

National Rifle Association

# 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 5.30, January 2014**

Adopted for international competition by the International Gallery Rifle Federation

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## **Version History**

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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](mailto:gallery@nra.org.uk) or [nfrancis@ba14.co.uk](mailto:nfrancis@ba14.co.uk)), via twitter ([@galleryrifle](https://twitter.com/galleryrifle)), via the Galleryrifle Facebook page or group, or by post through the NRA offices (Bisley, Brookwood, Surrey, GU24 0PB).



# A – Rules

## A1 General

### A1.1 Purpose

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 Any breach will be dealt with under the disciplinary arrangements specified in this Handbook – though these may be superseded by the conditions of the meeting in which the breach occurs.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

## A2 Firearms and Ammunition

### A2.1 General

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

### A2.2 GRCF – Gallery Rifle Centrefire

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

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

**GRCF Open:** any other Gallery Rifle of different design

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

- A2.2.2 All GRCF must comply with the following:

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

## **A2.3 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:
- a. **Calibre.** .22” rimfire only
  - b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO
  - c. **Slings.** The use of slings is prohibited
  - d. **Sights.** Two types of sights are permitted:
    - i. **Iron.** Iron sights which may include sights of any colour
    - ii. **Optical.** Optical sights may include telescopic and ‘red dot’ sights but not lasers which project onto the target itself

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

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

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

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

- a. **Calibre.** .22” rimfire only
- b. **Trigger Weight.** No minimum permitted trigger weight, but the trigger 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:
- Revolvers.** Either boxed, or holstered, or muzzle up with the cylinder held open by the fingers of the carrying hand
  - Pistols.** Either boxed, or holstered, or muzzle up with the action locked open



- c. **Rifles.** Vertical with the action open and the muzzle held upwards.A3.1.7  
When not on the firing point all firearms must be in the following condition:
  - a. **Revolvers.** Boxed with no rounds in the cylinder and the hammer forward
  - b. **Pistols.** Boxed with the magazine removed, no rounds in the chamber and the hammer forward
  - c. **Rifles.** Cased with any detachable magazine removed, no rounds in the chamber or in any fixed or tubular magazine and with the hammer or striker forward

- A3.1.8 No firearm is to be boxed or cased until it has been proved clear by an RO
- A3.1.9 Where specified in the conditions of a particular event, a belt mounted holster must be used with an LBP or LBR. Such holsters may be right or left-handed. Shoulder or cross-draw holsters are not allowed, nor are holsters from which the LBP/LBR is released by inserting a finger within the trigger guard
- A3.1.10 Where the use of a holster is specified in the conditions of a particular event, and a belt mounted holster is used, the slide of an LBP **must** be forward and the safety catch **must** be applied at any time the pistol is in the holster and loaded and made ready
- A3.1.11 If any RO or any other person on the range considers that there is a potential or actual breach of safety which urgently requires all competitors to stop firing they will immediately give the order "**Stop, Stop, Stop**". All competitors must immediately stop firing, take their finger off the trigger, keep their firearms pointing at the target and await further instructions
- A3.1.12 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all firearms must be unloaded and proved clear in the normal manner
- A3.1.13 If a firearm misfires the competitor will cease firing, bring the firearm to waist height keeping it pointing towards the target and attract the attention of the RO by raising a hand. At the end of the practice, if it is necessary, the RO will assist or instruct the competitor when and how to unload the firearm, check the barrel and take remedial action

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

- A3.2.1 Clothing should be 'normal street type' suitable for the weather conditions during the competition. No clothing may be worn which will, in any manner, give the wearer artificial support. Such clothing includes shooting jackets, coats or vests which have straps or other devices which may be used to stiffen the body, or tightening devices which may be used to stiffen or lend support to the arm
- A3.2.2 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director
- A3.2.3 All devices or equipment which may facilitate shooting, but which are not mentioned specifically in these rules, or which are contrary to the spirit of these rules, are forbidden. The Meeting Director, Assistant Meeting Director or any range official shall have the right to examine any competitor's equipment
- A3.2.4 It is the responsibility of the competitor to submit any equipment, not specifically authorised, for official inspection and approval in sufficient time prior to the beginning of an event not to cause inconvenience to the competitor or any official

### **A3.3 Range Procedures**

- A3.3.1 Unless a firearm has become disabled (as defined in **A3.4**) during the course of any event:
- a. No competitor may change a firearm
  - b. No competitor may add, remove or interchange any major part of a firearm
  - c. No competitor may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification, lens covers etc. on sights can be adjusted or modified during the course of an event)
- A3.3.2 During a course of fire a round or magazine may be retrieved from the ground if dropped, or may be taken from the competitor's equipment if on the ground, only if they have unloaded their firearm, locked it open and it is kept pointing at the target while retrieving the round or magazine. They may not leave the firing point for this purpose. Dropped rounds or magazines may not be retrieved in events that specifically prohibit this
- A3.3.3 No other person may pass rounds or magazines to a competitor unless they have been previously authorised to do so by the CRO, and then only in circumstances where the competitor may need assistance
- A3.3.4 There is no limit on the number of rounds which may be in a firearm at any time provided that no more than the number of rounds prescribed for the event are loaded at a time, and provided also that no more than the required number of shots is fired for that stage
- A3.3.5 Practice is distinct from Zeroing and is defined as shooting an event or part of an event under conditions similar to those which apply to that event. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a competitor practices any part of an event they may not shoot that event competitively until at least an hour after they finish practicing. The only exception to this prohibition is where all competitors in an event are given identical practice facilities throughout the whole meeting
- A3.3.6 Zeroing is distinct from Practice and is defined as firing shots at a target in order to zero the gun at a particular distance. Where range conditions permit, a static target frame will be provided for competitors to test their zero. It will be at a distance determined by the Meeting Director. A target face may be provided by the competitor provided that it is not of a design used in any of the events at the meeting. Once a competitor has finished zeroing, at least half an hour must elapse before they shoot any event competitively
- A3.3.7 Competitors must take their position at their numbered firing point in such a manner as not to interfere with adjacent competitors. No portion of the competitor's body may rest on or touch the ground forward of the firing point
- A3.3.8 With the exception of competitors actually firing, and such range personnel as are necessary for the conduct of the match, the firing points and line must be kept clear at all times. Competitors are not permitted to interfere with the handling of targets by range personnel
- A3.3.9 A competitor who has a physical disability (temporary or permanent) which prevents the use of a position specified in the event conditions may assume the next most difficult position instead. The CRO and the Meeting Director must be informed before the start of the event

The following substitutions are among those permitted:

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

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

- A3.4.1 A disabled gallery rifle or pistol is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s)
- A3.4.2 Any claim that a firearm has become disabled must be made immediately. The fact that the sights may have been improperly adjusted does not constitute disablement
- A3.4.3 Once a firearm has been declared disabled by the CRO it shall not be used again for live firing until the defect has been rectified and the firearm has been declared safe by the CRO. No competitor will be allowed a reshoot due to a disabled firearm
- A3.4.4 No competitor may change a firearm, or interchange parts of a firearm, during an event unless the firearm has become disabled (see A3.4.1). All shots fired up to the time that the disablement is confirmed will stand as part of the official score. Any replacement firearm used to continue an event must be of the same type (GRCF, GRSB, LBP or LBR) as the original
- A3.4.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO
- A3.4.6 When the firing of a string or series has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the string or series under the conditions of the event, the CRO will proceed as follows:
- a. Without being permitted to examine their targets, competitors in the detail who have been prevented from completing their string or series will be asked if they want to reshoot, or if they wish to accept their score as already fired
  - b. Those competitors who have elected to take their scores as already fired will have their targets scored in the normal way
  - c. Those competitors who have elected to reshoot will have their targets patched or replaced, and will then reshoot the entire string or series
- A3.4.7 Reasons for the procedure in A3.4.6 being required will not include malfunction of the firearm or ammunition but will include:
- a. Failure to allow the full time specified for the string or series
  - b. Failure of the targets to operate properly or uniformly for the entire string or series
  - c. Failure of the targets to remain in position on the frame
  - d. Damage to a target or targets rendering proper aiming or scoring impossible
  - e. Cross-firing by another competitor
  - f. The appearance of some object in the line of fire which might constitute a hazard
  - g. An accident on the firing point
  - h. Any reason the RO/CRO deems an unacceptable interruption to the detail

- A3.4.8 If, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete their string or series than is provided for in the event conditions, the CRO will immediately order all such targets patched or replaced. These targets will not be scored. A complete new string or series will then be fired by the competitors who had extra time allowed
- A3.4.9 If, in the original string or series, some targets operated properly in accordance with the permitted time limit then all such targets will be scored in the normal manner and competitors who shot on those targets will not be required, nor permitted, to reshoot
- A3.4.10 In the case of some accident involving a competitor on the firing point, such as being hit by lead or powder residue, that competitor may stop firing. The competitor concerned will then have the choice of accepting the score already made in that course of fire, or may reshoot that course

## **A3.5 Penalties**

- A3.5.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section A4 of this Handbook (see A4.13) apply
- A3.5.2 In any competition, any RO may apply a Procedural Penalty to a GR&P competitor if they deem a procedural error to have been made by that competitor. The competitor may appeal such a decision to the Meeting Director
- A3.5.3 A Procedural Penalty will result in the deduction of one hit of the maximum possible score value for the target type. Such a penalty shall not be applied more than once for each match, stage or practice of an event
- A3.5.4 Potential procedural errors will depend on individual event conditions, but will include the following which is neither exhaustive nor exclusive:
- Firing while placing a foot or part of foot over the firing line
  - Firing while placing a foot or part of a foot on the wrong side of the line behind a barricade
  - Firing from positions in the wrong order
  - Adopting an incorrect position
  - 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:
- If one round only exceeds the limit, the test is over; the ammunition passes
  - If two rounds exceed the limit, the test is repeated with three new rounds
  - 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:
- If one round only exceeds the limit, the test is over; the ammunition passes
  - 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



**The National Association of Sporting Rifle & Pistol Clubs**

# **NASRPC Irish International**

## **Open 2014**

at

**Harbour House Sports Club**



**Nurney, Co. Kildare, Ireland**

**Friday 11th, Saturday 12th and Sunday 13th July 2014**

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## **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:
- Maintain a list of competitors showing name, competitor number and classifications
  - Prepare official scorecards
  - Check addition on scorecards and correct totals
  - Tabulate scores in order of merit
  - Prepare and post interim, provisional and final results
  - Produce a prize list
  - Report to Meeting Director for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or scorecards
  - 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:
- After the initial commands for loading and preparation have been given, the CRO asks 'ARE YOU READY?'
  - 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)
  - 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 between 3 and 7 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:
- 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
  - Parallel.** The gun loaded and held in both hands parallel to the ground, pointing at the target array, at waist height
  - 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:
- 45 degrees.** The gun loaded and held pointing towards ground at an angle of 45 degrees
  - 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
  - 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

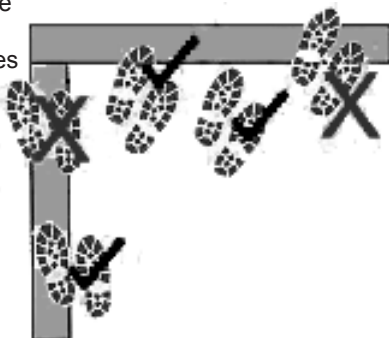
## **B6.6 Standing unsupported**

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

B6.9.1 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 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

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## FORTHCOMING NRA EVENTS

5 APRIL  
27 APRIL  
17 - 18 MAY  
14 - 15 JUNE  
25 JUNE - 19 JULY  
22 - 24 AUGUST  
23 - 24 AUGUST  
4 OCTOBER  
5 OCTOBER  
18 - 19 OCTOBER  
25 - 26 OCTOBER  
8 - 9 NOVEMBER

CIV SR - WINTER LEAGUE  
SMALLBORE LONG RANGE MATCH  
300M CHAMPIONSHIPS  
INTER-COUNTIES MEETING  
THE 145TH IMPERIAL MEETING  
HOME INTERNATIONAL SKEET CHAMPIONSHIPS  
GALLERY RIFLE NATIONAL CHAMPIONSHIPS  
HISTORIC SERVICE RIFLE MATCH  
START OF CIV SR - WINTER LEAGUE 2014/15  
THE TRAFALGAR  
AUTUMN ACTION WEEKEND  
TARGET SHOTGUN FESTIVAL

## C – Event Conditions

### C1 General

#### C1.1 Purpose

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

#### C1.2 Event Numbering

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

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

Event Type	Gun Type
41 Classic	<b>Fullbore Rifle</b>
43 Granet	80 Any
45 Scott	81 Service Rifle A pre 1955
47 Imperial Silhouettes	82 Service Rifle B pre 1955
49 Surrenden	83 Service Rifle Open pre 1955
51 100 yd	63 200m
53 100 & 200 yd	85 Sporting Rifle
55 200 & 300 yd	86 F Class
56 200 & 300 yd	87 Black Powder Cartridge
57 100, 200 & 300 yd	88 FTR Class Rifle
59 400, 500 & 600 yd	90 Issued Sniper Rifle
61 800, 900 & 1000 yd	91 Service Rifle post 1955 iron sights
63 200m	92 Service Rifle post 1955 service optic
65 McQueen	93 Service Rifle post 1955 practical
71 Clays	optic

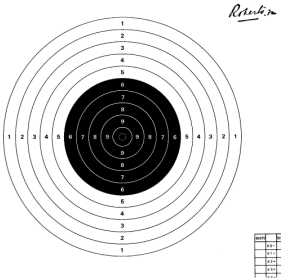
C1.2.2 Note that, for completeness, the tables include event and gun types which are sometimes used within GR&P meetings (particularly the annual Phoenix Meeting) but which do not fall within the governance of the GR&P discipline. Courses of fire for these are not included in this Handbook – they will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



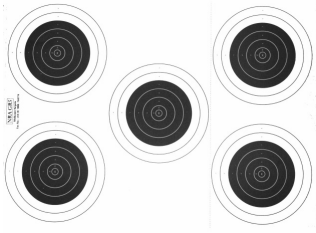
PL7



PL14



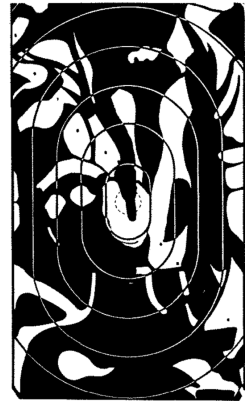
PL17



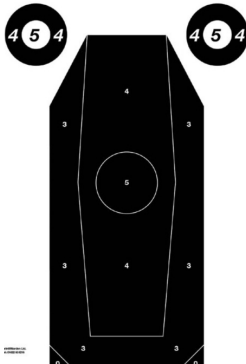
**NRA GR5**



**DP1/1a**



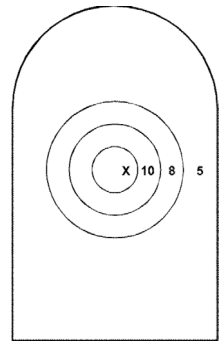
**DP2/2a**



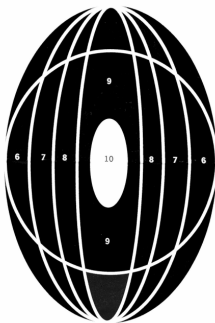
**TP3**



**B1**



**D1**



**Melon**



**5 of Diamonds**



**PL6**

# 01

# 25m Precision

## EVENT NUMBERS

**0101:** GR SB/Air/CO2

**0102:** GR CF

**0103:** GR CF Open

**0104:** GR CF Classic

**0121:** LBP

**0122:** LBR

## TARGETS

**GR SB:** 1 x PL14

**GR CF, 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

0304: GRCF Classic

0302: GRCF

0321: LBP

0303: GRCF Open

0322: LBR

### TARGETS

GRSB, GRCF, LBR, LBP      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:

- 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



## 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:

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

*Cont'd*

**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, LBP, LBR** - 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

*Cont'd*

### 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		GRCF		LBP		LBR	
X	575 - 600	X	590 - 600	X	580 - 600	X	580 - 600
A	525 - 574	A	575 - 589	A	560 - 579	A	560 - 579
B	up to 524	B	up to 574	B	up to 559	B	up to 559

# 10

## Timed & Precision 3

### EVENT NUMBERS

1021: LBP

1022: LBR

### TARGETS

1 x TP3

### SIGHTS

Any

### POSITIONS

Standing unsupported, kneeling, sitting

### READY POSITION

**LBP:** holstered, slide forward, safety catch applied

**LBR:** holstered, hammer down

### 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 it's of loose fabric, 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 competitor's ammunition pockets.

Only two magazines, one speedloader and as many moon-clips may be used throughout the whole event. In all cases only one magazine or moonclip 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

*Cont'd*

## **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: GRSB

1102: GRCF

1103: GRCF Open

1104: GRCF Classic

1121: LBP

1122: 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 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

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

3 shots 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'

*Cont'd*

**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		GRCF		LBP		LBR	
X	110 - 120	X	115 - 120	X	115 - 120	X	115 - 120
A	100 - 109	A	108 - 114	A	105 - 114	A	105 - 114
B	up to 99	B	up to 107	B	up to 104	B	up to 104

# 13

# Phoenix A

## EVENT NUMBERS

**1301:** GR SB

**1302:** GR CF

**1303:** GR CF Open

**1304:** GR CF Classic

**1321:** LBP

**1322:** LBR

## TARGETS

**GR SB:**

2 x DP1 (half size)

**GR CF, LBP, LBR:**

2 x DP1

## SIGHTS

Any

## POSITIONS

Standing unsupported

## READY POSITION

**GR SB, GR CF:** 45 degrees

**LBR:** holstered, hammer down

**LBP:** holstered, slide forward

## COURSE OF FIRE

This event takes approximately 45 minutes to complete

It requires 40 rounds

The maximum possible score is 200

## PRACTICE 1

25 metres

5 shots kneeling & 5 shots sitting

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

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

## PRACTICE 2

20 metres

10 shots standing unsupported

Start in the standing position at 25 metres with the rifle at the 'trail', loaded but not made ready. Revolvers must be loaded and holstered. Pistols must be loaded and holstered with no round in the chamber. The targets will appear for 1 second. The competitor will then have 7 seconds to advance to 20 metres, draw if using a revolver or pistol, and make ready. The targets will then make 5 exposures of 3 seconds with an away time of 7 seconds. Two shots only to be fired at each exposure at the left hand target. The firearm must be held at 45 degrees between exposures

*Cont'd*

### **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:** GRBSB

**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 standing unsupported

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'

## **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

**LBP:**

holstered, slide forward, safety catch applied

**LBR:**

holstered, hammer down

## 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

2 shots, including reload, standing unsupported

**GRCF:** 30 seconds

**GRSB, LBP, LBR:** 20 seconds

**LBR:** double action only

## **MATCH 2**

25 metres

90 sec. (1 min. 30 sec.) 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

**LBR:** double action only

6 shots right hand

**GRSB, GRCF:** standing unsupported

**LBP:** standing using barricade for support

**LBR:** standing using barricade for support

**LBR:** double action only

## **MATCH 3**

50 metres

165 sec. (2 min. 45 sec.) 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

**LBR:** 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

*Cont'd*

## MATCH 5

<b>Stage 1</b>	10 metres
	12 shots standing unsupported
<b>GRCF:</b>	30 seconds
<b>GRSB, LBP, LBR:</b>	20 seconds

**Stage 2** 25 metres  
90 sec. (1 min. 30 sec.) 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  
    **LBR** double action only  
6 shots right hand  
    **GRSB, GRCF** standing unsupported  
    **LBP** standing using barricade for support  
    **LBR** standing using barricade for support  
    **LBR** double action only

**Stage 3** 50 metres  
165 sec. (2 min. 45 sec.) 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

**LBR** single or double action

**Stage 4** 25 metres  
12 seconds

6 shots standing unsupported  
**LBR** 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	1840-1489	A	1400-1459	A	1400-1459
B	1425-1429	B	1465-1479	B	up to 1399	B	up to 1399
C	1375-1424	C	1435-1479				
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 reloads, standing unsupported

**Stage 2** 15 metres

12 shots, including reloads, 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 standing unsupported

**LBR** double action only

6 shots right hand standing unsupported

**LBR** double action only**MATCH 3**

25 metres

35 seconds, including reloads

**Stage 1** 12 shots, including reloads, standing unsupported**Stage 2** 12 shots, including reloads, standing unsupported**LBR** 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  
**LBR** single or double action

## **MATCH 5**

25 metres

12 seconds

**Stage 1** 6 shots standing unsupported

**Stage 2** 6 shots standing unsupported

**LBR** 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:

- By the greatest number of Xs in the event
- 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

## **PROCEDURAL PENALTIES – EVENT SPECIFIC**

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

- Moving between positions with a closed firearm

**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 Alamos 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
		<b>LBP, LBR:</b> weak hand freestyle
		<b>GRCF, GRSB:</b> 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

### Stage 1

10 metres	6 seconds	1 shot on each plate
	6 seconds	1 shot on each plate

### Stage 2

15 metres	7 seconds	1 shot on each plate
	7 seconds	1 shot on each plate

### Stage 3

20 metres	8 seconds	1 shot on each plate
	8 seconds	1 shot on each plate

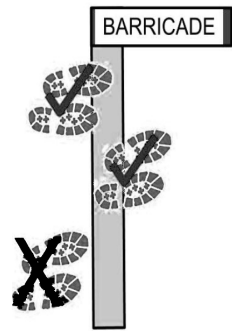
### Stage 4

25 metres	9 seconds	1 shot on each plate
	9 seconds	1 shot on each plate

*Cont'd*

**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. The foot or feet can be on the line as long as the shooter's body is deemed to be behind the barricade



<b>Stage 1</b>		
10 metres	6 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 2</b>		
15 metres	7 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 3</b>		
25 metres	8 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 4</b>		
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

<b>Stage 1</b>		
10 metres	6 seconds	6 shots, target moving right to left
	6 seconds	6 shots, target moving left to right
<b>Stage 2</b>		
15 metres	6 seconds	6 shots, target moving right to left
	6 seconds	6 shots, target moving left to right
<b>Stage 3</b>		
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
<b>Stage 4</b>		
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 on previous page). Start for LBP, LBR: from the holster, with hands above shoulders

### Stage 1

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

3 exposures of 2.5 secs, 10 secs away time

**LBP, LBR:** to re-holster between exposures, safety re-applied

### Stage 2

10 metres	6 seconds	2 shots on each target
		<b>LBP, LBR:</b> Strong hand only (i.e. NOT supported by weak hand)
		<b>GRCF, GRSB:</b> strong shoulder

### Stage 3

10 metres	10 seconds	2 shots on each target
		<b>LBP, LBR:</b> weak hand freestyle (i.e. can be supported by strong hand).
		<b>GRSB GRCF:</b> weak shoulder

### Stage 4

10 metres	18 seconds	2 shots on each target freestyle
		<b>GRSB LBP, LBR,:</b> reload
		<b>GRCF:</b> reload with a minimum of 2 rounds
		2 further shots on each target
		<b>LBP, LBR:</b> Weak hand freestyle (i.e. can be supported by strong hand)
		<b>GRCF, GRSB:</b> Weak shoulder

### Stage 5

15 metres	8 seconds	2 shots on each target freestyle
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### Stage 6

25 metres	10 seconds	2 shots on each target, right side of barricade
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### Reload

10 seconds	2 shots on each target, left side of barricade
	Shot from behind the barricade, conditions as per barricade match

Cont'd

**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:

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

**CLASSIFICATIONS**

The classification score bands are as follows:

GRSB		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

15 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 75 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

3 runs on each stage with the fastest 2 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 stopplate, 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

## NOTE

A competitor may shoot this event as many times as they wish; the highest achieved score during the meeting will count



**EVENT NUMBERS**

2301: GRSB/Air/CO2

**TARGET**

PL14

**SIGHTS**

Any (spotting scopes may be used)

**POSITIONS**

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:

- 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

# 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 approx. 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:

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

**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:

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

## 29

## The Grand

### EVENT NUMBERS

2901: GR SB

### TARGETS

2 x DP2 (half size)

2 x 'Melon'

2 x '5 of Diamonds'

### SIGHTS

Any

### POSITIONS

Standing unsupported, Sitting, Kneeling

### READY POSITION

45 degrees

### COURSE OF FIRE

This event takes approximately 1 hour to complete

It requires 100 rounds to complete

The maximum possible score is 1000

### PRACTICE 1

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

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

### PRACTICE 2

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

### PRACTICE 3

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

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

## **PRACTICE 4**

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

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

## **PRACTICE 5**

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

## **PRACTICE 6**

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

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

## **RANGE COMMANDS**

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

## **SCORING**

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

## **TIES**

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

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

**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

**EVENT NUMBERS**

3901: GRSB

**TARGETS**

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

40 yards Chickens

60 yards Pigs

77 yards Turkeys

100 yards Rams

**SIGHTS**

Any

**POSITIONS**

Standing unsupported

**READY POSITION**

Rifle held in both hands pointing at target array

**COURSE OF FIRE**

The event takes approximately 60 minutes to complete

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

The maximum possible score is 40

The 5 targets in each set must be engaged from left to right in order, within 2½ minutes,

1 shot allowed at each target

Targets must fall to score

Targets which fall out of the correct order do not score

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

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

**RANGE COMMANDS**

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

**EQUIPMENT**

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



**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:

- 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

**EVENT NUMBERS**

4501: GRSB

**TARGETS**

PL7

**SIGHTS**

Any (spotting scopes may be used)

**POSITION**

Standing unsupported

**READY POSITION**

45 degrees

**COURSE OF FIRE**

This event is shot at 25 metres

It takes approximately 1 hour to complete

It requires 35 rounds

The maximum possible score is 300

**SIGHTERS**

Sighters: 1 series of 5 shots in 5 minutes

**PRACTICE 1 – 3**

2 series of 5 shots in 5 minutes per practice

**RANGE COMMANDS**

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

**SCORING**

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

**MALFUNCTION ALLOWANCES**

There are no malfunction allowances in this event

**TIES**

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

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

**EVENT NUMBERS**

4701: GR SB

4703: GR CF Open

4702: GR CF

4704: GR CF Classic

**TARGET**

PL17

**SIGHTS**

Any (spotting scopes may be used)

**POSITION**

Standing unsupported

**READY POSITION**

45 degrees

**COURSE OF FIRE**

This event is shot at 25 metres

It takes approximately 45 minutes to complete

It requires 35 rounds

The maximum possible score is 300

**SIGHTERS**

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

**PRACTICE 1**

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

**PRACTICE 2**

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

**PRACTICE 3**

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

**RANGE COMMANDS**

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

**SCORING**

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

**MALFUNCTION ALLOWANCES**

There are no malfunction allowances in this event

**TIES**

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

- 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

**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

# PHOENIX MEETING 2014

*Sponsored by*



An Annual Celebration  
of Shooting Sports  
23 to 25 May 2014



National Shooting Centre  
Bisley



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# THE PHOENIX AND OPEN MEETINGS 2014



## Welcome to the Phoenix and Open Meetings 2014

I am delighted to welcome you to another Gallery Rifle Handbook. We are extremely grateful to Midway UK for their continued and valued headline sponsorship of the Phoenix Meeting 2014.

Usually at this point I would be welcoming you to the annual Phoenix Meeting, however this year you may be reading this much earlier, perhaps at the Spring Action Weekend, enabling you to refer to the GR&P Handbook and Phoenix Booklet together at the beginning of the shooting calendar year.

I look forward to seeing many of you at competitions through the year and would like to say a heartfelt thank you to the Range Officers and other volunteers and staff who consistently give up their time to ensure that you all have a good time.

We have an exciting year ahead and we would encourage you to try out some new competitions. The Phoenix Meeting 2014 booklet outlines how to compete in any events you are unfamiliar with and I have highlighted some of this year's changes below.

I wish you all a successful and enjoyable shooting season, and trust many of you will come away with a healthy improvement in your scores!

***Peter Cottrell***  
***Meeting Director***

## Some of this year's changes:

Following the success of the trial last year, a new event, 5685 Sporting Rifle Statics 100/200/300 yds, will be shot on traditional quarry targets. There will also be an international team match shot alongside. It will be on Century Butt 18, next to the other 100/200/300 yd events.

There are also major changes to the Service Rifle gun types, now including six types. I hope these changes will make it easier to ensure you are in the right event and give the reassurance that you are competing on a level playing field.

The club team matches have been changed to replicate the international matches taking place and there will be short event aggregates in GRSB and GRCE. The eligibility rules have been tightened up to restrict entries to UK clubs only. I hope this will encourage clubs to take part and compete against clubs you might not normally meet in competition. Please do also encourage that extra competitor who shoots well at the club but has not yet made it to Bisley!

Organised by

**The National Rifle Association**



# GALLERY RIFLE OPEN COMPETITIONS 2014



## BISLEY



## REGIONAL

22-23 MARCH

Spring Action Weekend

12-13 APRIL

The ATSC Open

23-25 MAY

The Phoenix

26 MAY

Phoenix

International Match

5-6 JULY

Imperial Historic  
Arms Meeting

9-13 JULY

Imperial Gallery  
Rifle & Pistol

23-24 AUGUST

Gallery Rifle National  
Championships

23 AUGUST

Home Countries National Match

27 SEPTEMBER

The SLG Bisley Open

18-19 OCTOBER

Trafalgar Meeting

25-26 OCTOBER

Autumn Action Weekend

18-20 APRIL

JSPC Open Meeting

25-27 APRIL

Basildon Open

4 MAY

Mattersey Ten

9-10 MAY

FDPC Western Winner

11 MAY && 19 OCTOBER

Shield Speed Steels

28-29 JUNE

The Derby Open

11-13 JULY

NASRPC Irish Open

9-10 AUGUST

The Welsh Open

9-11 SEPTEMBER

Police Sport UK Champs.

19-21 SEPTEMBER

JSPC Open Meeting

27-28 SEPTEMBER

Mattersey Bianchi

14-16 NOVEMBER

German Open

**CONTACT**

**Websites:**  
[www.galleryrifle.com](http://www.galleryrifle.com)  
[www.galleryrifle.co.uk](http://www.galleryrifle.co.uk)  
[www.igrf.org](http://www.igrf.org)

**Social:**  
[facebook.com/galleryrifle](https://facebook.com/galleryrifle)  
[twitter.com/galleryrifle](https://twitter.com/galleryrifle)

**Email:**  
[info@galleryrifle.com](mailto:info@galleryrifle.com)



**ALL COMPETITIONS OPEN TO EVERYONE**





# FDPC Open Competitions 2014

## The 'Western Winner' 1500

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

Friday 9th and Saturday 10th May at the Bristol & District Ranges in Failand, Bristol

## WCSA GR Championships

An Unclassified Match for GR 'Shorts' events

Sunday 22nd June at the IR1A ranges at Warminster

## The FDPC Rimfire Festival

A Fun Event, limited to 30 entries

Saturday 5th July at the Bristol & District Ranges in Failand, Bristol

## Open Practical Shotgun Match

Part of the F4i series, limited to 128 entries

Run to the NRA Target Shotgun Rulebook

Sat 2nd & Sun 3rd of August 2014 at Gurney Slade, Somerset

For more details about these competitions and others taking place in 2014 please visit

[www.fdp.org.uk](http://www.fdp.org.uk)

# GENERAL RULES AND INFORMATION

The rules of the National Rifle Association, as published in the 2014 Gallery Rifle & Pistol Handbook (available for download from the NRA website) and the 2014 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](mailto: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](mailto: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

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](mailto:galleriesquadding@nra.org.uk)

## **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 and before the first member of the team shoots any of the component events. 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)

## **UK CLUB TEAMS - PHOENIX MEETING**

These matches will be run under exactly the same conditions as the International Team matches (see above) but the eligibility rules are different.

Members of the teams must all belong to the same local UK club which must be the club declared on their entry forms. 'Scratch' Teams with members from different clubs are specifically not permitted. 'Meta' teams made up of members from national organisations or clubs are also not permitted. If in doubt, contact the meeting organisers

## **EVENT DESCRIPTIONS**

A description is provided later in this booklet for each event being shot at meetings in 2014. 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 2014 GR&P Handbook and in the 2014 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 2014 GR&P Handbook and the 2014 Bisley Bible apply at these meetings. Anyone breaching these rules will be subject to the disciplinary procedures laid down in the 2014 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 prize giving 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 squadded 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 squadded - 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. Some events, (eg McQueen, Steels) allow for multiple re-entries to achieve a higher score or faster time for the event and these may be made on the range or at reception

## **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 your Shooter Certification Card and Firearms Certificate will be checked and you will be given your scorecards. No competitor will be allowed to take part in any event without appropriate scorecards. If you have not sent in an entry form before the meeting, you will be required to sign a declaration before being allowed to shoot. 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

### **SERVICE RIFLE EVENTS AND DEFINITIONS**

The definitions of the Service Rifle classes have been changed to reflect the concerns of competitors that the existing classes were defined too broadly

Please note that these definitions only apply to the Phoenix Meeting and some events in the GR&P meetings

In essence, for pre 1955 rifles, there is a return to the old Service Rifle (a) and Service Rifle (b) classes (as defined in the 1963 Bisley Bible) with the addition of an Open class  
For post 1955 rifles, we are using the existing Civilian Service Rifle definitions

Shooting jackets may be worn so long as they are not done up and not attached to any sling. No padded shooting gloves are allowed

A more detailed explanation can be downloaded from the NRA website

### **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

# THE PHOENIX AND OPEN MEETINGS 2014

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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: 297.18 (Les Pearson, 2013)  
 0104: 298.19 (Martin Benton, 2013)  
 0121: 269.5 (William Syers, 2013)  
 0122: 296.12 (Charles Sears, 2006)

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	Gold	Silver	Bronze
0101:	270	265	260
0102:	296	291	286
0103:	296	291	286
0104:	295	290	285
0121:	265	260	255
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:** 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

<b>Standards:</b>	Gold	Silver	Bronze
0141:	137	130	125
0142:	135	130	125

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

<b>Record score:</b>	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)		
<b>Course of fire:</b>	<i>see GR&amp;P Handbook</i>			
<b>Standards:</b>		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**

<b>Gun:</b>	0341: Any muzzle loading pistol, any propellant			
	0342: Any muzzle loading revolver, any propellant			
<b>Record score:</b>	0341: 128 (Les Pearson, 2003)			
	0342: 129 (Les Pearson, 2002)			
<b>Target:</b>	PL7			
<b>Sights:</b>	any iron			
<b>Position:</b>	standing unsupported, one hand only			
<b>Ready position:</b>	unloaded			
<b>Course of fire:</b>	15 shots + up to 5 sighters			
<b>Sighters:</b>	up to 5 shots in 10 minutes			
<b>Practice 1, 2, 3:</b>	each 5 shots in 10 minutes			
<b>Note:</b>	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			
<b>Standards:</b>	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: 279.6 (Martin Maldar, 2013)  
 0521: 259.1 (Ian Cox, 2010)  
 0522: 287.3 (Charles Sears, 2004)

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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) [300.25 Gwyn Roberts, Wrexham Oct 2007]  
 0702: 300.29 (Taff Wilcox, 2011) [300.30 Gwyn Roberts, Wrexham Oct 2007]  
 0703: 300.27 (Terry Fry, 2013)  
 0704: 300.21 (Matthew Peppitt, 2012) [300.23 Colin McMichael, Bisley Aug 2011]  
 0721: 300.16 (Morné Van Dalen, 2013) [300.22 Mike Chinery, Mattersey May 2013]  
 0722: 300.17 (Charles Sears, 2006) [300.20 Chris Pannell, Stourport Aug 2011]

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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

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**TIMED & PRECISION 1 – 0723**

<b>Gun:</b>	any 6 shot (or more) Air Pistol		
<b>Record score:</b>	294.10 (Richard Russell, 2012)		
<b>Target:</b>	DP2		
<b>Sights:</b>	any		
<b>Position:</b>	standing unsupported, freestyle		
<b>Ready position:</b>	45 degrees		
<b>Course of fire:</b>	30 shots		
<b>Practice 1 (15m):</b>	12 shots in 2 minutes (to include a reload)		
<b>Practice 2 (10m):</b>	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		
<b>Practice 3 (7m):</b>	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		
<b>Standards:</b>	Gold	Silver	Bronze
	290	285	280

**TIMED & PRECISION 1 – 0735, 0736, 0737**

<b>Gun:</b>	Shotgun		
<b>Record score:</b>	0735: 298.14 (Terry Fry, 2013) 0736: 298.17 (John Chambers, 2013) 0737: 294.8 (Rob Sanders, 2013)		
<b>Target:</b>	DP2		
<b>Sights:</b>	any		
<b>Position:</b>	standing unsupported		
<b>Ready position:</b>	parallel		
<b>Course of fire:</b>	30 shots		
<b>Practice 1 (25m):</b>	12 shots in 2 minutes (to include a reload)		
<b>Practice 2 (15m):</b>	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		
<b>Practice 3 (10m):</b>	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		
<b>Standards:</b>	Gold	Silver	Bronze
	0735: 288	284	280
	0736: 288	284	280
	0737: 286	282	278

## TIMED & PRECISION 1 – 0742

<b>Gun:</b>	any 6 shot MLR, any propellant		
<b>Record score:</b>	299.8 (Dave Berry, 2012)		
<b>Target:</b>	DP2		
<b>Sights:</b>	any iron		
<b>Position:</b>	standing unsupported		
<b>Ready position:</b>	45 degrees, revolver loaded and capped, cocked or uncocked at shooter's preference		
<b>Course of fire:</b>	30 shots		
<b>Practice 1 (25m):</b>	12 shots in 12 minutes (to include reloading)		
<b>Practice 2 (15m):</b>	12 shots in 2 strings of 6 1 shot per 2 second exposure		
<b>Practice 3 (10m):</b>	6 shots: 3 exposures of 4 seconds 2 shots per exposure		
<b>Standards:</b>	Gold	Silver	Bronze
	295	290	285

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

<b>Record score:</b>	0901: 595.32 (Dave Hackett, 2009) [598.25 John Robinson, Bisley Aug 2011] 0902: 600.44 (Gwyn Roberts, 2010) [British Record] 0903: 594.29 (Richard Sutcliffe, 2012) 0904: 587.25 (Andy Summers, 2013) 0921: 593.22 (Clive Ferguson, 2012) [593.33 Phil Stead, Bristol May 2011] 0922: 590.27 (Layne Chisholm, 2006) [British Record]		
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**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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, Aug 2012, Phil Stead, Oct 2011) [British Record]  
1022: 245 (Peter Watts, Bisley, Mar 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) [120 John Robinson, Bisley Mar 2006]  
1102: 120.21 (Gwyn Roberts, 2013) [British Record]  
1103: 118.15 (Steve Lamb, 2012)  
1104: 117.13 (Alan Podevin, 2013) [British Record]  
1121: 118.12 (Alan Convery, 2012) [119.12. Clive Ferguson, Mattersey Sep 2013]  
1122: 117 (Phil Cowling, Bisley 2005) [118.13 Greg Rastall, Galashields, Apr 2012]

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
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: 106.4 (Walter Robinson, 2013)  
1136: 111.10 (John Chambers, 2013)

**Target:** 2 x DP1

**Sights:** any

**Position:** standing unsupported

**Ready position:** parallel

**Course of fire:** 24 shots

**Practice 1 (25m):** 6 shots in 15 seconds  
left hand target

**Practice 2 (SG 20m):** 3 shots on each target in 10 seconds

**Practice 3 (15m):** 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 10m):** 6 shots in 8 seconds  
3 on each target

<b>Standards:</b>	Gold	Silver	Bronze
1135:	106	102	98
1136:	106	102	98

## **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

<b>Standards:</b>	Gold	Silver	Bronze
	105	100	95

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

**Record score:** 1301: 197.28 (John Robinson, 2010) [199.30 Dave Hackett, Bisley Oct 2010]  
1302: 199.30 (Gwyn Roberts, 2010) [British Record]  
1303: 195.17 (Steve Lamb, 2012)  
1304: 191.22 (Colin McMichael, 2012)  
1321: 192.19 (Clive Ferguson, 2013) [192.19 Clive Ferguson, Bisley Oct 2011]  
1322: 189 (Graham Trimmer, 2009) [189 John Robinson, Bisley Oct 2006]

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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**

<b>Record score:</b>	1401: 223.15 (David Hackett, 2012)
	1402: 226.25 (Peter Watts, 2013)
	1403: 215.15 (David Green, 2013)
	1404: 214.16 (Colin McMichael, 2013)
	1421: 220.20 (Clive Ferguson, 2012)
	1422: 200.11 (Peter Watts, 2012)

**Course of fire:** *see GR&P Handbook*

### **1500 – 1501, 1502, 1503, 1504, 1521, 1522**

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

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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) [1918.159 Gwyn Roberts, Mattersey Sep 2012]  
1722: 1909.150 (Mel Beard, 2011) [1910.153 Gwyn Roberts, Bisley, Sep 2011]

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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]  
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) [180.25 David Wylde, Bisley Aug 2011]  
1922: 180.25 (Morné Van Dalen, 2012) [British Record]

**Course of fire:** *see GR&P Handbook*



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<b>Standards:</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
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**

<b>Gun:</b>	any 5 shot (or more) MLR, any propellant
<b>Record score:</b>	71 (Dave Berry, 2009)
<b>Target:</b>	DP1
<b>Sights:</b>	any
<b>Position:</b>	standing unsupported, freestyle
<b>Ready position:</b>	45 degrees, revolver loaded and capped
<b>Course of fire:</b>	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

<b>Standards:</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
	65	60	55

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

<b>Course of fire:</b>	<i>see GR&amp;P Handbook</i>
<b>Standards:</b>	
2101:	New Format
2102:	New Format
2103:	New Format
2104:	New Format
2121:	New Format
2122:	New Format



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**25M TIMED –****2301****Record score:** 272.6 (Glenn Gordon, 2011)**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	Gold	Silver	Bronze
	265	255	245

**25M TIMED –****2342****Gun:** any 5 shot (or more) MLR, any propellant**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

<b>Standards:</b>	Gold	Silver	Bronze
	135	125	115

**THE GRAND –****2901****Record score:** 989.12 (Phil Winnall, 2001)**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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, 2013)

**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

<b>Standards:</b>	Gold	Silver	Bronze
3335:	112	104	96
3336:	116	112	108

## **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: 98 (John Emmerson, 2013)  
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
- | <b>Standards:</b> | 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: 300.24 (Noel Thompson, 2013)  
4302: 300.17 (Gerald Betteridge, 2011)  
4303: 294.11 (Terry Fry, 2012)  
4304: 298.22 (Martin Benton, 2013)

**Course of fire:** *see GR&P Handbook*

<b>Standards:</b>	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: 300.27 (Riaan Kunneke/Scott Lyon, 2013)  
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*

<b>Standards:</b>	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*

<b>Standards:</b>	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

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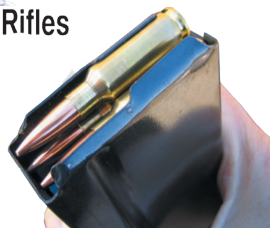


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<b>100/200 YDS –</b>	<b>5301, 5334, 5321*</b>			
<b>Gun:</b>	5301: GRSB 5334: Shotgun 5321: LBP			
<b>Record score:</b>	5301: 102 (Linda Welsh, 2010) 5334: 69 (David Payne, 2012) 5321: 111 (Ian Milnes, 2012)			
<b>Target:</b>	Wessex at 100 yds, ILRPSA at 200 yds			
<b>Sights:</b>	any			
<b>Positions:</b>	5301, 5334 (GRSB, Shotgun): standing unsupported, kneeling or sitting 5321 (LBP): Sitting, seated in a flying machine or prone			
<b>Course of fire:</b>	20 shots + 4 compulsory sighters			
<b>Practice 1 (100 yds):</b>	2 sighters individually marked back 2 strings of 5 shots each in 30 seconds			
<b>Practice 2 (200 yds):</b>	2 sighters individually marked back 10 shots to count in 12 minutes			
<b>Note:</b>	<i>*Shot under ILRPSA conditions - ie at 200 yds a V bull scores 7</i>			
<b>Standards:</b>	Gold	Silver	Bronze	
	5301:	86	82	78
	5334:	45	42	39
	5321:	100	95	90

<b>100/200 YDS –</b>	<b>5342</b>						
<b>Gun:</b>	any muzzle loading revolver, black powder only						
<b>Record score:</b>	60 (Granville Thomas, 2006)						
<b>Target:</b>	Wessex at 100 yds, ILRPSA at 200 yds						
<b>Sights:</b>	open iron						
<b>Position:</b>	kneeling, sitting, seated in a flying machine or prone						
<b>Course of fire:</b>	20 shots + 2 compulsory sighters						
<b>Practice 1 (100 yds):</b>	2 sighters individually marked back 2 strings of 5 shots each in 30 seconds						
<b>Practice 2 (200 yds):</b>	2 sighters individually marked back 10 shots to count in 25 minutes						
<b>Note:</b>	Shot under ILRPSA conditions - ie at 200 yds a V bull scores 7						
<b>Standards:</b>	<table><tr><td>Gold</td><td>Silver</td><td>Bronze</td></tr><tr><td>45</td><td>37</td><td>30</td></tr></table>	Gold	Silver	Bronze	45	37	30
Gold	Silver	Bronze					
45	37	30					

## 200/300 YDS – 5563, 5565, 5566

<b>Gun:</b>	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		
<b>Record score:</b>	5563: 140 (Ray Jewsbury, 2001) 5565: 128 (Gilly Howe, 2004) 5566: 123 (Paul Griffiths, 2010)		
<b>Target:</b>	ILRPSA		
<b>Sights:</b>	scoped		
<b>Position:</b>	sitting, seated in a flying machine or prone		
<b>Course of fire:</b>	20 shots + 4 compulsory sighters		
<b>Practice 1 (200 yds):</b>	2 convertible sighters and 10 shots to count in 12 minutes		
<b>Practice 2 (300 yds):</b>	2 convertible sighters and 10 shots to count in 12 minutes		
<b>Note:</b>	Shot under ILRPSA conditions - ie at 200 yds a V bull scores 7		
<b>Standards:</b>	Gold	Silver	Bronze
5563:	137	131	128
5565:	125	120	115
5566:	115	110	105

## 100/200/300 YDS – 5685

<b>Gun:</b>	Sporting Rifle in a calibre legal for large deer species in England. Minimum calibre .240 and minimum muzzle energy 1700 ft/lb. Maximum weight, including sights and all attachments, 5.5 kg. Height adjustable cheek pieces are allowed. Fully adjustable butt plates are not allowed
<b>Record score:</b>	<i>new event</i>
<b>Target:</b>	modified DJV roe buck at 100 yds, standard DJV fox at 200 yds, SAHGCA springbok at 300 yds
<b>Sights:</b>	any
<b>Position:</b>	prone supported only by a small bag or a bipod at the front. A flat bag at the rear for hand support only, not in contact with the stock sitting and standing supported by either a single or a double crossed stick. The latter with two points of contact with the ground and a single point of contact with the rifle
<b>Course of fire:</b>	30 shots
<b>Sighters:</b>	there are no sighting shots at any distance
<b>Practice 1 (100 yds):</b>	prone, 5 shots in 90 seconds followed by sitting, 5 shots in 90 seconds

**Practice 2 (200 yds):** sitting, 5 shots in 90 seconds  
followed by  
standing, 5 shots in 90 seconds  
**Practice 3 (300 yds):** prone 10 shots in 5 minutes  
**Note:** coaching is not allowed  
**Standards:** *new event*

## 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 convertible sighters and 10 shots to count in 12 mins  
**Practice 3 (300 yds):** prone from a sandbag or bipod  
2 convertible 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\*, 5781, 5782, 5783, 5791, 5792, 5793

**Gun:** 5762: Hunter class - any volume production revolver  
5767: Allcomers Revolver – any centrefire revolver  
5781: Service Rifle A pre 1955  
5782: Service Rifle B pre 1955  
5783: Service Rifle Open pre 1955  
5791: Service Rifle post 1955 iron sights  
5792: Service Rifle post 1955 service optic  
5793: Service Rifle post 1955 practical optic  
**Record score:** 5762: 159 (Phil Cowling, 2004)  
5767: 149 (H.J.Smith, 2013)  
5781: *New Event*  
5782: *New Event*



5783: *New Event*  
 5791: *New Event*  
 5792: *New Event*  
 5793: *New Event*

**Target:** Wessex at 100 yds, ILRPSA at 200/300 yds

**Sights:** 5762: scoped  
 5767: open iron  
 5781, 5782: iron sights  
 5783: any  
 5791: iron sights  
 5792: scoped - 4.5x max  
 5793: scoped

**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 convertible sighters individually marked back followed by 2 strings of 5 shots each in 30 seconds

**Practice 2 (200 yds):** 2 convertible sighters & 10 shots to count in 12 minutes

**Practice 3 (300 yds):** 2 convertible sighters & 10 shots to count in 12 minutes

**Note:** \*Shot under ILRPSA conditions - ie at 200 yds a V bull scores 7

<b>Standards:</b>	Gold	Silver	Bronze
5762:	160	140	133
5767:	137	130	124
5781:	New Event		
5782:	New Event		
5783:	New Event		
5791:	New Event		
5792:	New Event		
5793:	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

<b>Practice 2 (200 yds):</b>	standing, using a traditional stick or crossed sticks 2 convertible sighters and 10 shots to count in 12 minutes		
<b>Practice 3 (300 yds):</b>	prone with support bipod, short stick or sling 2 convertible sighters and 10 shots to count in 12 minutes		
<b>Standards:</b>	Gold	Silver	Bronze
	180	175	170

**400/500/600 YDS – 5968, 5969, 5981, 5982, 5983, 5986\*, 5988\*, 5991, 5992, 5993**

**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  
5981: Service Rifle A pre 1955  
5982: Service Rifle B pre 1955  
5983: Service Rifle Open pre 1955  
5986: F Open Class Rifle – any F Class rifle  
5988: FTR Class Rifle  
5991: Service Rifle post 1955 iron sights  
5992: Service Rifle post 1955 service optic  
5993: Service Rifle post 1955 practical optic

**Record score:** 5968: 150.14 (Paul Howson, 2003)  
5969: 128.6 (Tom Gregg, 2013)  
5981: *New Event*  
5982: *New Event*  
5983: *New Event*  
5986: 240.22 (Ronald Kraaijenbrink, 2011)  
5988: 232.17 (Layne Chisolm, 2013)  
5991: *New Event*  
5992: *New Event*  
5993: *New Event*

**Target:** standard NRA rifle target  
**Sights:** 5968, 5969, 5986, 5988, 5993: scoped  
5992: scoped - 4.5x max  
5981, 5982, 5991: iron sights  
5983: 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 convertible sighters (F Class 2 only) & 10 shots (F Class 15) to count in 15 minutes

**Practice 2 (500 yds):** 3 convertible sighters (F Class 2 only) & 10 shots (F Class 15) to count in 15 minutes

**Practice 3 (600 yds):** 3 convertible sighters (F Class 2 only) & 10 shots (F Class 15) to

**Note:** count in 15 minutes  
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)

<b>Standards:</b>	Gold	Silver	Bronze
5963:	143	138	134
5968:	142	137	131
5969:	120	115	110
5981:	<i>New Event</i>		
5982:	<i>New Event</i>		
5983:	<i>New Event</i>		
5986:	240	236	233
5988:	220	210	200
5989:	no standards awarded		
5991:	<i>New Event</i>		
5992:	<i>New Event</i>		
5993:	<i>New Event</i>		

## 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 + 9 sighters

**Practice 1 (400 yds):** 3 convertible sighters & 10 shots to count in 15 minutes

**Practice 2 (500 yds):** 3 convertible sighters & 10 shots to count in 15 minutes

**Practice 3 (600 yds):** 3 convertible 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)

<b>Standards:</b>	Gold	Silver	Bronze
	125	118	112

## 800/900/1000 yds – 6168, 6181, 6182, 6183, 6186\*, 6188\*, 6191, 6192, 6193

<b>Gun:</b>	6168: Free Pistol - Any Custom Made pistol chambered and firing any cartridge 6181: Service Rifle A pre 1955 6182: Service Rifle B pre 1955 6183: Service Rifle Open pre 1955 6186: F Open Class Rifle – any F Class rifle 6188: FTR Class Rifle 6191: Service Rifle post 1955 iron sights 6192: Service Rifle post 1955 service optics 6193: Service Rifle post 1955 practical optics
<b>Record score:</b>	6168: 223.17 (Ian Boxall, 2012) 6181: <i>New Event</i> 6182: <i>New Event</i> 6183: <i>New Event</i> 6186: 214.9 (Wolfgang Scholze, 2011) 6188: 255.13 (John Chambers, 2012) 6191: <i>New Event</i> 6192: <i>New Event</i> 6193: <i>New Event</i>
<b>Target:</b>	standard NRA long range rifle target
<b>Sights:</b>	6168, 6185, 6186, 6193: scoped 6181, 6182, 6191: iron sights 6183: any 6192: scoped - 4.5x max
<b>Positions:</b>	pistols: seated in a flying machine rifles: prone
<b>Course of fire:</b>	45 shots + 9 (F Class 6) compulsory sighters
<b>Practice 1 (800 yds):</b>	3 convertible sighters (F Class 2) & 15 shots to count in 30 minutes
<b>Practice 2 (900 yds):</b>	3 convertible sighters (F Class 2) & 15 shots to count in 30 minutes
<b>Practice 3 (1000 yds):</b>	3 convertible sighters (F Class 2) & 15 shots to count in 30 minutes
<b>Note:</b>	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)

<b>Standards:</b>	Gold	Silver	Bronze
6163:	202	196	185
6168:	211	208	203
6181:	<i>New Event</i>		
6182:	<i>New Event</i>		
6183:	<i>New Event</i>		
6186:	214	211	208
6188:	220	215	210
6191:	<i>New Event</i>		
6192:	<i>New Event</i>		
6193:	<i>New Event</i>		

## 800/900/1000 YDS – 6187

<b>Gun:</b>	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
<b>Record score:</b>	127.5 (Larry Brown, 2007)
<b>Target:</b>	standard NRA long range rifle target
<b>Position:</b>	prone
<b>Sights:</b>	period correct, non-click adjustable open iron sights - no optical sights or aids of any type
<b>Course of fire:</b>	30 shots + 9 compulsory sighters
<b>Practice 1 (800 yds):</b>	3 convertible sighters & 10 shots to count in 30 minutes
<b>Practice 2 (900 yds):</b>	3 convertible sighters & 10 shots to count in 30 minutes
<b>Practice 3 (1000 yds):</b>	3 convertible sighters & 10 shots to count in 30 minutes
<b>Note:</b>	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 – 6301, 6302, 6303, 6304, 6380, 6381, 6382, 6383

<b>Gun:</b>	6301: GRSB 6302: GRCF 6303: GRCF Open 6304: GRCF Classic 6380: Any fullbore rifle with any sights. 6381: Service Rifle A pre 1955 6382: Service Rifle B pre 1955 6383: Service Rifle Open pre 1955
<b>Target:</b>	DP1 on screen
<b>Position:</b>	prone and sitting

<b>Course of fire:</b>	40 shots + 2 sighters
<b>Sighters:</b>	Competitors will have two minutes for their sighting shots, each shot to be individually marked. Competitors may take additional sighting shots if necessary, however these shots will be deducted from their event ammunition
<b>Competition:</b>	for events 6301, 6302, 6303 and 6380 the rifle will be made ready with ten rounds. For events 6381, 6382, 6383 the rifle will be made ready with five rounds. A further five rounds must be in a separate magazine or clip
<b>Practice 1:</b>	prone 2 sighters in 2 minutes followed by 10 shots to count in 5 minutes
<b>Practice 2:</b>	prone 10 shots to count in 1 minute
<b>Practice 3:</b>	sitting 10 shots to count in 5 minutes
<b>Practice 4:</b>	sitting 10 shots to count in 1 minute
<b>Standards:</b>	there are no standards for this event
<b>McQUEEN –</b>	<b>6580, 6590</b>
<b>Gun:</b>	6580: Any scoped rifle 6590: Issued sniper rifle with issued ammunition to be purchased on the range
<b>Record Score:</b>	6580: 60.10 (Matt Wilkes, 2007) 6590: 55.5 (Deon De Villiers, 2013)
<b>Target:</b>	DP14 with 2.5 cm V bull
<b>Distance:</b>	200 yds
<b>Position:</b>	prone, with a sandbag rest if required and/or bipod
<b>Course of fire:</b>	10 shots + two sighting shots
<b>Sighters:</b>	Two sighting shots at a DP14 target
<b>Competition:</b>	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 second. 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
<b>Note:</b>	a V bull scores 6 points scorers of 55+ must fire again, once only, as an extra tie shoot. Unlike most 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
<b>Standards:</b>	there are no standards for this event

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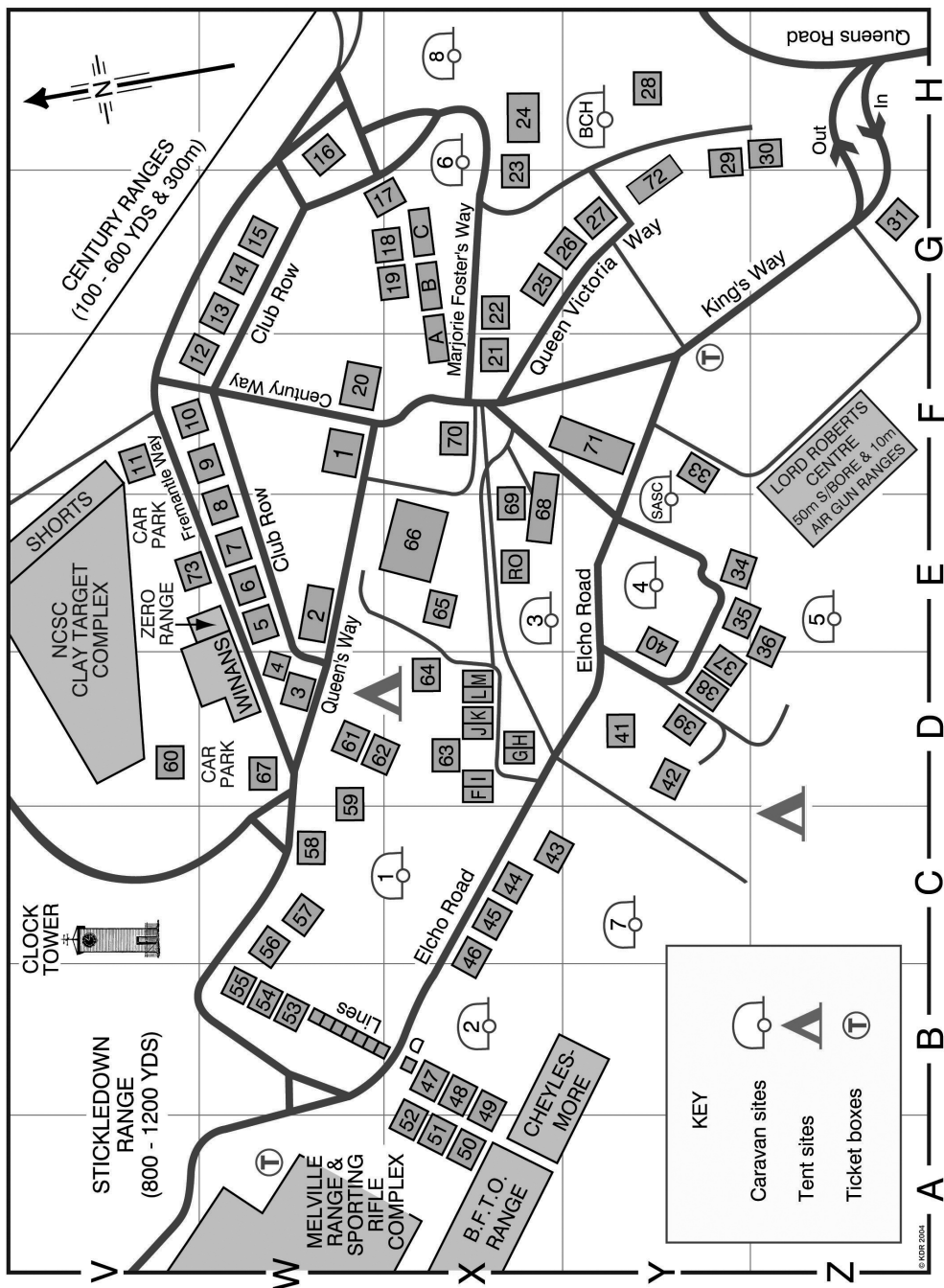


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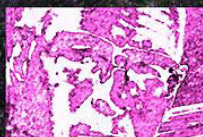
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