

# The Gallery Rifle and Pistol Handbook of the National Rifle Association of the United Kingdom



Version 5.20, January 2013

Adopted for international competition by the International Gallery Rifle Federation

© *National Rifle Association of the United Kingdom*

## Version History

4.04	April 2008	Version approved by Shooting Committee
4.05	January 2009	Updates based on feedback during 2008
5.01	January 2010	Updated based on changes during 2009
5.02	January 2011	Updated for 2010 changes
5.10	January 2012	Updated for 2011 changes
5.20	January 2013	Undated for the 2013 Season

## Table of Contents

<b>Version History</b>		<b>1</b>
<b>A1</b>	<b>General</b>	<b>6</b>
A1.1	Purpose	6
<b>A2</b>	<b>Firearms and Ammunition</b>	<b>6</b>
A2.1	General	6
A2.2	GRCF – Gallery Rifle Centrefire	6
A2.3	GRSB – Gallery Rifle Smallbore	6
A2.4	LBP – Long Barrelled Pistol	7
A2.5	LBR – Long Barrelled Revolver	7
A2.6	Trigger control	8
A2.7	Ammunition	8
<b>A3</b>	<b>Conduct of Shooting</b>	<b>8</b>
A3.1	Safety	8
A3.2	Clothing and Equipment	10
A3.3	Range Procedures	10
A3.4	Malfunctions and Reshoots	11
A3.5	Penalties	13
<b>A4</b>	<b>Discipline</b>	<b>13</b>
A4.1	Aliases	13
A4.2	Score and classification falsification	13
A4.3	Cross fires and excess hits	13
A4.4	Bribery	13
A4.5	Disorderly conduct	13
A4.6	Wilful destruction of range equipment	14
A4.7	Chronographing	14
A4.8	Refusal to obey	14
A4.9	Evasion of rules	14
A4.10	Self-discipline	14
A4.11	Safety violations	14
A4.12	Loud or abusive language	15
A4.13	Sanctions	15
A4.14	Disqualification	15
A4.15	Expulsion	15
<b>B1</b>	<b>General</b>	<b>16</b>
B1.1	Purpose	16
<b>B2</b>	<b>Officials</b>	<b>16</b>
B2.1	Duty to competitors	16
B2.2	Meeting Director	16
B2.3	Chief Range Officer (CRO)	16
B2.4	Range Officer (RO)	17
B2.5	Chief Statistical Officer (Chief Stats)	17
<b>B3</b>	<b>Competitors' Duties</b>	<b>17</b>
B3.1	Discipline	17
B3.2	Knowledge of meeting conditions	18
B3.3	Competitors will score	18
B3.4	Reporting at firing point	18
B3.5	Timing	18
B3.6	Delaying an event	18
B3.7	Loading	18
B3.8	Leaving the firing point	18

<b>B4</b>	<b>Teams</b>	<b>18</b>
	B4.1 Team representation	18
	B4.2 Coaching in team events	19
<b>B5</b>	<b>Range Commands</b>	<b>19</b>
	B5.1 Firing line commands	19
	B5.2 Repeating commands	19
<b>B6</b>	<b>Positions</b>	<b>20</b>
	B6.1 Ready position	20
	B6.2 Moving between positions	20
	B6.3 Prone	20
	B6.4 Sitting	20
	B6.5 Kneeling	21
	B6.6 Standing unsupported	21
	B6.7 Foot Fault Lines	21
	B6.8 Standing using a barricade for support	21
<b>B7</b>	<b>Firearm and Ammunition Malfunctions</b>	<b>21</b>
<b>B8</b>	<b>Scoring</b>	<b>22</b>
	B8.1 When to score	22
	B8.2 Who can score	22
	B8.3 Where to score	22
	B8.4 How to score	22
	B8.5 Gauging	23
	B8.6 Early / late shots	23
	B8.7 Too many / too few shots	23
	B8.8 Scorer's duties	24
	B8.9 Competitor's duties	24
	B8.10 Scorecards	24
<b>B9</b>	<b>Ties</b>	<b>24</b>
	B9.1 Individual events	24
	B9.2 Team events	24
<b>B10</b>	<b>Challenges and Protests</b>	<b>25</b>
	B10.1 Challenges	25
	B10.2 Jury	25
	B10.3 Protests	25
	B10.4 Challenges and protests in team events	26
<b>B11</b>	<b>Results</b>	<b>26</b>
	B11.1 Posting results	26
	B11.2 Correction of result errors	26
	B11.3 Changing final results	26
	B11.4 Prizes and Trophies	26
	B11.5 Retention of records	27
<b>B12</b>	<b>Classifications</b>	<b>27</b>
	B12.1 Classifications	27
	B12.2 Classified event	27
	B12.3 Competing in a higher class	27
	B12.4 Appeals	27
	B12.5 Team classification	27
<b>B13</b>	<b>Record Scores</b>	<b>28</b>
	B13.1 Types of record	28
	B13.2 Qualifying scores	28

<b>B14</b>	<b>Range Standards</b>	<b>28</b>
B14.1	Firing line	28
B14.2	Firing point	28
B14.3	Shelter	28
B14.4	Illumination	29
B14.5	Target numbers	29
B14.6	Event specific range equipment	29
<b>C1</b>	<b>General</b>	<b>30</b>
C1.1	Purpose	30
C1.2	Event Numbering	30
C1.3	Targets	31
<b>01</b>	<b>– 25m Precision</b>	<b>33</b>
<b>03</b>	<b>– 50m Precision</b>	<b>34</b>
<b>05</b>	<b>– America Match</b>	<b>35</b>
<b>07</b>	<b>– Timed &amp; Precision 1</b>	<b>36</b>
<b>09</b>	<b>– Timed &amp; Precision 2</b>	<b>38</b>
<b>10</b>	<b>– Timed &amp; Precision 3</b>	<b>41</b>
<b>11</b>	<b>– Multi-Target</b>	<b>44</b>
<b>13</b>	<b>– Phoenix A</b>	<b>46</b>
<b>14</b>	<b>– Multi-Target 3</b>	<b>49</b>
<b>15</b>	<b>– 1500</b>	<b>51</b>
<b>16</b>	<b>– 1020</b>	<b>54</b>
<b>17</b>	<b>– Bianchi</b>	<b>56</b>
<b>19</b>	<b>– Advancing Target</b>	<b>61</b>
<b>21</b>	<b>– Speed Steel Challenge</b>	<b>63</b>
<b>23</b>	<b>– 25m Timed</b>	<b>64</b>
<b>25</b>	<b>– Sport Pistol</b>	<b>65</b>
<b>27</b>	<b>– Standard Pistol</b>	<b>66</b>
<b>29</b>	<b>– The Grand</b>	<b>67</b>
<b>38</b>	<b>– Man v Man</b>	<b>69</b>
<b>39</b>	<b>– Metallic Silhouettes</b>	<b>71</b>
<b>43</b>	<b>– Granet</b>	<b>72</b>
<b>45</b>	<b>– Scott</b>	<b>73</b>
<b>47</b>	<b>– Imperial Silhouettes</b>	<b>74</b>
<b>49</b>	<b>– Surrenden</b>	<b>75</b>

# Introduction

The governing body for Gallery Rifle (GR) shooting in the UK is the National Rifle Association (NRA). The NRA is also the governing body for Long Barrelled Revolver (LBR) and Long Barrelled Pistol (LBP) shooting (as defined in this Handbook). The discipline under which these three types of firearm are encompassed is defined by the NRA as “Gallery Rifle and Pistol (GR&P)”.

This Handbook, produced under the auspices of the NRA, contains three Sections:

- A. **Rules.** These Rules always apply to GR&P shooting conducted under NRA auspices.
- B. **General Conditions.** This section describes the conditions which apply to all GR&P shooting unless any of these conditions are over-ridden by range-specific, meeting-specific or event-specific conditions.
- C. **Event Conditions.** The GR&P event numbering scheme is explained in this section, which also describes the courses of fire for all GR&P events shot at national level within the UK.

The Handbook will be reviewed and re-released annually in order to address any issues which have arisen during the year. However, if a particularly significant issue is identified then the Handbook may be updated at any time. The most up-to-date version of the Handbook will always be available in various formats for download from the Galleryrifle (<http://galleryrifle.com>) or NRA (<http://nra.org.uk>) websites.

All GR&P meeting organisers, range crew, and competitors should be familiar with the contents of this Handbook.

Copies of the Handbook should be readily available to competitors and support staff at all GR&P meetings.

Any questions or comments on the Handbook should be directed to the NRA's GR&P Discipline Representative, Neil Francis by e-mail ([gallery@nra.org.uk](mailto:gallery@nra.org.uk) or [nfrancis@ba14.co.uk](mailto:nfrancis@ba14.co.uk)), via twitter ([@galleryrifle](https://twitter.com/galleryrifle)), via the Galleryrifle Facebook page or group, or by post through the NRA offices (Bisley, Brookwood, Surrey, GU24 0PB).

# A – Rules

## A1 General

### A1.1 Purpose

A1.1.1 The Rules defined in this Section apply to all use of Gallery Rifles and Pistols under NRA auspices and will be strictly enforced at all GR&P meetings. Any breach will be dealt with under the disciplinary arrangements specified in this Handbook – though these may be superseded by the conditions of the meeting in which the breach occurs. Any competitor witnessing a breach of these rules is required to bring the matter to the attention of a meeting official immediately.

## A2 Firearms and Ammunition

### A2.1 General

A2.1.1 Firearms that conform to the definitions and dimensions set out in Section 1, Firearms Act 1968 (as amended) are generally eligible subject to special conditions set out below. They fall into the categories described and will compete in separate events.

### A2.2 GRCF – Gallery Rifle Centrefire

A2.2.1 Gallery Rifles in a centrefire calibre are divided into three types as follows:

GRCF Standard: a lever action rifle with an integral tube magazine.

GRCF Open: any other Gallery Rifle of different design.

GRCF Classic: any Gallery Rifle which complies with the Classics Discipline definitions of eligibility for the Imperial Historic Arms and Trafalgar Meetings.

A2.2.2 All GRCF must comply with the following:

- a. **Calibre.** Any centrefire calibre. The muzzle velocity must not exceed 2150 ft/sec and the muzzle energy must not exceed 1496 ft. lbs. “Downloaded” fullbore rifle ammunition is not permitted.
- b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the Chief Range Officer (CRO).
- c. **Slings.** The use of slings is prohibited.
- d. **Sights.** Two types of sights are permitted:
  - i. **Iron.** Iron sights which may include sights of any colour.
  - ii. **Optical.** Optical sights may include telescopic and ‘red dot’ sights but not lasers which project onto the target itself.

### A2.3 GR SB – Gallery Rifle Smallbore

A2.3.1 Any Gallery Rifle in .22” rimfire may be used. The standard for GR SB is a self-loading rifle with a detachable magazine. Other designs are permitted. All GR SB must comply with the following:

- a. **Calibre.** .22” rimfire only.
- b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO.
- c. **Slings.** The use of slings is prohibited.
- d. **Sights.** Two types of sights are permitted:
  - i. **Iron.** Iron sights which may include sights of any colour.
  - ii. **Optical.** Optical sights may include telescopic and ‘red dot’ sights but not lasers which project onto the target itself.

A2.3.2 Some events permit the use of Air or CO<sub>2</sub> rifles up to 5.6mm (.22”).

A2.3.3 Events listed as open to GRSB only are not open to Air or CO<sub>2</sub> rifles.

## **A2.4 LBP – Long Barrelled Pistol**

A2.4.1 This category covers all .22” rimfire Long Barrelled Pistols. It includes revolvers and self-loading guns. It also includes single-shot pistols, though these are only likely to be practical in the precision events (numbers 01 and 03 – see Section C). All LBPs must comply with the following criteria:

- a. **Calibre.** .22” rimfire only.
- b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger but must be safe in the judgement of the CRO.
- c. **Sights.** Two types of sights are permitted:
  - i. **Iron.** Iron sights which may include sights of any colour.
  - ii. **Optical.** Optical sights may include telescopic and ‘red dot’ sights but not lasers which project onto the target itself.

A2.4.2 LBPs capable of being fitted with a shoulder stock may be used provided that the shoulder stock is not attached. A wrist brace or extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow.

## **A2.5 LBR – Long Barrelled Revolver**

A2.5.1 Any Long Barrelled Revolver in a centrefire pistol calibre may be used in this category. All LBRs must comply with the following criteria:

- a. **Calibre.** Any calibre.
- b. **Trigger Weight.** No minimum permitted trigger weight but must be safe in the judgement of the CRO.
- c. **Sights.** Two types of sights are permitted:
  - i. **Iron.** Iron sights which may include sights of any colour.
  - ii. **Optical.** Optical sights may include telescopic and ‘red dot’ sights but not lasers which project onto the target itself.

A2.5.2 LBRs capable of being fitted with a shoulder stock may be used provided that the shoulder stock is not attached. A wrist brace or extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow.

## **A2.6 Trigger control**

A2.6.1 **Double-action.** Double-action firing is accomplished by pulling the trigger of a revolver through with one motion to raise the hammer and let it fall without otherwise cocking the gun. When double-action is specified in the event conditions it must be used.

A2.6.2 **Single-action.** Single-action firing is accomplished by cocking the hammer of a revolver before each shot is fired. The gun may be cocked with either hand. Single-action may be used when it is specified in the event conditions or when no particular action is specified. Double-action can be used instead of single-action at the shooter's discretion.

## **A2.7 Ammunition**

A2.7.1 Either hand loaded or factory loaded ammunition may be used. All ammunition must have sufficient energy to pass through paper/card targets and their backing boards. Shots which do not pass through such targets will be scored as misses.

A2.7.2 All ammunition must be within the limits set out in the range safety certificate for the venue of a competition. Any RO may require a competitor's ammunition to be tested to ensure compliance. Limits on muzzle velocity and muzzle energy for both centrefire and smallbore ammunition may be enforced by testing with a chronograph where range conditions allow and appropriate equipment is available.

## **A3 Conduct of Shooting**

### **A3.1 Safety**

A3.1.1 All competitors and other personnel in the immediate vicinity of the firing point are required to wear ear protection (e.g. earplugs). Eye protection (e.g. shatterproof glasses) must also be worn when hard targets (e.g. steel plates) are in use. The wearing of eye protection is very strongly advised at all times (and may be made mandatory by the conditions of some meetings).

A3.1.2 All firearms must remain boxed or cased until permission to remove them from their box or case has been given by the CRO.

A3.1.3 No competitor may touch an unboxed or uncased firearm except under the supervision of an RO.

A3.1.4 No competitor may load a firearm until ordered to do so by an RO on the firing point. Magazines and speedloaders may be pre-charged but must not be inserted in the firearm until the order to do so has been given.

A3.1.5 At all times whilst on the range the muzzles of all firearms must be pointed downrange in a safe direction.

A3.1.6 When moving around the range during an event under the control of a Range Officer, firearms must be carried as follows:



- a. **Revolvers.** Either boxed, or holstered, or muzzle up with the cylinder held open by the fingers of the carrying hand.
- b. **Pistols.** Either boxed, or holstered, or muzzle up with the action locked open.
- c. **Rifles.** Vertical with the action open and the muzzle held upwards.

A3.1.7 When not on the firing point all firearms must be in the following condition:

- a. **Revolvers.** Boxed with no rounds in the cylinder and the hammer forward.
- b. **Pistols.** Boxed with the magazine removed, no rounds in the chamber and the hammer forward.
- c. **Rifles.** Cased with any detachable magazine removed, no rounds in the chamber or in any fixed or tubular magazine and with the hammer or striker forward.

A3.1.8 No firearm is to be boxed or cased until it has been proved clear by an RO.

A3.1.9 Where specified in the conditions of a particular event, a belt-mounted holster must be used with an LBP or LBR. Such holsters may be right- or left-handed. Shoulder or cross-draw holsters are not allowed, nor are holsters from which the LBP/LBR is released by inserting a finger within the trigger guard.

A3.1.10 Where the use of a holster is specified in the conditions of a particular event, and a belt mounted holster is used, the slide of an LBP **must** be forward and the safety catch **must** be applied at any time the pistol is in the holster and loaded and made ready.

A3.1.11 If any RO or any other person on the range considers that there is a potential or actual breach of safety which urgently requires all competitors to stop firing they will immediately give the order “**Stop, Stop, Stop**”. All competitors must immediately stop firing, take their finger off the trigger, keep their firearms pointing at the target and await further instructions.

A3.1.12 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all firearms must be unloaded and proved clear in the normal manner.

A3.1.13 If a firearm misfires the competitor will cease firing, bring the firearm to waist height keeping it pointing towards the target and attract the attention of the RO by raising a hand. At the end of the practice, if it is necessary, the RO will assist or instruct the competitor when and how to unload the firearm, check the barrel and take remedial action.

## **A3.2 Clothing and Equipment**

A3.2.1 Clothing should be 'normal street type' suitable for the weather conditions during the competition. No clothing may be worn which will, in any manner, give the wearer artificial support. Such clothing includes shooting jackets, coats or vests which have straps or other devices which may be used to stiffen the body, or tightening devices which may be used to stiffen or lend support to the arm.

A3.2.2 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director.

A3.2.3 All devices or equipment which may facilitate shooting, but which are not mentioned specifically in these rules, or which are contrary to the spirit of these rules, are forbidden. The Meeting Director, Assistant Meeting Director or any range official shall have the right to examine any competitor's equipment.

A3.2.4 It is the responsibility of the competitor to submit any equipment, not specifically authorised, for official inspection and approval in sufficient time prior to the beginning of an event not to cause inconvenience to the competitor or any official.

## **A3.3 Range Procedures**

A3.3.1 Unless a firearm has become disabled (as defined in **A3.4**) during the course of any event:

- a. No competitor may change a firearm.
- b. No competitor may add, remove or interchange any major part of a firearm.
- c. No competitor may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification, lens covers etc on sights can be adjusted or modified during the course of an event).

A3.3.2 During a course of fire a round or magazine may be retrieved from the ground if dropped, or may be taken from the competitor's equipment if on the ground, only if they have unloaded their firearm, locked it open and it is kept pointing at the target while retrieving the round or magazine. They may not leave the firing point for this purpose. Dropped rounds or magazines may not be retrieved in events that specifically prohibit this.

A3.3.3 No other person may pass rounds or magazines to a competitor unless they have been previously authorised to do so by the CRO, and then only in circumstances where the competitor may need assistance.

A3.3.4 There is no limit on the number of rounds which may be in a firearm at any time provided that no more than the number of rounds prescribed for the event are loaded at a time, and provided also that no more than the required number of shots is fired for that stage.

A3.3.5 Practice is distinct from Zeroing and is defined as shooting an event or part of an event under conditions similar to those which apply to that event. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a competitor practices

any part of an event they may not shoot that event competitively until at least an hour after they finish practicing. The only exception to this prohibition is where all competitors in an event are given identical practice facilities throughout the whole meeting.

A3.3.6 Zeroing is distinct from Practice and is defined as firing shots at a target in order to zero the gun at a particular distance. Where range conditions permit, a static target frame will be provided for competitors to test their zero. It will be at a distance determined by the Meeting Director. A target face may be provided by the competitor provided that it is not of a design used in any of the events at the meeting. Once a competitor has finished zeroing, at least half an hour must elapse before they shoot any event competitively.

A3.3.7 Competitors must take their position at their numbered firing point in such a manner as not to interfere with adjacent competitors. No portion of the competitor's body may rest on or touch the ground forward of the firing point.

A3.3.8 With the exception of competitors actually firing, and such range personnel as are necessary for the conduct of the match, the firing points and line must be kept clear at all times. Competitors are not permitted to interfere with the handling of targets by range personnel.

A3.3.9 A competitor who has a physical disability (temporary or permanent) which prevents the use of a position specified in the event conditions may assume the next most difficult position instead. The CRO and the Meeting Director must be informed before the start of the event. The following substitutions are among those permitted:

- a. the Sitting position instead of the Prone position;
- b. the Kneeling position instead of the Sitting position;
- c. the Standing position (strong or weak shoulder) instead of the Kneeling position.
- d. the Kneeling Unsupported position (either on two knees or on one knee without resting the elbow on the knee) instead of the Standing position.

#### **A3.4 Malfunctions and Reshoots**

A3.4.1 A disabled gallery rifle or pistol is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s).

A3.4.2 Any claim that a firearm has become disabled must be made immediately. The fact that the sights may have been improperly adjusted does not constitute disablement.

A3.4.3 Once a firearm has been declared disabled by the CRO it shall not be used again for live firing until the defect has been rectified and the firearm has been declared safe by the CRO. No competitor will be allowed a reshoot due to a disabled firearm.

A3.4.4 No competitor may change a firearm, or interchange parts of a

firearm, during an event unless the firearm has become disabled (see A3.4.1). All shots fired up to the time that the disablement is confirmed will stand as part of the official score. Any replacement firearm used to continue an event must be of the same type (GRCF, GRSB, LBP or LBR) as the original.

A3.4.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO.

A3.4.6 When the firing of a string or series has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the string or series under the conditions of the event, the CRO will proceed as follows:

- a. without being permitted to examine their targets, competitors in the detail who have been prevented from completing their string or series will be asked if they want to reshoot, or if they wish to accept their score as already fired;
- b. those competitors who have elected to take their scores as already fired will have their targets scored in the normal way;
- c. those competitors who have elected to reshoot will have their targets patched or replaced, and will then reshoot the entire string or series.

A3.4.7 Reasons for the procedure in A3.4.6 being required will not include malfunction of the firearm or ammunition but will include:

- a. failure to allow the full time specified for the string or series;
- b. failure of the targets to operate properly or uniformly for the entire string or series;
- c. failure of the targets to remain in position on the frame;
- d. damage to a target or targets rendering proper aiming or scoring impossible;
- e. cross-firing by another competitor;
- f. the appearance of some object in the line of fire which might constitute a hazard;
- g. an accident on the firing point.
- h. any reason the RO/CRO deems an unacceptable interruption to the detail

A3.4.8 If, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete their string or series than is provided for in the event conditions, the CRO will immediately order all such targets patched or replaced. These targets will not be scored. A complete new string or series will then be fired by the competitors who had extra time allowed.

A3.4.9 If, in the original string or series, some targets operated properly in accordance with the permitted time limit then all such targets will be scored in the normal manner and competitors who shot on those targets will not be required, nor permitted, to reshoot.

A3.4.10 In the case of some accident involving a competitor on the firing point, such as being hit by lead or powder residue, that competitor may stop firing. The competitor concerned will then have the choice of accepting the score already made in that course of fire, or may reshoot that course.

### **A3.5 Penalties**

A3.5.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section A4 of this Handbook (see A4.13) apply.

A3.5.2 In any competition, any RO may apply a Procedural Penalty to a GR&P competitor if they deem a procedural error to have been made by that competitor. The competitor may appeal such a decision to the Meeting Director.

A3.5.3 A Procedural Penalty will result in the deduction of one hit of the maximum possible score value for the target type. Such a penalty shall not be applied more than once for each match, stage or practice of an event.

A3.5.4 Potential procedural errors will depend on individual event conditions, but will include the following which is neither exhaustive nor exclusive:

- a. firing while placing a foot or part of foot over the firing line;
- b. firing while placing a foot or part of a foot on the wrong side of the line behind a barricade;
- c. firing from positions in the wrong order;
- d. adopting an incorrect position.
- e. firing too many shots in a position

## **A4 Discipline**

### **A4.1 Aliases**

A4.1.1 No competitor may fire under an assumed name.

A4.1.2 No competitor may register, enter or shoot in an event in the name of another.

### **A4.2 Score and classification falsification**

A4.2.1 No competitor will falsify their score or classification, nor that of any other competitor, nor be an accessory thereto.

### **A4.3 Cross fires and excess hits**

A4.3.1 No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target and misses.

### **A4.4 Bribery**

A4.4.1 No person will offer a bribe of any kind to any of the range crew, statistical personnel or others nor be an accessory thereto.

### **A4.5 Disorderly conduct**

A4.5.1 Disorderly conduct or intoxication is strictly prohibited on the range.

#### **A4.6 Wilful destruction of range equipment**

A4.6.1 No shooter shall cause any range equipment to become damaged through a deliberate act.

#### **A4.7 Chronographing**

A4.7.1 As noted at A2.7.2, any RO may require any competitor's ammunition to be chronographed where range conditions allow and appropriate equipment is available. Any testing must itself be in accordance with the safety parameters of the range and the Meeting Director or other appropriate officials are responsible for supplying chronographic equipment.

A 4.7.2 If Chronograph testing takes place the following procedure will be used: Select three of the competitor's rounds at random. Fire all three rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the test is repeated with three new rounds.
- c. If all three rounds exceed the limit, the ammunition has failed.

A4.7.3 If test b above is failed, fire three new rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the ammunition has failed.

A4.7.4 If the ammunition fails the chronograph test it may not be used. The competitor is disqualified from any events already shot using that ammunition.

#### **A4.8 Refusal to obey**

A4.8.1 No person will refuse to obey instructions of the Meeting Director or any other official if instructions are given in the proper conduct of the office.

#### **A4.9 Evasion of rules**

A4.9.1 No competitor will evade or attempt to evade or be an accessory to the evasion of any Rules or Conditions. Refusal of a competitor or meeting official to give testimony regarding facts known to them concerning violations or attempted violation of the Rules and Conditions will constitute being an accessory to the violation or attempted violation.

#### **A4.10 Self-discipline**

A4.10.1 The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of range personnel to enforce discipline and the duty of competitors to assist in such enforcement.

#### **A4.11 Safety violations**

A4.11.1 Serious safety violations defined as follows:

- a. Pointing any firearm in an unsafe direction.
- b. Discharging any shot that impacts anywhere other than the back stop behind the target line.
- c. Dropping a loaded firearm.
- d. Handling a firearm on the range while not under the direct instructions of an RO.
- e. Being under the influence of or consuming alcohol or drugs on the range while competing or officiating.

#### **A4.12 Loud or abusive language**

A4.12.1 Loud and/or abusive language that disturbs the operation of the event or the competitors while firing is not permitted. Competitors, scorers and ROs will limit their conversation directly behind the firing line to official business. Verbal abuse by competitors or verbal abuse of competitors by range officials is grounds for Disqualification or replacement of those guilty of such action. Disturbance of shooters by spectators is likewise prohibited.

#### **A4.13 Sanctions**

A4.13.1 A CRO will disqualify (see A4.14) a competitor from an event in which any serious safety violation has occurred and submit a written report to the Meeting Director at the end of the period of shooting (see A4.11.1). The competitor may appeal such a decision to the Meeting Director.

A4.13.2 The Meeting Director, upon proper presentation of evidence, may apply a Procedural Penalty to, Disqualify, or order the Expulsion (see A4.15) of any competitor for violation of Rules or Conditions, or for other conduct considered discreditable or unsafe. In the event of a disagreement on sanctions between meeting officials, the Meeting Director shall prevail.

#### **A4.14 Disqualification**

A4.14.1 Competitors who are disqualified from an event are required to remove themselves and their equipment from the firing point immediately. Their score for the event will be deleted. No refund of entry fees will be given.

#### **A4.15 Expulsion**

A4.15.1 Expelled competitors are disqualified from all events at the meeting. They are required to remove themselves and their equipment from the range complex and not to return for the remainder of the meeting. No refund of entry fees will be given. Details of all expulsions shall be reported to the disciplinary body of the National Rifle Association or the National Governing Body under whose auspices the meeting is run.

## **B – General Conditions**

### **B1 General**

#### **B1.1 Purpose**

B1.1.1 This Section defines the General Conditions which should normally be applied to all GR&P shooting. Unlike the Rules provided in Section A, any of the Conditions in this Section may be over-ridden by range-specific, meeting-specific or event-specific conditions. Where the Conditions in this Section do apply, violation of them will result in the same disciplinary procedures as those applied to violation of the Section A Rules.

### **B2 Officials**

#### **B2.1 Duty to competitors**

B2.1.1 It shall be the duty of all meeting officials to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall harass a competitor nor allow such practice by another official, other competitors or spectators. Should a competitor's equipment or demeanour warrant sanction, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the Rule or Condition under which the sanction is being applied.

#### **B2.2 Meeting Director**

B2.2.1 The National Rifle Association or the National Governing Body or organisation under whose auspices the meeting is run shall appoint the Meeting Director.

B2.2.2 The Meeting Director has overall responsibility for the entire meeting. In particular, they are responsible for ensuring the safety and proper discipline of all meeting officials, competitors and spectators. They are also responsible for ensuring the efficient conduct of the meeting.

B2.2.3 Instructions from the Meeting Director for the operation of the meeting must be complied with by all persons on the range. The Meeting Director will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterized by absolute impartiality, firmness, courtesy and constant vigilance.

B2.2.4 In all matters relating to the meeting, a decision by the Meeting Director is final.

B2.2.5 The Meeting Director may appoint a Deputy Meeting Director.

#### **B2.3 Chief Range Officer (CRO)**

B2.3.1 A CRO will be assigned by the Meeting Director to run one or more specific events on a particular range. The CRO is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all ROs working under them and will ensure that they are familiar with all relevant Rules and Conditions, particularly including the relevant Event Conditions. They must be constantly alert, impartial in handling of competitors and courteous though firm. They will deal with any challenges,



protests or disciplinary issues calmly and quietly at the firing line or by taking the competitor to one side. Any disturbance to or involvement of other competitors should be avoided.

## **B2.4 Range Officer (RO)**

**B2.4.1** Each RO is an assistant to the CRO for a particular range. An RO (sometimes referred to as a Safety Supervisor) is responsible for the safety and discipline of meeting officials, competitors and spectators in the part of the range to which they have been assigned. They will also supervise the scoring of targets. They are responsible for seeing that the competitor's equipment and position comply with the conditions for the particular event being fired. It is their duty to be completely familiar with the meeting programme and with all relevant Rules and Conditions. They are to comply to the best of their ability with all instructions issued by the Meeting Director or CRO and will render all possible cooperation to other officials. They must be constantly alert, impartial in their handling of competitors and courteous though firm. Any challenges, protests or disciplinary issues should be raised immediately to the CRO.

## **B2.5 Chief Statistical Officer (Chief Stats)**

**B2.5.1** Chief Stats is in charge of all statistical work in connection with the meeting except the actual recording of scores when this is done on the range. They are directly responsible to the Meeting Director. They are assisted by such additional Stats Officers as may be required.

**B2.5.2** It is the duty of Chief Stats to:

- a. Maintain a list of competitors showing name, competitor number and classifications.
- b. Prepare official scorecards.
- c. Check addition on scorecards and correct totals.
- d. Tabulate scores in order of merit.
- e. Prepare and post interim, provisional and final results.
- f. Produce a prize list.
- g. Report to Meeting Director for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or scorecards.
- h. Make required reports to the National Classification organiser within one week of the end of the event.

## **B3 Competitors' Duties**

### **B3.1 Discipline**

It is the duty of each competitor to cooperate with officials to enable the conduct of a safe and efficient meeting. Competitors are expected to promptly call the attention of meeting officials to any infraction of Rules or Conditions. Failure of a competitor to cooperate in such matters, or to give testimony when called upon to do so, may result in the competitor being considered as an accessory to the

offence.

### **B3.2 Knowledge of meeting conditions**

B3.2.1 It is the competitor's responsibility to be familiar with the Rules and Conditions which apply at the meeting and particularly to the events they have entered.

### **B3.3 Competitors will score**

B3.3.1 Competitors will act as scorers when required to do so by a CRO or RO, except that no competitor is allowed to score their own target.

### **B3.4 Reporting at firing point**

B3.4.1 Competitors should arrive at the range in plenty of time for the start of the event and must proceed to the assigned firing points immediately when their squad is called by the CRO. All relevant equipment for that particular event must be ready and in good working order. Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line.

### **B3.5 Timing**

B3.5.1 It is the competitor's responsibility to complete each string of shots within the time allowed by the Event Conditions. ROs will not announce the time during the firing.

B3.5.2 Unless otherwise specified in the event conditions, timing devices are permitted provided that they do not produce an audible signal.

### **B3.6 Delaying an event**

B3.6.1 No competitor may delay the start of an event through tardiness in reporting or undue delay in preparing to fire.

### **B3.7 Loading**

B3.7.1 No competitor will load a firearm except at the firing point and after the command to load has been given by the CRO.

### **B3.8 Leaving the firing point**

B3.8.1 It is the competitor's duty to ensure that their firearm has been checked clear by an RO before casing that firearm and leaving the firing point. The competitor should ensure that all of their equipment is removed promptly in readiness for the next detail – this includes the removal of any debris (e.g. spent cases).

## **B4 Teams**

### **B4.1 Team representation**

B4.1.1 No competitor may be a member of more than one team in any given team event.

## **B4.2 Coaching in team events**

B4.2.1 Coaching is permitted in all team events and each competitor may have a coach. No optical devices other than binoculars may be used by the coach. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, etc.; but must control voice and actions so as not to disturb other competitors. The coach will not physically assist in loading, or in making sight corrections, or be positioned to serve as a windbreak.

## **B5 Range Commands**

### **B5.1 Firing line commands**

B5.1.1 When ready to start firing an event, the CRO calls the squad to the firing line. Specific instructions particular to the event being shot will be clearly and consistently announced. If there are mixed firearm types on the firing line, any differences in Event Conditions between them will be emphasised.

B5.1.2 In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation (which are contained in the event conditions in Section C) all events will, as far as possible, have the same sequence of range commands:

- a. After the initial commands for loading and preparation have been given, the CRO asks 'ARE YOU READY?'
- b. Any competitor who is not ready or whose target is not in order will 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).
- c. When the difficulty has been corrected, or in the absence of a "NOT READY" call, the CRO calls 'STAND BY' and the targets turn away (if turning targets are in use).

B5.1.3 There is then a delay of approximately 3 seconds (this may vary in some events).

B5.1.4 When the targets start to face the firing line, or when an audible signal is given, firing may commence.

B5.1.5 When the targets turn away, or when an audible signal is given, firing must cease immediately. Even if a competitor is about to let off a carefully aimed shot they must hold fire. The CRO will give the order "UNLOAD AND SHOW CLEAR", after which the ROs will check to make sure that all firearms are unloaded and holstered or cased. The ROs will then report their part of the range clear to the CRO. When all ROs have reported clear, the CRO will declare the range clear and give permission for ROs and competitors to go forward in order to score and replace targets as necessary.

### **B5.2 Repeating commands**

An RO may repeat the CRO's commands, especially when those commands cannot be clearly heard by shooters under their supervision.

## **B6 Positions**

### **B6.1 Ready position**

B6.1.1 The ready positions for GRSB and GRCF are:

- a. **45 degrees.** The gun loaded and held in both hands with the butt in shoulder and barrel pointing towards ground at an angle of 45 degrees.
- b. **Parallel.** The gun loaded and held in both hands parallel to the ground, pointing at the target array, at waist height.
- c. **Trail.** The gun is loaded and held parallel to the ground in the strong hand only, arm extended. Normally for this start position the gun will have an empty breech., i.e. loaded but not made ready or unloaded.

B6.1.2 The ready positions for LBP and LBR are:

- a. **45 degrees.** The gun loaded and held pointing towards ground at an angle of 45 degrees.
- b. **Holstered.** The gun as match conditions state and in a holster. The competitor must stand erect with arms hanging at the sides. The competitor's hands may not touch the gun or holster before the signal to start firing.
- c. **Holstered: slide forward, safety catch applied.** Mandatory for all LBPs when the LBP is loaded and made ready. Otherwise as for B6.1.2(b) above.

### **B6.2 Moving between positions**

B6.2.1 The rules for each event are shown in the relevant event conditions.

### **B6.3 Prone**

B6.3.1 The prone position is generally used with LBP and LBR, and then only on ranges where it is specifically permitted by range regulations. The body is extended on the ground parallel to the line of sight, head towards the target.

B6.3.2 The "roll-over" prone position may also be used as long as the body is extended on the ground generally parallel to the line of sight and the position does not interfere with another competitor.

B6.3.3 The revolver or pistol butt may not touch the ground, but may be supported by one or both hands which may touch the ground and which are extended towards the target.

### **B6.4 Sitting**

B6.4.1 The buttocks must be on the ground. A hand may be extended to the rear for support and one or both knees may be raised. Elbows may not touch the ground and the back cannot rest on the ground. Arms or hands may be supported on or by the knees. The gun may be held by one or both hands, but may not be supported or steadied by either foot.

## **B6.5 Kneeling**

B6.5.1 *Either* Kneeling on one knee, the other extended toward the target. The buttocks may be on a heel or the side of a foot but cannot touch the ground. One arm may be supported on the forward knee. The gun may be held by one or both hands.

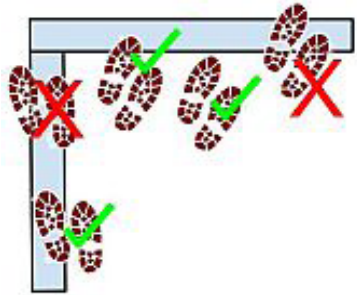
B6.5.2 *Or* Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. The gun may be held by one or both hands and one or both arms are to be extended without other support.

## **B6.6 Standing unsupported**

B6.6.1 Standing with gun held by one or both hands. All portions of the shooter's clothing, body and gun must be clear of artificial support.

## **B6.7 Foot Fault Lines**

B6.7.1 Unless event conditions allow, both feet must be behind any defined foot-fault line which usually marks the firing line or firing area. Foot fault lines can be real or imaginary and may be indicated by various means such as painted lines, ropes, batons, bars, posts or other types of markers at the lateral extremities of the firing line. Depending on the event foot fault lines may be parallel or perpendicular to the target line.

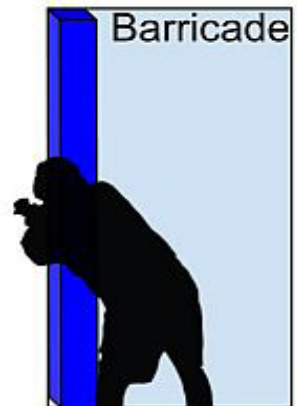


B6.7.2 In the case of any sort of marked line feet may touch but not extend past the forward facing edge of the line unless event conditions allow.

## **B6.8 Standing using a barricade for support**

B6.8.1 For practical reasons a barricade may be simulated by the use of a post. The barricade should be placed on and essentially be part of the firing line. No part of the shooter's body or equipment may be forward of the barricade (or post) unless event conditions allow. No part of the gun may touch the barricade unless event conditions allow. Foot fault lines extend from the barricade perimeters to the rear and are perpendicular to the firing line and must be adhered to as described in B6.7.

B6.7.1 When shooting on the left of the barricade the gun must be held with the left hand and only the left trigger finger may be in the trigger guard. When shooting on the right of the barricade the gun must be held with the right hand and only the right trigger finger may be in the trigger guard. Either the shooting hand or the gun may be supported by the other hand; if the support hand is removed, it must still be possible to fire the gun.



## **B7 Firearm and Ammunition Malfunctions**

B7.7.1 Unless otherwise specified in the event conditions, no reshoots will be

allowed for defective firearms or ammunition, or for any other malfunction of the competitor's equipment. A competitor may clear stoppages or malfunctions, and may replace rounds which have been ejected or dropped, provided that all safety requirements and event conditions have been met. Completing a course of fire in this manner will not be regarded as a reshoot. No additional time will be allowed. A loaded magazine may be used to substitute for dropped rounds or in the case of a malfunction.

## **B8 Scoring**

### **B8.1 When to score**

B8.1.1 If an event is divided into stages, practices, matches or series then targets should be scored at the end of each stage, practice, match or series. If an event has a walkdown procedure then scoring happens at the end of the the overall event.

B8.1.2 After firing the required number of strings or shots, upon command of the CRO, competitors may go forward and examine their targets but may not touch them.

### **B8.2 Who can score**

B8.2.1 Targets may be scored by an RO, a Stats officer or another competitor. No competitor may score their own target.

### **B8.3 Where to score**

B8.3.1 Targets may be scored on the target frames, behind the firing line or in the Statistical Office.

B8.3.2 When targets are scored before removal from the frame, the scorer records the hits and has the score accepted by the competitor, using the challenge process if necessary. Each target is then repaired or replaced by a new target.

### **B8.4 How to score**

B8.4.1 If the edge of a shot hole comes in contact with the scoring ring of a target, the shot is given the higher value (inward gauging).

B8.4.2 A shot hole will be scored as a hit provided that it measures no more than one and one-half ( $1\frac{1}{2}$ ) times the diameter of the bullet. Any shot hole which is more than  $1\frac{1}{2}$  times the diameter of the bullet will be scored as a miss.

B8.4.3 When a bullet enters a target from the back it will be scored as a miss.

B8.4.4 Hits outside the scoring rings are scored as misses.

B8.4.5 Any bullet which does not pass through the target will be scored as a miss.

B8.4.6 Hits on the wrong target will be scored as misses.

B8.4.7 A hole judged to be made by a ricochet bullet will be scored as a

miss.

## **B8.5 Gauging**

B8.5.1 A scoring overlay gauge may be used by any scorer to determine the value of close shots. Plug-type gauges may only be used by meeting officials. The plug type scoring gauge, if used, will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to a Jury (see B10.2).

## **B8.6 Early / late shots**

B8.6.1 If any shots are fired at the target before the signal to commence firing (early shots) or after the signal to cease firing (late shots), the shots of highest value equal to the number fired in error will be scored as misses (e.g. if a competitor fires 2 early/late shots they will lose the 2 highest scoring shot-holes on their target).

B8.6.2 Where a shot timer is used to give the signal to cease firing, any shot fired and recorded up to and including three-tenths (0.3) of a second after the signal to cease firing will be scored as a hit.

B8.6.3 All shots fired by the competitor after they take position at the firing point will be counted in their score, even if accidentally discharged, provided that they are not either early or late shots.

## **B8.7 Too many / too few shots**

B8.7.1 As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone anywhere other than through the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it is scored in the higher-valued ring.

B8.7.2 If more than the required number of hits appears on the target, any shot which can be identified by the bullet hole as having been fired by some competitor other than the competitor assigned to that target, or as having been fired in a previous string, will be disregarded. If more than the required number of hits then remains on the target, the score given will be that for the required number of hits with the highest scoring values. If the competitor believes that the result achieved by using the highest scoring hits would result in an inappropriate reclassification, they may elect to have the required number of hits with the lowest scoring values recorded instead.

B8.7.3 If a competitor fires fewer than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number fired and given a miss for each unfired shot.

## **B8.8 Scorer's duties**

B8.8.1 The scorer will:

- a. Record on the scorecard the number of hits of each value at the end of each practice / match / stage.
- b. If required, calculate and record on the scorecard the total score for each practice / match / stage and for the overall event.
- c. Sign the card.
- d. Have the competitor sign the card.

## **B8.9 Competitor's duties**

B8.9.1 The competitor will:

- a. Review the shots on the target and compare the recorded hits on the scorecard with the target at the end of each practice / match / stage.
- b. Review the scorecard for complete entries and accuracy of the hits recorded, making sure that they are of the correct value and that the required number of hits are listed at the end of the practice / match / stage.
- c. At the end of the overall event:

*Either* Sign the scorecard if the hits and shot values are properly evaluated and recorded, acknowledging acceptance of the score as it appears on the scorecard.

*Or* Write "challenged" in place of the signature if a shot(s) value is questionable or if there is another reason to challenge. After the challenge procedure is completed, ensure the scorecard is signed by the range official, then sign it.

*Then* Submit the scorecard to the Statistical Office.

## **B8.10 Scorecards**

B8.10.1 Scorecards will be prepared by the Statistical Office and delivered to the competitor who will hand the scorecard over to the scorer at the appropriate time.

B8.10.2 Erasures on scorecards are not permitted. If correction is necessary, it must be made and initialled by the scorer. To make corrections, the scorer should draw a line through the incorrect figure and place the correct figure alongside.

## **B9 Ties**

### **B9.1 Individual events**

B9.1.1 The tie-break rules for each event are shown in the relevant Event Conditions.

### **B9.2 Team events**



- B9.2.1 Ties in team events will be broken in the order shown below:
- a. By considering team score as though it was a single score fired by an individual. The same rules apply as those for an individual.
  - b. By highest individual aggregate score.
  - c. By second highest individual aggregate score,
  - d. ... etc.

## **B10 Challenges and Protests**

### **B10.1 Challenges**

B10.1.1 When a competitor feels that a shot has been improperly evaluated or scored, they may make a challenge. Such challenge must be made immediately upon announcement of the score. See B8.5 for use of gauges. No challenge will be accepted after the target has been handled by the shooter.

B10.1.2 When targets are scored on the target frames, or at a prescribed location behind the firing line, and scoring of a shot is challenged the CRO will immediately call a Jury (see B10.2) who will score the target. If necessary, to avoid delaying the event, the challenged target will be replaced with a clean target and the event will proceed. The Jury will then score the target as soon as possible and notify the competitor.

B10.1.3 When targets are scored in the Statistical Office, a recheck will be made by the Chief Statistical Officer (provided they have not previously scored or checked the target) and the Jury in that order.

B10.1.4 Competitors may challenge their own posted scores within a period specified for the particular event.

B10.1.5 The Meeting Director may challenge any competitor's score. Such challenge must be made within the challenge period and checked by a Jury.

### **B10.2 Jury**

B10.2.1 A Jury of three persons of good standing shall be appointed, as required, by a CRO or by the Meeting Director. The three will be chosen from those with good knowledge and experience of the Rules and Conditions who are not in any way personally involved in the decision.

### **B10.3 Protests**

B10.3.1 A competitor may formally protest any injustice which they feel has been done to them (except the evaluation of a target which may only be challenged as outlined above).

B10.3.2 A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

- a. State the complaint orally to the CRO. If not satisfied with their decision then,

- b. State the complaint orally to the Meeting Director.

## **B10.4 Challenges and protests in team events**

B10.4.1 Team challenges and protests must be made by the Team Captain. Team members who believe they have reason to challenge or protest will state the facts to their Team Captain, who will make the official challenge or protest if they feel such action to be justified.

## **B11 Results**

### **B11.1 Posting results**

B11.1.1 **Interim results.** As and when practical, Chief Stats will produce and post results for competitors who have completed the event. These may be used as the basis for challenges (see B10.1).

B11.1.2 **Provisional results.** As soon as possible after all competitors have completed the event, Chief Stats will produce and post a full set of results. Following the posting of these provisional results, competitors will have a specified period within which they may make challenges. This period will be displayed with the provisional results.

B11.1.3 **Final results.** Final results will be produced and posted by Chief Stats Officer once the provisional result challenge period has expired. These results will be used as the basis for the award of prizes.

### **B11.2 Correction of result errors**

B11.2.1 Chief Stats will correct errors which may come to the attention of the Stats Office prior to the publication of the final results.

### **B11.3 Changing final results**

B11.3.1 The final results shall not be changed except on authority of the Meeting Director. Such changes may arise from:

- a. Typographical errors.
- b. Errors in classification of competitors, the competitor having been advised of such error and of their correct classification.
- c. Disqualification or Expulsion of competitors as provided for by the rules.

### **B11.4 Prizes and Trophies**

B11.4.1 Prizes will be awarded to first, second and third places in each event and class subject to entries. If there are five or fewer entries only a first place prize will be awarded. If there are six to ten entries a second place prize will be awarded. If there are eleven or more entries a third place prize will be awarded.

B11.4.2 Should there be only one entry in any event or class no prize will be awarded.

## **B11.5 Retention of records**

B11.5.1 Chief Stats will ensure that all completed scorecards are retained for 30 days after the end of the meeting.

## **B12 Classifications**

### **B12.1 Classifications**

B12.1.1 A database of the results of all classified events (1500, Bianchi and Short Events) will be maintained.

B12.1.2 Classifications are earned separately for each gun type (GRSB, GRCF Standard, LBP and LBR) in the classified events. The class in which a competitor is placed depends on the highest score achieved prior to the current event. The classifications are revised as necessary after each classified event.

B12.1.3 There is no unclassified class. If a competitor shoots an event for the first time, their event score will determine their classification for that event.

B12.1.4 The minimum qualifying scores for each class for each event are to be found in the relevant course of fire in Section C.

### **B12.2 Classified event**

B12.2.1 A fully classified event is one which follows all the relevant Rules and Conditions in this Handbook, and hence from which scores are counted for the purposes of updating classifications and records (see B13). Awards are given by class. If the classes are not fully used (e.g. two or more are combined for award purposes) this must be specified in the meeting conditions.

B12.2.2 A partially classified event is one which follows the Rules and Conditions in this Handbook, but does not award prizes based on classification. Scores from such events will be used to update classifications and records.

B12.2.3 An event which varies from the Rules and Conditions in this Handbook in any way will be considered unclassified. Scores from such events will not be used to update classifications or records.

### **B12.3 Competing in a higher class**

Any competitor may elect, before firing, to compete under a higher classification than that which they possess. Anyone who so elects must fire in the higher class throughout the meeting and not revert to the lower classification for any event in the meeting.

### **B12.4 Appeals**

B12.4.1 Any competitor having reason to believe that are improperly classified may submit an appeal to the Meeting Director.

### **B12.5 Team classification**

B12.5.1 Teams are classified by computing the “team average” based on the classification of each firing member of the team. To compute this “team average” the key in the table for the different classes will be used and the team total divided by number of firing members of the team, rounding to the nearest whole number. The “team average” will establish classification of the team but will not affect in

any way the individual classification of team members.

Team Table	
Class	Points
X	5
A	4
B	3
C	2
D	1

## **B13 Record Scores**

### **B13.1 Types of record**

B13.1.1 Two types of record are maintained:

- a. **National Records.** These are maintained only for the classified events. National records can be set at any fully or partially classified meeting in the United Kingdom.
- b. **Phoenix Records.** These are maintained for all events shot at the annual Phoenix meeting.

### **B13.2 Qualifying scores**

B13.2.1 In order for records to be recognized, reports of the scores must be submitted to the classification organiser by the Chief Statistical Officer of the meeting in which they were fired.

B13.2.2 Scores fired during re-entry events cannot be used to establish records.

B13.2.3 Scores must be complete scores for an entire event. Practice, match or stage scores, or scores for only part of an event, will not be used for records.

B13.2.4 Scores must be fired in individual events. No score fired in a team event will be considered for an individual record.

## **B14 Range Standards**

### **B14.1 Firing line**

B14.1.1 The firing line is immediately in front of the firing points. All ranges are measured from this firing line to the face of the targets when targets are hung in their proper firing position in front of the backstop.

### **B14.2 Firing point**

B14.2.1 That part of the range provided for the competitor immediately to the rear of the firing line from which firing takes place. Each firing point is numbered to correspond with the target frames. It is recommended that each firing point has a minimum width of 1.8 metres.

### **B14.3 Shelter**

B14.3.1 The firing points of outdoor ranges may be covered and enclosed on three sides, open toward the targets. There must be ample room for meeting officials to move freely to the rear of the shooters. This does not preclude the construction of ranges within areas surrounded or partially surrounded by safety walls.

#### **B14.4 Illumination**

B15.4.1 Ranges may be artificially illuminated.

#### **B14.5 Target numbers**

B14.5.1 Target numbers should always be used, where possible target frames should be numbered on alternating backgrounds of contrasting colours. The numbers will be large enough to be identified with the naked eye under ordinary light conditions from all shooting distances. Numbers must correspond in some way with the firing point numbers. Target numbers will be fixed in position so as to remain visible, from all shooting positions, when the targets are exposed.

B14.5.2 No other markings of any kind are allowed on targets.

#### **B14.6 Event specific range equipment**

B14.6.1 Some events require specific items of range equipment – this is specified in the relevant event conditions.

## C – Event Conditions

### C1 General

#### C1.1 Purpose

C1.1.1 This section of the Handbook describes the courses of fire for all the GR&P events shot competitively at national level in the UK.

#### C1.2 Event Numbering

C1.2.1 Events are identified by a four-digit number. The first two digits define the event type and the second two define the gun type, as shown in the tables below.

Event Type	Gun Type
01 25m Precision	01 GRSB
03 50m Precision	02 GRCF Standard
05 America Match	03 GRCF Open
07 Timed & Precision 1	04 GRCF Classic
09 Timed & Precision 2	21 LBP
10 Timed & Precision 3	22 LBR
11 Multi-Target	23 Air Pistol (AP)
13 Phoenix A	<b>Shotgun</b>
14 Multi-Target 3	34 Shotgun (SG)
15 1500	35 Shotgun - Manual (SGM)
16 1020	36 Shotgun - Semi-Auto (SGSA)
17 Bianchi	37 Shotgun Clasic (SGC)
19 Advancing Target	<b>Muzzle Loading</b>
21 Speed Steel Challenge	41 Pistol (MLP)
23 25m Timed	42 Revolver (MLR)
25 Sport Pistol	43 Classic Revolver ( <i>BP only</i> )
27 Standard Pistol	44 Classic Percussion
29 Grand	45 Classic Flintlock ( <i>smoothbore</i> )
31 Hunter Field Target	46 Classic Flintlock ( <i>rifled</i> )
33 NRA Embassy Cup	<b>Long Range Pistol</b>
35 Action/Practical	62 Hunter Class
38 Man v Man	63 Free Pistol A
39 Metallic Silhouettes	65 Production Free Pistol A
	66 Production Free Pistol B
	67 Allcomers Revolver
	68 Free Pistol
	69 Production Free Pistol

Event Type	Gun Type
41 Classic	<b>Fullbore Rifle</b>
43 Granet	80 Any
45 Scott	81 .303 ( <i>pre-1950 iron sights</i> )
47 Imperial Silhouettes	82 Military Rifle ( <i>pre-1980 iron sights</i> )
49 Surrenden	83 Military Rifle ( <i>pre-1980 any sights</i> )
51 100 yd	84 .303 ( <i>any</i> )
53 100 & 200 yd	63 200m
55 200 & 300 yd	85 Sporting Rifle
57 100, 200 & 300 yd	86 F Class
59 400, 500 & 600 yd	87 Black Powder Cartridge
61 800, 900 & 1000 yd	88 FTR Class Rifle
63 200m	89 Non .303 Military ( <i>pre-1950 iron sights</i> )
65 McQueen	90 Issued Sniper Rifle
71 Clays	91 Non .303 ( <i>pre-1950 iron sights</i> )
	92 .303 issued iron sights

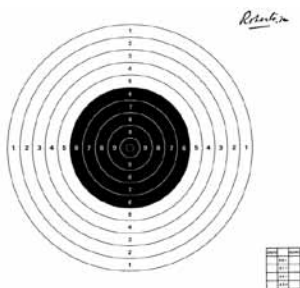
C1.2.2 Note that, for completeness, the tables include event and gun types which are sometimes used within GR&P meetings (particularly the annual Phoenix Meeting) but which do not fall within the governance of the GR&P discipline. Courses of fire for these are not included in this Handbook – they will instead be provided separately for each meeting in which they appear.

### C1.3 Targets

C1.3.1 The courses of fire described later in this section utilise a wide variety of target types. These are illustrated below.



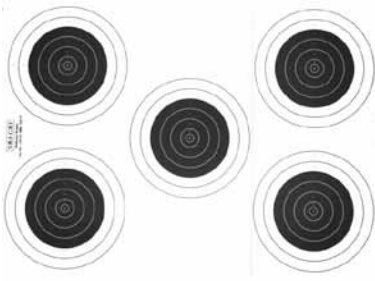
PL7



PL14



PL17



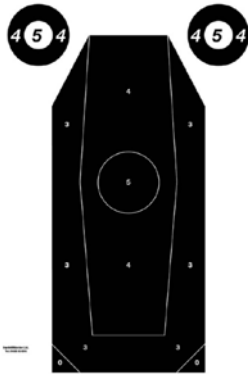
**NRA GR5**



**DP1 / 1a**



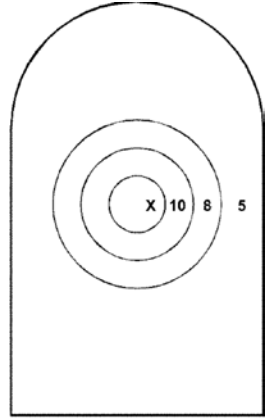
**DP2 / 2a**



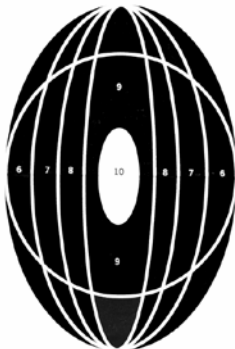
**TP3**



**B1**



**D1**



**Melon**



**5 of Diamonds**



**PL6**



## 01 – 25m Precision

### EVENT NUMBERS

0101: GRSB/Air/CO<sub>2</sub>  
0102: GRCF  
0103: GRCF Open  
0104: GRCF Classic  
0121: LBP  
0122: LBR

### TARGETS

GRSB: 1 x PL14  
GRCF, LBR, LBP: 1 x PL7

### SIGHTS

Any (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres  
It takes approximately 45 minutes to complete  
It requires 30 rounds plus sighters (unlimited)  
The maximum possible score is 300

### SIGHTERS

Unlimited shots in 5 minutes

### PRACTICE 1, 2, 3

10 shots in 5 minutes

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.

## 03 – 50m Precision

### EVENT NUMBERS

0301: GR SB  
0302: GR CF  
0303: GR CF Open  
0304: GR CF Classic  
0321: LBP  
0322: LBR

### TARGETS

1 x PL7

### SIGHTS

Any (spotting scopes may be used)

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 50 metres  
It takes approximately 45 minutes to complete  
It requires 30 rounds plus sighters (unlimited)  
The maximum possible score is 300

### SIGHTERS

Unlimited shots in 5 minutes

### PRACTICE 1, 2, 3

10 shots in 5 minutes

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.

## 05 – America Match

### EVENT NUMBERS

0501: GR5B  
0502: GR5F  
0503: GR5F Open  
0504: GR5F Classic  
0521: LBP  
0522: LBR

### TARGETS

50 metres: 1 x PL7  
25 metres: GR5B: 1 x NRA GR5  
GR5F, LBP, LBR: 1 x PL7

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 45 minutes to complete  
It requires 30 rounds plus sights (unlimited)  
The maximum possible score is 300

### SIGHTERS

50 metres, unlimited shots in 5 minutes

### PRACTICE 1

50 metres, one series of 10 shots in 10 minutes, standing unsupported

### PRACTICE 2

25 metres, two series of 5 shots in 30 seconds, standing unsupported

### PRACTICE 3

25 metres, two series of 5 shots in 20 seconds, standing unsupported

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 1, 3, 2.
- c. By the X count in each practice in the order 1, 3, 2.

## 07 – Timed & Precision 1

### EVENT NUMBERS

0701: GR SB  
0702: GR CF  
0703: GR CF Open  
0704: GR CF Classic  
0721: LBP  
0722: LBR

### TARGETS

GR SB: 1 x DP2 (half size)  
GR CF, LBP, LBR: 1 x DP2

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 30 minutes to complete  
It requires 30 rounds  
The maximum possible score is 300

### PRACTICE 1

25 metres, 12 shots in 2 minutes, to include a reload

### PRACTICE 2

15 metres, 12 shots in two strings of 6  
For each string, 6 appearances of 2 seconds with intervals of 5 seconds  
One shot only to be fired at each appearance  
The firearm must be returned to the ready position between appearances

### PRACTICE 3

10 metres, 6 shots  
The target will make 3 appearances of 3 seconds with intervals of 5 seconds  
Two shots only to be fired at each appearance  
The firearm must be returned to the ready position between appearances

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores at each distance, commencing with the longest distance.

- c. By the X count at each distance, commencing with the longest distance.
- d. In the event of a maximum score and equal X counts at all distances, by outward gauging.

**PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Firing too many shots during an exposure.

**CLASSIFICATIONS**

**THE CLASSIFICATION SCORE BANDS ARE AS FOLLOWS:**

<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>
X 295 - 300	X 300	X 295 - 300	X 295 - 300
A 285 - 294	A 297 - 299	A 285 - 294	A 285 - 294
B up to 284	B up to 296	B up to 284	B up to 284

## 09 – Timed & Precision 2

### EVENT NUMBERS

0901: GRSB  
0902: GRCF  
0903: GRCF Open  
0904: GRCF Classic  
0921: LBP  
0922: LBR

### TARGETS

GRSB: 1 x DP2 (half size)  
GRCF, LBP, LBR: 1 x DP2

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

GRSB, GRCF: 45 degrees  
LBR: holstered, hammer down  
LBP: holstered, slide forward, safety catch applied

### COURSE OF FIRE

This event takes approximately 45 minutes to complete  
It requires 60 rounds  
The maximum possible score is 600

### PRACTICE 1

10 metres, 6 shots, standing unsupported  
Time: GRCF - 8 seconds      GRSB, LBR, LBP - 5 seconds  
This practice will be shot twice

### PRACTICE 2

50 metres  
GRSB, GRCF: 6 shots kneeling  
6 shots sitting  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported  
LBP, LBR: 6 shots kneeling using barricade for support (or prone depending on range restrictions)  
6 shots sitting  
6 shots left hand standing using barricade for support, revolvers double action only  
6 shots right hand standing using barricade for support, revolvers double action only  
Time: GRCF - 180 seconds      GRSB, LBR, LBP - 150 seconds

### PRACTICE 3

25 metres  
GRSB, GRCF: 6 shots kneeling

LBP, LBR: 6 shots sitting  
6 shots right hand standing unsupported  
6 shots left hand standing unsupported  
6 shots kneeling  
6 shots sitting  
6 shots right hand standing using barricade for support,  
revolvers double action only  
6 shots left hand standing using barricade for support,  
revolvers double action only  
Time: GRCF - 120 seconds    GRSB, LBR, LBP - 105 seconds

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

### **LOADING**

All ammunition must be carried on the competitor's person. When shooting with a revolver, **only one** speedloader may be used.

### **EQUIPMENT**

When shooting this event with a LBP or LBR a holster **must** be used.

### **EVENT SPECIFIC RANGE EQUIPMENT**

A barricade will be provided for each competitor using a LBP or LBR for the standing with support 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.

### **MOVING BETWEEN POSITIONS**

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRSB and self-loading pistols must have the action locked open and the magazine removed. In the case of a GRSB which cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor. Revolvers must have the cylinder open. GRCF must have the lever or action open. These conditions do not apply when moving the firearm between shoulders / hands in the standing position.

### **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. It is the competitor's responsibility to have sufficient ammunition in their possession to complete the match or event. A dropped round, magazine, moon clip or speedloader **may not** be retrieved

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores at each distance, commencing with the longest distance.
- c. By the X count at each distance, commencing with the longest

distance.

**PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Moving between positions with a closed firearm.
- b. Allowing part of a LBR or LBP to make contact with the barricade when firing.
- c. For LBP and LBR, when using the barricade, allowing any part of a foot, to extend over the foot fault line extending to the rear of the barricade at 90 degrees to the firing line. In the left hand barricade position, no part of the foot may extend to the left of the foot fault line and vice versa.

**CLASSIFICATIONS**

The classification score bands are as follows:

<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>
X 575 - 600	X 590 - 600	X 580 - 600	X 580 - 600
A 525 - 574	A 575 - 589	A 560 - 579	A 560 - 579
B up to 524	B up to 574	B up to 559	B up to 559



## 10 – Timed & Precision 3

### EVENT NUMBERS

1021: LBP

1022: LBR

### TARGETS

1 x TP3

### SIGHTS

Any

### POSITIONS

Standing unsupported, kneeling, sitting

### READY POSITION

LBR: holstered, hammer down

LBP: holstered, slide forward, safety catch applied

### COURSE OF FIRE

This event takes approximately 30 minutes to complete.

There is a maximum shooting time of 5 minutes 30 seconds allowed for the whole event. Each competitor will be supervised by a Range Officer with a timer to monitor their total shooting time. The timer is started when the targets appear for each practice and is stopped when the LBP or LBR is holstered at the end of each practice. The competitor may ask how much time remains once only during the whole event. Once the shooting time has elapsed, the competitor will be stopped.

It requires 50 rounds.

The maximum possible score is 250.

### PRACTICE 1

10 metres

10 shots standing unsupported

Time: 15 seconds

### PRACTICE 2

25 metres

5 shots right hand standing using barricade for support, LBR double action only

5 shots left hand standing using barricade for support, LBR double action only

Time: unlimited (subject to the maximum overall time of 5 minutes 30 seconds)

### PRACTICE 3

25 metres

5 shots kneeling

5 shots sitting

Time: unlimited (subject to the maximum overall time of 5 minutes 30 seconds)

### PRACTICE 4

20 metres

5 shots kneeling

Time: unlimited (subject to the maximum overall time of 5 minutes 30 seconds)

### **PRACTICE 5**

15 metres

5 shots standing unsupported

Time: 10 seconds

### **PRACTICE 6**

10 metres

5 shots standing unsupported, one ring target, strong hand only

5 shots standing unsupported, the other ring target, freestyle

Time: unlimited (subject to the maximum overall time of 5 minutes 30 seconds)

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### **LOADING**

All ammunition must be carried on the competitor's person, either in a pocket or pouch. (i.e. belt loops, magazine pouches, etc. cannot be used). A pocket can be a pouch attached to a belt – as long as its of loose fabric and a hand can physically fit inside and ammunition is loose within the pouch it is acceptable.

There should be no artificial inserts, sleeves, holders or stiffeners or any type of device that holds magazines inside or attached to the competitors ammunition pockets.

Only two magazines, speedloaders or moon-clips may be used through the whole event. Either or both of may be pre-loaded (with no more than 5 rounds) at any time.

### **EQUIPMENT**

A holster **must** be used.

The competitor may not use any form of timing device.

### **EVENT SPECIFIC RANGE EQUIPMENT**

A barricade will be provided for the standing supported position at 25 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.

### **MOVING BETWEEN POSITIONS**

Firearms must be unloaded when moving between shooting positions. All rounds and cases must be ejected before moving. LBP must have the slide back and the magazine removed, LBR must have the cylinder open. These conditions do not apply when moving the firearm between hands in the standing position.

### **RELOADING**

After the initial order to load, all further loading must be with rounds taken from the competitor's person. It is the competitor's responsibility to have sufficient

ammunition in their possession to complete the match or event. A dropped round, magazine, moon clip or speedloader **may not** be retrieved.

After each practice is completed, the timer will not be stopped until the competitor has reloaded with five rounds and holstered the gun with the hammer down on an empty chamber. The exceptions are after Practice 1 and Practice 6 – the competitor must not reload, but instead must holster an empty firearm. The RO will clear the firearm after the timer has been stopped.

### **SCORING**

The target will be scored at the end of Practice 1 and at the end of Practice 6 – but not at the end of Practices 2-5.

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the highest score in Practice 6.
- b. By the scores at each distance, commencing with the longest distance.

### **PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Moving between shooting positions with a closed firearm.
- b. Allowing part of an LBP or LBR to make contact with the barricade when firing.
- c. For LBP and LBR, when using the barricade, allowing any part of a foot, to extend over the foot fault line extending to the rear of the barricade at 90 degrees to the firing line. In the left hand barricade position, no part of the foot may extend to the left of the foot fault line and vice versa.
- d. In scoring Practices 2-5, hits up to the correct number specified in the course of fire will count. Excess hits will be disregarded. The highest scoring hits up to the correct number only will be scored.

## 11 – Multi-Target

### EVENT NUMBERS

1101: GR SB  
1102: GR CF  
1103: GR CF Open  
1104: GR CF Classic  
1121: LBP  
1122: LBR

### TARGETS

GR SB: 2 x DP1 (half size)  
GR CF, LBP, LBR: 2 x DP1

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 30 minutes to complete  
It requires 24 rounds  
The maximum possible score is 120

### PRACTICE 1

25 metres, 6 shots in 15 seconds on the left hand target

### PRACTICE 2

20 metres, 3 shots on each target in 10 seconds

### PRACTICE 3

15 metres, 6 shots  
The target will make 3 x 3 second appearances with intervals of 5 seconds  
2 shots to be fired at each appearance on the right hand target  
The firearm must be returned to the ready position between exposures

### PRACTICE 4

10 metres, 6 shots (3 on each target) in 8 seconds

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the highest number of 5s, 4s, 3s, 2s.
- c. By the highest bullet score on the left hand target
- d. By the highest number of Xs on the left hand target

- e. In the event of a maximum score and equal X counts at all distances, by outward gauging.

**PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Firing too many shots during an exposure.
- b. Any shots on the wrong target.

**CLASSIFICATIONS**

The classification score bands are as follows:

**GRSB**

X 110 - 120  
A 100 - 109  
B up to 99

**GRCF**

X 115 - 120  
A 108 - 114  
B up to 107

**LBP**

X 115 - 120  
A 105 - 114  
B up to 104

**LBR**

X 115 - 120  
A 105 - 114  
B up to 104

## 13 – Phoenix A

### EVENT NUMBERS

1301: GR SB  
1302: GR CF  
1303: GR CF Open  
1304: GR CF Classic  
1321: LBP  
1322: LBR

### TARGETS

GR SB: 2 x DP1 (half size)  
GR CF, LBP, LBR: 2 x DP1

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

GR SB, GR CF: 45 degrees  
LBR: holstered, hammer down  
LBP: holstered, slide forward

### COURSE OF FIRE

This event takes approximately 45 minutes to complete  
It requires 40 rounds  
The maximum possible score is 200

### PRACTICE 1

25 metres, 5 shots kneeling & 5 shots sitting.  
Start in the standing position, firearm loaded but not made ready. The firearm should be held parallel to the ground with the arm/arms extended. The targets will edge for 10 seconds, during which the competitor will adopt a kneeling position, make ready and take aim. The targets will then face for 10 seconds, during which the competitor will fire 5 shots at the left hand target. The targets will then edge for 10 seconds, during which time the competitor must adopt a sitting position, and may then take aim while waiting for the target to face. The targets will reappear for a further 10 second exposure, and the competitor will fire 5 shots at the right hand target.

Note: the competitor is allowed to move from the kneeling to sitting position as soon as they have fired their first 5 shots – there is no need to wait for the targets to edge.

### PRACTICE 2

20 metres, 10 shots standing unsupported.  
Start in the standing position at 25 metres with the rifle at the 'trail', loaded but not made ready. Revolvers must be loaded and holstered. Pistols must be loaded and holstered with no round in the chamber.  
The targets will appear for 1 second. The competitor will then have 7

seconds to advance to 20 metres, draw if using a revolver or pistol, and make ready. The targets will then make 5 exposures of 3 seconds with an away time of 7 seconds. Two shots only to be fired at each exposure at the left hand target.

The firearm must be held at 45 degrees between exposures.

### **PRACTICE 3**

15 metres, 10 shots standing unsupported.

Start in the standing position at 20 metres with the rifle at the 'trail', loaded but not made ready. Revolvers must be loaded and holstered. Pistols must be loaded and holstered with no round in the chamber.

The targets will appear for 10 seconds, during which the competitor will advance to 15 metres, draw if using a revolver or pistol, make ready and fire one shot at each target. The targets will then make 4 more exposures of 3 seconds with an away time of 7 seconds. Two shots to be fired at each exposure, one shot on each target.

The firearm must be held at 45 degrees between exposures.

### **PRACTICE 4**

10 metres, 10 shots standing unsupported

Start in the standing position at 15 metres with the rifle at the 'trail', loaded but not made ready. Revolvers must be loaded and holstered. Pistols must be loaded and holstered with no round in the chamber.

The targets will appear for 10 seconds, during which the competitor will advance to 10 metres, draw if using a revolver or pistol, make ready and fire. There will be two more exposures of 5 seconds. The away time will be 7 seconds. Any number of shots, to a maximum of 10 shots, may be fired during the practice but only 5 shots will be counted on each target.

The firearm must be held at 45 degrees between exposures.

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'LOAD BUT DO NOT MAKE READY'.

### **LOADING**

If by design the firearm is not capable of loading 10 rounds the competitor may load the remaining rounds after they have made ready or during the away times.

### **EQUIPMENT**

When shooting this event with a LBP or LBR a holster must be used.

### **MOVING BETWEEN POSITIONS**

Rifles and pistols must either have no round in the chamber or have the safety applied when moving between positions. Revolvers must have the chamber open. Movement between positions (kneeling to sitting) is only required in Practice 1.

### **TRAIL**

The rifle held in the strong hand, parallel to the ground and pointing at the target array. The arm must be fully extended downwards.

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores at each distance, commencing with the longest distance.
- c. By the X count at each distance, commencing with the longest distance.
- d. In the event of a maximum score and equal X counts at all distances, by outward gauging.

#### **PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Firing too many shots during an exposure.
- b. Any shots on the wrong target.
- c. Moving forward with a round in the chamber.
- d. Moving between positions in Practice 1 with a round in the chamber but no safety catch applied.

#### **CLASSIFICATIONS**

The classification score bands are as follows:

<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>
X 175 - 200	X 185 - 200	X 175 - 200	X 175 - 200
A 160 - 174	A 175 - 184	A 160 - 174	A 160 - 174
B up to 159	B up to 174	B up to 159	B up to 159



## 14 – Multi-Target 3

### EVENT NUMBERS

1401: GRSB  
1402: GRCF  
1403: GRCF Open  
1404: GRCF Classic  
1421: LBP  
1422: LBR

### TARGETS

GRSB: 2 x DP1(half size)  
GRCF, LBP, LBR: 2 x DP1

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 45 minutes to complete  
It requires 48 rounds  
The maximum possible score is 240

### PRACTICE 1

50 metres, 18 shots in 120 seconds  
6 shots kneeling on the left hand target  
6 shots sitting on the right hand target  
6 shots standing unsupported, 3 on each target

### PRACTICE 2

25 metres, 12 shots standing unsupported  
The target will make 4 x 5 second appearances with intervals of 7 seconds  
Any number of shots may be fired at each exposure but only 6 shots will be counted on each target.  
The firearm must be returned to the ready position between exposures.

### PRACTICE 3

15 metres, 12 shots standing unsupported  
The target will make 3 x 3 second appearances with intervals of 5 seconds  
2 shots to be fired at each appearance on the right hand target  
The firearm must be returned to the ready position between exposures  
The practice is then repeated using the left hand target

### PRACTICE 4

10 metres, 6 shots (3 on each target) in 8 seconds standing unsupported

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH SIX

ROUNDS LOAD AND MAKE READY’.

### **MOVING BETWEEN POSITIONS**

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRSB and self-loading pistols must have the action locked open and the magazine removed. In the case of a GRSB which cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor. Revolvers must have the cylinder open. GRCF must have the lever or action open.

### **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 in pouches etc. on the gun. It is the competitor’s responsibility to have sufficient ammunition in their possession to complete the match or event. A dropped round, magazine, moonclip or speedloader may not be retrieved.

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores at each distance, commencing with the longest distance.
- c. By the X count at each distance, commencing with the longest distance.
- d. In the event of a maximum score and equal X counts at all distances, by outward gauging.

### **PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Firing too many shots during an exposure.
- b. Any shots on the wrong target.

## 15 – 1500

### EVENT NUMBERS

1501:	GRSB
1502:	GRCF
1503:	GRCF Open
1504:	GRCF Classic
1521:	LBP
1522:	LBR

### TARGETS

GRSB:	B1 reduced
GRCF, LBP, LBR:	B1 full-size

### SIGHTS

Any

### POSITIONS

GRSB, GRCF:	standing unsupported, kneeling and sitting
LBP, LBR:	standing unsupported, standing supported, kneeling and sitting

### READY POSITION

GRSB, GRCF:	parallel
LBR:	holstered, hammer down
LBP	holstered, slide forward, safety catch applied

### COURSE OF FIRE

This event takes approximately 90 minutes to complete

It requires 150 rounds

The maximum possible score is 1500

Different conditions apply to each of the four categories of firearm; these are shown under each match and referenced to each category

### MATCH 1

<i>Stage 1</i>	10 metres	12 shots, including reload, standing unsupported
<i>Stage 2</i>	15 metres	12 shots, including reload, standing unsupported
GRCF – 30 seconds; GRSB, LBP, LBR – 20 seconds		
LBR – double action only		

### MATCH 2

25 metres, 90 seconds (including reloads)

6 shots kneeling

6 shots left hand    GRSB, GRCF standing unsupported  
LBP standing using barricade for support  
LBR standing using barricade for support  
revolvers – double action only

6 shots right hand    GRSB, GRCF standing unsupported  
LBP standing using barricade for support  
LBR standing using barricade for support  
revolvers – double action only

### **MATCH 3**

50 metres, 2 minutes 45 seconds (including reloads)

GRCF, GRSB: 6 shots kneeling  
6 shots sitting  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported

LBP, LBR: 6 shots sitting  
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  
revolvers – single or double action

### **MATCH 4**

25 metres, 35 seconds (including reload)

Stage 1 12 shots standing unsupported

Stage 2 12 shots standing unsupported

LBR – double action only

### **MATCH 5**

Stage 1 10 metres 12 shots standing unsupported

GRCF – 30 seconds; GRSB, LBP, LBR – 20 seconds

Stage 2 25 metres, 90 seconds (including reload)

6 shots kneeling

6 shots left hand GRSB, GRCF standing unsupported  
LBP standing using barricade for support  
LBR standing using barricade for support  
revolvers – double action only

6 shots right hand GRSB, GRCF standing unsupported  
LBP standing using barricade for support  
LBR standing using barricade for support  
revolvers – double action only

Stage 3 50 metres, 2 minutes 45 seconds (including reload)

GRCF/GRSB 6 shots kneeling  
6 shots sitting  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported

LBR/LBP 6 shots sitting  
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  
revolvers – single or double action

Stage 4 25 metres, 12 seconds 6 shots standing unsupported  
revolvers – double action only

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

## **MOVING BETWEEN POSITIONS**

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRSB and self-loading pistols must have the action locked open and the magazine removed. In the case of a GRSB which cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor. Revolvers must have the cylinder open. GRCF must have the lever or action open. This rule does not apply when moving the firearm between shoulders / hands in the standing position.

## **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 in pouches etc. on the gun. It is the competitor's responsibility to have sufficient ammunition in their possession to complete the match or event.

## **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the greatest number of Xs in Matches Three and Four combined.
- c. By the fewest misses in the event.
- d. By the fewest number of shots of lowest value in that event.
- e. By the fewest number of shots of the next lower value in the event.

## **EVENT SPECIFIC RANGE EQUIPMENT**

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 – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Moving between positions with a closed firearm.
- b. Allowing part of an LBR or LBP to make contact with the barricade when firing.
- c. For LBP and LBR, when using the barricade, allowing any part of a foot to extend over the foot fault line extending to the rear of the barricade at 90 degrees to the firing line. In the left hand barricade position, no part of the foot may extend to the left of the foot fault line and vice versa.

## **CLASSIFICATIONS**

The classification score bands are as follows:

<b>GRSB</b>	<b>GRCF (1502)</b>	<b>LBP</b>	<b>LBR</b>
X 1475 - 1500	X 1490 - 1500	X 1460 - 1500	X 1460 - 1500
A 1450 - 1474	A 1480 - 1489	A 1400 - 1459	A 1400 - 1459
B 1425 - 1449	B 1465 - 1479	B up to 1399	B up to 1399
C 1375 - 1424	C 1435 - 1464		
D up to 1374	D up to 1434		

## 16 – 1020

### EVENT NUMBERS

1601: GRSB  
1602: GRCF  
1603: GRCF Open  
1604: GRCF Classic  
1621: LBP  
1622: LBR

### TARGETS

GRSB: B1 reduced  
GRCF, LBP, LBR: B1 full size

### SIGHTS

Any

### POSITIONS

Standing unsupported, kneeling and sitting

### READY POSITION

GRSB, GRCF: parallel  
LBR: holstered, hammer down  
LBP holstered, slide forward, safety catch applied

### COURSE OF FIRE

This event takes approximately 45 minutes to complete  
It requires 102 rounds  
The maximum possible score is 1020

### MATCH 1

Stage 1 10 metres 12 shots, including reload, standing unsupported  
Stage 2 15 metres 12 shots, including reload, standing unsupported  
GRCF – 30 seconds; GRSB, LBP, LBR – 20 seconds  
revolvers – double action only

### MATCH 2

25 metres, 90 seconds (including reloads)  
6 shots kneeling  
6 shots left hand standing unsupported  
revolvers – double action only  
6 shots right hand standing unsupported  
revolvers – double action only

### MATCH 3

25 metres, 35 seconds (including reloads)  
Stage 1 12 shots, including reload, standing unsupported  
Stage 2 12 shots, including reload, standing unsupported  
revolvers – double action only

### MATCH 4

25 metres, 2 minutes 45 seconds (including reloads)  
GRCF, GRSB: 6 shots kneeling

6 shots sitting  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported

LBP, LBR: 6 shots sitting  
6 shots kneeling  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported  
revolvers – single or double action

## **MATCH 5**

25 metres, 12 seconds

*Stage 1* 6 shots standing unsupported

*Stage 2* 6 shots standing unsupported  
revolvers – double action only

## **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.

## **MOVING BETWEEN POSITIONS**

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRSB and self-loading pistols must have the action locked open and the magazine removed. In the case of a GRSB which cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor. Revolvers must have the cylinder open. GRCF must have the lever or action open. This rule does not apply when moving the firearm between shoulders / hands in the standing position.

## **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 in pouches etc. on the gun. It is the competitor's responsibility to have sufficient ammunition in possession to complete the match or event.

## **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the fewest misses in the event.
- c. By the fewest number of shots of lowest value in that event.
- d. By the fewest number of shots of the next lower value in the event.

## **PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- a. Moving between positions with a closed firearm.

## 17 – Bianchi

### EVENT NUMBERS

1701: GR SB  
1702: GR CF  
1703: GR CF Open  
1704: GR CF Classic  
1721: LBP  
1722: LBR

### TARGETS

GR SB: D1 reduced, 4 inch plates  
GR CF, LBP, LBR: D1 full-size, 8 inch plates

### SIGHTS

Any. Any number of sighting systems may be used on the same gun provided they remain fixed in place throughout all four matches of the event.

### POSITIONS

Standing unsupported, standing supported, kneeling and sitting.  
Prone in the Practical and Falling Plate matches (where range regulations allow); the butt of the revolver or pistol may touch the ground

### READY POSITION

GR SB, GR CF: parallel  
LBR: holstered with both hands at the same height as the head or, for the Barricade Match, with both palms flat against the barricade  
LBP: holstered, slide forward, safety catch applied. Both hands at the same height as the head or, for the Barricade Match, with both palms flat against the barricade

### COURSE OF FIRE

This event takes approximately 90 minutes to complete.

It requires 192 rounds.

The maximum possible score is 1920.

Different conditions apply to each of the four types of firearm; these are shown under each match and referenced to each type.

The standard event for all championship meetings, which qualifies for classifications and record scores, consists of the Practical Match, the Falling Plate Match, the Barricade Match and the Moving Target Match.

These can be shot in any order.

When one of the standard matches cannot be shot due to range limitations, the alternative matches (Los Alamitos and Rapid Fire) may be shot instead. In this case the event does not count towards classifications (even if it is shot in classes) or record scores.

### PRACTICAL MATCH

This match is fired standing unsupported, kneeling, sitting or prone.

<i>Stage 1</i>	10 metres	3 seconds	1 shot on each target
		4 seconds	2 shots on each target



		8 seconds	3 shots on each target LBP, LBR: weak hand freestyle GRCF, GRSB: weak shoulder
<i>Stage 2</i>	15 metres	4 seconds	1 shot on each target
		5 seconds	2 shots on each target
		6 seconds	3 shots on each target
<i>Stage 3</i>	25 metres	5 seconds	1 shot on each target
		6 seconds	2 shots on each target
		7 seconds	3 shots on each target
<i>Stage 4</i>	50 metres	7 seconds	1 shot on each target
		10 seconds	2 shots on each target
		15 seconds	3 shots on each target

**FALLING PLATE MATCH** This match is fired standing unsupported kneeling, sitting or prone. Only plates that fall within the time limit will count for score.

<i>Stage 1</i>	10 metres	6 seconds	1 shot on each plate
		6 seconds	1 shot on each plate
<i>Stage 2</i>	15 metres	7 seconds	1 shot on each plate
		7 seconds	1 shot on each plate
<i>Stage 3</i>	20 metres	8 seconds	1 shot on each plate
		8 seconds	1 shot on each plate
<i>Stage 4</i>	25 metres	9 seconds	1 shot on each plate
		9 seconds	1 shot on each plate

### **BARRICADE MATCH**

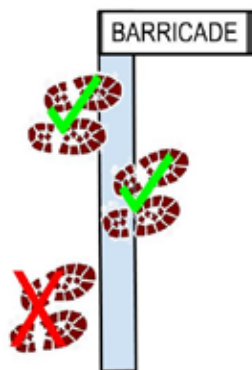
This match is fired standing, supported by the barricade. The gun may touch the barricade. The shooter must stay within the confines of the shooting area behind the barricade. At least some part of the foot or feet has to touch the marked shooting area for the shooter to be declared within the shooting area. (see graphic)

*Stage 1* 10 metres - 6 seconds  
6 shots on a target from one side  
6 shots on the other target from the other side

*Stage 2* 15 metres - 7 seconds  
6 shots on a target from one side  
6 shots on the other target from the other side

*Stage 3* 25 metres - 8 seconds  
6 shots on a target from one side  
6 shots on the other target from the other side

*Stage 4* 35 metres - 9 seconds  
6 shots on a target from one side  
6 shots on the other target from the other side



**MOVING TARGET MATCH:** This match is fired standing unsupported.

<i>Stage 1</i>	10 metres	6 seconds	6 shots, target moving right to left
		6 seconds	6 shots, target moving left to right

<i>Stage 2</i>	15 metres	6 seconds	6 shots, target moving right to left
		6 seconds	6 shots, target moving left to right
<i>Stage 3</i>	20 metres	6 seconds	3 shots, target moving right to left
		6 seconds	3 shots, target moving left to right
		6 seconds	3 shots, target moving right to left
		6 seconds	3 shots, target moving left to right
<i>Stage 4</i>	25 metres	6 seconds	3 shots, target moving right to left
		6 seconds	3 shots, target moving left to right
		6 seconds	3 shots, target moving right to left
		6 seconds	3 shots, target moving left to right

### **ALTERNATIVE FOR MOVING TARGET MATCH – LOS ALAMITOS MATCH (MODIFIED)**

Stages 1-5 of this match are shot standing unsupported. Stage 6 is shot standing behind the barricade taking full account of shooting area boundaries. (See graphic above). Start for LBP, LBR: from the holster, with hands above shoulders.

<i>Stage 1</i>	3 separate exposures of 2.5 secs, 10 secs away time. LBP, LBR: to re-holster between exposures, safety re-applied. <i>10 metres 2.5 seconds 2 shots on centre target</i> <i>2.5 seconds 2 shots on right target</i> <i>2.5 seconds 2 shots on left target</i>
<i>Stage 2</i>	LBP, LBR: Strong hand only (i.e. NOT supported by weak hand). GRCF, GRSB: strong shoulder. <i>10 metres 6 seconds 2 shots on each target</i>
<i>Stage 3</i>	LBP, LBR: weak hand freestyle (i.e. can be supported by strong hand). GRCF, GRSB: weak shoulder <i>10 metres 10 seconds 2 shots on each target</i>
<i>Stage 4</i>	<i>10 metres 18 seconds 2 shots on each target freestyle.</i> LBP, LBR, GRSB: reload GRCF: reload with a minimum of 2 rounds LBP, LBR: weak hand freestyle (i.e. can be supported by strong hand). GRCF, GRSB: weak shoulder <i>2 shots on each target</i>
<i>Stage 5</i>	<i>15 metres 8 seconds 2 shots on each target freestyle</i>
<i>Stage 6</i>	25 metres Shot from behind the barricade - conditions as per barricade match. <i>10 seconds 2 shots on each target, right side of barricade</i>
	<b>Reload</b> <i>10 seconds 2 shots on each target, left side of barricade</i>

### **ALTERNATIVE FOR FALLING PLATE MATCH – RAPID FIRE MATCH (MODIFIED)**

This match is shot standing unsupported.

<i>Stage 1</i>	25 metres	10 seconds	1 shot on each of targets 1, 3 & 5
----------------	-----------	------------	------------------------------------

		10 seconds	1 shot on each target
		10 seconds	1 shot on each target
<i>Stage 2</i>	25 metres	8 seconds	1 shot on each target
		8 seconds	1 shot on each target
<i>Stage 3</i>	25 metres	5 seconds	1 shot on each target
		5 seconds	1 shot on each target

## **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'.

## **TIES**

Tie breaking rules shall be applied in the order listed below:

- By the greatest number of Xs in the event
- By the highest score in the Moving Target Match
- By the highest score in the Falling Plate Match
- By the highest score in the Barricade Match
- By the highest score in the Practical Match

## **TARGET POSITIONS**

**Practical Match:** Two targets, 4½ feet from centre to centre and about 6 feet to the top of the targets.

**Falling Plate Match:** Six 8 inch (GRCF, LBP, LBR) or six 4 inch (GRSB) plates placed at 20 inch centres and about 4 feet from the ground to the bottom edge.

**Barricade Match:** Two targets, 7½ feet from centre to centre and about 6 feet to the top of the targets.

**Moving Target Match:** One target, about 6 feet to the top of the target.

**Los Alamitos Match:** Three targets, 2½ feet from centre to centre and about 6 feet to the top of the targets.

**Rapid Fire Match:** Five targets, 3 feet from centre to centre and about 6 feet to the top of the targets.

## **EVENT SPECIFIC RANGE EQUIPMENT**

**Barricade:** 6 feet high, 2 feet wide, with a 2 foot wide firing area behind the barricade for the shooter.

**Moving Target:** The target will move from concealment behind a cover, travel 60 feet in 6 seconds and disappear behind another cover.

**Firing area:** For the Moving Target Match there will be a clearly marked 3 foot square firing area at each distance at the centre of the 60 foot run of the target.

## **PROCEDURAL PENALTIES – EVENT SPECIFIC**

In addition to the usual procedural penalties, the following apply in this event:

- Lowering the hands from the start position before the start signal.
- Removing the hands from the barricade before the start signal.
- Firing a shot while a part of the foot is outside the designated firing area (See graphic)
- Firing a shot in the Moving Target Match which penetrates the cover on either side.

## **CLASSIFICATIONS**

The classification score bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
X	1870 - 1920	X	1890 - 1920	X	1825 - 1920	X	1825 - 1920
A	1820 - 1869	A	1850 - 1889	A	1750 - 1824	A	1750 - 1824
B	1750 - 1819	B	1815 - 1849	B	up to 1749	B	up to 1749
C	1600 - 1749	C	1725 - 1814				
D	up to 1599	D	up to 1724				

## 19 – Advancing Target

### EVENT NUMBERS

1901: GR SB  
1902: GR CF  
1903: GR CF Open  
1904: GR CF Classic  
1921: LB P  
1922: LB R

### TARGETS

GR SB: 1 x DP1 (half size)  
GR CF, LB P, LB R: 1 x DP1

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 30 minutes to complete  
It consists of 6 identical Practices  
It requires 60 rounds (GR SB) or 36 rounds (GR CF, LB P, LB R)  
The maximum possible score is 300 (GR SB) or 180 (GR CF, LB P, LB R)

### PRACTICE 1 – 6

Target will advance from 25 to 10 metres in about 10 seconds, then turn away

GR SB: 10 rounds to be fired while the target is facing  
GR CF, LB P, LB R: 6 rounds to be fired while the target is facing

### RANGE COMMANDS

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'.

### EVENT SPECIFIC RANGE EQUIPMENT

A target carrier capable of advancing from 25 metres to the firing line at an even pace. The target will start faced and will advance from 25 metres to 10 metres in 10 seconds. The target will edge at the 10 metre point.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores for each practice, commencing with the final practice and working backwards.
- c. By the X count for each practice, commencing with the final practice and working backwards.
- d. In the event of a maximum score and equal X counts in all practices, by outward gauging.

## **CLASSIFICATIONS**

The classification score bands are as follows:

### **GRSB**

X 285 - 300

A 260 - 284

B up to 259

### **GRCF**

X 178 - 180

A 170 - 177

B up to 169

### **LBP**

X 175 - 180

A 165 - 174

B up to 164

### **LBR**

X 175 - 180

A 165 - 174

B up to 164

## 21 – Speed Steel Challenge

### EVENT NUMBERS

2101: GRSB  
2102: GRCF  
2103: GRCF Open  
2104: GRCF Classic  
2121: LBP  
2122: LBR

### TARGETS

Four 18 inch diameter steel plates and one 18 x 24 inch steel plate per stage

### DISTANCES

22 to 30 metres

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

GRSB, GRCF: Parallel  
LBP, LBR: 45 degrees

### COURSE OF FIRE

This event takes approximately 45 minutes to complete.

It consists of 5 stages and requires a minimum of 125 rounds to complete. For GRCF and LBR, only lead bullets are allowed (no jacketed, armour-piercing or copper-washed).

For GRSB and LBP, both lead and copper-washed bullets are allowed.

### STAGES 1 – 5

5 runs on each stage with the fastest 4 runs from each stage to count, maximum of 30 seconds recordable for any one run.

On the audible start, the competitor will engage the 4 round steels with a minimum of 1 round on each in any order and then the rectangular stop-plate, which must be engaged last.

### RANGE COMMANDS

The general rules apply. However, each stage of this event operates independently with one shooter and one RO. Having made sure that the range is clear, the CRO gives the ROs permission to proceed and each RO will then issue the command 'LOAD AND MAKE READY' to the shooter on their stage.

### PROCEDURAL PENALTIES – EVENT SPECIFIC

If the rectangular stop-plate is hit before all 4 of the round steels have been hit, the time for that run is recorded as 30 seconds.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. Fastest run on any stage.

## 23 – 25m Timed

### EVENT NUMBERS

2301: GRSB/Air/CO<sub>2</sub>

### TARGET

PL14

### SIGHTS

Any (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres

It takes approximately 45 minutes to complete

It requires 35 rounds

The maximum possible score is 300

### SIGHTERS

5 shots in 150 seconds

### PRACTICE 1

2 x 5 shots in 150 seconds

### PRACTICE 2

2 x 5 shots in 20 seconds

### PRACTICE 3

2 x 5 shots in 10 seconds

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### SCORING

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### MALFUNCTION ALLOWANCES

There are no malfunction allowances in this event

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.



## 25 – Sport Pistol

### **EVENT NUMBERS**

2521: LBP (multi-shot)

### **TARGETS**

PL7 (Precision), PL17 (Rapid)

### **SIGHTS**

Any colour iron (spotting scopes may be used)

### **POSITION**

Standing unsupported

### **READY POSITION**

45 degrees

### **COURSE OF FIRE**

This event is shot at 25 metres

It takes approximately 2 hours to complete

It requires 70 rounds

The maximum possible score is 600

### **SIGHTERS (PRECISION)**

Sighters: 1 series of 5 shots in 6 minutes

### **PRACTICE 1 – 3 (PRECISION)**

2 x 5 shots in 6 minutes

### **SIGHTERS (RAPID)**

Sighters: 1 series of 5 shots, one shot to be fired at each appearance

### **PRACTICE 4 – 6 (RAPID)**

2 series of 5 shots

During each series, the target appears 5 times, each time for 3 seconds with an away time of 7 seconds between each appearance; 1 shot only to be fired at each exposure

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### **SCORING**

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### **MALFUNCTION ALLOWANCES**

There are no malfunction allowances in this event

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 6, 5, 4, 3, 2, 1.
- c. By the X count in each practice in the order 6, 5, 4, 3, 2, 1.

## 27 – Standard Pistol

### EVENT NUMBERS

2721: LBP (multi-shot)

### TARGET

PL7

### SIGHTS

Any colour iron (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres in 6 practices  
It takes approximately 90 minutes to complete  
It requires 65 rounds  
The maximum possible score is 600

### SIGHTERS

5 shots in 150 seconds

### PRACTICE 1 – 2

2 x series of 5 shots in 150 seconds

### PRACTICE 3 – 4

2 x series of 5 shots in 20 seconds

### PRACTICE 5 – 6

2 x series of 5 shots in 10 seconds

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### SCORING

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### MALFUNCTION ALLOWANCES

There are no malfunction allowances in this event.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 6, 5, 4, 3, 2, 1.
- c. By the X count in each practice in the order 6, 5, 4, 3, 2, 1.

## 29 – The Grand

### EVENT NUMBERS

2901: GRSB

### TARGETS

2 x DP2 (half size), 2 x 'Melon', 2 x '5 of Diamonds'

### SIGHTS

Any

### POSITIONS

Standing unsupported, sitting, kneeling

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 1 hour to complete

It requires 100 rounds to complete

The maximum possible score is 1000

### PRACTICE 1

- Stage 1* 25 metres, standing unsupported  
10 shots on a DP2 target  
3 exposures of 4 seconds  
Any number of shots may be fired at each exposure
- Stage 2* 25 metres, kneeling  
10 shots on a DP2 target  
3 exposures of 4 seconds  
Any number of shots may be fired at each exposure

### PRACTICE 2

- 25 metres, sitting  
10 shots on a 'melon' target  
1 exposure of 8 seconds

### PRACTICE 3

- Stage 1* 25 metres, standing unsupported  
10 shots on a 'five of diamonds' target  
1 exposure of 12 seconds, 2 shots on each diagram
- Stage 2* 25 metres, kneeling  
10 shots on a 'five of diamonds' target  
1 exposure of 12 seconds, 2 shots on each diagram

### PRACTICE 4

- Stage 1* 50 metres, standing unsupported  
10 shots on a DP2 target  
3 exposures of 6 seconds  
Any number of shots may be fired at each exposure
- Stage 2* 50 metres, kneeling  
10 shots on a DP2 target  
3 exposures of 6 seconds  
Any number of shots may be fired at each exposure

### **PRACTICE 5**

50 metres, sitting  
10 shots on a 'melon' target  
1 exposure of 9 seconds

### **PRACTICE 6**

*Stage 1*      50 metres, standing unsupported  
                  10 shots on a 'five of diamonds' target  
                  1 exposure of 15 seconds, 2 shots on each diagram

*Stage 2*      50 metres, kneeling  
                  10 shots on a 'five of diamonds' target  
                  1 exposure of 15 seconds, 2 shots on each diagram

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH TEN ROUNDS LOAD AND MAKE READY'.

### **SCORING**

In addition to the general rules, each miss in Practices 3 and 6 incurs a 10 point penalty.

### **TIES**

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 6, 5, 4, 3, 2, 1.
- c. By the X count in each practice in the order 6, 5, 4, 3, 2, 1.

## 38 – Man v Man

### EVENT NUMBERS

3821: LBP

3822: LBR

### TARGETS

Three targets and one stop target, c.30 cm across, which fall when hit

### SIGHTS

Any

### AMMUNITION

Centrefire: (lead only, no jacketed bullets allowed)

Bullet weight over 200 grains: maximum velocity 1000 feet per second

Bullet weight 200 grains or less: maximum velocity 1200 feet per second

Small bore: maximum velocity 1300 feet per second

### HOLSTERS

No tie down devices allowed.

### POSITIONS

Standing unsupported

### READY POSITION

The gun in a holster loaded and made ready.

LBP: slide forward and safety applied.

LBR: hammer down.

Standing with both heels in contact with a kick bar with a can in the strong hand.

### COURSE OF FIRE

This event is shot on a knockout basis – competitors shoot each round in pairs.

It takes up to two hours to complete a complete 16 man J ladder.

It is shot at distances from 10 to 20 metres.

At the start signal, the competitor moves forward to the firing point and places the can on the post. If the can is dropped it may not be retrieved and the run is lost.

Draw the gun and engage the first three targets in the order specified until all fall.

After a compulsory reload, engage the stop plate until it falls. A reload must be made before engaging the stop plate even if a reload has already been made in the course of fire.

The stop plates overlap – the winner is the competitor whose stop plate is underneath the opponent's stop plate. Competitors are expected to complete the course of fire.

The competitors change sides after each run.

The best of three runs wins the round.

There is no allowance for malfunctions.

No competitor will be eliminated until two rounds are lost.

Competitors are required to remain to the end of the event and assist with

resetting plates.

### **RANGE COMMANDS**

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'.

### **LOADING**

All ammunition must be carried on the competitor's person and not in the hand. Any dropped magazines or speedloaders may not be retrieved.

A reload requires

LBP: a magazine to be removed entirely from the pistol and a fresh magazine fully inserted and locked. Magazines that are clipped together, e.g. back to back or side by side, may not be reinserted – a fresh magazine must be taken from the competitor's person

LBR: fired cases and unfired rounds to be removed from the gun and at least one round loaded, taken from the competitor's person.

### **EVENT SPECIFIC RANGE EQUIPMENT**

A can and kick bar at the start line for each competitor.

A post for each competitor at the firing point.

A chair behind the firing line for each competitor waiting for the next round.

A waiting area for competitors and their equipment.

### **PROCEDURAL PENALTIES – EVENT SPECIFIC**

There is no numerical score in this event, so Procedural Penalties are not handled in the usual way. Instead, a competitor automatically loses any run in which they receive a Procedural Penalty. In addition to the standard reasons for such a penalty, the following apply in this event:

- a. Incorrect start position.
- b. Failing to place the can on the post before drawing the gun.
- c. Engaging the plates in the wrong order.
- d. Engaging the stop target before all the other targets have fallen or before reloading.
- e. Retrieving a dropped magazine, speedloader or can from anywhere.
- f. Engaging any target belonging to the other competitor.

## 39 – Metallic Silhouettes

### EVENT NUMBERS

3901: GRSB

### TARGETS

2 sets of 5 miniature animal shaped steel targets at each of the following distances:

40 yards	Chickens
60 yards	Pigs
77 yards	Turkeys
100 yards	Rams

### SIGHTS

Any

### POSITIONS

Standing unsupported

### READY POSITION

Rifle held in both hands pointing at target array

### COURSE OF FIRE

The event takes approximately 60 minutes to complete

It requires 40 rounds (plus sighters if allowed at the meeting)

The maximum possible score is 40

The 5 targets in each set must be engaged from left to right in order, within 2½ minutes, 1 shot allowed at each target

Targets must fall to score

Targets which fall out of the correct order do not score

This is repeated to make a total of 10 shots at each distance and repeated for each distance

Reloading between each 5 shot series must be completed within 30 seconds

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### EQUIPMENT

A competitor may wear any shooting vest which complies with IMSSU rules.

## 43 – Granet

### EVENT NUMBERS

4301: GR SB  
4302: GR CF  
4303: GR CF Open  
4304: GR CF Classic

### TARGETS

PL17

### SIGHTS

Any (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres  
It takes approximately 45 minutes to complete  
It requires 35 rounds  
The maximum possible score is 300

### SIGHTERS

1 series of 5 shots – the target appears 5 times, each time for 3 seconds with an away time of 7 seconds between each appearance; 1 shot only to be fired at each appearance

### PRACTICE 1 – 3

2 series of 5 shots per practice  
During each series, the target appears 5 times, each time for 3 seconds with an away time of 7 seconds between each appearance; 1 shot only to be fired at each appearance

### RANGE COMMANDS

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### SCORING

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### MALFUNCTION ALLOWANCES

There are no malfunction allowances in this event.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.



## 45 – Scott

### EVENT NUMBERS

4501: GRSB

### TARGETS

PL7

### SIGHTS

Any (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres

It takes approximately 1 hour to complete

It requires 35 rounds

The maximum possible score is 300

### SIGHTERS

Sighters: 1 series of 5 shots in 5 minutes

### PRACTICE 1 – 3

2 series of 5 shots in 5 minutes per practice

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.

Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### SCORING

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### MALFUNCTION ALLOWANCES

There are no malfunction allowances in this event.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.

## 47 – Imperial Silhouettes

### EVENT NUMBERS

- 4701: GR SB
- 4702: GR CF
- 4703: GR CF Open
- 4704: GR CF Classic

### TARGET

PL17

### SIGHTS

Any (spotting scopes may be used)

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres  
It takes approximately 45 minutes to complete  
It requires 35 rounds  
The maximum possible score is 300

### SIGHTERS

1 series of 5 shots in 12 seconds (GR CF) or 10 seconds (GR SB)

### PRACTICE 1

2 series of 5 shots in 12 seconds (GR CF) or 10 seconds (GR SB)

### PRACTICE 2

2 series of 5 shots in 10 seconds (GR CF) or 8 seconds (GR SB)

### PRACTICE 3

2 series of 5 shots in 8 seconds (GR CF) or 6 seconds (GR SB)

### RANGE COMMANDS

The general rules apply with the addition of the following initial command.  
Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'.

### SCORING

Targets are scored at the end of each practice (i.e. there will be 10 shots on each target).

### MALFUNCTION ALLOWANCES

There are no malfunction allowances in this event.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event.
- b. By the scores in each practice in the order 3, 2, 1.
- c. By the X count in each practice in the order 3, 2, 1.

## 49 – Surrenden

### EVENT NUMBERS

4902: GRCF  
4903: GRCF Open  
4904: GRCF Classic

### TARGET

PL17

### SIGHTS

Any

### POSITION

Standing unsupported

### READY POSITION

45 degrees

### COURSE OF FIRE

This event is shot at 25 metres  
It takes approximately 30 minutes to complete  
It requires 30 rounds

### PRACTICE 1, 2, 3

10 shot series, against the clock  
When the targets face a stopwatch will be started and it will be stopped at the tenth shot. The time in seconds, rounded up to the next whole second, will be deducted from the score for that practice.

### RANGE COMMANDS

The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH TEN ROUNDS LOAD AND MAKE READY'.

### TIES

Tie breaking rules shall be applied in the order listed below:

- a. by the greatest number of Xs in the event
- b. by the scores in each practice in the order 3,2,1.
- c. by the X count in each practice in the order 3,2,1.