounds plus spares to complete the match with. Make sure that you write your name and competitor number onto your score sheet, and that you have a couple of spare pens (plus a pencil if it is raining) to write with.

Once the detail before you have finished their match, bagged their rifles and cleared the range, place your cased rifle down on the floor of the firing point you wish to shoot on, with the muzzle end pointing down range. Do **NOT** open or unzip your bag at this time! Clean up any empty rimfire cases, small stones etc from your firing point and put down your shooting mat if you have one. Make sure you don't sweep debris off your firing point onto someone else's though, or things won't start off well. Once the match is ready to start the CRO will call any remaining competitors to the line with their equipment then under the direction of the CRO & RO's, you will be asked to de bag and prove clear. Make sure that you keep the muzzle end of the bag (and firearm inside) pointing



Usually you will score the target of the person next to you. If you don't know what to do just ask them or an R.O for help!

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down range and unzip it. Then keeping the firearm in the bag either lock open the action or open the cylinder or lever, and hold it so that the RO can clearly see that the firearm is empty. You will then be told to lay your rifles etc down on the bags, muzzles pointing downrange, and step back from them. Ensure that when they are placed, the empty chamber is visible from above. From this point on throughout the entire match you may ONLY handle your firearm when instructed to do so by the CRO/RO's. This includes adjusting scope settings or wiping the lenses! The range commands for all Gallery Rifle matches should be as follows although there may be some CRO's who still may refer to the 'old' range commands for certain disciplines. When ready to start firing the CRO will call the detail to the firing line and will announce the event, squad, practice/match, position, number of rounds and time allowance, etc. If there are mixed firearm types on the firing line, any differences in Event Conditions between them will be emphasised. In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation all events will as far as possible, have the same sequence of range commands:

After the initial commands for loading and preparation have been given, the CRO will ask 'ARE YOU READY?' then 'STAND BY.' Once the targets turn to face the competitor they may start firing immediately. Any competitor who is not ready when asked initially, or whose target is not in order should immediately raise their arm and call 'NOT READY'. The CRO will immediately state 'NOT READY CALLED' and then investigate and correct the difficulty (or direct an RO to do so). When the difficulty has been corrected the CRO will then repeat 'ARE YOU READY?' then 'STAND BY.'

The 1500 match consists of the following:

Match 1

Stage 1 - 10m – 12 shots Standing unsupported, including reload

Stage 2 - 15m – 12 shots Standing unsupported, including reload

Time GRCF – 30sec - All others – 20sec

First of all, once you have dressed forward to the 10m line you need to check your scope settings and make sure that it is focussed. Don't turn the magnification up too high though if you're shooting an underlever or LBR or you may regret it later! Adjust your feet so that you have a good solid and even stance and that you are lined up



Cup your hand so that your thumb remains up instead of wrapping it back over the top strap after each racking action. This will allow you to shoot faster and smoother, especially at the shorter distances!



Make sure that your ammunition is placed in a position that gives you the shortest possible distance to the reloading gate for fast and slick reloads.

square with your target. When given the command to load and make ready, make sure that you use loose rounds from your pocket and have sufficient rounds placed correctly on your belt to reload with. I always carry at least 24 rounds on my belt and have 12 loose rounds in my pocket for the initial loads. Take a final sight picture (finger outside the trigger guard) then return to the relevant ready position. If shooting with an underlever make sure you rack the action fast but squeeze each shot off in a controlled manner. Pulling the trigger fast on an LBR is a sure way to mess it up. All you need to do is keep the trigger moving smoothly at a constant speed all the way to the rear of its travel until each shot is released. No pausing or trigger speed deviation! When reloading with an underlever, make sure that you bring it close to the side of your body for good control, and so that you have the minimum amount of distance to travel with your hand, between the ammo holder and loading gate. At both 10 & 15m, only shoot as fast as you can hit the centre of the target and make sure

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that you count your rounds so that you don't have a "clicker" or finish up with a round still in the chamber. **NB.** Once finished and proved clear, if you are told to dress back to the 25m line to bag your rifles, make sure that you wait until everyone is back behind the line before you point your muzzle downrange to bag it! Unfortunately space prevents covering the scoring details at the moment but the R.O's will always be available to help you out. Just make sure that after each match, you only fill in the left hand side of the scorecard (your copy) and that you have accounted for all of the shots fired in that sequence. At the end of the match, you will be required to transfer all of the scores to the right hand side (stats copy) and sign it. Make sure that ALL total hits are correct before signing. Once it is signed, it is final!

Match 2

25m - 90sec (including reloads)

6 shots Kneeling

6 shots Left shoulder (or hand)

GRCF & GRSB standing unsupported

LBP standing using barricade for support

LBR standing using barricade for support, double action only

6 shots Right shoulder (or hand)

GRCF & GRSB standing unsupported

LBP standing using barricade for support

LBR standing using barricade for support, double action only

Make sure you replenish your ammo holders and magazines, and check that your timer is set to 90 seconds. I always place my shooting box slightly over the foot fault line nearest to me so that it acts as a barrier so that I do not incur any penalties. When instructed to do so, check your sight settings and focus and make sure that you have a good place to set your timer down. Load and make ready with the timer in your belt or pocket then take a sight picture from the kneeling position. If possible, try to stand up without moving your feet as this will ensure that you can quickly adopt the position again once the targets appear. Hold the timer in your free hand and support the rifle under the fore end, making sure your finger is outside the trigger guard with the muzzle pointing at the target. As soon as the targets turn to face, start the timer and drop down to the kneeling position and place the timer down so that it will be clearly visible whilst you are reloading. It will take you a fair bit of time to get used to the timings needed to shoot from each position as it will vary from shooter to shooter, but try to make sure you are always as steady as possible before starting to shoot. Regular reloading and position changing practice at your own range will pay dividends in the long run, eventually allowing you to save around 10 seconds or more over 2 or 3 position changes.



At every distance place your shooting box on the line so that your foot cannot touch it, incurring you penalty points!



The start position if you are going to place your timer on top of your shooting box. Make sure your finger is always outside of the trigger guard!



Strapping it onto your arm is also another option.

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Match 3

50m - 165sec (including reloads)

GRCF & GR SB

6 shots Kneeling

6 shots Sitting

6 shots Left shoulder

6 shots Right shoulder

LBR & LBP

6 shots Sitting (note different order from rifles)

6 shots Kneeling using barricade for support (or Prone, depending on range restrictions)

6 shots Left hand standing using barricade for support

6 shots Right hand standing using barricade for support

LBR may be fired single or double action



Match 3 requires you to shoot from the Sitting position and you may adopt a different hold depending on the type of rifle you are shooting.

of your target frame. This is especially important after each reload/position change as it is very easy to take up aim on someone else's target. I tend to shoot a little quicker in the Sitting and Strong shoulder position so that I can take more time to get a good stable position in the other 2 positions without having to rush my shots.

All preparations are as for Match 2 except your timer should be set to 165 seconds. As the targets for 1500 are quite close together, it is very important that you check that you are actually aiming at your target before starting to shoot in Match 3. If you are on an end target scan across to the outside then back in again, or if you have a central target, look for your target number on the top or bottom



Match 4

25m – 35sec (including reload)

Stage 1 **12 shots Standing unsupported**, including reload

Stage 2 **12 shots Standing unsupported**, including reload

LBR Double action only

You haven't really got time to use a timer in this match so just try to make sure you rack the lever quickly and squeeze off each individual shot, or keep the trigger smooth and consistent with an LBR. Snatching shots is the biggest cause of dropping points in this match. Try to maintain the shooting rhythm that everyone else is firing at so that you don't panic or shoot too slowly, and again make sure you count your shots.



The barricade posts can only be used at 50m if using LBR's and LBP's.

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Match 5 (almost a repeat of matches 1 – 4 but with two changes)

Stage 1 - 10m 12 shots Standing unsupported

GRCF 30sec - All others 20sec (including reloads)

Stage 2 - 25m, 90sec (including reloads)

6 shots Kneeling

6 shots Left shoulder (or hand)

GRCF & GRSB standing unsupported

LBP standing using barricade for support

LBR standing using barricade for support, double action only

6 shots Right shoulder (or hand)

GRCF & GRSB standing unsupported

LBP standing using barricade for support

LBR standing using barricade for support, double action only

Stage 3 – 50m, 165sec (including reloads)

GRCF & GRSB

6 shots Kneeling

6 shots Sitting

6 shots Left shoulder

6 shots Right shoulder

LBR & LBP

6 shots Sitting (note different order from rifles)

6 shots Kneeling using barricade for support (or Prone, depending on range restrictions)

6 shots Left hand standing using barricade for support

6 shots Right hand standing using barricade for support

LBR may be fired single or double action

Stage 4 – 25m, 12sec

6 shots Standing unsupported

LBR double action only

Just don't panic, and again try to get your timing along with everyone else. You will still have time to release well aimed shots. Even though it requires only 6 rounds, make sure you have spare rounds or a magazine with you in case of a light strike or jam.

Firearm descriptions are as follows:

GRCF – Gallery Rifle Centre Fire (Pistol calibre Underlevers) **GRSB** – Gallery Rifle Small Bore (.22lr)

LBR – Long Barrel Revolver (.357, .44 etc) **LBP** - Long Barrel Pistol (.22lr).

Ready positions:

The “ready position” for rifles is loaded (round in the chamber with the action closed) held at waist height with the barrel parallel to the target. LBR's (cylinder closed holding 6 rounds) & LBP's (1 round in the chamber, action forward, and 5 rounds in the magazine) must be holstered with the hands held straight by the shooters side.



Home made quick change ammo holders



Make sure you have tools and spares with you on the range at all times!

Reloading:

After the initial order to load, all further loading must be with rounds taken from the competitor's pocket, cartridge belt, mechanical loader, special pouch or elsewhere on the competitor's person. Back-to-back magazines are permitted, as are rounds held on the gun in either a carrier or holder. It is the competitor's responsibility to have

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sufficient ammunition in his possession to complete the match or event. Any ammunition that is dropped on the floor for whatever reason during a match may be retrieved providing that a) it is safe to do so, and b) that the firearm is unloaded with the action or cylinder open and is kept pointing downrange at the target at all times.

All movement between shooting positions **MUST** be done with an empty gun. GRSB and self-loading pistols must have an empty chamber, the action locked open and the magazine removed. Revolvers must have the cylinder open and GRCF must have an empty chamber and magazine tube, with the lever or action open. This rule does not apply when moving the firearm between shoulders/hands in the standing position.

A barricade will be provided for each competitor using an LBP or LBR for the standing supported position at both 25 and 50 metres. It should be a wooden post, square or rectangular in section, fixed on the firing line and sufficiently strong to remain immobile. It should, ideally, be at least 100mm square and two metres in height.

Procedural penalties will be given if a competitor touches, or crosses the foot fault line with any part of their body whilst shooting; shoots from positions out of sequence: moves between positions with a closed firearm: or allows part of an LBR or LBP to make contact with the barricade whilst firing.

A count down timer sold at most Boots or Argos stores for around £6-10 is invaluable when shooting the 1500 as it will help you to pace yourself throughout each match. At a glance it will tell you whether you have time to spare or if you have to shoot the last few rounds slightly quicker than normal. Most shooters either strap them onto their wrists or place them on their shooting box or on the ground once they adopt the kneeling position. For LBR/LBP shooters it's best to tape your timer just above head height onto your barricade post so that it doesn't get in the way when you shoot from the standing position. If you intend on using a timer for GR matches, you must make sure that you snip the wire inside so that it does not emit an audible beep!



We need more youngsters in our sport! Is your club catering for them?

The 1500 is a great match to test your skill and marksmanship against and just like the Bianchi, you will learn something new every time you shoot. There are no sight restrictions, so you can use whatever scopes or iron sights that you want to. The classification scores are as follows and will give you something to compare yourself against, or aspire to in the future.

1500

GRSB

X	1475 – 1500
A	1450 - 1474
B	1425 - 1449
C	1375 - 1424
D	up to 1374

GRCF

X	1490 – 1500
A	1480 – 1489
B	1465 – 1479
C	1435 – 1464
D	up to 1434

LBR/LBP

X	1460 – 1500
A	1400 – 1459
B	up to 1399