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Gallery Rifle and Pistol Handbook



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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

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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 or nfrancis@ba14.co.uk), via twitter (@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 GRSB – Gallery Rifle Smallbore

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



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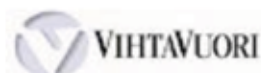
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- a. **Calibre.** .22" rimfire only.
- b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO.
- c. **Slings.** The use of slings is prohibited.
- d. **Sights.** Two types of sights are 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 CO₂ rifles up to 5.6mm (.22").

A2.3.3 Events listed as open to GRSB only are not open to Air or CO₂ 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 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.



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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.



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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.

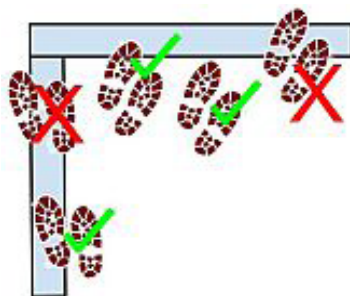
B6.6 Standing unsupported

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	Shotgun
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	Muzzle Loading
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	Long Range Pistol
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	Fullbore Rifle
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

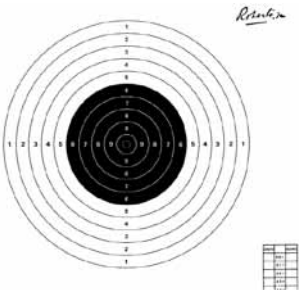
C1.2.2 Note that, for completeness, the tables include event and gun types which are sometimes used within GR&P meetings (particularly the annual Phoenix Meeting) but which do not fall within the governance of the GR&P discipline. Courses of fire for these are not included in this Handbook – they will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



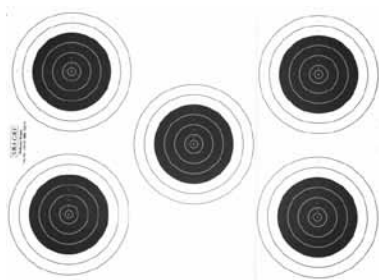
PL7



PL14



PL17



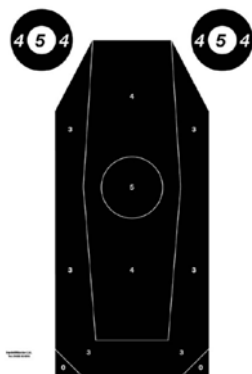
NRA GR5



DP1 / 1a



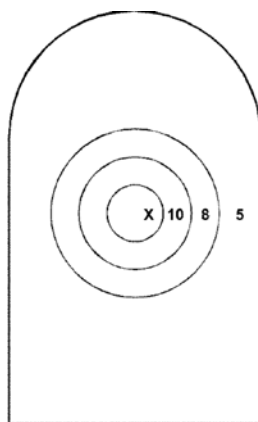
DP2 / 2a



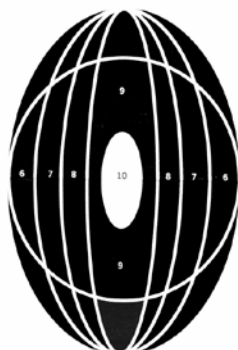
TP3



B1



D1



Melon



5 of Diamonds



PL6

01 – 25m Precision

EVENT NUMBERS

0101: GRSB/Air/CO₂
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:

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

03 – 50m Precision

EVENT NUMBERS

0301: GRSB
0302: GRCF
0303: GRCF Open
0304: GRCF 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: GRSB

0502: GRCF

0503: GRCF Open

0504: GRCF Classic

0521: LBP

0522: LBR

TARGETS

50 metres: 1 x PL7

25 metres: GRSB: 1 x NRA GR5
GRCF, 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 sighters (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: GRSB

0702: GRCF

0703: GRCF Open

0704: GRCF Classic

0721: LBP

0722: LBR

TARGETS

GRSB: 1 x DP2 (half size)

GRCF, 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:

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

GRSB

X 575 - 600
A 525 - 574
B up to 524

GRCF

X 590 - 600
A 575 - 589
B up to 574

LBP

X 580 - 600
A 560 - 579
B up to 559

LBR

X 580 - 600
A 560 - 579
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 throughout 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: GRSB
1302: GRCF
1303: GRCF Open
1304: GRCF Classic
1321: LBP
1322: LBR

TARGETS

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

SIGHTS

Any

POSITIONS

Standing unsupported

READY POSITION

GRSB, GRCF: 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:

GRSB	GRCF	LBP	LBR
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

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

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
<i>Stage 3</i>	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
<i>Stage 4</i>	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:

- By the greatest number of Xs in the event.
- By the greatest number of Xs in Matches Three and Four combined.
- By the fewest misses in the event.
- By the fewest number of shots of lowest value in that event.
- 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:

- Moving between positions with a closed firearm.
- Allowing part of an LBR or LBP to make contact with the barricade when firing.
- 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:

GRSB	GRCF (1502)	LBP	LBR
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
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Stage 2	15 metres	12 shots, including reload, standing unsupported
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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: GRSB
1702: GRCF
1703: GRCF Open
1704: GRCF Classic
1721: LBP
1722: LBR

TARGETS

GRSB: D1 reduced, 4 inch plates
GRCF, 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

GRSB, GRCF: 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.

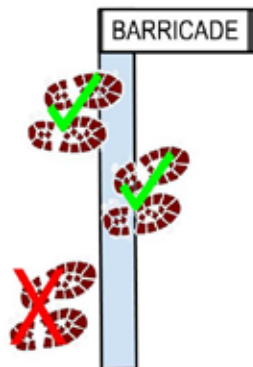
Stage 1	10 metres	3 seconds	1 shot on each target
		4 seconds	2 shots on each target
		8 seconds	3 shots on each target
		LBP, LBR: weak hand freestyle GRCF, GRSB: weak shoulder	
Stage 2	15 metres	4 seconds	1 shot on each target
		5 seconds	2 shots on each target
		6 seconds	3 shots on each target
Stage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

Stage 1 3 separate exposures of 2.5 secs, 10 secs away time.
LBP, LBR: to re-holster between exposures, safety re-applied.
10 metres 2.5 seconds 2 shots on centre target
 2.5 seconds 2 shots on right target
 2.5 seconds 2 shots on left target

Stage 2	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>
Stage 3	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>
Stage 4	<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>
Stage 5	<i>15 metres 8 seconds 2 shots on each target freestyle</i>
Stage 6	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>
	Reload <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.

Stage 1	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
Stage 2	25 metres	8 seconds	1 shot on each target
		8 seconds	1 shot on each target
Stage 3	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:

GRSB	GRCF	LBP	LBR
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: GRSB
 1902: GRCF
 1903: GRCF Open
 1904: GRCF Classic
 1921: LBP
 1922: LBR

TARGETS

GRSB: 1 x DP1 (half size)
 GRCF, LBP, LBR: 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 (GRSB) or 36 rounds (GRCF, LBP, LBR)

The maximum possible score is 300 (GRSB) or 180 (GRCF, LBP, LBR)

PRACTICE 1 – 6

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

GRSB: 10 rounds to be fired while the target is facing

GRCF, LBP, LBR: 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:

- By the greatest number of Xs in the event.
- By the scores for each practice, commencing with the final practice and working backwards.
- By the X count for each practice, commencing with the final practice and working backwards.
- 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	GRCF	LBP	LBR
X 285 - 300	X 178 - 180	X 175 - 180	X 175 - 180
A 260 - 284	A 170 - 177	A 165 - 174	A 165 - 174
B up to 259	B up to 169	B up to 164	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/CO₂

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.



THE PHOENIX MEETING

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19-20 OCT
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WEEKEND 26-27 OCT

COMPETITIONS OPEN TO ALL

 @galleryrifle
 /galleryrifle

Entry forms, details, information, etc via
www.galleryrifle.com

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: GR SB

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: GR SB

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: GRSB

4702: GRCF

4703: GRCF Open

4704: GRCF 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 (GRCF) or 10 seconds (GRSB)

PRACTICE 1

2 series of 5 shots in 12 seconds (GRCF) or 10 seconds (GRSB)

PRACTICE 2

2 series of 5 shots in 10 seconds (GRCF) or 8 seconds (GRSB)

PRACTICE 3

2 series of 5 shots in 8 seconds (GRCF) or 6 seconds (GRSB)

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.



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THE PHOENIX AND OPEN MEETINGS 2013

Sponsored by



Welcome to Phoenix 2013

First of all, I'd like to thank our sponsors, particularly our headline sponsor, *Midway UK*, for their generous support. When you buy goods or services from them, please let them know you appreciate their involvement.

A big thank you to the Range Officers and other volunteers and staff who give up their time to make sure you have a good time. Please don't forget to thank them when you pick up your cards or leave the range – it is appreciated.

A final thank you goes to you - the shooter. You are the whole reason for putting on the Phoenix and it wouldn't happen without you!

Make sure you read the booklet to find out what you can and can't do and how to compete in any events you are unfamiliar with. I have highlighted some changes for this year below – please check them before you enter.

I hope we all enjoy the weekend and I hope you come away with a smile and a medal or two!

Chris Farr
Meeting Director

Some of this year's changes:

Long Range events

Quite a few changes in the Long Range Pistol events with some removed and some with different firearm or target conditions on the advice of ILRPSA. Also the .303 rifle events are split into any sights and 'as issued' in response to your requests.

Target Shotgun

Some changes including revised gun types. There is also a TSG Rulebook as part of the Bisley Bible now.

Swingball Steels Action

A new two person shoot off for .22 rifles and pistols. You'll find it on Stickledown on the Speed Steels range.

Muzzle breaks and HME ammunition

Please make sure you tell us in advance if you want to use a rifle with a muzzle break or will be using HME ammunition.

Organised by

The National Rifle Association

GALLERY RIFLE

NATIONAL AND REGIONAL COMPETITIONS IN 2013

APRIL 20-21 / SEPT 21-22

JSPC OPEN MATCHES

jointservicespistolclub.com

APRIL 26-28

BASILDON OPEN

www.basildonrifleclub.co.uk

MAY 10-11

WESTERN WINNER

www.fdpc.org.uk

JUNE 29-30

DERBY OPEN

www.drpc1999.com

JULY 12-13

NASRPC IRISH OPEN

www.nasrpc.ie

AUG 10-11

WELSH OPEN

haverfordwestshootingclub.org.uk

NOV 8-11

GERMAN OPEN

bdmp.de

APR 14 / OCT 20

SPEED STEELS MATCHES

www.shieldshootingcentre.co.uk

MAY 5

MATTERSEY TEN

www.matterseyrapc.org.uk

MAY 12 / JUN 30

SHIELD ACTION MATCH

www.shieldshootingcentre.co.uk

JULY 6

FDPC RIFFIRE FESTIVAL

www.fdpc.org.uk

JUL 27

WCSA OPEN

www.fdpc.org.uk

SEPT 28-29



MATTERSEY BIANCHI

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Fully Classified Competitions

EVENTS OPEN TO ALL

WWW.GALLERYRIFLE.COM

 @galleryrifle
 /galleryrifle



FDPC Open Competitions 2013

The 'Western Winner' 1500

A Classified 1500 Match for GRCF, GRSB, LBR & LBP

Friday 10th and Saturday 11th May at the
Bristol & District Ranges in Failand, Bristol



WCSA GR Championships

An Unclassified Match for GR 'Shorts' events

Saturday 27th July at the IR1A ranges
Warminster

The FDPC Rimfire Festival

A Fun Event, limited to 30 entries

Saturday 6th July at the Bristol & District Ranges in
Failand, Bristol

For more details about these competitions and others taking
place in 2013 please visit www.fdp.org.uk

GENERAL RULES AND INFORMATION

The rules of the National Rifle Association, as published in the 2013 Gallery Rifle & Pistol Handbook (available for download from the NRA website) and the 2013 edition of the Rules of Shooting (the Bisley Bible), will apply. The decision of the Meeting Director will be final in all matters.

ACCOMMODATION

If you require accommodation at Bisley, please apply directly to the NRA, preferably by email to accommodation@nra.org.uk. If this is not possible please call 01483 797777, extension 152.

AMMUNITION

Please use lead or fully jacketed, and not hollow or soft point, ammunition. Otherwise, you risk disqualification. Competitors must be able to show that any ammunition they use complies with the definitions of non-expanding ammunition set out in the Firearms Acts.

Centrefire ammunition must comply with the range safety certificate but only target loads are needed at the shorter ranges up to 50 metres. Excessively noisy ammunition can be intrusive for other competitors. Please bear this in mind before making or purchasing ammunition.

Magnum, armour piercing, high velocity or jacketed rounds are not permitted on steel plate targets. Limits on power and speed will be enforced. These will apply to both Centrefire and Smallbore; random testing with a chronograph will take place on the range. Failing this test will result in disqualification. The limits are as follows:

Centrefire: (lead bullets only)

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

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

Smallbore: maximum velocity 1300 feet per second

If you require ammunition or firearms hire please apply directly to the NRA, preferably by email to armoury@nra.org.uk. If this is not possible call 01483 797777, extension 134. To hire firearms you must be a full member of the NRA.

CLASSIFICATIONS

If a competitor starts a meeting with a classification in any of the following events, it will not alter until after the meeting. Events 07xx, 09xx, 11xx, 13xx, 15xx, 17xx and 19xx.

There is no 'unclassified' class. Each event has a separate classification and a previously unclassified competitor in any of these events will automatically be

classified according to the score achieved on the day (however, see “Bianchi Tyro” above).

If you are unsure about your classification or GalleryRifle ID number (GRID) you can check it via the on-line database at <http://galleryrifle.com> or via the NRA. Please contact the NRA at galleriesquadding@nra.org.uk.

CLUB TEAMS

Club team events are open to teams of two or four shooters, all of whom must belong to the same local club; this must be the club declared on the entry form. ‘Scratch’ teams with members from different clubs are specifically not permitted. ‘Meta’ teams made up of members from national associations or clubs are also not permitted. If in doubt contact the meeting organisers. The team entry must be made and the team members declared before the first member of the team shoots the event. Each shooter must enter the appropriate individual event; the score will carry forward to contribute to the overall team score (i.e. the event is not shot separately for a team score). All scores will count. Each member of the team can shoot at any time during the meeting. Gold medals will be awarded to all members of the winning team - no silver or bronze awards will be made. (See PRIZES AND TROPHIES below.) The team events are:

Teams of 4

		Shot concurrently with
0101C	25m Precision GRSB	0101
0102C	25m Precision GRCF	0102
0701C	Timed & Precision One GRSB	0701
0702C	Timed & Precision One GRCF	0702
1101C	Multi-Target GRSB	1101
1102C	Multi-Target GRCF	1102
1501C	1500 GRSB	1501
1502C	1500 GCRF	1502
1901C	Advancing Target GRSB	1901
1902C	Advancing Target GRCF	1902

Teams of 2

		Shot concurrently with
5784C	.303 Rifle any sights 100/200/300yds	5784
5984C	.303 Rifle any sights 400/500/600yds	5984
6184C	.303 Rifle any sights 800/900/1000yds	6184
5785C	Sporting Rifle 100/200/300yds	5785
5986C	F Class Open 400/500/600yds	5986
5988C	F class TR 400/500/600	5988
6186C	F Class Open 800/900/1000yds	6186
6188C	F Class 800/900/1000yds	6188

DRESS CODE

Please refrain from wearing red items of outer clothing. This colour has been reserved for the Range Officers to make them clearly identifiable on the range.

INTERNATIONAL TEAMS - PHOENIX MEETING

International team events are open to teams of five shooters nominated by a recognised national shooting organisation in their own country. 'Scratch' teams with members from different nations are specifically not permitted. The team entry must be made and the team members declared before the start of the meeting. Each shooter must enter the appropriate individual event; the score will carry forward to contribute to the overall team score (i.e. the event is not shot separately for a team score). The top four scores will count. Each member of the team can shoot at any time during the meeting. Gold medals will be awarded to all members of the winning team in each event only. There are two international team events in the Phoenix Meeting. One is an aggregate of Timed & Precision 1 GRSB (0701) and Multi-Target GRSB (1101); the other is an aggregate of the two equivalent GRCF events (0702 & 1102).

EVENT DESCRIPTIONS

A description is provided later in this booklet for each event being shot at meetings in 2013. For those events which appear in the GR&P Handbook, the courses of fire are not duplicated in this booklet.

FIREARM CONTROL

All firearms are required to conform to the conditions specified for each event. For these conditions, please refer to the details given in the NRA GR&P Handbook and in this booklet or to general rules published for specific disciplines. If there are any apparent conflicts between conditions, this booklet will take precedence.

FIREARM DEFINITIONS

The standard definitions of Light Sport Rifle, Long Barrelled Revolver, Long Barrelled Pistol, Gallery Rifle Centrefire and Gallery Rifle Smallbore, as laid down by the NRA in the 2013 GR&P Handbook and in the 2013 edition of the NRA Rules of Shooting (the Bisley Bible), apply at these meetings.

All shotgun events at the meetings require the use of a Section 1 shotgun and solid slug ammunition (only). A magazine capacity of at least 6 rounds is recommended.

If you are in any doubt as to the eligibility of a particular firearm, you are strongly advised to contact the NRA before the meeting. Areas which may need clarification include types of sights, artificial aids to shooting, types of action, eligible calibres etc.

FIREARM SAFETY

The NRA firearm safety rules, as published in the 2013 GR&P Handbook and the

2013 Bisley Bible apply at these meetings. Anyone breaching these rules will be subject to the disciplinary procedures laid down in the 2013 GR&P Handbook.

FIRST AID

An ambulance and first aid facilities will be provided in the central area of National Shooting Centre and can be contacted through any Chief Range Officer or NRA Control.

MUZZLE LOADING - PROPELLANTS

Some events are open to firearms using any propellant for which the firearm is appropriately proofed. If your firearm is proofed for black powder only and is a modern reproduction or is of modern design, you may only use 'Pyrodex' if this is in accordance with the guidance given by the manufacturer of the firearm. If you are using an original firearm then black powder must be used unless the firearm been re-proofed for modern nitro powders. You may be prevented from using any firearm or load if either is, in the opinion of the Chief Range Officer, unsafe.

You may only use smokeless propellants if your firearm is nitro proofed.

PHOENIX INTERNATIONAL MATCH

On Melville on the Monday, teams of five from the UK, Germany, the Republic of Ireland and the Republic of South Africa will compete in the Phoenix International Match. The competition will consist of a full 1500 GRCF preceded by a Match 5 warm-up. Those of you selected for the teams will know you have been selected by the time you read this booklet, as will those who are to be range crew for the event. Anyone else who wants to come along and support their team is more than welcome. The competition starts at 0915 and finishes at about 1200, following which there will be a prizegiving in the Army Clubhouse.

PHOTOGRAPHY

Please do not take photographs or videos on the ranges without first asking permission of the Chief Range Officer and the people in the picture.

Professional photographers must be in possession of a 'Photography Permit', which is obtainable through the NRA Reception.

PRACTICE AND ZEROING

There will not be any ranges specifically available for practice purposes but zeroing facilities will be made available on Melville Bay A at 50 metres. A target face provided by the competitor may be used so long as it is not of a design used in any of the events at that meeting. A session will allow ten minutes for a competitor to zero a gun and cost £1. Pay on the range and sign in and out with your name and times. You may not case your gun(s) or leave the range without the permission of a Range Officer.

PRIZES AND TROPHIES

Meeting medals will be awarded to first, second and third places in each event subject to entries. If there are five or fewer entries only a gold medal will be awarded. If there are six to ten entries a silver medal will be awarded. If there are more than ten entries a bronze medal will be awarded. Should there be only one entry in any event or class no medal will be awarded

Medals will be awarded by class for classified events (see CLASSIFICATIONS above).

There are also trophies to be awarded to the winners of some events.

The prize giving will be held at 1800 on the Sunday of the Phoenix Meeting and the GR&P National Championships Meeting. Gold medals, trophies and prizes will be awarded; silver and bronze medals will be sent out by post.

RANGE COMMANDS

To reduce potential confusion on range, range commands have been standardised as far as is practical. The default range commands are as follows:

1. 'LOAD AND MAKE READY'
2. 'ARE YOU READY?' Silence will be taken as agreement – any competitor who is not ready should call 'NOT READY' and raise one arm, after which the Chief Range Officer will confirm 'NOT READY CALLED' and wait for the competitor to sort things out before proceeding with another call of 'ARE YOU READY?'
3. 'STAND BY'
4. A few seconds later, the event will start. This will be signalled by the facing of turning targets, a whistle, a hooter, or some other signal as briefed by the Chief Range Officer.
5. 'STOP, STOP, STOP' On hearing this command – at ANY point during the event – the competitor must cease shooting immediately, continue to point the gun in a safe direction, and wait for further instructions.
6. 'UNLOAD AND SHOW CLEAR'

Any variation to these range commands will be explained by the RO while briefing the course of fire at the start of the detail.

RANGE REPORTING TIMES

For squaddied events, competitors must report to the range at least 10 minutes before the time indicated on their squadding notice. Details will start on time and no competitor will be permitted to join a detail after the event has started. Competitors are expected to shoot on the detail on which they are squaddied - if you miss this detail it will be up to the Chief Range Officer whether you are allowed to shoot at a later time.

RECORDS

Phoenix Meeting Records are shown for all events, except where event conditions have changed this year. British Records are also shown, though these are only maintained for the classified events.

RE-ENTRIES

Second entries, re-entries, etc, may be permitted but only if there is available range space after having shot your match. The score on the first entry will be the only one to count. Re-entry scorecards will be available from Reception. This does not apply to event 6580 (McQueen) where multiple re-entries may be made (in Reception or on the range) to achieve a higher score for the event.

REFUNDS

Entry fees will be refunded, less an administration fee of £5, if written notice of cancellation is received at the NRA one week prior to the meeting for Spring Action Weekend, GR National Championships and Autumn Action Weekend.

Phoenix refund requests must be received three weeks prior to the meeting.

Any requests for refunds after these dates are at the discretion of the Meeting Director.

REGISTRATION

Whether or not you have sent in an entry form before a meeting, please make Reception in the NRA main building your first point of call on arrival. There you will be given your scorecards and competitor's badge. No competitor will be allowed to take part in any event without a competitor's badge and, in the case of squadded events, a scorecard. If you have not sent in an entry form before the meeting, you will be required to sign a declaration before being issued with a competitor's badge. If you want to enter more events or enter on the day, an early visit to Reception will increase your chances of getting a place.

SAFETY

There is no room for compromise on safety issues. All competitors are required to wear hearing and eye protection (unless otherwise stated in individual event conditions). Spectators are strongly advised to do likewise and will be required to wear them within certain clearly marked areas. The NRA will not be liable for any injury sustained through the lack of appropriate protection.

SCORECARDS, STATS AND CHALLENGES

A scorecard will be issued for each event entered. The majority of scorecards require only that the number of hits of each value be recorded – calculation of actual scores will be carried out by Stats. The Stats portion of each card must be completed, signed by both the competitor and a witness, and handed to the RO

for submission to Stats. When a competitor feels that a shot fired by themselves or by another competitor has been improperly evaluated or scored, they may make a challenge. Such a challenge must be made immediately upon announcement of the score and resolved on the range.

Interim results will be posted on the scoreboards adjacent to NRA HQ throughout the meetings. Challenges to scores in the Interim results can be made at any time through Reception. Provisional results will be posted for each event once it has closed and all scorecards have been input. A time limit will be shown for challenges to Provisional results, after which the Final results will be posted and no further challenges will be accepted.

NB All competitors MUST ensure that their name and competitor number are printed clearly in the appropriate boxes on each scorecard – every year Stats is forced to throw away unidentifiable scorecards.

All scorecards are colour-coded according to gun type. The aim of this is to make it easier for you to pick out the correct scorecard when you are shooting the same competition with more than one gun type.

STANDARD MEDALS - PHOENIX MEETING

Gold, silver and bronze standard scores are set for most events at the Phoenix Meeting. A competitor will be eligible for a Grand Master standards medal on accumulating a minimum of 20 points. (This increase of 5 points reflects the greater opportunities there are to earn points following the increase in events and those events which have standard scores set.)

Bronze standard:	1 point
Silver standard:	3 points
Gold standard:	5 points

Grand Master medals will be posted out to competitors after the meeting.

McQueen issued rifle sponsored by Bench Grade Brands

We are very pleased to report the continuing support of Ewen Campbell of Bench Grade Brands who will be making his Desert Tactical Arms rifles available during this year's meetings.

They will be available for use and inspection on the firing point and competitors will be able to buy the specified ammunition there.

This is a popular event in which you are rewarded simply for your shooting skills, assisted only by these very accurate rifles

THE PHOENIX AND OPEN MEETINGS 2013

EVENTS BY GUN TYPE

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EVENT DESCRIPTIONS

25M PRECISION – 0101, 0102, 0103, 0104, 0121, 0122

Record score: 0101: 285.7 (Neil Jones, 2011)
 0102: 299.22 (Chris Thompson, 2011)
 0103: 296.19 (Les Pearson, 2012)
 0104: 297.14 (Kjell Middleton, 2010)
 0121: 201.1 (Alan Podevin, 2012)
 0122: 296.12 (Charles Sears, 2006)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
0101:	270	265	260
0102:	296	291	286
0103:	296	291	286
0104:	295	290	285
0121:	210	200	190
0122:	285	280	275

25M PRECISION – 0123

Gun: any .177 air pistol conforming to current ISSF regulations

Record score: 264.1 (Andrew Fellerman, 2011)

Course of fire: *see GR&P Handbook (course of fire for 0123 is identical to 0121)*

Standards: Gold Silver Bronze
 no standards awarded

25M PRECISION – 0141, 0142

Gun: 0141: Any muzzle loading pistol, any propellant
 0142: Any muzzle loading revolver, any propellant

Record score: 0141: 145.3 (David Erskine, 2012)
 0142: 140 (D Robinson, 2000)

Target: PL7

Sights: iron

Position: standing unsupported, one hand only

Ready position: unloaded

Course of fire: 15 shots + up to 5 sighters

Sighters: up to 5 shots in 10 minutes

Practice 1, 2, 3: each 5 shots in 10 minutes

Note: targets will be removed from frames at the end of each practice and scored by the ROs while the next practice is being shot
 scoring will be to NRA rules, i.e. shots touching a scoring ring are awarded the higher of the two values

Standards:		Gold	Silver	Bronze
	0141:	137	130	125
	0142:	135	130	125

50M PRECISION – 0301, 0302, 0303, 0304, 0321, 0322

Record score:	0301: 292.10 (Andy Ferrara, 2007)
	0302: 291.8 (Herb Teachy, 2010))
	0303: 284.2 (Les Pearson, 2012)
	0304: 280.4 (Kjell Middleton, 2012)
	0321: 280.4 (Mick Gault, 2007)
	0322: 256.2 (William Horne, 2006)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
0301:	285	280	275
0302:	275	270	265
0303:	275	270	265
0304:	270	265	260
0321:	260	240	220
0322:	250	240	230

50M PRECISION – 0341, 0342

Gun:	0341: Any muzzle loading pistol, any propellant
	0342: Any muzzle loading revolver, any propellant
Record score:	0341: 128 (Les Pearson, 2003)
	0342: 129 (Les Pearson, 2002)

Target: PL7

Sights: any iron

Position: standing unsupported, one hand only

Ready position: unloaded

Course of fire: 15 shots + up to 5 sighters

Sighters: up to 5 shots in 10 minutes

Practice 1, 2, 3: each 5 shots in 10 minutes

Note: targets will be removed from frames at the end of each practice and scored by the ROs while the next practice is being shot
scoring will be to NRA rules, i.e. shots touching a scoring ring are awarded the higher of the two values

Standards:	Gold	Silver	Bronze
0341:	115	110	100
0342:	115	105	95

AMERICA MATCH – 0501, 0502, 0503, 0504, 0521, 0522

Record score:	0501: 291.7 (Brian Sedgbeer, 2006)
	0502: 298.7 (Keith Cox, 2005)

0503: no score recorded
 0504: 277.7 (Carol Childs, 2010)
 0521: 259.1 (Ian Cox, 2010)
 0522: 287.3 (Charles Sears, 2004)

Course of fire:

see GR&P Handbook

Standards:

	Gold	Silver	Bronze
0501:	280	270	265
0502:	290	285	280
0503:	290	285	280
0504:	280	275	270
0521:	265	255	245
0522:	270	260	250

TIMED & PRECISION 1 – 0701, 0702, 0703, 0704, 0721, 0722

Record score:

0701: 300.23 (John Robinson, 2006)
 [British Record 300.25 Gwyn Roberts, Wrexham October 2007]
 0702: 300.29 (Taff Wilcox, 2011)
 [British Record 300.30 Gwyn Roberts, Wrexham October 2007]
 0703: 300.25 (David Wylde, 2011)
 0704: 300.21 (Matthew Peppitt, 2012)
 [British Record 300.23 Colin McMichael, Bisley Aug 2011]
 0721: 300.12 (Mike Chinery, 2010)
 [British Record 300.18 Mike Shields, Mattersey May 2010]
 0722: 300.17 (Charles Sears, 2006)
 [British Record 300.20 Chris Pannell, Stourport August 2011]

Course of fire:

see GR&P Handbook

Standards:

	Gold	Silver	Bronze
0701 X:	300	298	296
0701 A:	295	293	291
0701 B:	285	283	281
0702 X:	300.25	300.20	300.10
0702 A:	300	299	298
0702 B:	297	296	295
0703:	300	299	298
0704:	300	299	298
0721 X:	299	297	295
0721 A:	295	290	285
0721 B:	285	280	275
0722 X:	299	297	295
0722 A:	295	290	285
0722 B:	285	280	275

TIMED & PRECISION 1 – 0723

Gun:	any 6 shot (or more) Air Pistol		
Record score:	294.10 (Richard Russell, 2012)		
Target:	DP2		
Sights:	any		
Position:	standing unsupported, freestyle		
Ready position:	45 degrees		
Course of fire:	30 shots		
Practice 1 (15m):	12 shots in 2 minutes (to include a reload)		
Practice 2 (10m):	12 shots in strings of 6. The target will make 6 appearances of 2 seconds with intervals of about 5 seconds. One shot only to be fired at each appearance. This practice will be shot twice.		
Practice 3 (7m):	6 shots: The target will make 3 appearances of 2 seconds with intervals of about 5 seconds. Two shots only to be fired at each appearance.		
Standards:	Gold	Silver	Bronze
	290	285	280

TIMED & PRECISION 1 – 0735, 0736, 0737

Gun:	Shotgun		
Record score:	0735:	<i>New Event</i>	
	0736:	<i>New Event</i>	
	0737:	<i>New Event</i>	
Target:	DP2		
Sights:	any		
Position:	standing unsupported		
Ready position:	parallel		
Course of fire:	30 shots		
Practice 1 (30m):	12 shots in 2 minutes (to include a reload)		
Practice 2 (20m):	12 shots in 2 strings of 6. The target will make 6 appearances of 2 seconds with intervals of about 5 seconds. One shot only to be fired at each appearance. This practice will be shot twice.		
Practice 3 (15m):	6 shots: The target will make 3 appearances of 3 seconds with intervals of about 5 seconds. Two shots only to be fired at each appearance.		
Standards:	<i>New Events</i>		

TIMED & PRECISION 1 – 0742

Gun:	any 6 shot MLR, any propellant
Record score:	299.8 (Dave Berry, 2012)
Target:	DP2
Sights:	any iron
Position:	standing unsupported

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Ready position:	45 degrees, revolver loaded and capped, cocked or uncocked at shooter's preference		
Course of fire:	30 shots		
Practice 1 (25m):	12 shots in 12 minutes (to include reloading)		
Practice 2 (15m):	12 shots in 2 strings of 6		
	1 shot per 2 second exposure		
Practice 3 (10m):	6 shots: 3 exposures of 4 seconds		
	2 shots per exposure		
Standards:	Gold	Silver	Bronze
	295	290	285

TIMED & PRECISION 2 – 0901, 0902, 0903, 0904, 0921, 0922

Record score:	0901: 595.32 (Dave Hackett, 2009) [British Record 598.25 John Robinson, Bisley August 2011]		
	0902: 600.44 (Gwyn Roberts, 2010) [British Record]		
	0903: 594.29 (Richard Sutcliffe, 2012)		
	0904: 586.22 (Andy Summers, 2012)		
	0921: 593.22 (Clive Ferguson, 2012) [British Record 593.33 Phil Stead, Bristol May 2011]		
	0922: 590.27 (Layne Chisholm, 2006) [British Record]		

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
0901 X:	592	585	580
0901 A:	575	570	560
0901 B:	525	515	500
0902 X:	595	593	590
0902 A:	590	585	580
0902 B:	575	570	560
0903:	590	585	580
0904:	580	575	570
0921 X:	590	585	580
0921 A:	580	570	560
0921 B:	560	550	540
0922 X:	590	585	580
0922 A:	580	570	560
0922 B:	560	550	540

TIMED & PRECISION 3 – 1021, 1022

Record score:	1021: 248 (Mike Chinery, Bisley, August 2012, Phil Stead, October 2011) [British Record]		
	1022: 245 (Peter Watts, Bisley, March 2008) [British Record]		

Course of fire: *see GR&P Handbook*

MULTI-TARGET – 1101, 1102, 1103, 1104, 1121, 1122

Record score:	1101: 119.19 (John Robinson, 2010) [British Record 120 John Robinson, Bisley March 2006]		
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1102: 120.13 (Gwyn Roberts, 2011)
 [British Record 120.19 Jim Smith, Derby, June 2011]
 1103: 118.15 (Steve Lamb, 2012)
 1104: 116.9 (Neil Francis, 2011)
 [British Record 117.11 Alan Podevin, Bisley Oct. 2011]
 1121: 118.12 (Alan Convery, 2012)
 [British Record 118.14. James Harris, Bisley Oct. 2011]
 1122: 117 (Phil Cowling, Bisley 2005)
 [British Record 118.13 Greg Rastall, Galashields, April 2012]

Course of fire:

see GR&P Handbook

Standards:

	Gold	Silver	Bronze
1101 X:	114	112	110
1101 A:	110	106	102
1101 B:	100	98	96
1102 X:	118	117	116
1102 A:	115	113	110
1102 B:	108	106	102
1103:	115	113	110
1104:	115	113	110
1121 X:	117	116	115
1121 A:	115	110	105
1121 B:	105	100	95
1122 X:	117	116	115
1122 A:	115	110	105
1122 B:	105	100	95

MULTI-TARGET – 1135, 1136

Gun: Shotgun

Record score: 1135: *New Event*
 1136: *New Event*

Target: 2 x DP1

Sights: any

Position: standing unsupported

Ready position: parallel

Course of fire: 24 shots

Practice 1 (30m): 6 shots in 15 seconds
 left hand target

Practice 2 (SG 25m): 3 shots on each target in 10 seconds

Practice 3 (20m): 6 shots: 2 shots at each exposure on the right hand target
 3 x 3 second exposures – return to ready position between exposures

Practice 4 (SG 15m): 6 shots in 8 seconds
 3 on each target

Standards: *New Events*

MULTI-TARGET – 1142

Gun:	any 6 shot MLR, any propellant		
Record score:	111 (Paul Griffiths, 2002)		
Target:	2 x DP1		
Sights:	any		
Position:	45 degrees, revolver loaded and capped, cocked or uncocked at shooter's preference		
Ready position:	45 degrees		
Course of fire:	24 shots		
Practice 1 (25m):	6 shots in 30 seconds left hand target		
Practice 2 (20m):	3 shots on each target in 20 seconds		
Practice 3 (15m):	6 shots: 2 shots at each exposure on the right hand target 3 x 4 second exposures – return to ready position between exposures		
Practice 4 (10m):	6 shots in 15 seconds 3 on each target		
Standards:	Gold	Silver	Bronze
	105	100	95

PHOENIX A – 1301, 1302, 1303, 1304, 1321, 1322

Record score:	1301: 197.28 (John Robinson, 2010) [British Record 199.30 Dave Hackett, Bisley October 2010] 1302: 199.30 (Gwyn Roberts, 2010) [British Record] 1303: 195.17 (Steve Lamb, 2012) 1304: 191.22 (Colin McMichael, 2012) 1321: 189.17 (Clive Ferguson, 2010) [British Record 192.19 Clive Ferguson, Bisley Oct. 2011] 1322: 189 (Graham Trimmer, 2009) [British Record 189 John Robinson, Bisley October 2006]		
Course of fire:	<i>see GR&P Handbook</i>		

Standards:	Gold	Silver	Bronze
1301 X:	194	187	180
1301 A:	175	170	165
1301 B:	160	155	150
1302 X:	197	195	190
1302 A:	185	182	177
1302 B:	175	170	160
1303:	185	182	177
1304:	188	185	180
1321 X:	185	180	175
1321 A:	175	170	165
1321 B:	160	155	150
1322 X:	185	180	175
1322 A:	175	170	165
1322 B:	160	155	150

MULTI-TARGET 3 – 1401, 1402, 1403, 1404

Record score: 1401: 223.15 (David Hackett, 2012)
1402: 225.20 (David Hackett, 2012)
1403: 183.05 (Keith Howell, 2012)
1404: 139.01 (Peter Townsend, 2012)
1421: 220.20 (Clive Ferguson, 2012)
1422: 200.11 (Peter Watts, 2012)

Course of fire: *see GR&P Handbook*

THE 1500 – 1501, 1502, 1503, 1504, 1521, 1522

Record score: 1501: 1493.111 (John Robinson, 2004)
[British Record 1496.128 John Robinson, Mattersey May 2005]
1502: 1500.122 (Gwyn Roberts, 2011)
[British Record 1500.129 Gwyn Roberts, Stourport August 2003]
1503: 1490.107 (Richard Sutcliffe, 2011)
1504: 1478.82 (Phil Cowling, 2010)
[British Record 1484.93 Phil Cowling, Bisley Oct. 2011]
1521: 1497.104 (Clive Furgeson, 2012) [British Record]
1522: 1486.92 (Layne Chisholm, 2006)
[British Record 1491.88 Layne Chisholm, Bisley October 2005]

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
1501 X:	1490	1485	1480
1501 A:	1475	1470	1460
1501 B:	1450	1445	1435
1501 C:	1425	1415	1405
1501 D:	1375	1365	1355
1502 X:	1499	1496	1493
1502 A:	1490	1488	1485
1502 B:	1480	1475	1470
1502 C:	1465	1460	1455
1502 D:	1435	1430	1420
1503:	1490	1488	1485
1504:	1480	1475	1470
1521 X:	1490	1480	1470
1521 A:	1460	1440	1420
1521 B:	1400	1380	1360
1522 X:	1490	1480	1470
1522 A:	1460	1440	1420
1522 B:	1400	1380	1360

BIANCHI – 1701, 1702, 1703, 0704, 1721, 1722

Record score: 1701: 1918.155 (Gwyn Roberts, 2009) [British Record]
1702: 1920.165 (Chris West, 2012) [British Record]
1703: 1834.136 (David Green, 2011)
1704: 1837.120 (Alan Whittle, 2011)
1721: 1918.159 (Layne Chisolm, 2011)
[British Record 1918.159 Gwyn Roberts, Mattersey
September 2012]
1722: 1909.150 (Mel Beard, 2011)
[British Record 1910.153 Gwyn Roberts, Bisley, September
2011]

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
1701 X:	1912	1900	1890
1701 A:	1870	1860	1840
1701 B:	1820	1810	1790
1701 C:	1750	1740	1720
1701 D:	1600	1590	1570
1702 X:	1918	1900	1890
1702 A:	1860	1855	1850
1702 B:	1840	1830	1820
1702 C:	1820	1800	1780
1702 D:	1750	1730	1710
1703:	1860	1855	1850
1704:	1840	1830	1820
1721 X:	1900	1880	1860
1721 A:	1825	1800	1775
1721 B:	1750	1725	1700
1722 X:	1900	1880	1860
1722 A:	1825	1800	1775
1722 B:	1750	1725	1700

ADVANCING TARGET – 1901, 1902, 1903, 1904, 1921, 1922

Record score: 1901: 297 (John Robinson, 2007)
[British Record 297 John Robinson, Bisley August 2006]
1902: 180.32 (Taff Wilcox, 2010,) [British Record]
1903: 180.26 (Morné Van Dalen, 2012)
1904: 180.24 (Alan Whittle, 2012)
1921: 180.24 (Phil Cowling, 2010)
[British Record 180.25 David Wylde, Bisley August 2011]]
1922: 180.25 (Morné Van Dalen, 2012) [British Record]

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
1901 X:	292	288	285
1901 A:	285	280	270
1901 B:	260	255	250

1902 X:	180	178	176
1902 A:	178	175	170
1902 B:	170	168	165
1903:	178	175	170
1904:	178	175	170
1921 X:	179	177	175
1921 A:	175	170	165
1921 B:	165	160	155
1922 X:	179	177	175
1922 A:	175	170	165
1922 B:	165	160	155

ADVANCING TARGET – 1942

Gun: any 5 shot (or more) MLR, any propellant

Record score: 71 (Dave Berry, 2009)

Target: DP1

Sights: any

Position: standing unsupported, freestyle

Ready position: 45 degrees, revolver loaded and capped

Course of fire: 15 shots

The competition is conducted in 3 identical consecutive practices. In each practice, 5 shots are to be fired at the target, which will advance from 25m to 10m in about 10 seconds.

Standards:	Gold	Silver	Bronze
	65	60	55

SPEED STEEL CHALLENGE – 2101, 2102, 2103, 2104, 2121, 2122

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
2101:	50s	55s	60s
2102:	70s	85s	100s
2103:	70s	85s	100s
2104:	70s	85s	100s
2121:	70s	80s	90s
2122:	60s	70s	80s

25M TIMED – 2301

Record score: 272.6 (Glenn Gordon, 2011)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
	265	255	245

25M TIMED – 2342

Gun: any 5 shot (or more) MLR, any propellant



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Record score:	143 (James West, 2004)		
Target:	PL7		
Sights:	any iron		
Position:	standing unsupported, freestyle		
Ready position:	45 degrees, revolver loaded and capped		
Course of fire:	15 shots		
Practice 1:	5 shots in 3 minutes		
Practice 2:	5 shots in 3 minutes		
Practice 3:	5 shots in 20 seconds		
Standards:	Gold	Silver	Bronze
	135	125	115

THE GRAND – 2901

Record score:	989.12 (Phil Winnall, 2001)		
Course of fire:	<i>see GR&P Handbook</i>		
Standards:	Gold	Silver	Bronze
	830	730	680

NRA EMBASSY CUP – 3335, 3336

Gun:	3335: Shotgun, pump-action 3336: Shotgun, semi-auto			
Record score:	3335: 119.0 (David Payne, 2012) 3336: 120.0 (John Chambers, 2012)			
Target:	2 x IPSC full size			
Sights:	any			
Position:	standing unsupported, sitting, kneeling, prone			
Ready position:	parallel			
Course of fire:	24 shots			
Practice 1 (25m):	start loaded with minimum 4 rounds 1 exposure of 20 seconds 2 rounds on each target, standing unsupported reload with minimum of 4 rounds 2 rounds on each target, prone			
Practice 2 (20m):	start loaded with minimum 4 rounds 1 exposure of 20 seconds 2 rounds on each target, standing unsupported reload with minimum of 4 rounds 2 rounds on each target, sitting			
Practice 3 (15m):	start loaded with minimum 4 rounds 1 exposure of 20 seconds 2 rounds on each target, standing unsupported reload with minimum of 4 rounds 2 rounds on each target, kneeling			
Standards:	Gold	Silver	Bronze	
	3335:	112	104	96
	3336:	116	112	108

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Awards, Medals and Badges

MAN v MAN – 3821, 3822

Course of fire: *see GR&P Handbook*

Standards: there are no standards for this event

METALLIC SILHOUETTES – 3901

Record: 28 (Andrew Spong, 2008)

Course of Fire: *see GR&P Handbook*

Standards: there are no standards for this event

25M CLASSIC – 4143, 4144, 4145, 4146

Gun: 4143: any muzzle loading revolver, black powder only

4144: any muzzle loading percussion pistol

4145: any muzzle loading flintlock pistol (smoothbore)

4146: any muzzle loading flintlock pistol (rifled)

Record score: 4143: 96 (R Everitt, 2000)

4144: 97 (Les Pearson, 2000)

4145: 94 (Nick Harvey, 2004)

4146: 97 (Nick Harvey, 2004)

Target: PL7

Sights: iron

Position: standing unsupported, one hand only

Ready position: unloaded

Course of fire: 13 shots precision in 30 minutes

Scoring: best 10 shots to count

gauging will be by MLAGB rules, i.e. shot has to be at least half across scoring ring to achieve higher value
the X ring will be scored as well in order to resolve tie-breaks

Standards:	Gold	Silver	Bronze
4143:	95	91	87
4144:	95	93	91
4145:	90	88	85
4146:	90	88	85

THE GRANET – 4301, 4302, 4303, 4304

Record: 4301: 300.23 (Alan Warner, 2008)

4302: 300.17 (Gerald Betteridge, 2011)

4303: 294.11 (Terry Fry, 2012)

4304: 298.12 (Mick Tedesco, 2011)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
4301:	300	299	297
4302:	299	297	295
4303:	295	290	285
4304:	298	296	294

IMPERIAL SILHOUETTES – 4701, 4702, 4703, 4704

Record: 4701: 300.22 (Charles Bestwick, 2011)
4702: 300.19 (Steve Lamb, 2011)
4703: 281.4 (Steve Bushnell, 2012)
4704: 293.11 (Charles Bestwick, 2012)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
4701:	300	299	297
4702:	298	296	293
4703:	290	285	280
4704:	295	290	285

SURRENDEN – 4902, 4903, 4904

Record: 4902: 257.14 (Steve Lamb, 2012)
4903: 252.18 (Steve Lamb, 2012)
4904: 248.5 (James Moody, 2012)

Course of fire: *see GR&P Handbook*

Standards:	Gold	Silver	Bronze
4902:	255	250	245
4903:	250	245	240
4904:	245	240	235

100 YDS – 5142

Gun: any muzzle loading revolver, black powder only
Record score: 38 (JB Pollock, 2000)
Target: Wessex
Sights: open iron
Position: kneeling, sitting, seated in flying machine or prone
Course of fire: 10 shots + 2 compulsory sighters
Sighters: 2 sighters individually marked back
Practice 1, 2: 5 shots in 30 seconds
Standards: Gold Silver Bronze
33 29 26

100/200 YDS – 5301, 5334, 5321*

Gun: 5301: GR SB
5334: Shotgun
5321: LBP
Record score: 5301: 102 (Linda Welsh, 2010)
5334: 69 (David PAYne, 2012)
5321: 111 (Ian Milnes, 2012)
Target: Wessex at 100 yds, ILRPSA at 200 yds
Sights: any

Positions:	5301, 5334 (GSRB, Shotgun): standing unsupported, kneeling or sitting 5321 (LBP): Sitting, seated in a flying machine or prone		
Course of fire:	20 shots + 4 compulsory sighters		
Practice 1 (100 yds):	2 sighters individually marked back 2 strings of 5 shots each in 30 seconds		
Practice 2 (200 yds):	2 sighters individually marked back 10 shots to count in 12 minutes *Shot under ILRPSA Cconditions - ie at 200yds a V bull scores 7		
Standards:	Gold	Silver	Bronze
	5301:	86	82
	5334:	45	42
	5321:	100	95
			78
			39
			90

100/200 YDS – 5342

Gun:	any muzzle loading revolver, black powder only		
Record score:	60 (Granville Thomas, 2006)		
Target:	Wessex at 100 yds, ILRPSA at 200 yds		
Sights:	open iron		
Position:	kneeling, sitting, seated in a flying machine or prone		
Course of fire:	20 shots + 2 compulsory sighters		
Practice 1 (100 yds):	2 sighters individually marked back 2 strings of 5 shots each in 30 seconds		
Practice 2 (200 yds):	2 sighters individually marked back 10 shots to count in 25 minutes		
Note:	Shot under ILRPSA conditions - at 200yds a V bull scores 7		
Standards:	Gold	Silver	Bronze
	45	37	30

200/300 YDS – 5563, 5565, 5566

Gun:	5563: Free Pistol A – any custom made pistol chambered and firing any cartridge 5565: Production Free Pistol A – any volume production pistol using any cartridge chambered by the manufacturer 5566: Production Free Pistol B – Any volume production pistol using any cartridge chambered by the manufacturer but restricted to a straight walled pistol cartridge		
Record score:	5563: 140 (Ray Jewsbury, 2001) 5565: 128 (Gilly Howe, 2004) 5566: 123 (Paul Griffiths, 2010)		
Target:	ILRPSA		
Sights:	scoped		
Position:	sitting, seated in a flying machine or prone		

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Course of fire:	20 shots + 4 compulsory sighters			
Practice 1 (200 yds):	2 sighters and 10 shots to count in 12 minutes			
Practice 2 (300 yds):	2 sighters and 10 shots to count in 12 minutes			
Note:	Shot under ILRPSA conditions - at 200yds a V bull scores 7			
Standards:		Gold	Silver	Bronze
	5563:	137	131	128
	5565:	125	120	115
	5566:	115	110	105

100/200/300 yds – 5702, 5703, 5704

Gun:	5702: GRCF			
	5703: GRCF Open			
	5704: GRCF Classic			
Record score:	5702: 160 (Graeme Tregay, 2003)			
	5703: 139 (Colin Hudson, 2010)			
	5704: 133 (Kjell Middleton, 2012)			
Target:	Wessex at 100 yds, ILRPSA at 200/300 yds			
Sights:	any			
Position:	standing unsupported, kneeling or sitting, prone			
Course of fire:	30 shots + 6 compulsory sighters			
Practice 1 (100 yds):	standing unsupported			
	2 sighters individually marked back			
	followed by 2 strings of 5 shots each in 30 seconds			
Practice 2 (200 yds):	kneeling or sitting			
	2 sighters and 10 shots to count in 12 mins			
Practice 3 (300 yds):	prone from a sandbag or bipod			
	2 sighters and 10 shots to count in 12 mins			
Standards:		Gold	Silver	Bronze
	5702	140	135	130
	5703	135	130	125
	5704	125	120	110

100/200/300 yds – 5762*, 5767*, 5784, 5789, 5792

Gun:	5762: Hunter class - any volume production revolver
	5767: Allcomers Revolver – any centrefire revolver
	5784: .303 Rifle – any .303 rifle
	5789: non-.303 Military Rifle – any pre-1955 military rifle in a calibre other than .303 British
	5792: .303 Rifle - strictly as original military issue
Record score:	5762: 159 (Phil Cowling, 2004)
	5767: 143 (Tom Gregg, 2003)
	5784: 153 (Stephen East, 2012)
	5789: 159 (Edward Corry, 2011)
	5792: <i>New Event</i>
Target:	Wessex at 100 yds, ILRPSA at 200/300 yds

Sights:	5762: scoped 5767: open iron 5784, 5789: any			
Position:	pistols: sitting or seated in a flying machine rifles: 100 yds standing 200 yds kneeling or sitting 300 yds prone			
Course of fire:	30 shots + 6 compulsory sighters			
Practice 1 (100 yds):	2 sighters individually marked back followed by 2 strings of 5 shots each in 30 seconds			
Practice 2 (200 yds):	2 sighters & 10 shots to count in 12 minutes			
Practice 3 (300 yds):	2 sighters & 10 shots to count in 12 minutes			
Note:	*Shot under ILRPSA conditions - at >= 200yds a V bull scores 7			
Standards:		Gold	Silver	Bronze
	5762:	160	140	133
	5767:	137	130	124
	5784:	145	140	135
	5789:	156	152	148
	5792:	New Event		

100/200/300 YDS – 5785

Gun:	any centrefire rifle suitable for deer, vermin or pest control; any calibre within the range safety certificate			
Record score:	175 (Mike Brewis, 2005)			
Target:	Wessex at 100 yds, ILRPSA at 200/300 yds			
Sights:	any			
Position:	standing and prone			
Course of fire:	30 shots + 6 compulsory sighters			
Practice 1 (100 yds):	standing, using a traditional stick or crossed sticks 2 sighters individually marked back followed by 2 strings of 5 shots each in 30 seconds			
Practice 2 (200 yds):	standing, using a traditional stick or crossed sticks 2 sighters and 10 shots to count in 12 minutes			
Practice 3 (300 yds):	prone with support bipod, short stick or sling 2 sighters and 10 shots to count in 12 minutes			
Standards:	Gold	Silver	Bronze	
	180	175	170	

400/500/600 YDS – 5968, 5969, 5984, 5986*, 5988*, 5989, 5992

Gun:	5968: Free Pistol – any custom made pistol chambered and firing any cartridge 5969: Production Free Pistol - any volume production pistol chambered and firing any cartridge 5984: .303 Rifle – any .303 rifle
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	5986: F Open Class Rifle – any F Class rifle																																				
	5989: non-.303 Military Rifle – any pre-1955 military rifle in a calibre other than .303 British																																				
	5988: FTR Class Rifle																																				
	5992: .303 Rifle – strictly as original military issue																																				
Record score:	5968: 150.14 (Paul Howson, 2003)																																				
	5969: 134.19 (Pete Kington, 2007)																																				
	5984: 133.9 (Bruce Ellis, 2012)																																				
	5986: 240.24 (Ronald Kraaijenbrink, 2011)																																				
	5988: 221.12 (Pete Lomas, 2012)																																				
	5989: 155.13 (Steven Voak, 2010)																																				
	5992: <i>New Event</i>																																				
Target:	standard NRA rifle target																																				
Sights:	5968, 5969, 5985, 5986: scoped																																				
	5984, 5989: any																																				
Positions:	pistols: sitting or seated in a flying machine																																				
	rifles: prone																																				
Course of fire:	30 shots + 9 compulsory sighters																																				
	45 shots + 6 compulsory sighters (F Class)																																				
Practice 1 (400 yds):	3 sighters (F Class 2 only) & 10 shots (F Class 15) to count in 15 minutes																																				
Practice 2 (500 yds):	3 sighters (F Class 2 only) & 10 shots (F Class 15) to count in 15 minutes																																				
Practice 3 (600 yds):	3 sighters (F Class 2 only) & 10 shots (F Class 15) to count in 15 minutes																																				
Note:	these events are shot under NRA conditions, i.e. a V bull scores 5 (except * = V scores 6) and tie-breaks are by countback from longest distance (not total V score)																																				
Standards:	<table><tr><td></td><td>Gold</td><td>Silver</td><td>Bronze</td></tr><tr><td>5963:</td><td>143</td><td>138</td><td>134</td></tr><tr><td>5968:</td><td>142</td><td>137</td><td>131</td></tr><tr><td>5969:</td><td>120</td><td>115</td><td>110</td></tr><tr><td>5984:</td><td>125</td><td>120</td><td>115</td></tr><tr><td>5986:</td><td>240</td><td>236</td><td>233</td></tr><tr><td>5988:</td><td>220</td><td>210</td><td>200</td></tr><tr><td>5989:</td><td colspan="3">no standards awarded</td></tr><tr><td>5992:</td><td colspan="3">New Event</td></tr></table>		Gold	Silver	Bronze	5963:	143	138	134	5968:	142	137	131	5969:	120	115	110	5984:	125	120	115	5986:	240	236	233	5988:	220	210	200	5989:	no standards awarded			5992:	New Event		
	Gold	Silver	Bronze																																		
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5984:	125	120	115																																		
5986:	240	236	233																																		
5988:	220	210	200																																		
5989:	no standards awarded																																				
5992:	New Event																																				

400/500/600 YDS – 5987

Gun:	any single shot black powder cartridge rifle of pre-1896 manufacture or commercially available reproduction thereof (not bolt action)
	commercially manufactured black powder only
	any lead or lead alloy bullet that is cast or swaged, lubed or paper patched (no metallic wads, gas checks, or jacketed

	bullets)						
	one of sling, wrist-rest or cross-sticks allowed						
Record score:	139.8 (Mark Silver, 2010)						
Target:	standard NRA rifle target						
Sights:	period correct, non-click adjustable open iron sights - no optical sights or aids of any type						
Position:	prone						
Course of fire:	30 shots + up to 9 sighters						
Practice 1 (400 yds):	up to 3 sighters & 10 shots to count in 15 minutes						
Practice 2 (500 yds):	up to 3 sighters & 10 shots to count in 15 minutes						
Practice 3 (600 yds):	up to 3 sighters & 10 shots to count in 15 minutes						
Note:	this event is shot under ILRPSA conditions, i.e. a V bull scores 6 points and tie-breaks are by countback from longest distance (not highest total V score)						
Standards:	<table><tr><td>Gold</td><td>Silver</td><td>Bronze</td></tr><tr><td>125</td><td>118</td><td>112</td></tr></table>	Gold	Silver	Bronze	125	118	112
Gold	Silver	Bronze					
125	118	112					

800/900/1000 YDS – 6168, 6184, 6186*, 6188*, 6189, 6192

Gun:	6168: Free Pistol - Any Custom Made pistol chambered and firing any cartridge 6184: .303 Rifle – any .303 rifle 6186: F Open Class Rifle – any F Class rifle 6185: FTR Class Rifle 6189: non-.303 Military Rifle – any pre-1955 military rifle in a calibre other than .303 British 6192: .303 Rifle – strictly as original military issue
Record score:	6168: 223.17 (Ian Boxall, 2012) 6184: 206.12 (Stephen East, 2012) 6186: 214.9 (Wolfgang Scholze, 2011) 6188: 255.13 (John Chambers, 2012) 6189: 211.15 (Steven Voak, 2009) 6192: <i>New Event</i>
Target:	standard NRA long range rifle target
Sights:	6168, 6185, 6186: scoped 6184, 6189: any
Positions:	pistols: seated in a flying machine rifles: prone
Course of fire:	45 shots + 9 (F Class 6) compulsory non-convertible sighters
Practice 1 (800 yds):	3 sighters (F Class 2) & 15 shots to count in 30 minutes
Practice 2 (900 yds):	3 sighters (F Class 2) & 15 shots to count in 30 minutes
Practice 3 (1000 yds):	3 sighters (F Class 2) & 15 shots to count in 30 minutes
Note:	these events are shot under NRA conditions, i.e. a V bull scores 5 (except * = V scores 6) and tie-breaks are by countback from longest distance (not total V score)

Standards:	Gold	Silver	Bronze
6163:	202	196	185
6168:	211	208	203
6184:	170	168	165
6186:	214	211	208
6188:	220	215	210
6189:	179	177	175
6192:	New Event		

800/900/1000 YDS – 6187

Gun:	any single shot black powder cartridge rifle of pre-1896 manufacture or commercially available reproduction thereof (not bolt action) commercially manufactured black powder only any lead or lead alloy bullet that is cast or swaged, lubed or paper patched (no metallic wads, gas checks, or jacketed bullets) one of sling, wrist-rest or cross-sticks allowed
Record score:	127.5 (Larry Brown, 2007)
Target:	standard NRA long range rifle target
Position:	prone
Sights:	period correct, non-click adjustable open iron sights - no optical sights or aids of any type
Course of fire:	30 shots + up to 9 non-convertible sighters
Practice 1 (800 yds):	up to 3 sighters & 10 shots to count in 30 minutes
Practice 2 (900 yds):	up to 3 sighters & 10 shots to count in 30 minutes
Practice 3 (1000 yds):	up to 3 sighters & 10 shots to count in 30 minutes
Note:	this event is shot under ILRPSA conditions, i.e. a V bull scores 6 points and tie-breaks are by countback from longest distance (not highest total V score)
Standards:	no standards awarded

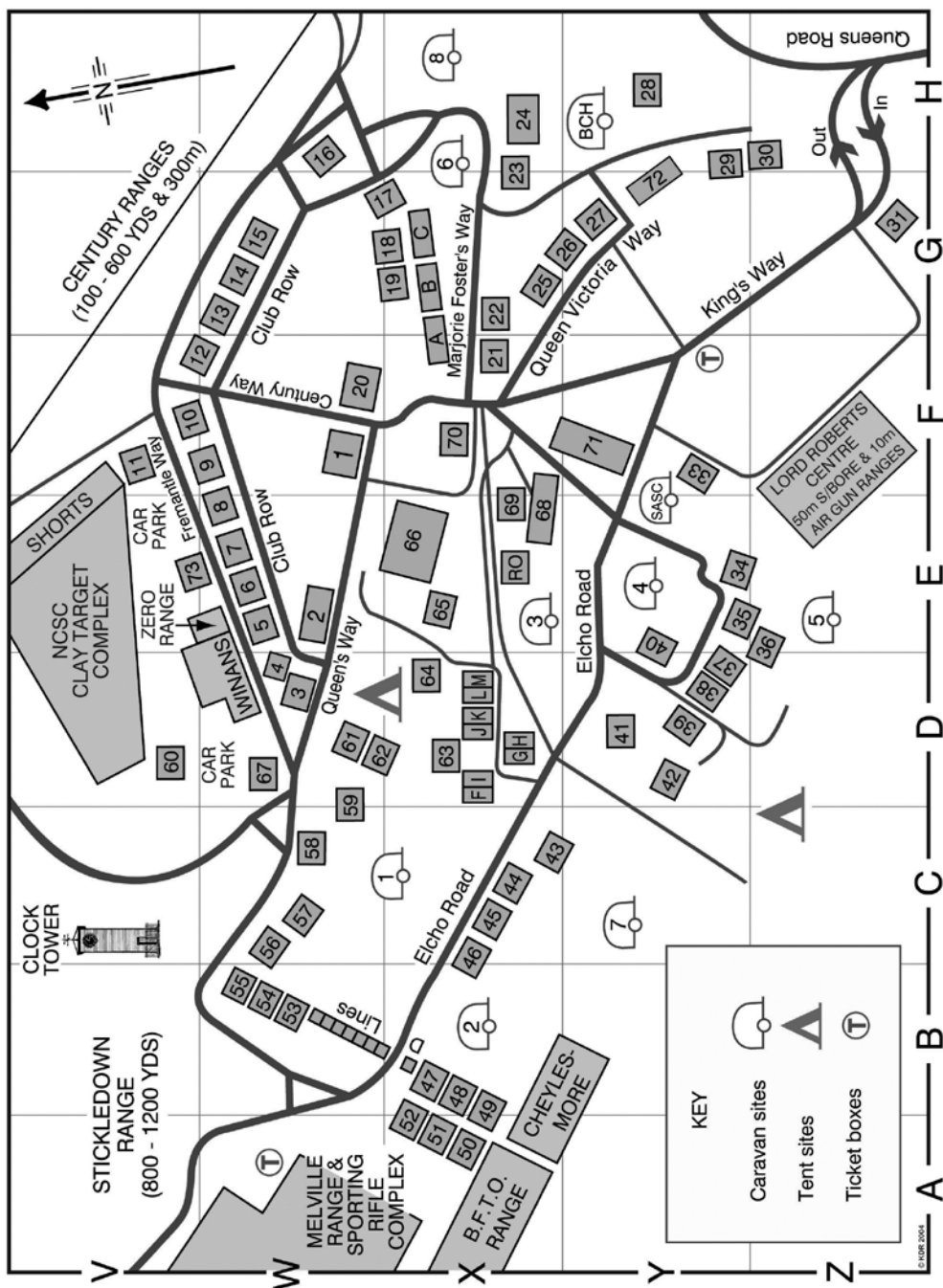
200 YDS RIFLE – 6380, 6381, 6382, 6391

Gun:	6380: Any fullbore rifle with any sights. 6381: Pre 1950 .303 military rifle with iron sights as issued. Single point slings and shooting gloves are not allowed. Shooting jackets may be used if not attached to slings. 6382: Any pre 1980 military rifle with iron sights as issued. Single point slings and shooting gloves are not allowed. Shooting jackets may be used if not attached to slings. 6391: Any pre 1950 non .303 rifle with iron sights Single point slings and shooting gloves are not allowed. Shooting jackets may be used if not attached to slings.
Target:	DP1 on screen
Position:	prone and kneeling

Course of fire:	40 shots + 4 non-scoring sighters
Practice 1:	prone 4 sighters and 10 shots to count in 5 minutes
Practice 2:	prone 10 shots to count in 1 minute
Practice 3:	kneeling 10 shots to count in 5 minutes
Practice 4:	kneeling 10 shots to count in 1 minute
Standards:	there are no standards for this event

McQUEEN – 6580, 6590

Gun:	6580: Any scoped rifle 6590: Issued sniper rifle with issued ammunition to be purchased on the range
Record Score:	6580: 60.10 (Matt Wilkes, 2007) 6590: 54.4 (Tim Finley, 2012)
Target:	DP14 with 2.5 cm V bull
Distance:	200 yds
Position:	prone, with a sandbag rest if required and/or bipod
Course of fire:	10 shots + up to 10 sighters
Sighters:	up to 10 sighting shots at a DP14 target
Competition:	the rifle will be made ready with 10 rounds. The target will make 10 appearances of 3 seconds, with irregular intervals varying between 5 and 20 seconds each appearance of the target (over cover and at loop-holes) will be in a different place, the sequence being varied for each competitor 1 shot to be fired at each appearance shots will be spotted
Note:	a V bull scores 6 points scorers of 55+ must fire again, once only, as an extra tie shoot unlike other events at Phoenix, a competitor may shoot this event as many times as they wish; the highest achieved score during the meeting will count
Standards:	there are no standards for this event



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