



# **NATIONAL RIFLE ASSOCIATION**



## **Gallery Rifle & Pistol Handbook 2020**

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CSR, Fullbore and TS events

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# **The Gallery Rifle & Pistol Handbook**



## **NATIONAL RIFLE ASSOCIATION**

Volume 4 of the NRA Handbook

2020 Edition

Adopted for International competition by the International Gallery Rifle Federation (IGRF)  
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# The Gallery Rifle and Pistol Competition Calendar for 2020

- 7-8 March:** The CRC Spring Action Weekend - Chelmsford RPC
- 28-29 Mar:** Spring Action Weekend - Bisley
- 4-5 Apr:** Budleigh Farm Speed Steel Challenge - Budleigh Farm Target Shooting Club
- 18-19 Apr:** ATSC Open Meeting - Bisley
- 25-26 Apr:** JSPC Spring Open Championships - Galashiels
- 1-3 May:** The Basildon Open - Basildon RPC
- 3 May:** The Mattersey Open - Mattersey RPC
- 9-10 May:** The FDPC Western Winner - Shepton Mallet
- 22-24 May:** The Phoenix - Bisley
- 25 May:** The IGRF International 1500 Phoenix Match - Bisley
- 6-7 June:** The 140th Aberdeen Wapinschaw - Aberdeen
- 13 Jun:** The Southern Counties Gallery Rifle Shorts Competition - Shepton Mallet
- 26-28 Jun:** The Derby Open - Derby RPC
- 3-5 Jul:** The NASRPC Irish Open and IGRF Gallery Rifle Open - Bracken Shooting Club, NI
- 11-12 Jul:** Scottish Open (shorts) Gallery Rifle Championships - Galashiels
- 11-12 Jul:** The NRA Imperial Historic Arms Meeting (IHAM) - Bisley
- 15-19 Jul:** The NRA Imperial Gallery Rifle & Pistol Meeting - Melville Ranges, Bisley
- 7-9 Aug:** The Welsh Gallery Rifle Open - Haverfordwest
- 5-6 Sep:** The GR National OPEN Championships - Bisley
- 12-13 Sep:** JSPC Autumn 2020 Open Championships - Galashiels
- 26 Sep:** The SLG Bisley 1500 and Shorts Open - Bisley
- 3-4 Oct:** Budleigh Farm Rimfire Festival - Budleigh Farm Target Shooting Club
- 4 Oct:** The County of Lancaster LSR (GRSB) Open - Burnley Rifle Club
- 17-18 Oct:** The Trafalgar Meeting - Bisley
- 24-25 Oct:** Autumn Action Weekend - Bisley
- 7-8 Nov:** The CRC Winter Action Weekend - Chelmsford RPC
- 13-15 Nov:** The IGRF and German Open GR Championships - Leitmar Ranges, Germany
- 28 Nov:** The FDPC Rimfire Festival - Shepton Mallet





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Our sincere thanks to Gavin, Victoria and the team at Brownells UK for supporting the NRA and our shooting community

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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 four Sections:

**A. Rules:** These Rules always apply to GR&P shooting conducted under NRA auspices

**B. General Information:** 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

**D. Standards & Records**

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 ([www.galleryrifle.com](http://www.galleryrifle.com)) or NRA ([www.nra.org.uk](http://www.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 by e-mail ([gallery@nra.org.uk](mailto:gallery@nra.org.uk)) via the NRA or Galleryrifle Facebook pages or groups, or by post through the NRA offices: Bisley, Brookwood, Surrey, GU24 0PB



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## 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 individual match and/or 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 Definition of 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 Gallery Rifle Centrefire (GRCF)

- 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:** GRCF Classic: any Gallery Rifle which complies with the Classics Discipline definitions of eligibility for the Imperial Historic Arms and Trafalgar Meetings. The 'Spirit of the Original' must endure. This means no contemporary telescopic sights, no high visibility red / green foresight elements, no dropped butt plates, no raised cheekpieces and no fore end hand hold / palm rest add-ons or similar. The onus is on the shooter to prove that any modification to a standard is 'in the spirit of the original' eg. by reference to a publication or catalogue of the period
- A2.2.2 All GRCF must comply with the following:
- a. **Calibre:** Any centrefire calibre. The muzzle velocity must not exceed 2150 f/sec and the muzzle energy must not exceed 1496 f. 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 Gallery Rifle Smallbore (GRSB)**

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 CO2 rifles up to 5.6mm (.22")

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

## **A2.4 Long Barrelled Pistol (LBP)**

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. An extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow

## **A2.5 Long Barrelled Revolver (LBR)**

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. An extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow



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## A2.6

### Service Rifle

#### A2.6.1

The rules for Civilian Service Rifle are defined in the NRA Civilian Service Rifle Handbook and duplicated here for ease of reference. In the event of any discrepancy between Civilian Service Rifle rules appearing in the GR&P Handbook and the CSR Handbook, the CSR Handbook takes precedence

#### **SR (a) – Service Rifle Class A**

- a. A service rifle as issued by any government and used without any unauthorized alterations or additions
- b. **Sling:** a sling corresponding to as issued 1937 pattern is permitted, attached to the rifle in two points in the regulation manner. The sling may be used for steadying the rifle and may be placed round one arm and/or wrist but not round any other part of the body
- c. **Gloves:** no padded shooting gloves are allowed
- d. **Shooting jackets:** may be worn so long as they are not done up and not attached to any sling
- e. **Backsight:** a backsight as issued must be used. The wind-gauge if any must be set centrally
- f. **Foresight:** a blade foresight, which may be undercut
- g. **Wind:** must be allowed for by aiming off
- h. **Sights:** may be blackened, but nothing may be affixed for shading them
- i. **Trigger pull:** minimum of 5lbs
- j. **Magazines:** magazines or clips may only be charged with a maximum of five rounds

#### A2.6.2

#### **SR (b) – Service Rifle Class b**

- a. Any rifle as defined for SR (A) except that:
  - i. The sling must be attached to the rifle at no more than two points; it must not exceed 2 inches in width or ¼ inch in thickness
  - ii. The wind-gauge if any may be adjusted and used
  - iii. An additional aperture backsight may be affixed and used

#### A2.6.3

#### **SR (O) – Service Rifle Open**

- a. Any rifle chambered for cartridges used in the above classes
- b. **Sights:** of any description including magnifying or telescopic
- c. **Sling:** of any pattern may be used as an aid to steadying the rifle
- d. **Gloves:** no padded shooting gloves are allowed
- e. **Shooting jackets:** may be worn so long as they are not done up and not attached to any sling
- f. **Support:** when shooting in the prone position competitors may use some form of rest for the wrist or back of the forward hand. No form of rest is to be affixed to the rifle
- g. **Magazines:** or clips may only be charged with a maximum of five rounds

A2.6.4

**SR (IS) – Service Rifle post 1955 Iron Sights**

- a. Iron sights only
- b. No restriction on slings
- c. Rests are prohibited
- d. Trigger weight 4.5lbs minimum
- e. Magazine resting is permitted, no part of the wrist of the supporting arm may touch the ground
- f. No padded shooting gloves are allowed
- g. Shooting jackets may be worn so long as they are not done up and not attached to any sling

A2.6.5

**SR (SO) – Service Rifle post 1955 Iron Optic**

- a. No restriction on slings
- b. Magazine resting is permitted, but no part of the wrist of the supporting arm may touch the ground
- c. Fore grips are prohibited, as are any modifications to the fore end, such as hand or sling stops, intended to facilitate an advantage with the support hand
- d. Bipods are prohibited
- e. Trigger weight 4.5lbs minimum
- f. Optic sights maximum magnification of 4.5x
- g. No padded shooting gloves are allowed
- h. Shooting jackets may be worn so long as they are not done up and not attached to any sling

A2.6.6

**SR (PO) – Service Rifle post 1955 Practical Optic**

- a. No restriction on slings or rests
- b. Bipods may be used, but must remain fitted at all times
- c. Vertical fore grips may be used, but must remain fitted at all times
- d. Trigger weight 1.5kg minimum
- e. No restriction on optic sights
- f. Gloves: no padded shooting gloves are allowed
- g. Shooting jackets may be worn so long as they are not done up and not attached to any sling

**A2.7**

**Target Shotgun (TS)**

A2.7.1

The rules for Target Shotguns are defined in the NRA Target Shotgun Handbook and duplicated here for ease of reference. In the event of any discrepancy between Target Shotgun rules appearing in the GR&P Handbook and the TS Handbook, the TS Handbook takes precedence

Target Shotguns are divided into one general classification and 4 types:

**Any Shotgun (SG)**

**Manual (SGM):** Any Manual Action Shotgun with an integral tubular magazine or detachable magazine

**Semi-Automatic (SGSA):** Any Semi-Automatic Shotgun with an integral tubular magazine or detachable magazine



**Classic (SGC):** Any shotgun that is not magazine fed and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Manual Action Integral (SGMI):** Any Manual Action Shotgun with an integral tubular magazine or detachable magazine and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Semi-Automatic Integral (SGSAI):** Any Semi-Automatic Shotgun with an integral tubular magazine or detachable magazine and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Multi-Barrel (SGMB):** Any shotgun with multiple barrels that is not fitted with optical or electronic sights or a magazine

**Service (SGSV):** Any shotgun and sight combination that matches the specification of one that is or was on issue by any government to its Armed Forces or Police, without any alterations or additions from the issue specification save for the extension of the barrel to comply with UK legislation

A2.7.2 Some shotgun events 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

## **A2.8 Trigger control**

A2.8.1 **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

A2.8.2 **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

## **A2.9 Ammunition**

A2.9.1 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

A2.9.2 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

A2.9.3 **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

A2.9.4 Please use lead or fully jacketed, 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

A2.9.5 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

A2.9.6 Magnum, armour piercing, high velocity, jacketed or plated 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 core bullets only)

**Bullet weight over 200 grains:** maximum velocity 1000 ft/sec

**Bullet weight 200 grains or less:** maximum velocity 1200 ft/sec

**Smallbore:** maximum velocity 1300 ft/sec

## A3 Conduct of Shooting

**The safety rules in Section 12 of the NRA Handbook apply, also:**

### A3.1 Photography

A3.1.1 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

### A3.2 Safety

A3.2.1 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). The NRA will not be liable for any injury sustained through the lack of appropriate protection

A3.2.2 All firearms must remain boxed or cased until permission to remove them from their box or case has been given by the CRO

- A3.2.3 No competitor may touch an unboxed or uncased firearm except under RO supervision
- A3.2.4 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
- A3.2.5 At all times whilst on the range the muzzles of all firearms must be pointed downrange in a safe direction
- A3.2.6 When moving around the range during an event under the control of a Range Officer, firearms must be carried as follows:
- a. **Revolvers:** Either boxed, or holstered, or muzzle up with the cylinder held open by the fingers of the carrying hand
  - b. **Pistols:** Either boxed, holstered, or muzzle up with the action locked open
  - c. **Rifles:** Vertical with the action open and the muzzle held upwards
- A3.2.7 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
- A3.2.8 No firearm is to be boxed or cased until it has been proved clear by an RO
- A3.2.9 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
- A3.2.10 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 applied at any time the pistol is in the holster when loaded and made ready
- A3.2.11 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
- A3.2.12 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
- A3.2.13 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

### **A3.3 Clothing and Equipment**

- A3.3.1 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
- A3.3.2 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
- A3.3.3 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director (see B6.1.1.d and B6.9)
- A3.3.3 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
- A3.3.4 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

### **A3.4 Range Procedures**

- A3.4.1 Unless a firearm has become disabled (as defined in A3.5) 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 (e.g. barrel, stock, receiver, cylinder etc.)
  - 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)
- A3.4.2 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
- A3.4.3 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
- A3.4.4 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



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A3.4.5 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

A3.4.6 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

A3.4.7 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

A3.4.8 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

A3.4.9 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. Sitting instead of Prone
- b. Kneeling instead of Sitting
- c. Standing (strong or weak shoulder) instead of Kneeling
- d. Kneeling Unsupported (either on two knees or on one knee without resting the elbow on the knee) instead of Standing

If a competitor is only able to shoot from a wheelchair, the firearm must be fully supported by the competitor's arms which cannot themselves be supported by any part of the chair

If a competitor is to compete in the Adapted class, they should refer to the Seated Supported position as stated in section **B6.9.1**

## **A3.5 Malfunctions and Reshoots**

A3.5.1 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). The fact that the sights may have been improperly adjusted does not constitute disablement

- A3.5.2 Any claim that a firearm has become disabled must be made immediately
- A3.5.3 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
- A3.5.4 No competitor may change a firearm, or interchange parts of a firearm, during an event unless the firearm has become disabled (see A3.5.1). 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
- A3.5.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO
- A3.5.6 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
- A3.5.7 Reasons for the procedure in A3.5.6 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 rendering proper aiming or scoring impossible
  - e. Cross-firing by another competitor
  - f. Appearance of an 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
- A3.5.8 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
- A3.5.9 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

- A3.5.10 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

### **A3.6 Penalties**

- A3.6.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section A4 of this Handbook (see A4.13) apply
- A3.6.2 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
- A3.6.3 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
- A3.6.4 Potential procedural errors will depend on individual event conditions, but will include the following which is neither exhaustive nor exclusive:
- a. Firing while placing a foot or part of foot over the firing line
  - b. Firing while placing a foot or part of a foot on the wrong side of the line behind a barricade
  - c. Firing from positions in the wrong order
  - d. Adopting an incorrect position
  - e. Firing too many shots in a position

## **A4 Discipline**

### **A4.1 Aliases**

- A4.1.1 No competitor may fire under an assumed name
- A4.1.2 No competitor may register, enter or shoot in an event in the name of another

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

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

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

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

### **A4.4 Bribery**

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



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**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

A4.7.2      If Chronograph testing takes place the following procedure will be used: Select three of the competitor's rounds at random. Fire all three rounds and follow these steps:

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

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

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

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

**A4.8      Refusal to obey**

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

**A4.9      Evasion of rules**

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

**A4.10      Self-discipline**

A4.10.1      The safety of competitors, range personnel and spectators require 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 a Range Officer
- e. Being under the influence of or consuming alcohol or drugs on the range while competing or officiating

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

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

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

- A4.13.1 A CRO will disqualify (see A4.14) a competitor from an event in which any serious safety violation has occurred and submit a written report to the Meeting Director at the end of the period of shooting (see A4.11.1). The competitor may appeal such a decision to the Meeting Director
- A4.13.2 The Meeting Director, upon proper presentation of evidence, may apply a Procedural Penalty to, Disqualify, or order the Expulsion (see A4.15) of any competitor for violation of Rules or Conditions, or for other conduct considered discreditable or unsafe. In the event of a disagreement on sanctions between meeting officials, the Meeting Director shall prevail

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

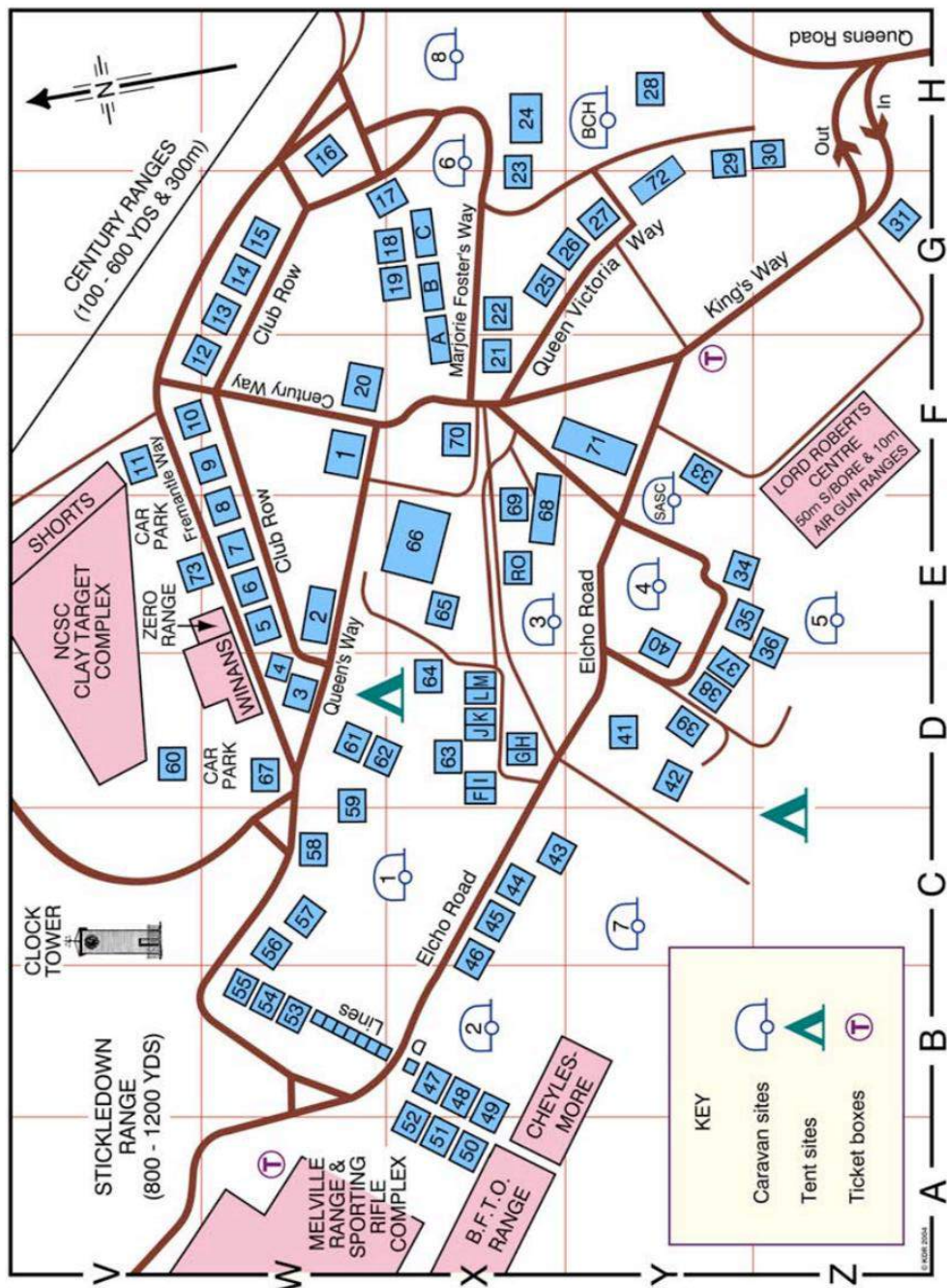
- A4.14.1 Competitors who are disqualified from an event are required to remove themselves and their equipment from the firing point immediately. Their score for the event will be deleted. No refund of entry fees will be given

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

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

## B - General Conditions

- B1 General  
B1.2 Bisley Camp Information



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<b>6</b> English XX	EW	<b>47</b> Poppy Lodge	BX
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<b>20</b> Fultons / Welsh RA / SLRC / Ten Ring / Old Guildfordians	FW	<b>61</b> English VIII	DW
<b>21</b> Lloyds TSB RC	FX	<b>62</b> William Evans Gunmakers (Office)	DW
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<b>39</b> The Menagerie	DY		
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## **B1.2 Purpose**

- B1.2.1 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 (MD)**

- B2.2.1 The National Rifle Association or the National Governing Body or organisation under whose auspices the meeting is run shall appoint the MD
- B2.2.2 The MD 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 MD for the operation of the meeting must be complied with by all persons on the range. The MD will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterised by absolute impartiality, firmness, courtesy and vigilance
- B2.2.4 In all matters relating to the meeting a decision by the MD is final
- B2.2.5 The MD may appoint a Deputy Meeting Director

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

- B2.3.1 A CRO will be assigned by the MD to run one or more specific events on a particular range. The CRO is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all ROs working under them and will ensure that they are familiar with all relevant Rules and Conditions, particularly including the relevant Event Conditions. They must be constantly alert, impartial in handling of competitors and courteous though firm. They will deal with any challenges, protests or disciplinary issues calmly and quietly at the firing line or by taking the competitor to one side. Any disturbance to or involvement of other competitors should be avoided



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

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

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

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

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

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

## **B3 Competitor 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 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

### **B3.5 Practicing and Zeroing**

There will not be any ranges specifically available for practice purposes but zeroing facilities will be made available on Winans Bay B at 25 metres during the Phoenix Meeting only. A session will allow thirty minutes for a competitor to zero a rifle and costs £2 per session. Pay at the Competition Reception to receive a target and zeroing ticket. You may not case your gun(s) or leave the range without the permission of a Range Officer

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

- B3.4.1 For squadded events, competitors must report to the range at least 10 minutes before the time indicated on their squadding notice. They 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. 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

### **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



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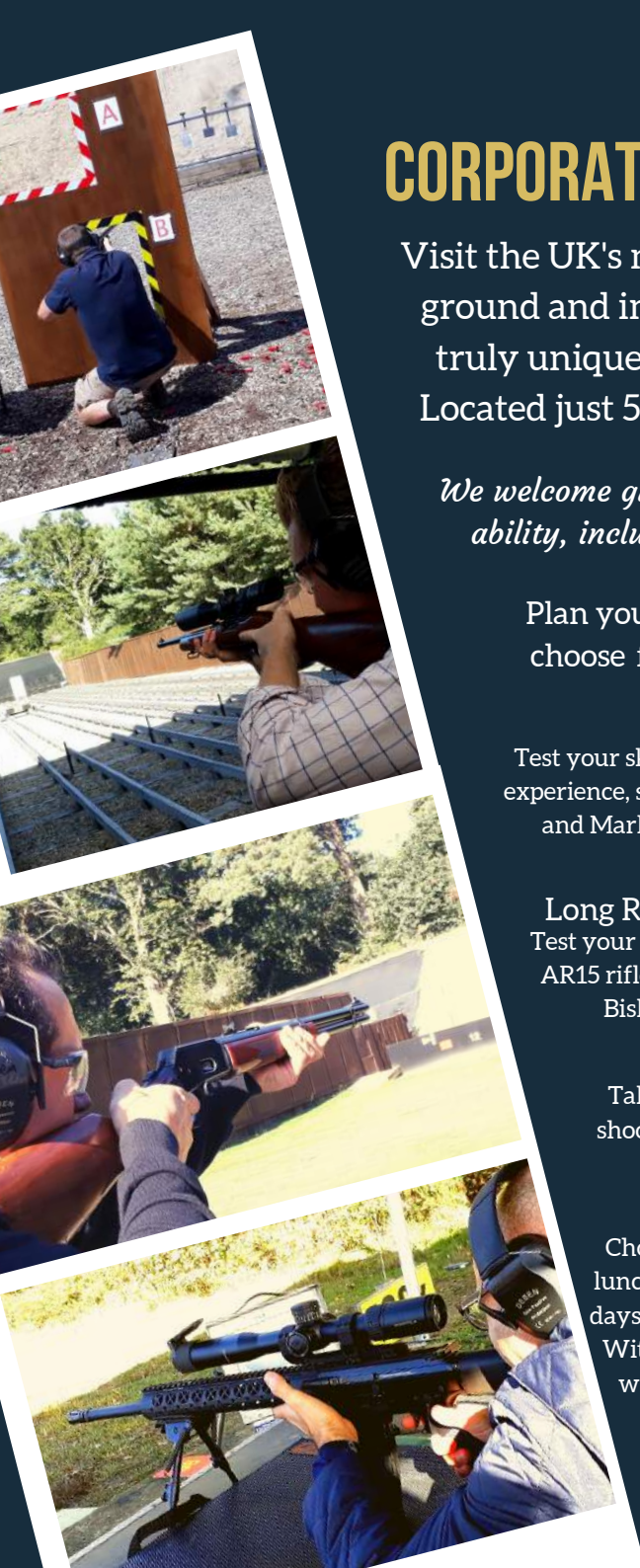
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## **B3.8 Leaving the firing point**

- 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)

## **B3.9 Re-Entries**

- B3.9.1 Some events, (e.g. McQueen, Mini 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. Re-entry may be permitted owing to available range space after having shot your match

## **B4 Teams**

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

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

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

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

## **B5 Range Commands**

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

- B5.1.1 When ready to start firing an event, the CRO calls the squad to the firing line. Specific instructions particular to the event being shot will be clearly and consistently announced. If there are mixed firearm types on the firing line, any differences in Event Conditions between them will be emphasised
- B5.1.2 In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation (which are contained in the event conditions in Section C) all events will, as far as possible, have the same sequence of range commands:
- a. 'LOAD AND MAKE READY'**
  - b. '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?'

c. 'STAND BY' and the targets turn away (if turning targets are in use)  
 There is then a delay of between 3 and 7 seconds (variable in some events)  
 When the targets start to face the firing line, or when an audible signal is given, firing may commence  
 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  
 '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

## **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 GRCE are:

- a. **45 degrees:** The rifle is loaded and held in both hands with the butt in shoulder and barrel pointing towards ground at an angle of 45 degrees
- b. **Parallel:** The rifle is loaded and held in both hands parallel to the ground, pointing at the target array, at waist height
- c. **Trail:** The rifle 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
- d. **Parallel Adapted:** The rifle is loaded, parallel to the ground, pointing at the target array with the stock in the shoulder, and the competitor's head must be upright, looking over the sight. The weight of the rifle must be fully supported, either by the forward elbow rested on a bench, or by placing the stock on a specific rest. Where a competitor is physically unable to support the rifle with the forward arm, the rifle must be fully supported by a rest. If a rest is used, the hand must remain between the rifle and rest at all times

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

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

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

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

## **B6.3 Prone**

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

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

B6.3.3 The revolver or pistol but 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

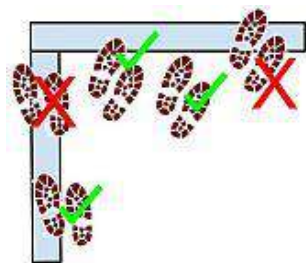
B6.5.2 Or Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. The gun may be held by one or both hands and one or both arms are to be extended without other support

## **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 Using a barricade**

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 shooters body (including hands) 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



B6.8.2 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

## **B6.9 Seated Supported**

B6.9.1 Only used for competitors in the GRSB Adapted class. Competitors fire from a seated position, either in a wheelchair or standard chair, using a shooting bench or table. The rifle is to be supported in one of the following ways:

- a. **Supported:** The weight of the rifle must be fully supported by the firer. A rest may be used, but the forward hand must remain between the rifle and rest at all times. The butt may be supported in the shoulder but must not rest on the bench or an artificial support
- b. **Rested:** As above, however only in the case where a competitor is physically unable to support the rifle with the forward arm, the rifle must be fully supported by a rest

## **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 event

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

## **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 a 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
- 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



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## **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 more than the prescribed number of shots through their own fault the lowest counting shots equal to the correct course of fire only will be counted
- B8.7.4** If a competitor fires less 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:
- Record on the scorecard the number of hits of each value at the end of each practice / match / stage
  - If required, calculate and record on the scorecard the total score for each practice / match / stage and for the overall event
  - Sign the card
  - Have the competitor sign the card

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

- B8.9.1** The competitor will:
- 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
  - 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
  - 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 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 scorer, 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
- 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:
- By considering team score as though it was a single score fired by an individual. The same rules apply as those for an individual
  - By highest individual aggregate score
  - By second highest individual aggregate score
  - ... 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 the 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 will be posted on the scoreboards adjacent to NRA HQ throughout the meetings. These may be used as the basis for challenges (see B10.1). Challenges to Interim results can be made at any time through Reception

- B11.1.2 Provisional results will be posted for each event once it has closed and all scorecards have been input. 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 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 scorecards**
- 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 Classifications are earned each time you compete in a classified event (numbers 07, 09, 11, 13, 15, 16, 17 and 19)
- They are specific 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. Prizelists for these events will be split based on classifications, so competitors of similar abilities will be competing against each other
- B12.1.2 There is no unclassified class. Each event has a separate classification, when a competitor shoots an event for the first time, their event score will determine their classification for that event going forward
- B12.1.3 If a competitor starts a meeting with a classification in any of the classified events, it will not alter until after the meeting

- 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
- B12.1.5 A database of the results of all classified events will be maintained and revised as necessary
- B12.1.6 If you are unsure about your classification or Galleryrifle ID number (GRID) you can check it via the on-line database at [www.galleryrifle.com](http://www.galleryrifle.com) or via the NRA. Please contact the NRA at [galleriesquadding@nra.org.uk](mailto:galleriesquadding@nra.org.uk)

## **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 D2). 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 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**

<b>Class</b>	<b>Points</b>
<b>X</b>	<b>5</b>
<b>A</b>	<b>4</b>
<b>B</b>	<b>3</b>
<b>C</b>	<b>2</b>
<b>D</b>	<b>1</b>



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## **B13 Range Standards**

### **B13.1 Firing line**

B13.1.1 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

### **B13.2 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

### **B13.3 Shelter**

B13.3.1 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

### **B13.4 Illumination**

B13.4.1 Ranges may be artificially illuminated

### **B13.5 Target numbers**

B13.5.1 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

B13.5.2 No other markings of any kind are allowed on targets

### **B13.6 Event specific range equipment**

B13.6.1 Some events require specific items of range equipment – this is specified in the relevant event conditions



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## **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

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.

## Event Type










01	25m Precision
03	50m Precision
05	America Match
07	Timed & Precision 1
09	Timed & Precision 2
10	Timed & Precision 3
11	Multi-Target
13	Phoenix A
14	Multi-Target 3
15	1500
16	1020
17	Bianchi
18	WA 48
19	Advancing Target
21	Speed Steels Challenge
23	25m Timed
25	Sport Pistol
26	Rapid Fire Pistol
27	Standard Pistol
29	Grand
33	NRA Embassy Cup
35	Action/Practical
38	Man v Man
39	Metallic Silhouettes
41	Classic
43	Granet
47	Imperial Silhouette
49	Surrenden
51	100 yards
53	100, 200 yards
55	200, 300 yards
56	100, 200, 300 yards Sporting
57	100, 200, 300 yards
59	400, 500, 600 yards
61	800, 900 ,1000 yards
63	200m
65	McQueen
71	Clays








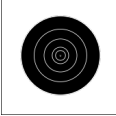


## Gun Type

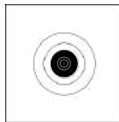
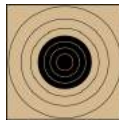

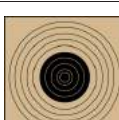





Gallery Rifle & Pistol	01	Gallery Rifle Smallbore (GRSB)
	02	Gallery Rifle Centrefire (GRCF) Standard
	03	Gallery Rifle Centrefire (GRCF) Open
	04	Gallery Rifle Centrefire (GRCF) Classic
	07	Gallery Rifle Smallbore (GRSB) Issued
	11	Gallery Rifle Smallbore (GRSB) Adapted
	21	Long Barrelled Pistol (LBP) Any sights
	22	Long Barrelled Revolver (LBR) Any sights
	23	Air Pistol (AP)
	24	Long Barrelled Pistol (LBP) Iron sights
Shotgun	25	Long Barrelled Revolver (LBR) Iron sights
	30	Shotgun – Service (SGSV)
	31	Shotgun – Multi-Barrel (SGMB)
	34	Shotgun (SG)
	35	Shotgun – Manual (SGM)
	36	Shotgun – Semi-Auto (SGSA)
Muzzle Loading	37	Shotgun – Classic (SGC)
	41	Muzzle Loading Pistol (MLP)
	42	Muzzle Loading Revolver (MLR)
	43	Classic Revolver – Black Powder
	44	Classic Percussion
	45	Classic Flintlock – Smoothbore
Long Range Pistol	46	Classic Flintlock – Rifled
	62	Hunter Class
	63	Free Pistol A
	65	Production Free Pistol A
	66	Production Free Pistol B
	67	Allcomers Revolver
Fullbore Rifle	68	Free Pistol
	69	Production free Revolver
	80	Any
	81	Service Rifle A pre 1955
	82	Service Rifle B pre 1955
	83	Service Rifle Open pre 1955
	84	Bolt Action Centrefire
	85	Sporting Rifle
	86	F Class
	87	Black Powder Cartridge
	88	FTR Class Rifle
	90	Issued Sniper Rifle
	91	Service rifle post 1955 iron sights
	92	Service Rifle post 1955 service optic
	93	Service Rifle post 1955 practical optic

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

5 of Diamonds		Each Diamond has the dimensions: 4.0-6.4"				
B1 Full size		X 2.1-3"	10 3.9-5.9"	9 7.9-11.8"	8 11.8-17.6"	7 15.9-25.8"
B1 Reduced		X 1.1-1.6"	10 1.9-2.9"	9 3.9-5.9"	8 5.8-8.8"	7 7.9-11.9"
D1		X 4"	10 8"	8 12"	5 18-30"	
DP1		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP1 (half size)		X 0.8"	5 1.6"	4 3.2"	3 5.9"	2 8.9-15"
DP2		X 2"	10 3.3-5.8"	9 7.1-12"	8 10.7-17.8"	7 14.2-23.6"
DP2 (half size)		X 1"	10 1.7-2.9"	9 3.5-6"	8 4.5-8.9"	7 7.1-11.8"
DP14		V 1"	5 4.1"	4 6.1"	3 8.1"	

<b>DP14 (scaled)</b>		<b>V</b> 0.3"	<b>5</b> 0.9"	<b>4</b> 1.4"	<b>3</b> 1.9"		
<b>F Class 500 yards</b>		<b>V</b> 2.5"	<b>5</b> 5"	<b>4</b> 10"	<b>3</b> 15"	<b>2</b> 20"	<b>1</b> 25"
<b>F Class 600 yards</b>		<b>V</b> 3"	<b>5</b> 6"	<b>4</b> 12"	<b>3</b> 18"	<b>2</b> 24"	<b>1</b> 30"
<b>F Class Long Range</b>		<b>V</b> 5"	<b>5</b> 10"	<b>4</b> 20"	<b>3</b> 32"	<b>2</b> 44"	<b>1</b> 72"
<b>IPSC Full Size</b>		<b>A</b> 5.9-12.8"	<b>C</b> 11.8-17.7"	<b>D</b> 17.7-22.4"			
<b>Melon</b>		<b>10</b> 1.7-4.2"	<b>9</b> 2.8-10.2"	<b>8</b> 5.1-9.9"	<b>7</b> 7.4-9.1"	<b>6</b> 10.2-7.4"	
<b>NRA GR5</b>		<b>X</b> 0.4"	<b>10</b> 0.9"	<b>9</b> 1.9"	<b>8</b> 2.9"	<b>7</b> 3.9"	
<b>NRA 300 yards</b>		<b>V</b> 3.1"	<b>5</b> 5.1"	<b>4</b> 10.2"	<b>3</b> 15.3"	<b>2</b> 22"	
<b>NRA 500 yards</b>		<b>V</b> 6.1"	<b>5</b> 10.2"	<b>4</b> 26"	<b>3</b> 39"	<b>2</b> 52"	
<b>NRA 600 yards</b>		<b>V</b> 7.8"	<b>5</b> 13"	<b>4</b> 26"	<b>3</b> 39"	<b>2</b> 52"	

NRA Long Range (800 – 1000 yards)		<b>V</b> 14.4"	<b>5</b> 24"	<b>4</b> 48"	<b>3</b> 72"	<b>2</b> 96"	
PL6		<b>X</b> 1.7"	<b>10</b> 3.4"	<b>9</b> 5.5"	<b>8</b> 8"	<b>7</b> 11"	
		<b>6</b> 14.8"	<b>5</b> 19.7"				
PL7		<b>X</b> 1"	<b>10</b> 2"	<b>9</b> 3.9"	<b>8</b> 5.8"	<b>7</b> 7.8"	<b>6</b> 9.8"
		<b>5</b> 11.8"	<b>4</b> 13.8	<b>3</b> 15.8"	<b>2</b> 17.7	<b>1</b> 19.7	
PL14		<b>X</b> 0.3"	<b>10</b> 0.6"	<b>9</b> 1.3"	<b>8</b> 2"	<b>7</b> 2.7"	<b>6</b> 3.4"
		<b>5</b> 4.1"	<b>4</b> 4.8"	<b>3</b> 5.7"	<b>2</b> 6.3"	<b>1</b> 7"	
PL17		<b>X</b> 2"	<b>10</b> 4"	<b>9</b> 7.1"	<b>8</b> 10.2"	<b>7</b> 13.6"	
		<b>6</b> 16.6"	<b>5</b> 19.2"				
TP3		<b>5</b> 3.9" Main 1.9 Rapid		<b>4</b> 6.2-19" Main 3.9" Rapid		<b>3</b> 9.6-21.3"	
Fox DJV (standard)		<b>10</b> 3.5"	<b>9</b> 5.2"	<b>8</b> 6.7"	<b>3</b> 6.7-9.5"	<b>1</b> 6.7-12.6"	
Roe Buck DJV (modified)		<b>10</b> 2.5"		<b>9</b> 3.9"		<b>5</b> 5.9"	
Springbok SAHGCA		<b>10</b> 2-5.5"		<b>7</b> 5.7-6.3"		<b>3</b> 8.2-11.2"	

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## **25m Precision (0101-22)**

<b>Event Numbers:</b>	<b>0101:</b> GRSB	<b>0111:</b> GRSB Adapted
	<b>0102:</b> GRCF	<b>0121:</b> LBP
	<b>0103:</b> GRCF Open	<b>0122:</b> LBR
	<b>0104:</b> GRCF Classic	<b>0123:</b> AP
<b>Targets:</b>	<b>GRSB, Adapted:</b>	PL14
	<b>GRCF, AP, LBP, LBR:</b>	PL7
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
	<b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees	
	<b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	25 meters	
	This event takes approximately 45 minutes to complete	
	It requires 30 rounds plus sighters	
	The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes	
<b>Range Commands:</b>	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'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 3, 2, 1	



## **25m Precision Muzzle Loading (0141-42)**

<b>Event Numbers:</b>	<b>0141:</b> MLP	<b>0142:</b> MLR
<b>Targets:</b>	PL7	
<b>Sights:</b>	Iron sights (spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	25 meters This event takes approximately 45 minutes to complete It requires 15 rounds, with up to 5 sighters The maximum possible score is 150	
<b>Sighters:</b>	Up to 5 shots in 10 minutes	
<b>Practice 1, 2, 3:</b>	5 shots in 10 minutes	
<b>Notes:</b>	Scoring will be standard NRA inward gauging rules, i.e. shots touching a scoring ring are awarded the higher of the two values	

## **50m Precision (0301-22)**

<b>Event Numbers:</b>	<b>0301:</b> GRSB	<b>0311:</b> GRSB Adapted
	<b>0302:</b> GRCF	<b>0321:</b> LBP
	<b>0303:</b> GRCF Open	<b>0322:</b> LBR
	<b>0304:</b> GRCF Classic	
<b>Targets:</b>	PL7	
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
	<b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees	
	<b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	50 meters	
	This event takes approximately 45 minutes to complete	
	It requires 30 rounds plus sighters	
	The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes	
<b>Range Commands:</b>	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'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **50m Precision Muzzle Loading (0341-42)**

<b>Event Numbers:</b>	<b>0341:</b> MLP	<b>0342:</b> MLR
<b>Targets:</b>	PL7	
<b>Sights:</b>	Any iron (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	50 meters This event takes approximately 60 minutes to complete It requires 15 rounds, with up to 5 sighters The maximum possible score is 150	
<b>Sighters:</b>	Up to 5 shots in 10 minutes	
<b>Practice 1, 2, 3:</b>	5 shots in 10 minutes	
<b>Notes:</b>	Scoring will be standard NRA inward gauging rules, i.e. shots touching a scoring ring are awarded the higher of the two values	

## **America Match (0501-22)**

<b>Event Numbers:</b>	<b>0501:</b> GRSB <b>0502:</b> GRCF <b>0503:</b> GRCF Open	<b>0504:</b> GRCF Classic <b>0521:</b> LBP <b>0522:</b> LBR
<b>Targets:</b>	<b>GRSB</b> <b>GRCF, LBP, LBR:</b>	50m: PL7, 25m: NRA GR5 PL7
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds plus sighters The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes, 50 meters	
<b>Practice 1:</b>	50 meters, one series of 10 shots in 10 minutes	
<b>Practice 2:</b>	25 meters, two series of 5 shots in 30 seconds	
<b>Practice 3:</b>	25 meters, two series of 5 shots in 20 seconds	
<b>Range Commands:</b>	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'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 1, 3, 2 <b>c.</b> By the X count in each practice in the order 1, 3, 2	



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## **Timed & Precision 1 (0701-25)**

<b>Event Numbers:</b>	<b>0701:</b> GRSB <b>0702:</b> GRCF <b>0703:</b> GRCF Open <b>0704:</b> GRCF Classic	<b>0721:</b> LBP - Any sights <b>0722:</b> LBR - Any sights <b>0724:</b> LBP - Iron sights <b>0725:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB, Adapted:</b> <b>GRCF, LBP, LBR:</b>	DP2 (half size) DP2
<b>Sights:</b>	Any (see above)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Practice 1:</b>	25 meters, 12 shots in 2 minutes, to include reload	
<b>Practice 2:</b>	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	
<b>Practice 3:</b>	10 metres, 6 shots in three strings of 2 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	
<b>Range Commands:</b>	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'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores at each distance, commencing with the longest distance <b>c.</b> By the X count at each distance, commencing with the longest distance <b>d.</b> In the event of a maximum score and equal X counts at all distances, by outward gauging	

*...Continued*

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

- a. Firing too many shots during an exposure

**Classifications:** The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	300	<b>X</b>	300.27	<b>X</b>	299 – 300	<b>X</b>	299 - 300
<b>A</b>	298 - 299	<b>A</b>	300.23-300.26	<b>A</b>	292 – 298	<b>A</b>	292 – 298
<b>B</b>	294 - 297	<b>B</b>	300.00-300.22	<b>B</b>	Up to 291	<b>B</b>	Up to 291
<b>C</b>	285 - 293	<b>C</b>	297 - 299				
<b>D</b>	Up to 284	<b>D</b>	Up to 296				



## **Timed & Precision 1 Air Pistol (0723)**

<b>Event Numbers:</b>	<b>0723:</b> AP (any 5 shot or more)
<b>Targets:</b>	DP2 (half size)
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, freestyle
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	15 meters, 12 shots in 2 minutes, to include reload
<b>Practice 2:</b>	10 metres, 12 shots in three strings of 4 The target will make 4 appearances of 2 seconds with intervals of about 5 seconds One shot only to be fired at each appearance
<b>Practice 3:</b>	7 metres, 6 shots in three strings of 2 The target will make 1 appearance of 3 seconds Two shots only to be fired at each appearance

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## **Timed & Precision 1 Shotgun (0731-36)**

<b>Event Numbers:</b>	<b>0731:</b> SGMB <b>0735:</b> SGM	<b>0736:</b> SGSA
<b>Targets:</b>	DP2	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	Parallel	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Practice 1:</b>	25 meters, 12 shots in 2 minutes, to include reload of at least 6 rounds	
<b>Practice 2:</b>	15 metres, 12 shots in two 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 The firearm must be returned to the ready position between appearances	
<b>Practice 3:</b>	10 metres, 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 The firearm must be returned to the ready position between appearances	
<b>Range Commands:</b>	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'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores at each distance, commencing with the longest distance <b>c.</b> By the X count at each distance, commencing with the longest distance <b>d.</b> In the event of a maximum score the target and backing board is to be labelled and passed to stats so that in the event of a tie it can be re-scored by outwards gauging	
<b>Procedural penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing too many shots during an exposure	

## **Timed & Precision 1 Shotgun Classic (0737)**

<b>Event Numbers:</b>	<b>0737: SGC</b>
<b>Targets:</b>	DP2
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Parallel
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes, to include all reloading
<b>Practice 2:</b>	15 metres, 12 shots in 1 string of 12 shots The target will make 12 appearances of 2 seconds with intervals of 10 seconds One shot only to be fired at each appearance The firearm must be reloaded as required and returned to the ready position between appearances
<b>Practice 3:</b>	10 metres, 6 shots The target will make 6 appearances of 2 seconds with intervals of 10 seconds between appearances One shot only to be fired at each appearance, the shooter is to reload as required The firearm must be reloaded as required and returned to the ready position between appearances
<b>Range Commands:</b>	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'
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li>a. By the greatest number of Xs in the event</li><li>b. By the scores at each distance, commencing with the longest distance</li><li>c. By the X count at each distance, commencing with the longest distance</li><li>d. In the event of a maximum score the target and backing board is to be labelled and passed to stats so that in the event of a tie it can be re-scored by outwards gauging</li></ul>
<b>Procedural penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <ul style="list-style-type: none"><li>b. Firing too many shots during an exposure</li></ul>

## **Timed & Precision 1 Muzzle Loading (0742)**

<b>Event Numbers:</b>	<b>0742:</b> MLR (any 6 shot MLR, any propellant)
<b>Targets:</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>	This event takes approximately 60 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 meters, 12 shots in 12 minutes, to include reload
<b>Practice 2:</b>	15 metres, 12 shots in two 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
<b>Practice 3:</b>	10 metres, 6 shots in three strings of 2 The target will make 3 appearances of 4 seconds with intervals of about 5 seconds Two shots only to be fired at each appearance

## Timed & Precision 2 (0901-25)

<b>Event Numbers:</b>	<b>0901:</b> GRSB	<b>0921:</b> LBP - Any sights
	<b>0902:</b> GRCF	<b>0922:</b> LBR - Any sights
	<b>0903:</b> GRCF Open	<b>0924:</b> LBP - Iron sights
	<b>0904:</b> GRCF Classic	<b>0925:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b>	DP2 (half size)
	<b>GRCF, LBP, LBR:</b>	DP2
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	Standing Unsupported, Kneeling, Sitting	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> 45 degrees	
	<b>LBP:</b> Holstered, slide forward, chamber empty	
	<b>LBR:</b> Holstered, hammer down	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 60 rounds The maximum possible score is 600	
<b>Practice 1:</b>	10 meters, 6 shots. This practice will be shot twice	
	<b>GRSB:</b> 5 second	
	<b>GRCF, LBP, LBR:</b> 8 seconds	
<b>Practice 2:</b>	50 metres, 24 shots in:	
	<b>GRSB, GRCF:</b>	6 shots kneeling
		6 shots sitting
		6 shots left hand standing unsupported
		6 shots right hand standing unsupported
	<b>LBP, LBR:</b>	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
	<b>GRSB, LBP:</b>	150 seconds
	<b>GRCF, LBR:</b>	180 seconds

*...Continued*

### Practice 3:

25 metres, 24 shots in:

**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

**GRSB, LBP:** 105 seconds

**GRCF, LBR:** 120 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:** For each individual practice all ammunition for that practice 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

**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

**Changing 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

*...Continued*



**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 practice. 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:** 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. Touching any part of the barrel with either the firing hand or supporting hand of an LPB and LBR when using the barricade
- d. 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 scores bands are as follows:

GRSB		GRCF		LBP		LBR	
X	587 – 600	X	595 – 600	X	588 – 600	X	572 – 600
A	567 – 586	A	587 – 594	A	568 – 587	A	540 – 571
B	Up to 566	B	Up to 586	B	Up to 567	B	Up to 539

### **Timed & Precision 3 (1021-22)**

<b>Event Numbers:</b>	<b>1021:</b> LBP	<b>1022:</b> LBR
<b>Targets:</b>	TP3	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Kneeling, Sitting	
<b>Ready Position:</b>	<b>LBP:</b> Holstered, slide forward, safety catch applied <b>LBR:</b> Holstered, hammer down	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 60 rounds The maximum possible score is 600  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 and hands are returned to the surrender position. 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	
<b>Practice 1:</b>	10 meters, 10 shots in 15 seconds, standing unsupported	
<b>Practice 2:</b>	25 metres, 10 shots in an unlimited time (subject to the maximum overall time of 5 minutes 30 seconds) 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	
<b>Practice 3:</b>	25 metres, 10 shots in an unlimited time (subject to the maximum overall time of 5 minutes 30 seconds) 5 shots kneeling 5 shots sitting	
<b>Practice 4:</b>	20 metres, 5 shots in an unlimited time (subject to the maximum overall time of 5 minutes 30 seconds) 5 shots kneeling	
<b>Practice 5:</b>	15 metres, 5 shots in 10 seconds 5 shots standing unsupported	

- Practice 6:** 10 metres, 10 shots in an unlimited time (subject to the maximum overall time of 5 minutes 30 seconds)  
5 shots standing unsupported, one ring target, strong hand only  
5 shots standing unsupported, the other ring target, freestyle
- 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
- Magazine, Speedloaders and Moon-Clips:**  
A maximum of two pistol magazines may be carried on the competitor during the event  
A maximum of one speedloader may be carried on the competitor during the event  
As many moon-clips as wanted may be carried on the competitor during the event  
Apart from at the start of the match where practice 1 requires a timed reload (therefore an additional loaded magazine or moon-clip is required) **only one active magazine or moon-clip may be in use (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
- 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
- Start Position:** **Surrender position:** hands held high either side of and at the level of the shooter's head, or touching the shooter's head. Between stages the clock will be stopped when the shooter's pistol or revolver is holstered and hands returned to the surrender position

- Changing Positions:** Firearms must be unloaded when moving between shooting positions. All rounds and cases must be ejected before moving. LBP must have the slide back and the magazine removed, LBR must have the cylinder open. These conditions do not apply when moving the firearm between hands in the standing position
- Reloading:** After the initial order to load, all further loading must be with rounds taken from the competitor's person. It is the competitor's responsibility to have sufficient ammunition in their possession to complete the match or event. A dropped round, magazine, moon clip or speedloader **may not** be retrieved. After each practice is completed, the timer will not be stopped until the competitor has reloaded with five rounds and holstered the gun with the hammer down on an empty chamber
- The exceptions are after Practice 1 and Practice 6. The competitor must not reload, but instead must holster an empty firearm. The RO will clear the firearm after the timer has been stopped
- Scoring:** The target will be scored at the end of Practice 1 and at the end of Practice 6 but not at the end of Practices 2-5
- Ties:** Tie breaking rules shall be applied in the order listed below:
- By the highest score in Practice 6
  - By the scores at each distance, commencing with the longest distance
- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- Moving between shooting positions with a closed firearm
  - Allowing part of an LBP or LBR to make contact with the barricade when firing
  - Touching any part of the barrel with either the firing hand or supporting hand of an LBP and LBR when using the barricade
  - 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
  - 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

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## **Multi-Target (1101-25)**

<b>Event Numbers:</b>	<b>1101:</b> GRSB <b>1102:</b> GRCF <b>1103:</b> GRCF Open <b>1104:</b> GRCF Classic	<b>1121:</b> LBP - Any sights <b>1122:</b> LBR - Any sights <b>1124:</b> LBP - Iron sights <b>1125:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	DP1 (half size) DP1
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 meters, 6 shots in 15 seconds, left hand target	
<b>Practice 2:</b>	20 meters, 3 shots on each target in 10 seconds	
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance The firearm must be returned to the ready position between exposures	
<b>Practice 4:</b>	10 meters, 3 shots on each target in 8 seconds	
<b>Range Commands:</b>	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	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the highest number of 5s, 4s, 3s, 2s <b>c.</b> By the highest bullet score on the left hand target <b>d.</b> By the highest number of Xs on the left hand target <b>e.</b> In the event of a maximum score and equal X counts at all distances, by outward gauging	
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing too many shots during an exposure <b>b.</b> Any shots on the wrong target	

**Classifications:**

The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	118 – 120	<b>X</b>	120	<b>X</b>	116 – 120	<b>X</b>	113 – 120
<b>A</b>	113 – 117	<b>A</b>	118 – 119	<b>A</b>	107 – 115	<b>A</b>	106 – 112
<b>B</b>	106 - 112	<b>B</b>	114 - 117	<b>B</b>	Up to 106	<b>B</b>	Up to 105
<b>C</b>	95 - 105	<b>C</b>	106 - 113				
<b>D</b>	Up to 94	<b>D</b>	Up to 105				

## **Multi-Target Shotgun (1135-36)**

<b>Event Numbers:</b>	<b>1135:</b> SGM	<b>1136:</b> SGSA
<b>Targets:</b>	DP1	
<b>Ammunition:</b>	Solid slug only	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported	
<b>Ready Position:</b>	Parallel	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 meters, 6 shots in 15 seconds, left hand target	
<b>Practice 2:</b>	20 meters, 3 shots on each target in 10 seconds	
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures	
<b>Practice 4:</b>	10 meters, 3 shots on each target in 8 seconds	





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## **Multi-Target Muzzle Loading Revolver (1142)**

<b>Event Numbers:</b>	<b>1142:</b> MLR (any 6 shot MLR, any propellant)
<b>Targets:</b>	DP1
<b>Sights:</b>	Any
<b>Positions:</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>	This event takes approximately 60 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 meters, 6 shots in 30 seconds, left hand target
<b>Practice 2:</b>	20 meters, 3 shots on each target in 20 seconds
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 4 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures
<b>Practice 4:</b>	10 meters, 3 shots on each target in 15 seconds

## **Phoenix A (1301-25)**

<b>Event Numbers:</b>	<b>1301:</b> GRSB	<b>1321:</b> LBP - Any sights
	<b>1302:</b> GRCF	<b>1322:</b> LBR - Any sights
	<b>1303:</b> GRCF Open	<b>1324:</b> LBP - Iron sights
	<b>1304:</b> GRCF Classic	<b>1325:</b> LBR - Iron sights

<b>Targets:</b>	<b>GRSB:</b>	DP1 (half size)
	<b>GRCF, LBP, LBR:</b>	DP1

**Sights:** Any (see above)

**Positions:** Standing Unsupported

**Ready Position:** **GRSB, GRCF:** 45 degrees  
**LBP:** Holstered, slide forward, chamber empty  
**LBR:** Holstered, hammer down

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 40 rounds  
The maximum possible score is 200

**Practice 1:** 20 meters  
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

<b>Practice 2:</b>	15 meters 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
<b>Practice 3:</b>	15 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
<b>Range Commands:</b>	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'
<b>Loading:</b>	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
<b>Equipment:</b>	When shooting this event with an LBP or LBR a holster must be used
<b>Changing Positions:</b>	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
<b>Trail:</b>	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:** 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 scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	189 – 200	<b>X</b>	197 – 200	<b>X</b>	190 – 200	<b>X</b>	183 – 200
<b>A</b>	175 – 188	<b>A</b>	188 – 196	<b>A</b>	177 – 189	<b>A</b>	163 – 182
<b>B</b>	Up to 174	<b>B</b>	Up to 187	<b>B</b>	Up to 176	<b>B</b>	Up to 162

### **Multi-Target 3 (1401-22)**

<b>Event Numbers:</b>	<b>1401:</b> GRSB	<b>1404:</b> GRCF Classic
	<b>1402:</b> GRCF	<b>1421:</b> LBP
	<b>1403:</b> GRCF Open	<b>1422:</b> LBR
<b>Targets:</b>	<b>GRSB:</b>	DP1 (half size)
	<b>GRCF, LBP, LBR:</b>	DP1
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Kneeling, Sitting	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 48 rounds The maximum possible score is 240	
<b>Practice 1:</b>	50 meters, 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	
<b>Practice 2:</b>	25 meters 12 shots standing unsupported  The target will make four appearances of 5 seconds 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	
<b>Practice 3:</b>	15 metres 12 shots standing unsupported  The target will make three appearances of 3 seconds with intervals of 5 seconds Two 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	
<b>Practice 4:</b>	10 metres 6 shots standing unsupported 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'
- Changing 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, 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
  - d. In the event of a maximum score and equal X counts at all distances, by outward gauging
- Procedural Penalties:** 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

## **1500 (1501-25)**

<b>Event Numbers:</b>	<b>1501:</b> GRSB <b>1502:</b> GRCF <b>1503:</b> GRCF Open <b>1504:</b> GRCF Classic	<b>1521:</b> LBP - Any sights <b>1522:</b> LBR - Any sights <b>1524:</b> LBP - Iron sights <b>1525:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	B1 Reduced B1 Full size
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	<b>GRSB, GRCF:</b> Standing Unsupported, Kneeling, Sitting <b>LBP, LBR:</b> Standing Unsupported, Standing Supported, Kneeling, Sitting	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel <b>LBP:</b> Holstered, slide forward, chamber empty <b>LBR:</b> Holstered, hammer down	
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete It requires 150 rounds The maximum possible score is 1500	
<b>Match 1:</b>	 <b>Stage 1:</b> 10 meters, 12 shots, including reloading, standing unsupported <b>Stage 2:</b> 15 meters, 12 shots, including reloading, standing unsupported  <b>GRSB, LBP, LBR:</b> 20 seconds (LBR: double action only) <b>GRCF:</b> 30 seconds	
<b>Match 2:</b>	25 meters, 18 shots in 90 seconds including reloading  <b>GRSB, GRCF:</b> 6 shots kneeling 6 shots left hand standing unsupported 6 shots right hand standing unsupported  <b>LBP, LBR:</b> 6 shots kneeling 6 shots left hand standing using barricade for support ( <b>LBR:</b> double action only) 6 shots right hand standing using barricade for support ( <b>LBR:</b> double action only)	



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**Match 3:** 50 meters, 24 shots in 165 seconds including reloading

**GRSB, GRCF:** 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:**

**Stage 1:** 25 meters, 12 shots in 35 seconds including reloading, standing unsupported

**Stage 2:** 25 meters, 12 shots in 35 seconds including reloading, standing unsupported

(**LBR:** double action only)

**Match 5:**

**Stage 1:** 10 meters, 12 shots, standing unsupported

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

**GRCF:** 30 seconds

**Stage 2:** 25 meters, 18 shots in 90 seconds including reloading

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

**LBP, LBR:** 6 shots kneeling  
6 shots left hand standing using barricade for support  
(**LBR:** double action)  
6 shots right hand standing using barricade for support  
(**LBR:** double action)

**Stage 3:** 50 meters, 24 shots in 165 seconds including reloading

**GRSB, GRCF:** 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 of 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 meters, 6 shots in 12 seconds, 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'

**Changing 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 3 and 4 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
- 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:** 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
  - Touching any part of the LBR or LBP forward of the trigger guard with either the firing hand or supporting hand when using the barricade
  - 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 scores bands are as follows:
- |          | <b>GRSB</b> |          | <b>GRCF</b> |          | <b>LBP</b>  |          | <b>LBR</b>  |
|----------|-------------|----------|-------------|----------|-------------|----------|-------------|
| <b>X</b> | 1481 – 1500 | <b>X</b> | 1494 – 1500 | <b>X</b> | 1485 – 1500 | <b>X</b> | 1468 – 1500 |
| <b>A</b> | 1471 – 1480 | <b>A</b> | 1490 – 1493 | <b>A</b> | 1450 – 1484 | <b>A</b> | 1400 – 1467 |
| <b>B</b> | 1448 – 1470 | <b>B</b> | 1480 – 1489 | <b>B</b> | Up to 1449  | <b>B</b> | Up to 1399  |
| <b>C</b> | 1375 – 1447 | <b>C</b> | 1456 – 1479 |          |             |          |             |
| <b>D</b> | Up to 1374  | <b>D</b> | Up to 1455  |          |             |          |             |

## **1020 (1601-22)**

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

**Targets:**                      **GRSB:**                              B1 Reduced  
                                 **GRCF, LBP, LBR:**                      B1 Full size

**Sights:**                      Any

**Positions:**                      Standing Unsupported, Kneeling, Sitting

**Ready Position:**              **GRSB, GRCF:** Parallel  
                                 **LBP:** Holstered, slide forward, chamber empty  
                                 **LBR:** Holstered, hammer down

**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 meters, 12 shots, including reloading, standing unsupported

**Stage 2:**                      15 meters, 12 shots, including reloading, standing unsupported

**GRSB, LBP, LBR:** 20 seconds (**LBR:** double action only)

**GRCF:** 30 seconds

**Match 2:**                      25 meters, 18 shots in 90 seconds including reloading

6 shots kneeling

6 shots left hand standing unsupported

6 shots right hand standing unsupported

(**LBR:** double action only)

### **Match 3:**

**Stage 1:**                      25 meters, 12 shots in 35 seconds including reloading, standing unsupported

**Stage 2:**                      25 meters, 12 shots in 35 seconds including reloading, standing unsupported

**LBR:** (double action only)

*...Continued*

**Match 4:** 25 meters, 24 shots in 165 seconds including reloading  
6 shots kneeling  
6 shots sitting  
6 shots left hand standing unsupported  
6 shots right hand standing unsupported  
(**LBR:** single or double action)

**Match 5:**

**Stage 1:** 25 meters, 6 shots in 12 seconds, standing unsupported  
**Stage 2:** 25 meters, 6 shots in 12 seconds, 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’

**Changing 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/ 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
- By the fewest misses
- By the fewest number of shots of lowest value
- By the fewest number of shots of the next lower value

**Procedural Penalties:** In addition to the usual procedural penalties, the following apply:

- Moving between positions with a closed firearm

**Classifications:** The classification scores bands are as follows:

	<b>GRSB</b>		<b>GRCF</b>
<b>X</b>	1016 - 1020	<b>X</b>	1020
<b>A</b>	1003 - 1015	<b>A</b>	1015 - 1019
<b>B</b>	Up to 1002	<b>B</b>	Up to 1014

## **Bianchi (1701-25)**

<b>Event Numbers:</b>	<b>1701:</b> GRSB	<b>1721:</b> LBP - Any sights
	<b>1702:</b> GRCF	<b>1722:</b> LBR - Any sights
	<b>1703:</b> GRCF Open	<b>1724:</b> LBP - Iron sights
	<b>1704:</b> GRCF Classic	<b>1725:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b>	D1 Reduced, 4 inch plates
	<b>GRCF, LBP, LBR:</b>	D1 Full size, 8 inch plates
<b>Sights:</b>	Any (see above). 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	
<b>Positions:</b>	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	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel	
	<b>LBP:</b> Holstered with both hands at the same height as the head or, for the Barricade Match, with both palms flat against the barricade	
	<b>LBR:</b> 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	
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete	
	It requires 192 rounds	
	The maximum possible score is 1920	
	Different conditions apply to each of the four types of firearm; these are shown under each match and referenced to each type	
	The standard event for all championship meetings, which qualifies for classifications and record scores, consists of the Practical Match, the Falling Plate Match, the Barricade Match and the Moving Target Match	
	These can be shot in any order	
	When one of the standard matches cannot be shot due to range limitations, the alternative matches (Los Alamitos and Rapid Fire) may be shot instead In this case the event does not count towards classifications (even if it is shot in classes) or record scores	

**Practical Match (inc. 25m modified):** This match is fired standing unsupported, kneeling, sitting or prone

<b>Stage 1:</b>	10 meters	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>GRSB, GRCF:</b> Weak shoulder	
<b>Stage 2:</b>	15 meters	4 seconds	1 shot on each target
		5 seconds	2 shots on each target
		6 seconds	3 shots on each target
<b>Stage 3:</b>	25 (20) meters	5 (4) seconds	1 shot on each target
		6 (5) seconds	2 shots on each target
		7 (6) seconds	3 shots on each target
<b>Stage 4:</b>	50 (25) meters	7 (5) seconds	1 shot on each target
		10 (6) seconds	2 shots on each target
		15 (7) 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

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

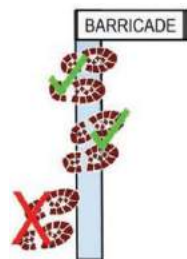


**Barricade Match:**

This match is fired standing, supported by the barricade. The gun may touch the barricade.

**The shooter must stay within the confines of the shooting area behind the barricade.**

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



<b>Stage 1:</b>	10 meters	6 seconds	6 shots on a target from one side
		6 seconds	6 shots on the other target from the other side
<b>Stage 2:</b>	15 meters	7 seconds	6 shots on a target from one side
		7 seconds	6 shots on the other target from the other side
<b>Stage 3:</b>	25 meters	8 seconds	6 shots on a target from one side
		8 seconds	6 shots on the other target from the other side
<b>Stage 4:</b>	35 meters	9 seconds	6 shots on a target from one side
		9 seconds	6 shots on the other target from the other side

**Moving Target Match:** This match is fired standing unsupported

<b>Stage 1:</b>	10 meters	6 seconds	6 shots, target R > L
		6 seconds	6 shots, target L > R
<b>Stage 2:</b>	15 meters	6 seconds	6 shots, target R > L
		6 seconds	6 shots, target L > R
<b>Stage 3:</b>	20 meters	6 seconds	3 shots, target R > L
		6 seconds	3 shots, target L > R
		6 seconds	3 shots, target R > L
		6 seconds	3 shots, target L > R
<b>Stage 4:</b>	25 meters	6 seconds	3 shots, target R > L
		6 seconds	3 shots, target L > R
		6 seconds	3 shots, target R > L
		6 seconds	3 shots, target L > R

**The Unsupported Standard Match:**

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

<b>Stage 1:</b>	10 meters	6 seconds	2 shots on each target Strong hand
		6 seconds	2 shots on each target Weak hand freestyle or weak shoulder
<b>Stage 2:</b>	15 meters	7 seconds	2 shots on each target Strong hand
		7 seconds	2 shots on each target Weak hand freestyle or weak shoulder
<b>Stage 3:</b>	20 meters	8 seconds	2 shots on each target Strong hand
		8 seconds	2 shots on each target Weak hand freestyle or weak shoulder
<b>Stage 4:</b>	25 meters	9 seconds	2 shots on each target Strong hand
		9 seconds	2 shots on each target Weak hand freestyle or weak shoulder

**Alternative 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

<b>Stage 1:</b>	10 meters	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 <b>LBP, LBR:</b> to re-holster between exposures, safety re-applied	
<b>Stage 2:</b>	10 meters	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			

<b>Stage 3:</b>	10 meters	10 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		
<b>Stage 4:</b>	10 meters	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>GRSB, GRCF:</b> Weak shoulder <b>LBP, LBR:</b> Weak hand freestyle (i.e. can be supported by strong hand)		
<b>Stage 5:</b>	15 meters	8 seconds	2 shots on each target Freestyle
<b>Stage 6:</b>	25 meters	10 seconds	2 shots on each target, right side of barricade
			<b>Reload</b>
		10 seconds	2 shots on each target, left side of barricade <i>Shot from behind the barricade, conditions as per barricade match</i>

### Alternative of Falling Plates Match – Rapid Fire Match (modified):

This match is shot standing unsupported

<b>Stage 1:</b>	25 meters	10 seconds	1 shot on each target 1, 3, 5
		10 seconds	1 shot on each target
		10 seconds	1 shot on each target
<b>Stage 2:</b>	25 meters	8 seconds	1 shot on each target
		8 seconds	1 shot on each target
<b>Stage 3:</b>	25 meters	5 seconds	1 shot on each target
		5 seconds	1 shot on each target

<b>Range Commands:</b>	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'
<b>Ties:</b>	<p>Tie breaking rules shall be applied in the order listed below:</p> <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the highest score in the Moving Target Match</li><li>By the highest score in the Falling Plate Match</li><li>By the highest score in the Barricade Match</li><li>By the highest score in the Practical Match</li></ol>
<b>Target Positions:</b>	<p><b>Practical Match:</b> Two targets, 4½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Falling Plate Match:</b> 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</p> <p><b>Barricade Match:</b> Two targets, 7½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Moving Target Match:</b> One target, about 6 feet to the top of the target</p> <p><b>Los Alamitos Match:</b> Three targets, 2½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Rapid Fire Match:</b> Five targets, 3 feet from centre to centre and about 6 feet to the top of the targets</p>
<b>Range Equipment:</b>	<p><b>Barricade:</b> 6 feet high, 2 feet wide, with an up to infinite foot long firing area behind the barricade for the shooter</p> <p><b>Moving Target:</b> The target will move from concealment behind a cover, travel 60 feet in 6 seconds and disappear behind another cover</p> <p><b>Firing area:</b> 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</p>

- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Lowering the hands from the start position before the start signal
  - b. Removing the hands from the barricade before the start signal
  - c. Firing a shot while a part of the foot is outside the designated firing area (See graphic)
  - d. Firing a shot in the Moving Target Match which penetrates the cover on either side

**Classifications:** The classification scores bands are as follows:

GRSB		GRCF		LBP		LBR	
X	1836 – 1920	X	1890 – 1920	X	1895 – 1920	X	1825 – 1920
A	1701 – 1835	A	1801 – 1889	A	1750 – 1894	A	1750 – 1824
B	Up to 1700	B	Up to 1800	B	Up to 1749	B	Up to 1749

## **WA48 (1821-22)**

<b>Event Numbers:</b>	<b>1821:</b> LBP	<b>1822:</b> LBR
<b>Targets:</b>	B1	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Standing Supported, Kneeling, Sitting	
<b>Ready Position:</b>	<b>LBP:</b> Holstered, slide forward, chamber empty, hammer down <b>LBR:</b> Holstered, hammer down	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 48 rounds The maximum possible score is 480  LBRs must be fired double action throughout Targets will normally be scored at the end of Stage 2 and Stage 4	
<b>Practice 1:</b>	7 meters, 6 shots in 8 seconds, standing unsupported, strong hand only. (Note: LBPs will be racked using the weak hand before engaging the target; the weak hand may also be used to clear jams)	
<b>Practice 2:</b>	10 metres, 12 shots in 20 seconds, including reloading, standing unsupported	
<b>Practice 3:</b>	15 metres, 12 shots in 20 seconds, including reloading, standing unsupported	
<b>Practice 4:</b>	25 metres, 18 shots in 90 seconds 6 shots, kneeling using barricade for support 6 shots left hand, standing using barricade for support 6 shots right hand, standing using barricade for support	
<b>Range Commands:</b>	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'	
<b>Changing Positions:</b>	When moving from kneeling to standing position the gun must be empty and open	
<b>Reloading:</b>	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 event	

- Ties:** Tie breaking rules shall be applied in the order listed below:
- a. By the greatest number of Xs in the event
  - b. By the fewest misses in the event
  - c. By the fewest number of shots of lowest value in that event
  - d. By the fewest number of shots of the next lower value in the event
- Range Equipment:** A barricade will be provided for each competitor 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
- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Firing any shot which is not strong-hand-only in Stage 1
  - b. Moving from kneeling to standing with a closed firearm
  - c. Allowing part of an LBR or LBP to make contact with the barricade when firing
  - d. Touching any part of the barrel of an LPB and LBR with either the firing hand or supporting hand when using the barricade
  - e. When using the barricade, allowing any part of a foot or knee to extend over the outside edge of the foot fault line extending to the rear of the barricade

## Advancing Target (1901-25)

<b>Event Numbers:</b>	<b>1901:</b> GRSB <b>1902:</b> GRCF <b>1903:</b> GRCF Open <b>1904:</b> GRCF Classic <b>1911:</b> GRSB Adapted	<b>1921:</b> LBP - Any sights <b>1922:</b> LBR - Any sights <b>1924:</b> LBP - Iron sights <b>1925:</b> LBR - Iron sights		
<b>Targets:</b>	<b>GRSB, Adapted:</b> <b>GRCF, LBP, LBR:</b>	DP1 (half size) DP1		
<b>Sights:</b>	Any (see above)			
<b>Position:</b>	Standing Unsupported <b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )			
<b>Ready Position:</b>	45 degrees <b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )			
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 6 identical Practices It requires 60 rounds, 36 rounds ( <b>GRCF, LBP, LBR</b> ) The maximum possible score is 300, 180 ( <b>GRCF, LBP, LBR</b> )			
<b>Practice 1 - 6:</b>	Target will advance from 25 to 10 metres in about 10 seconds, then turn away  <b>GRSB, Adapted:</b> 10 rounds to be fired while the target is facing <b>GRCF, LBP, LBR:</b> 6 rounds to be fired while the target is facing			
<b>Range Commands:</b>	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'			
<b>Range Equipment:</b>	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			
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores for each practice, commencing with the final practice and working backwards <b>c.</b> By the X count for each practice, commencing with the final practice and working backwards			
<b>Classifications:</b>	The classification scores bands are as follows:			
	<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>
<b>X</b>	290 - 300	<b>X</b> 180	<b>X</b> 177 – 180	<b>X</b> 174 – 180
<b>A</b>	281 - 289	<b>A</b> 178 – 179	<b>A</b> 169 – 176	<b>A</b> 163 – 173
<b>B</b>	272 - 280	<b>B</b> 174 - 177	<b>B</b> Up to 168	<b>B</b> Up to 162
<b>C</b>	250 - 271	<b>C</b> 165 - 173		
<b>D</b>	Up to 249	<b>D</b> Up to 164		



# LOW MILL RANGES

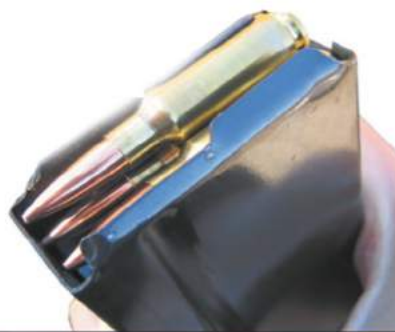
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## 6.5mm Grendel, 50cal Beowolf



## .223 Black Rifles



Tel: 01946 814769

Mobile: 07710394364

E-Mail: [sales@lowmillranges.co.uk](mailto:sales@lowmillranges.co.uk)

Web: [www.lowmillranges.co.uk](http://www.lowmillranges.co.uk)

## **Advancing Target Muzzle Loading Revolver (1942)**

<b>Event Numbers:</b>	<b>1942:</b> MLR (any 5 shot or more MLR, any propellant)
<b>Targets:</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>	<p>This event takes approximately 30 minutes to complete</p> <p>It consists of 3 identical Practices</p> <p>It requires 15 rounds</p> <p>The maximum possible score is 75</p>
<b>Practice 1 - 3:</b>	<p>Target will advance from 25 to 10 metres in about 10 seconds, then turn away</p> <p>3 rounds to be fired while the target is facing</p>
<b>Range Commands:</b>	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'
<b>Range Equipment:</b>	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

## **Speed Steels Challenge (2101-22)**

<b>Event Numbers:</b>	<b>2101:</b> GRSB <b>2102:</b> GRCF <b>2103:</b> GRCF Open <b>2104:</b> GRCF Classic	<b>2111:</b> GRSB Adapted <b>2121:</b> LBP <b>2122:</b> LBR
<b>Targets:</b>	Four 18 inch diameter round steel plates and one 18 x 24 inch rectangular steel plate per stage	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported <b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel or butt in shoulder 45 degrees <b>LBP, LBR:</b> 45 degrees <b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 5 Practices, each with a unique layout It requires a minimum of 75 rounds No jacketed bullets of any type are allowed	
<b>Practice 1 - 5:</b>	3 runs on each stage with the fastest 2 runs from each stage to count, maximum of 30 seconds recordable for any one run. Distance to plates 15-30m  On the audible start, the competitor will engage the 4 round steels with a minimum of 1 round on each in any order and then the rectangular stop-plate, which must be engaged last	
<b>Range Commands:</b>	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	
<b>Procedural Penalties:</b>	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	
<b>Ties:</b>	Tie breaking rules shall be applied according to the fastest run on any stage	
<b>Note:</b>	A competitor may shoot this event as many times as they wish; the highest achieved score during the meeting will count	

## **25m Timed (2301)**

<b>Event Numbers:</b>	<b>2301:</b> GRSB	<b>2311:</b> GRSB Adapted
<b>Targets:</b>	PL14	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported <b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees <b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 35 rounds The maximum possible score is 300	
<b>Sighters:</b>	5 shots in 150 seconds	
<b>Practice 1:</b>	25 meters, two series of 5 shots in 150 seconds	
<b>Practice 2:</b>	25 meters, two series of 5 shots in 20 seconds	
<b>Practice 3:</b>	25 meters, two series of 5 shots in 10 seconds	
<b>Range Commands:</b>	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'	
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **25m Timed Muzzle Loading Revolver (2342)**

<b>Event Numbers:</b>	<b>2342:</b> MLR (any 5 shot or more MLR, any propellant)
<b>Targets:</b>	PL7
<b>Sights:</b>	Any iron
<b>Position:</b>	Standing Unsupported, freestyle
<b>Ready Position:</b>	45 degrees, revolver loaded and capped
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 15 rounds The maximum possible score is 150
<b>Sighters:</b>	5 shots in 180 seconds
<b>Practice 1:</b>	25 meters, 5 shots in 180 seconds
<b>Practice 2:</b>	25 meters, 5 shots in 180 seconds
<b>Practice 3:</b>	25 meters, 5 shots in 20 seconds
<b>Range Commands:</b>	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'
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 5 shots on each target)
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores in each practice in the order 3, 2, 1</li><li>By the X count in each practice in the order 3, 2, 1</li></ol>

## **Sport Pistol (2521)**

<b>Event Numbers:</b>	<b>2521:</b> LBP (multi-shot)
<b>Targets:</b>	PL7 (Precision), PL17 (Rapid)
<b>Sights:</b>	Any colour iron (Spotting scopes may be used)
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 120 minutes to complete It requires 70 rounds The maximum possible score is 600
<b>Sighters:</b>	<b>Precision:</b> 5 shots in 6 minutes <b>Rapid:</b> 5 shots, one shot fired at each appearance
<b>Practice 1-3 (Precision):</b>	25 meters, two series of 5 shots in 6 minutes
<b>Practice 4-6 (Rapid):</b>	25 meters, two 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
<b>Range Commands:</b>	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'
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 10 shots on each target)
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores in each practice in the order 6, 5, 4, 3, 2, 1</li><li>By the X count in each practice in the order 6, 5, 4, 3, 2, 1</li></ol>

## **NRA Rapid Fire Pistol (2621-22)**

<b>Event Numbers:</b>	<b>2621:</b> LBP	<b>2622:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported, strong hand only	
<b>Ready Position:</b>	45 degrees, loaded and round chambered Competitors must return to the ready position between each series of 5 shots	
<b>Course of Fire:</b>	This event takes approximately 20 minutes to complete It requires 35 rounds The maximum possible score is 300	
<b>Sighters:</b>	5 shots in 10 seconds, one shot per target	
<b>Practice 1:</b>	25 meters, two series of 5 shots in 10 seconds, 1 shot per target	
<b>Practice 2:</b>	25 meters, two series of 5 shots in 8 seconds, 1 shot per target	
<b>Practice 3:</b>	25 meters, two series of 5 shots in 6 seconds, 1 shot per target	
<b>Range Commands:</b>	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'	
<b>Scoring:</b>	Targets will be scored at the end of the match, inward gauging. If there are more than 6 shots on any target, only the highest 6 will count	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores on each target in the order 5, 4, 3, 2, 1 <b>c.</b> By the X count on each target in the order 5, 4, 3, 2, 1	
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing more than 5 shots in a string – one penalty per additional shot fired	

## **Standard Pistol (2721)**

<b>Event Numbers:</b>	<b>2721:</b> LBP (multi-shot)
<b>Targets:</b>	PL7
<b>Sights:</b>	Any colour iron (Spotting scopes may be used)
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete It requires 60 rounds The maximum possible score is 600
<b>Sighters:</b>	5 shots in 150 seconds
<b>Practice 1-2:</b>	25 meters, two series of 5 shots in 150 seconds
<b>Practice 3-4:</b>	25 meters, two series of 5 shots in 20 seconds
<b>Practice 5-6:</b>	25 meters, two series of 5 shots in 10 seconds
<b>Range Commands:</b>	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'
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li><b>a.</b> By the greatest number of Xs in the event</li><li><b>b.</b> By the scores in each practice in the order 6, 5, 4, 3, 2, 1</li><li><b>c.</b> By the X count in each practice in the order 6, 5, 4, 3, 2, 1</li></ul>



## **The Grand (2901)**

<b>Event Numbers:</b>	<b>2901:</b> GRSB
<b>Targets:</b>	DP2 (half size), Melon, 5 of Diamonds
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, Sitting, Kneeling
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 100 rounds The maximum possible score is 1000
<b>Practice 1:</b>	
<b>Stage 1:</b>	25 meters, 10 shots on DP2 target, standing unsupported 3 exposures of 4 seconds, any number of shots may be fired during each exposure
<b>Stage 2:</b>	25 meters, 10 shots on DP2 target, kneeling 3 exposures of 4 seconds, any number of shots may be fired during each exposure
<b>Practice 2:</b>	25 meters, 10 shots in 8 seconds on Melon target, sitting
<b>Practice 3:</b>	
<b>Stage 1:</b>	25 meters, 10 shots in 12 seconds on 5 of Diamonds target, standing unsupported 2 shots on each diagram
<b>Stage 2:</b>	25 meters, 10 shots in 12 seconds on 5 of Diamonds target, kneeling 2 shots on each diagram
<b>Practice 4:</b>	
<b>Stage 1:</b>	50 meters, 10 shots on DP2 target, standing unsupported 3 exposures of 6 seconds, any number of shots may be fired during each exposure
<b>Stage 2:</b>	50 meters, 10 shots on DP2 target, kneeling 3 exposures of 6 seconds, any number of shots may be fired during each exposure
<b>Practice 5:</b>	50 meters, 10 shots in 9 seconds on Melon target, sitting

**Practice 6:**

**Stage 1:** 50 meters, 10 shots in 15 seconds on 5 of Diamonds target,  
standing unsupported  
2 shots on each diagram

**Stage 2:** 25 meters, 10 shots in 15 seconds on 5 of Diamonds target,  
kneeling  
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

## **NRA Embassy Cup (3335-36)**

<b>Event Numbers:</b>	<b>3335:</b> SGM	<b>3336:</b> SGSA
<b>Targets:</b>	2x IPSC Full size	
<b>Sights:</b>	Any	
<b>Ammunition:</b>	Solid Slug	
<b>Position:</b>	Standing Unsupported, Kneeling, Sitting, Prone	
<b>Ready Position:</b>	Parallel	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 meters, 8 rounds in 20 seconds  Start with a minimum of 4 rounds 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, prone	
<b>Practice 2:</b>	20 meters, 8 rounds in 20 seconds  Start with a minimum of 4 rounds 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, sitting	
<b>Practice 3:</b>	15 meters, 8 rounds in 20 seconds  Start with a minimum of 4 rounds 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, kneeling	

## **Man v Man (3801, 3821-22)**

<b>Event Numbers:</b>	<b>3801:</b> GRSB <b>3821:</b> LBP	<b>3822:</b> LBR
<b>Targets:</b>	Up to 5 targets and one stop target, which fall when hit	
<b>Sights:</b>	Any	
<b>Ammunition:</b>	Centrefire: (lead only, no jacketed bullets allowed) Bullet weight over 200 grains: maximum velocity 1000 ft/sec Bullet weight 200 grains or less: maximum velocity 1200 ft/sec Smallbore: maximum velocity 1300 feet per second	
<b>Holster:</b>	No tie down devices allowed	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	As dictated by match conditions	
<b>Generic Course of Fire:</b>	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	
<b>Range Commands:</b>	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:
- GRSB/LBP:** A magazine to be removed entirely from the firearm 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
- Range Equipment:** As dictated by match conditions
- Procedural Penalties:** 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 may 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

## **Metallic Silhouettes (3901)**

<b>Event Numbers:</b>	<b>3901:</b> GRSB
<b>Targets:</b>	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
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Rifle held in both hands pointing at target array
<b>Course of Fire:</b>	<p>This event takes approximately 60 minutes to complete It requires 40 rounds (plus sighters if allowed) The maximum possible score is 40</p> <p>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</p>
<b>Range Commands:</b>	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'
<b>Equipment:</b>	A competitor may wear any shooting vest which complies with IMSSU rules

## **25m Classic Muzzle Loading (4143-46)**

<b>Event Numbers:</b>	<b>4143:</b> MLR (BP only)	<b>4145:</b> MLP (Smoothbore)
	<b>4144:</b> MLP (Percussion)	<b>4146:</b> MLP (Rifled)
<b>Targets:</b>	PL7	
<b>Sights:</b>	Iron	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete	
	It requires 13 rounds	
	The maximum possible score is 130	
<b>Practice 1:</b>	25 meters, 13 shots in 30 minutes	
<b>Scoring:</b>	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	
<b>Ties:</b>	The X ring will be scored as well in order to resolve tie-breaks	

## **Granet (4301-22)**

<b>Event Numbers:</b>	<b>4301:</b> GRSB	<b>4311:</b> GRSB Adapted
	<b>4302:</b> GRCF	<b>4321:</b> LBP
	<b>4303:</b> GRCF Open	<b>4322:</b> LBR
	<b>4304:</b> GRCF Classic	
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported	
	<b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees	
	<b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete	
	It requires 30 rounds	
	The maximum possible score is 300	
<b>Sighters:</b>	5 exposures of 3 seconds with away time of 7 seconds. 1 shot to be fired at each exposure	
<b>Practice 1-3:</b>	25 meters, two series of 5 shots	
	5 exposures of 3 seconds with away time of 7 seconds. 1 shots to be fired at each exposure	
<b>Range Commands:</b>	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'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 3, 2, 1	



## **Imperial Silhouettes (4701-22)**

<b>Event Numbers:</b>	<b>4701:</b> GRSB <b>4702:</b> GRCF <b>4703:</b> GRCF Open <b>4704:</b> GRCF Classic	<b>4711:</b> GRSB Adapted <b>4721:</b> LBP <b>4722:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported <b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees <b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Sighters:</b>	1 series of 5 shots in 12 seconds ( <b>GRCF</b> ), 10 seconds ( <b>GRSB</b> )	
<b>Practice 1:</b>	25 meters, two series of 5 shots in 12 seconds ( <b>GRCF</b> ), 10 seconds ( <b>GRSB</b> )	
<b>Practice 2:</b>	25 meters, two series of 5 shots in 10 seconds ( <b>GRCF</b> ), 8 seconds ( <b>GRSB</b> )	
<b>Practice 3:</b>	25 meters, two series of 5 shots in 8 seconds ( <b>GRCF</b> ), 6 seconds ( <b>GRSB</b> )	
<b>Range Commands:</b>	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'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **Surrenden (4901-22)**

<b>Event Numbers:</b>	<b>4901:</b> GRSB <b>4902:</b> GRCF <b>4903:</b> GRCF Open <b>4904:</b> GRCF Classic	<b>4911:</b> GRSB Adapted <b>4921:</b> LBP <b>4922:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported <b>Adapted:</b> Seated Supported ( <i>see B6.9</i> )	
<b>Ready Position:</b>	45 degrees <b>Adapted:</b> Parallel Adapted ( <i>see B6.1</i> )	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds ( <b>GRSB, GRCF</b> ), 18 round ( <b>LBP, LBR</b> ) The maximum possible score is 300	
<b>Practice 1-3:</b>	25 meters, 10 shot series, (6 shot series LBR) against the clock When the targets face a stopwatch will be started and it will be stopped at the tenth (sixth) shot. The time in seconds, <b>rounded up</b> to the next whole second, will be deducted from the score for that practice	
<b>Range Commands:</b>	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 (SIX) ROUNDS LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

### **100 Yards Muzzle Loading (5142)**

<b>Event Numbers:</b>	<b>5142:</b> MLR (BP only)
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Open iron
<b>Position:</b>	Kneeling, Sitting, Seated in a Flying Machine or Prone
<b>Course of Fire:</b>	This event takes approximately 20 minutes to complete It requires 10 rounds, plus sighters The maximum possible score is 50
<b>Practice 1:</b>	100 yards, 2 convertible sighters and 10 shots to count in 20 minutes

### **100 Yards Shotgun (5134)**

<b>Event Numbers:</b>	<b>5134:</b> SG
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Any
<b>Position:</b>	Standing unsupported
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus sighters The maximum possible score is 50
<b>Practice 1:</b>	100 yards, 2 strings of 5 shots in 30 seconds

### **100/200 Yards (5301-21)**

<b>Event Numbers:</b>	<b>5301:</b> GRSB	<b>5321:</b> LBP
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	Any	
<b>Position:</b>	<b>GRSB:</b> Standing unsupported, Kneeling or Sitting <b>LBP:</b> Sitting, Seated in a Flying Machine or Prone	
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus sighters The maximum possible score is 100	
<b>Practice 1:</b>	100 yards, 2 strings of 5 shots in 30 seconds <b>GRSB:</b> standing unsupported	
<b>Practice 2:</b>	200 yards, 2 convertible sighters and 10 to count in 12 minutes <b>GRSB:</b> kneeling or sitting	

## **100/200 Yards Muzzle Loading (5342)**

<b>Event Numbers:</b>	<b>5342:</b> MLR (BP only)
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Open iron
<b>Position:</b>	Kneeling, Sitting, Seated in a Flying Machine or Prone
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus sighters The maximum possible score is 100
<b>Practice 1:</b>	100 yards, 2 convertible sighters and 10 to count in 20 minutes
<b>Practice 2:</b>	200 yards, 2 convertible sighters and 10 to count in 25 minutes

## **200/300 Yards (5563-66)**

<b>Event Numbers:</b>	<b>5563:</b> Free Pistol A	<b>5565:</b> Production Free Pistol A
	<b>5566:</b> Production Free Pistol B	
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	Scoped	
<b>Position:</b>	Sitting, Seated in a Flying Machine or Prone	
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus sighters The maximum possible score is 100	
<b>Practice 1:</b>	200 yards, 2 convertible sighters and 10 to count in 12 minutes	
<b>Practice 2:</b>	300 yards, 2 convertible sighters and 10 to count in 12 minutes	

## **IGRF Limited Bolt Action Rifle (B) (5684)**

<b>Event Numbers:</b>	<b>5684:</b> Bolt Action Centrefire Rifle
	Bolt action centrefire rifles only. Minimum calibre of 6mm/.243 up to any calibre that complies with range limitations of the venue at which the event is being hosted. Maximum weight of rifle including sights and all fitted accessories is 6.5kg. Adjustable cheek-piece and butt-plate permitted. Muzzle brakes are not permitted. Sound moderators are permitted, provided that the total weight of rifle outfit including the sound moderator complies with 6.5kg limit. Bipods and all other accessories must remain fitted to the rifle for the entire duration of the match. The use of slings is prohibited
<b>Targets:</b>	B1 or B1 Modified
<b>Position:</b>	Standing Unsupported, Sitting no artificial support, Prone from bipod
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 36 rounds The maximum possible score is 360
<b>Sighting Shots:</b>	No sighting shots at any distance
<b>Practice 1:</b>	Standing Unsupported. 12 shots in 5 minutes to include mandatory reload
<b>Practice 2:</b>	Sitting, no artificial support. 12 shots in 5 minutes to include mandatory reload
<b>Practice 3:</b>	Prone from bipod. 12 shots in 5 minutes to include mandatory reload
<b>Scoring:</b>	Scoring rings – X, 10, 9, 8, 7 - any hits on the black part of the target outside the scoring rings will score a 6
<b>Ties:</b>	To be decided on total X count, if this is not conclusive, count back at Practice 1, then Practice 2 then Practice 3 in that order
<b>Notes:</b>	Shooters will be ordered to load with up to 6 rounds, make ready and adopt the specified position. Scores will be communicated to the FP and spotting discs shown for 30 seconds IGRF Limited Bolt Action (B) is an adapted version of the event for use on ranges with 'rising' targets and butt markers (e.g. such as at Bisley UK) where limitations on available range space and time constraints are also factored in

## **100/200/300 Yards Sporting (5685)**

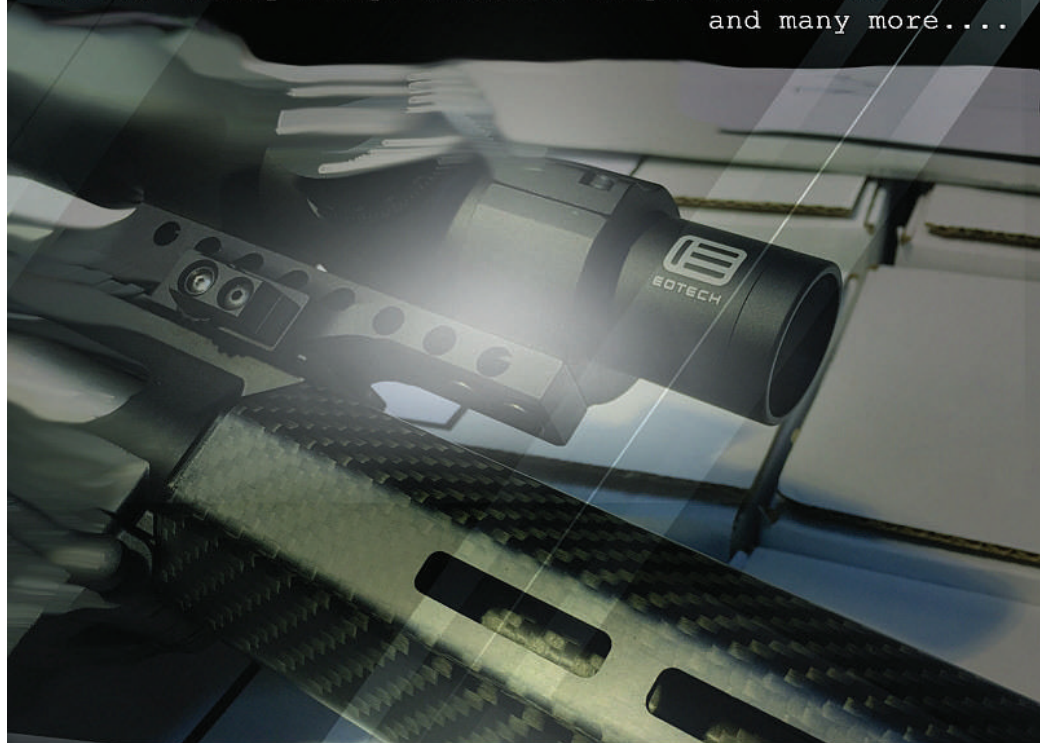
<b>Event Numbers:</b>	<b>5685:</b> Sporting Rifle
	Calibre legal for large deer species in England. Minimum calibre .240 and minimum muzzle energy 1700 f/lb. Maximum weight, including sights and all attachments, 5.5 kg. Height adjustable cheek pieces are allowed. Fully adjustable butt plates are not allowed
<b>Targets:</b>	100 yards: Modified DJV Roe Buck 200 yards: Standard DJV Fox 300 yards: SAHGCA Springbok
<b>Sights:</b>	Any
<b>Position:</b>	<b>Prone:</b> a small bag or bipod may be used as a front rest, a flat bag may be used to support the hand only at the rear and must not be in contact with the stock.  <b>Sitting and Standing:</b> - single or double crossed sticks may be used to support the front of the rifle only (single sticks must have only one point of contact with the ground; double crossed sticks must have only two contact points with the ground and a single contact point with the rifle)
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 30 rounds The maximum possible score is 300
<b>Sighting Shots:</b>	No sighting shots at any distance
<b>Practice 1:</b>	100 yards, 5 shots in 90 seconds prone, followed by 5 shots in 90 seconds sitting
<b>Practice 2:</b>	200 yards, 5 shots in 90 seconds sitting, followed by 5 shots in 90 seconds standing
<b>Practice 3:</b>	300 yards, 10 shots in 5 minutes prone
<b>Note:</b>	No coaching is allowed


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## **100/200/300 Yards (5702-04)**

<b>Event Numbers:</b>	<b>5702:</b> GRCF <b>5703:</b> GRCF Open	<b>5704:</b> GRCF Classic
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported, Kneeling or Sitting, Prone	
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 30 rounds, plus sighters The maximum possible score is 150	
<b>Practice 1:</b>	100 yards, standing unsupported, 2 sighters individually marked back, followed by 2 strings of 5 shots each in 30 seconds	
<b>Practice 2:</b>	200 yards, kneeling or sitting, 2 convertible sighters, followed by 10 shots to count in 12 minutes	
<b>Practice 3:</b>	300 yards, prone from sandbag or bipod, 2 convertible sighters, followed by 10 shots to count in 12 minutes	



## **100/200/300 Yards LR Pistol & Fullbore (5762-83, 5791-93)**

<b>Event Numbers:</b>	<b>5762:</b> Hunter Class	<b>5783:</b> SR Open pre 1955
	<b>5767:</b> Allcomer Revolver	<b>5791:</b> SR post 1955 iron sights
	<b>5781:</b> SR A pre 1955	<b>5792:</b> SR post 1955 service optic
	<b>5782:</b> SR B pre 1955	<b>5793:</b> SR post 1955 practical optic
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	<b>5762, 5793:</b> Scoped	<b>5783:</b> Any
	<b>5767:</b> Open iron	<b>5792:</b> Scoped – 4.5x max
	<b>5781, 5782, 5791:</b> Iron	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine	
	<b>Rifle:</b> Standing Unsupported, Kneeling or Sitting, Prone	
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete	
	It requires 30 rounds, plus sighters	
	The maximum possible score is 150	
<b>Practice 1:</b>	100 yards, standing unsupported, 2 sighters individually marked back, followed by 2 strings of 5 shots each in 30 seconds	
<b>Practice 2:</b>	200 yards, kneeling or sitting, 2 convertible sighters, followed by 10 shots to count in 12 minutes	
<b>Practice 3:</b>	300 yards, prone, 2 convertible sighters, followed by 10 shots to count in 12 minutes	

## **100/200/300 Yards Sporting (5785)**

<b>Event Numbers:</b>	<b>5785:</b> Any centrefire rifle suitable for deer, vermin or pest control; any calibre within the range safety certificate
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Any
<b>Position:</b>	Prone, and Standing Supported by a single or a double crossed stick with a single point of contact with the rifle, quad sticks may not be used.
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 30 rounds, plus sighters The maximum possible score is 150
<b>Practice 1:</b>	100 yards, standing supported, 2 sighters individually marked back, followed by 2 strings of 5 shots each in 30 seconds
<b>Practice 2:</b>	200 yards, standing supported, 2 convertible sighters, followed by 10 shots to count in 12 minutes
<b>Practice 3:</b>	300 yards, prone, 2 convertible sighters, followed by 10 shots to count in 12 minutes

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## **400/500/600 Yards (5968-86, 5988-93)**

<b>Event Numbers:</b>	<b>5968:</b> Free Pistol	<b>5986:</b> F Open
	<b>5969:</b> Production Free Pistol	<b>5988:</b> FTR
	<b>5981:</b> SR A pre 1955	<b>5991:</b> SR post 1955 iron sights
	<b>5982:</b> SR B pre 1955	<b>5992:</b> SR post 1955 service optic
	<b>5983:</b> SR Open pre 1955	<b>5993:</b> SR post 1955 practical optic
<b>Targets:</b>	<b>5968, 5969, 5991, 5992, 5993:</b> Standard NRA Target	
	<b>5981, 5982, 5983:</b> NRA Tin Hat Target	
	<b>5986, 5988:</b> Standard F Class 500 yard target at 400x and 500x, F Class 600 yard target at 600x	
<b>Sights:</b>	<b>5968, 5969, 5986, 5988, 5993:</b> Scoped	
	<b>5981, 5982, 5991:</b> Iron sights	
	<b>5983:</b> Any	
	<b>5992:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine	
	<b>Rifle:</b> Prone	
<b>Course of Fire:</b>	This event takes approximately 80 minutes per distance to complete	
	It requires 30 rounds, ( <b>5986, 5988:</b> 45 rounds), plus sighters	
	The maximum possible score is 150, ( <b>5986, 5988:</b> 225)	
<b>Practice 1:</b>	400 yards, 3 convertible sighters and 10 shots in 15 minutes	
	<b>5986, 5988:</b> 2 convertible sighters and 15 shots in 15 minutes	
<b>Practice 2:</b>	500 yards, 3 convertible sighters and 10 shots in 15 minutes	
	<b>5986, 5988:</b> 2 convertible sighters and 15 shots in 15 minutes	
<b>Practice 3:</b>	600 yards, 3 convertible sighters and 10 shots in 15 minutes	
	<b>5986, 5988:</b> 2 convertible sighters and 15 shots in 15 minutes	
<b>Notes:</b>	Shot under NRA conditions. Ties will be decided by the greatest number of V bulls. If still a tie, counting back will be by the totals in order of distance, commencing with the longest. See Rule 507 in the Bisley 'Bible'	

## **400/500/600 Yards Black Powder (5987)**

<b>Event Numbers:</b>	<b>5987:</b> Black Powder Cartridge  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>Targets:</b>	Standard NRA Target
<b>Sights:</b>	Period correct, non-click adjustable open iron sights - no optical sights or aids of any type
<b>Position:</b>	Prone
<b>Course of Fire:</b>	This event takes approximately 80 minutes per distance to complete It requires 30 rounds, plus sighters The maximum possible score is 150
<b>Practice 1:</b>	400 yards, 3 convertible sighters and 10 shots in 15 minutes
<b>Practice 2:</b>	500 yards, 3 convertible sighters and 10 shots in 15 minutes
<b>Practice 3:</b>	600 yards, 3 convertible sighters and 10 shots in 15 minutes
<b>Notes:</b>	Shot under NRA conditions. Ties will be decided by the greatest number of V bulls. If still a tie, counting back will be by the totals in order of distance, commencing with the longest. See Rule 507 in the Bisley 'Bible'

## **800/900/1000 Yards (6168-86, 6188-93)**

<b>Event Numbers:</b>	<b>6168:</b> Free Pistol <b>6181:</b> SR A pre 1955 <b>6182:</b> SR B pre 1955 <b>6183:</b> SR Open pre 1955 <b>6186:</b> F Open	<b>6188:</b> FTR <b>6191:</b> SR post 1955 iron sights <b>6192:</b> SR post 1955 service optic <b>6193:</b> SR post 1955 practical optic
<b>Targets:</b>	<b>6168, 6181, 6182, 6183, 6191, 6192, 6193:</b> Standard NRA Target <b>6186, 6188:</b> Standard F Class Long range target	
<b>Sights:</b>	<b>6168, 6186, 6188, 6193:</b> Scoped <b>6181, 6182, 6191:</b> Iron sights <b>6183:</b> Any <b>6192:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine <b>Rifle:</b> Prone	
<b>Course of Fire:</b>	This event takes approximately 80 minutes per distance to complete It requires 45 rounds, plus sighters The maximum possible score is 225	
<b>Practice 1:</b>	800 yards, 3 convertible sighters and 15 shots in 30 minutes <b>5986, 5988:</b> 2 convertible sighters and 15 shots in 30 minutes	
<b>Practice 2:</b>	900 yards, 3 convertible sighters and 15 shots in 30 minutes <b>5986, 5988:</b> 2 convertible sighters and 15 shots in 30 minutes	
<b>Practice 3:</b>	1000 yards, 3 convertible sighters and 15 shots in 30 minutes <b>5986, 5988:</b> 2 convertible sighters and 15 shots in 30 minutes	
<b>Notes:</b>	Shot under NRA conditions. Ties will be decided by the greatest number of V bulls. If still a tie, counting back will be by the totals in order of distance, commencing with the longest. See Rule 507 in the Bisley 'Bible'	



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## **800/900/1000 Yards Black Powder (6187)**

<b>Event Numbers:</b>	<b>6187:</b> Black Powder Cartridge  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>Targets:</b>	Standard NRA Target
<b>Sights:</b>	Period correct, non-click adjustable open iron sights - no optical sights or aids of any type
<b>Position:</b>	Prone
<b>Course of Fire:</b>	This event takes approximately 80 minutes per distance to complete It requires 30 rounds, plus sighters The maximum possible score is 150
<b>Practice 1:</b>	800 yards, 3 convertible sighters and 10 shots in 30 minutes
<b>Practice 2:</b>	900 yards, 3 convertible sighters and 10 shots in 30 minutes
<b>Practice 3:</b>	1000 yards, 3 convertible sighters and 10 shots in 30 minutes
<b>Notes:</b>	Shot under NRA conditions. Ties will be decided by the greatest number of V bulls. If still a tie, counting back will be by the totals in order of distance, commencing with the longest. See Rule 507 in the Bisley 'Bible'



## **200 Yards (6301-93)**

<b>Event Numbers:</b>	<b>6301:</b> GRSB	<b>6382:</b> SR B pre 1955
	<b>6302:</b> GRCF	<b>6383:</b> SR Open pre 1955
	<b>6303:</b> GRCF Open	<b>6391:</b> SR post 1955 iron sights
	<b>6304:</b> GRCF Classic	<b>6392:</b> SR post 1955 service optic
	<b>6380:</b> Any Fullbore rifle	<b>6393:</b> SR post 1955 practical optic
	<b>6381:</b> SR A pre 1955	
<b>Targets:</b>	DP1 (new) on screen	
<b>Sights:</b>	<b>6380, 6383, 6393:</b> Any	
	<b>6381, 6382, 6391:</b> Open Iron	
	<b>6392:</b> Scoped - 4.5x max	
<b>Position:</b>	Prone and Sitting	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete	
	It requires 40 rounds, plus sightings	
	The maximum possible score is 400	
<b>Sighters:</b>	2 sighters in 2 minutes	
<b>Practice 1:</b>	10 shots in 3 minutes, prone	
<b>Practice 2:</b>	10 shots in 1 minute, prone	
<b>Practice 3:</b>	10 shots in 3 minutes, sitting	
<b>Practice 4:</b>	10 shots in 1 minute, sitting	
<b>Notes:</b>	Shooters will have 2 minutes to complete their sighting shots	
	Shooting jackets may be worn so long as they are not done up and not attached to any sling	
	<b>6381, 6382:</b> Single point slings and shooting gloves are not permitted	
<b>Ties:</b>	Ties will be counted out in the order P4, P3, P2, P1	

### **Mini McQueen (6501-6507)**

<b>Event Numbers:</b>	<b>6501:</b> GRSB	<b>6507:</b> GRSB Issued
<b>Targets:</b>	Scaled DP14	
<b>Position:</b>	Sitting, rested	
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus sighters The maximum possible score is 50	
<b>Practice 1:</b>	5 sighters on separate sighting target  The target will make 10 exposures of 3 seconds, with irregular intervals varying between 10 and 20 seconds. Each appearance of the target will be in a different random place. One shot to be fired at each appearance	
<b>Notes:</b>	Scores of 50.6 must fire again, as an extra tie shoot. Competitors may shoot this event as many times as they wish; the highest achieved score during the meeting will count. Reshoots will be available on the range.	



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## **McQueen (6580, 6590)**

<b>Event Numbers:</b>	<b>6580:</b> Any Scoped Rifle <b>6590:</b> Issued Sniper Rifle*
<b>Targets:</b>	DP14 with 2.5cm V bull
<b>Position:</b>	Prone, with a sandbag rest if required and or bipod
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus sighters The maximum possible score is 50
<b>Practice 1:</b>	2 sighters individually marked back. The target will make 10 exposures of 3 seconds, with irregular intervals varying between 10 and 20 seconds. Each appearance of the target will be in a different random place. One shot to be fired at each appearance
<b>Notes:</b>	Scores of 50.6 must fire again, as an extra tie shoot. Competitors may shoot this event as many times as they wish; the highest achieved score during the meeting will count. Reshoots will be available on the range. Competitors with disabilities which prevent them from shooting prone may, on application to Shooting Division, be permitted to shoot seated at a table. If providing their own table, it must be of conventional design and be capable of being moved and erected by a single person. NRA benches may be used if they are present on the firing point. The rifle must be supported in the same way as if being used in the prone position, i.e. with a sandbag rest and/or bipod

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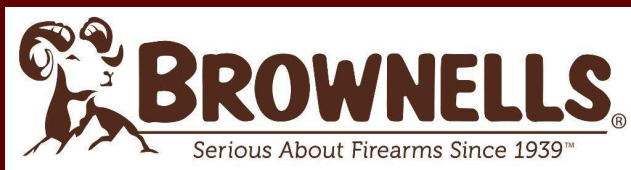


# NATIONAL RIFLE ASSOCIATION



## Phoenix Meeting 2020

An Annual Celebration of Shooting Sports  
22<sup>nd</sup> – 24<sup>th</sup> May 2020



Sponsored by Brownells

National Shooting Centre - Bisley

## **C2 Phoenix Meeting**

### **C2.1 International and Club Teams**

- C2.1.1 Open to teams of five shooters nominated by a recognised National Shooting Organisation in their own country or from recognised local club teams respectively. 'Scratch' teams with members from different nations or from different clubs (for club teams) are specifically not permitted. The team entry must be made and the team members declared before the start of the meeting. Each shooter must enter the appropriate individual event; the score will carry forward to contribute to the overall team score (i.e. the event is not shot separately for a team score). The top four scores will count. Each member of the team can shoot at any time during the meeting. Gold medals will be awarded to all members of the winning team in each event only. There are two International and Club 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 GRCE events (0702 & 1102)

### **C2.2 Phoenix International Match**

- C2.2.1 Teams of five from the UK, Germany, the Republic of Ireland and the Republic of South Africa are invited to compete in the Phoenix International Match. The competition will consist of a full 1500 GRCE and GRSB. The competition starts at 08:30 and finishes at about 12:00, following which there will be a prizegiving

### **C2.3 Prizes, Trophies and Grand Master Medals**

- C2.3.1 Meeting medals will be awarded to first, second and third places in each event subject to the number of entries in each event:

<b>1 Entry:</b>	No medal awarded
<b>1-5 Entries:</b>	Gold medal will be awarded
<b>6-10 Entries:</b>	Gold and silver medals will be awarded
<b>10+ Entries:</b>	Gold, silver and bronze medals will be awarded

- C2.3.2 Medals will be awarded by class for classified events. Trophies are also awarded to the winners of some events
- C2.3.3 Prizegiving will be held at 1800 on the Sunday of the Phoenix Meeting, gold medals and trophies will be awarded; silver and bronze medals will be sent out by post
- C2.3.4 Gold, silver and bronze Standard Scores are set for most events at the Phoenix Meeting – see Standards for more details. A competitor will be eligible for a Grand Master medal on accumulating a minimum of 20 points at an individual Meeting:
- |                         |          |
|-------------------------|----------|
| <b>Gold standard:</b>   | 5 points |
| <b>Silver standard:</b> | 3 points |
| <b>Bronze standard:</b> | 1 point  |

Grand Master medals will be posted out to competitors after the Meeting



# **NATIONAL RIFLE ASSOCIATION**

## **Gallery Rifle National Open Championship 2020**

**5<sup>th</sup> – 6<sup>th</sup> September 2020**

National Shooting Centre - Bisley



- C3 Gallery Rifle National Open Championship**
- C3.2 Home Countries Match**
- C3.1.1 The format of the competition shall be as independent GRSB and GRCF T&P1 and MT matches shot in a single head-to-head competition, with an overall aggregate for the main trophy
- C3.1.2 Individual prizes may be awarded for the individual GRSB/GRCF matches
- C3.1.3 Competing team members shall be current members of their respective Home Country shooting associations
- C3.1.4 Teams shall comprise a maximum of 10 individual shooters for each country with 5 per GRSB & GRCF team [with 4 individual scores per team to count]
- C3.1.5 Where countries cannot raise a team of 10 individual shooters, a minimum of 8 individual shooters will be allowed, with 4 per GRSB and GRCF team
- C3.1.6 Any derogations below the 8 individual shooters, where the numbers in each team may have to be made up by allowing individuals to shoot for both the GRSB & GRCF teams, will be at the discretion of the Match Director, and in agreement with the respective team captains. The team score in this instance may not be counted towards the overall aggregate
- C3.1.7 Teams shall be declared at least 2 weeks in advance of the planned HCN match date to allow squadding of the individual shooters. Teams shall be declared 2 days in advance of the match for other locations
- C3.1.8 Teams can nominate reserves in advance, but can only substitute them on the day of the match with the approval of the MD
- C3.1.9 An independent MD shall be appointed to oversee each Home Countries Match. This person shall not be actively representing their home country at the time of the respective match
- C4.2.10 Each country shall nominate a non-shooting scorer to assist with the resolution of any contested scores/cards
- C4.2.11 The date and time for the prizegiving is dependant upon the location of the match, and is to be agreed by the MD and the competition organiser



# **NATIONAL RIFLE ASSOCIATION**

## **Imperial GR&P Meeting 2020**

15<sup>th</sup> – 19<sup>th</sup> July 2020

National Shooting Centre - Bisley

### **C3 Imperial Meeting**

#### **C3.1 Firearms & Sights**

C3.1.1 Competitions are available for the following gun types:

**Air Pistol (AP)**

**Gallery Rifle Centrefire (GRCF)**

**Gallery Rifle Smallbore (GRSB)**

**Muzzle Loading Pistol/Muzzle Loading Revolver (MLP/MLR)**

**Long Barrelled Revolver (LBR)**

**Long Barrelled Pistol (LBP)**

C3.1.2 The meeting offers a complete range of sighting options to suit all tastes and interests. The following principles and sights rules will apply throughout:

**GRSB:** Medal and Trophy matches – Any Sights

**GRCF:** Medal matches – Any Sights

**GRCF & MLR:** Grand Aggregate – Iron Sights only

**GRCF:** Trophy Matches – Iron Sights only

**MLP/MLR:** – Trophy matches – Iron Sights only

**LBP/LBR:** – Medal and Grand Aggregates - Any Sights

#### **C3.2 Competitions**

C3.2.1 **Medal Competitions:** Available for unlimited re-entry throughout the meeting

Events available:

**Advancing Target**

**America Match**

**50 metres Free Gallery Rifle/Pistol**

**Granet**

**The Police Medals (T&P 1)**

**The Service Medals (Multi-Target)**

**Scott (25m Precision)**

**Imperial Silhouettes**

*See match details in section C3.5*

C3.2.2 **Squadded 'Trophy' Competitions:** Only available on Saturday and Sunday.

Events available:

**The Cotterill Trophy (AP)**

**The Gallery Rifle Match (GRCF)**

**The Granet Cup (GRCF)**

**The Gallery Rifle Smallbore Match (GRSB)**

**The Man v Man Match**

**The Police Match (GRCF) (T&P1)**

**The Scott Cup (GRCF)**

**The Service Match (GRCF) (Multi-Target)**

**The Silhouettes Cup (GRCF)**

*See match details in section C3.5*

- C3.2.3 **The Grand Aggregate:** Grand Aggregate prizes are awarded to the competitors whose scores in the below Medal competitions make up the highest aggregates in GRCF, GRSB, LBP, LBR and MLR
- Each card wishing to count towards the aggregate must be a nominated Individual medal (not Team entry) card:
- GRCF, GRSB:** Advancing Target, America Match, Granet, Police, Scott, Service, Silhouette
- LBP, LBR, MLR:** Advancing Target, Granet, Police, Scott, Service
- C3.2.4 The Grand Aggregate claim card must be handed in to Stats immediately after the last event has been completed
- C3.2.5 The same Firearm must be used throughout the aggregate
- C3.2.6 Nominated cards will also count in individual medal competitions but not team competitions
- C3.2.7 GRSB and LBP Grand Aggregates will be allowed ONE malfunction allowance, which MUST be witnessed, agreed and signed off by the Range Officer
- C3.2.8 **Team Matches:** Team matches are offered in the events below. Team are comprised of four shooters. Team scorecards must be purchased, completed and handed in before the end of the meeting. Team card submissions will also count for individual medal competitions
- C3.2.9 The following team matches are available for NRA Affiliated clubs or Units of HM Forces:
- Advancing Target (GRCF):** One Advancing Target card
- The Beaufoy (GRCF):** One Scott, One Granet card
- The BFAPA (GRSB):** One America Match card
- The Lord Salisbury (GRSB):** One Scott, One Granet card
- The Mander Trophy (GRCF):** One Police card
- C3.2.10 The following team matches are available for teams from any University or College within such a university in the British Isles:
- The Fairbairn Cup (GRCF):** One Advancing Target Card
- The McGivern Cup (GRSB):** One Silhouette card
- The Oxford Cambridge Match (GRCF):** One Scott, One Granet card
- The Peel Cup (GRCF):** One Police card
- Universities Team (GRCF):** One Scott one Granet card
- C3.3 Malfunctions**
- C3.3.1 Malfunction allowances are generally not permitted for any events in the meeting. However in the LBP Grand Aggregate and the GRSB Grand Aggregate one malfunction allowance per aggregate can be claimed. The claim must be witnessed and agreed by the Range Officer and entered on the score card. In the case of a malfunction allowance being claimed the complete stage of the match must be reshot

**C3.4 Prizes**

- C3.4.1 Prizes are offered for all Medal matches. A larger NRA Gold Medal will be awarded to the competitor whose two best scores make up the highest aggregate in any of the above events except for 50 metres Free and all MLP/MLR events (only one card required)
- C3.4.2 All other competitors whose scores fall within the appropriate parameters may purchase the appropriate medals at cost.
- C3.4.3 **Highest Possible Score (HPS):** Competitors who make the highest possible score in an individual medal or squadded competition or stage comprising ten or more shots are entitled to receive a souvenir HPS cross as described below:

1 or 2	A Bronze HPS Cross
3 or 4	A Silver HPS Cross
5 or 6	A Gold HPS Cross
7 or more	An Enamelled HPS Cross

Only one HPS claim per event may be submitted in accordance with the criteria below:

**Medals:**

Advancing Target Medals	One target	(12 shots)
America Match	One stage	(10 shots)
50 metres Free Medals	One stage	(10 shots)
Granet Medals	One stage	(10 shots)
Police Medals (T&P 1)	25m or 15m target	(12 shots)
Service Medals (Multi-Target)	Left or Right target	(12 shots)
Scott Medals	One stage	(10 shots)
Imperial Silhouettes Medals	All three cards	(15 shots)

**Squadded:**

Gallery Rifle Match	One stage	(10 shots)
Gallery Rifle Smallbore Match	One stage	(10 shots)
Police Match (T&P 1)	25m or 15m target	(12 shots)
Scott Cup	One stage	(10 shots)
Service Match (Multi-Target)	Left or Right target	(12 shots)
Silhouettes Cup	One stage	(10 shots)

- C3.4.4 **Grand Master Medal:** Gold, silver and bronze Standard Scores are set for most medal events. Scores achieved in the squadded Police Match or Service Match may also eligible, using the same standards as the Unlimited Medals.

A competitor will be eligible for a Grand Master Medal on accumulating a minimum of 30 points at an individual meeting:

<b>Gold standard:</b>	5 points
<b>Silver standard:</b>	3 points
<b>Bronze standard:</b>	1 point

Shooters need to complete a Grand Master medal claim cards, which are available at reception. Medals will be engraved and posted after the Meeting

**Advancing Target Medals**

<b>Firearms:</b>	<b>GRSB, GRCF, LBP, LBR, MLR</b>
<b>Targets:</b>	2x DP1
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR, MLR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 4 identical Practices ( <b>MLR:</b> 3 Practices) It requires 24 rounds ( <b>MLR:</b> 18 rounds) The maximum possible score is 240 ( <b>MLR:</b> 180)
<b>Practice 1 - 6:</b>	Target will advance from 25 to 10 metres in about 10 seconds, then turn away. 3 rounds to be fired at each target while the target is facing
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"> <li><b>a.</b> The greatest number of Xs</li> <li><b>b.</b> Scores at each distance commencing at longest distance</li> <li><b>c.</b> By X count at each distance commencing with longest distance</li> </ul>

**Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>GRSB</b>	115	110	105
<b>GRCF</b>	118	115	112
<b>LBP/LBR</b>	115	110	105
<b>MLR</b>	65	60	55

## **America Match Medals**

<b>Firearms:</b>	<b>GRSB, GRCF, LBP, LBR</b>
<b>Targets:</b>	<b>GRSB:</b> PL7 and GR5, <b>GRCF, LBP, LBR:</b> PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Sighters:</b>	50 meters, unlimited shots in 5 minutes
<b>Practice 1:</b>	50 meters, 10 shots in 5 minutes
<b>Practice 2:</b>	25 meters, two series of 5 shots in 30 seconds
<b>Practice 3:</b>	25 meters, two series of 5 shots in 20 seconds
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> Scores at each distance commencing at longest distance <b>c.</b> By X count at each distance commencing with longest distance  If the distance is fixed the shortest target exposure will be used to separate scores

### **Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>GRSB</b>	280	275	265
<b>GRCF</b>	280	275	265
<b>LBP/LBR</b>	265	255	245

## Free Gallery Rifle Medals

<b>Firearms:</b>	<b>GRSB, GRCF, LBP, LBR</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds The maximum possible score is 200
<b>Practice 1:</b>	50 meters, two series of 10 shots in 10 minutes
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> Scores at each distance commencing at longest distance <b>c.</b> By X count at each distance commencing with longest distance

### **Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>GRSB</b>	185	180	175
<b>GRCF</b>	175	170	165
<b>LBP/LBR</b>	160	140	130



## Granet Medals

<b>Firearms:</b>	<b>AP, GRSB, GRCF, LBP, LBR, MLP/MLR</b>
<b>Targets:</b>	<b>PL17</b>
<b>Sights:</b>	<b>Any</b>
<b>Position:</b>	<b>Standing Unsupported</b> <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees <b>AP, LBP, LBR, MLP/MLR:</b> Pointing downwards at 45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds, <b>MLP/MLR:</b> 10 rounds The maximum possible score is 200, <b>MLP/MLR:</b> 100
<b>Practice 1:</b>	25 metres, 20 shots in four series of 5 appearances <b>MLP/MLR:</b> 25 metres, 10 shots 1 in two series of 5 appearances  For each series, 5 appearances of 3 seconds with intervals of 7 seconds One shot only to be fired at each appearance
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> Scores at each distance commencing at longest distance <b>c.</b> By X count at each distance commencing with longest distance

### **Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>AP</b>	190	180	170
<b>GRSB</b>	198	196	194
<b>GRCF</b>	198	196	194
<b>LBP/LBR</b>	196	193	190
<b>MLP/MLR</b>	85	80	70

## Police Medals

[T&P 1]

<b>Firearms:</b>	<b>GRSB, GRCF, LBP, LBR, MLR</b>
<b>Targets:</b>	DP2
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees <b>LBP, LBR, MLR:</b> Pointing downwards at 45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes (including reloading) <b>MLR:</b> 25 metres, 12 shots in 12 minutes (including reloading)
<b>Practice 2:</b>	15 metres, 12 shots in two series of 6 appearances For each series, 6 appearances of 2 seconds with intervals of 5 seconds One shot only to be fired at each appearance Time will be given between each series to reload
<b>Practice 3:</b>	10 metres, 6 shots in two series of 3 appearances The target will make 3 appearances of 3 seconds ( <b>MLR:</b> 4 seconds) with intervals of 5 seconds Two shots only to be fired at each appearance
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ol style="list-style-type: none"><li>The greatest number of Xs</li><li>Scores at each distance commencing at longest distance</li><li>By X count at each distance commencing with longest distance</li></ol> <p>If the distance is fixed the shortest target exposure will be used to separate scores</p>

### Medal Qualifying Score:

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>GRSB</b>	295	293	291
<b>GRCF</b>	300	299	298
<b>LBP/LBR</b>	295	290	285
<b>MLR</b>	295	290	285

## Scott Medals

<b>Firearms:</b>	<b>AP, GRSB, GRCF, LBP, LBR, MLP/MLR</b>
<b>Targets:</b>	<b>PL7</b>
<b>Sights:</b>	<b>Any</b>
<b>Position:</b>	<b>Standing Unsupported</b> <b>LBP, LBR:</b> May be held and fired with both hands <b>MLP/MLR:</b> To be shot one handed, may be re-cocked with free hand
<b>Ready Position:</b>	<b>Butt in the shoulder with the rifle pointing downwards at 45 degrees</b> <b>AP, LBP, LBR, MLP/MLR:</b> Pointing downwards at 45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds, <b>MLP/MLR:</b> 10 rounds The maximum possible score is 200, <b>MLP/MLR:</b> 100
<b>Practice 1:</b>	25 metres, 20 shots in two series of 1 appearance <b>MLP/MLR:</b> 25 metres, 10 shots 1 in two series of 1 appearance  For each series 10 shots to be made on the target which will make 1 appearance of 5 minutes
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> Scores at each distance commencing at longest distance <b>c.</b> By X count at each distance commencing with longest distance

### **Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>AP</b>	190	180	170
<b>GRSB</b>	196	191	186
<b>GRCF</b>	196	191	186
<b>LBP/LBR</b>	185	180	170
<b>MLP/MLR</b>	95	90	85

## Service Medals

*[Multi-Target]*

<b>Firearms:</b>	<b>GRSB, GRCF, LBP, LBR, MLR</b>
<b>Targets:</b>	DP1
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR, MLR:</b> May be held and fired with both hands
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees <b>LBP, LBR, MLR:</b> Pointing downwards at 45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target <b>MLR:</b> 25 metres, 6 shots in 20 seconds, left hand target
<b>Practice 2:</b>	20 metres, 6 shots in 10 seconds, three on each target <b>MLR:</b> 20 metres, 6 shots in 15 seconds, three on each target
<b>Practice 3:</b>	15 metres, three series of 2 shots, right hand target During each series the target will make one appearance of 3 seconds Rifles and pistols must be returned to the ready position before each exposure <b>MLR:</b> Three series of 4 second appearances, two shots per appearance
<b>Practice 4:</b>	10 metres, 6 shots in 8 seconds, three on each target <b>MLR:</b> 10 metres, 6 shots in 12 seconds, three on each target
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ol style="list-style-type: none"><li>The greatest number of Xs</li><li>Scores at each distance commencing at longest distance</li><li>By X count at each distance commencing with longest distance</li></ol> <p>If the distance is fixed the shortest target exposure will be used to separate scores</p>

### Medal Qualifying Score:

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>GRSB</b>	110	106	102
<b>GRCF</b>	115	113	110
<b>LBP/LBR</b>	115	110	105
<b>MLR</b>	105	100	95

## Silhouettes Medals

<b>Firearms:</b>	<b>AP, GRSB, GRCF, LBP, LBR</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands <b>AP:</b> Must be fired one handed
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 15 rounds The maximum possible score is 150
<b>Practice 1:</b>	25 metres, 5 shots in 12 seconds <b>AP, GRSB:</b> 25 metres, 5 shots in 10 seconds
<b>Practice 2:</b>	25 metres, 5 shots in 10 seconds <b>AP, GRSB:</b> 25 metres, 5 shots in 8 seconds
<b>Practice 3:</b>	25 metres, 5 shots in 8 seconds <b>AP, GRSB:</b> 25 metres, 5 shots in 6 seconds
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> Scores at each distance commencing at longest distance <b>c.</b> By X count at each distance commencing with longest distance  If the distance is fixed the shortest target exposure will be used to separate scores

### **Medal Qualifying Score:**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>AP</b>	140	135	130
<b>GRSB</b>	145	140	135
<b>GRCF</b>	145	140	135
<b>LBP/LBR</b>	145	140	135

## **The Cotterill Trophy**

<b>Firearms:</b>	<b>AP, LBP</b>
<b>Targets:</b>	<b>Precision:</b> PL7, <b>Rapid Fire:</b> PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, must be fired single handed
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 60 rounds (plus sighters) The maximum possible score is 600
<b>Sighters:</b>	<b>Precision:</b> 5 shots in 5 minutes, <b>Rapid Fire:</b> 5 shots in 5 minutes
<b>Practice 1 - Precision:</b>	25 metres, three series of 10 shots in 10 minutes
<b>Practice 2 – Timed:</b>	25 metres, six series of 5 shots  During each series the target will make five appearances, each of 3 seconds, with intervals of 7 seconds between appearances One shot only to be fired during each appearance
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the last detail of the Timed practice. If still tied continue to compare scores working from last detail to the first, until the tie is broken

## The Gallery Rifle Match

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	<b>Precision:</b> PL7, <b>Timed:</b> PL17
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 60 rounds (plus sighters) The maximum possible score is 600
<b>Sighters:</b>	<b>Precision:</b> 5 shots in 5 minutes, <b>Rapid Fire:</b> 5 shots in 5 minutes
<b>Practice 1 - Precision:</b>	25 metres, three series of 10 shots in 10 minutes
<b>Practice 2 - Timed:</b>	25 metres, six series of 5 shots  During each series the target will make five appearances, each of 3 seconds, with intervals of 7 seconds between appearances One shot only to be fired during each appearance
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the last detail of the Timed practice. If still tied continue to compare scores working from last detail to the first, until the tie is broken

## **The Granet Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds (plus sighters) The maximum possible score is 300
<b>Sighters:</b>	5 shots in 5 minutes
<b>Practice 1-3:</b>	25 metres, two series of 5 shots  During each series the target will make five appearances, each of 3 seconds, with intervals of 7 seconds between appearances One shot only to be fired during each appearance
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the last detail of the Timed practice. If still tied continue to compare scores working from last detail to the first, until the tie is broken



## **The Gallery Rifle Smallbore Match**

<b>Firearms:</b>	<b>GRSB</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds (plus sighters) The maximum possible score is 300
<b>Sighters:</b>	5 shots in 150 seconds
<b>Practice 1 - Precision:</b>	25 metres, four series of 5 shots in 150 seconds
<b>Practice 2 - Timed:</b>	25 metres, four series of 5 shots in 20 seconds
<b>Practice 3 - Rapid:</b>	25 metres, four series of 5 shots in 10 seconds
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the shortest target exposure  If the distance is fixed the shortest target exposure will be used to separate scores

## **Man v Man**

<b>Firearms:</b>	<b>GRSB</b>
<b>Targets:</b>	Resettable Knockdown Targets
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	Up to 20 meters Number of shots – as required
<b>Practice:</b>	<ul style="list-style-type: none"><li><b>a.</b> The event will be in the form of a knock-out. It will be run as a “J ladder” or equivalent</li><li><b>b.</b> Two competitors will fire at their own targets at the same</li><li><b>c.</b> Loading will be on the firing point, any number of rounds to be loaded</li><li><b>d.</b> On the start command each competitor will engage their own targets in the correct order</li><li><b>e.</b> A compulsory reload will be required within the course of fire</li><li><b>f.</b> The winner of each round will go forward to the next round.</li></ul>
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted

## **The Police Match**

*[T&P 1 Match]*

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	DP2
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 120 seconds (including reloading)
<b>Practice 2:</b>	15 metres, two series of 6 shots  During each series the target will make six appearances, each of 2 seconds, with intervals of 5 seconds between appearances One shot only to be fired during each appearance Time will be given between series to reload
<b>Practice 3:</b>	10 metres, 6 shots in two series of 3 appearances  During each series the target will make three appearances, each of 3 seconds, with intervals of 5 seconds between appearances Two shots to be fired during each appearance Time will be given between series to reload
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ol style="list-style-type: none"><li>The greatest number of Xs</li><li>Scores at each distance commencing at longest distance</li><li>By X count at each distance commencing with longest distance</li></ol> If the distance is fixed the shortest target exposure will be used to separate scores

## **The Scott Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Sighters:</b>	5 shots in 5 minutes
<b>Practice:</b>	25 metres, three series of 10 shots in 10 minutes  During each series the target will make one appearances of 10 minutes
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the last detail of the Timed practice. If still tied continue to compare scores working from last detail to the first, until the tie is broken

**The Service Match**  
*[Multi-Target Match]*

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	DP1
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target
<b>Practice 2:</b>	20 metres, 6 shots in 10 seconds, three on each target
<b>Practice 3:</b>	15 metres, three series of 2 shots, right hand target  During each series the target will make one appearance of 3 seconds  Rifles and pistols must be returned to the ready position before each exposure
<b>Practice 4:</b>	10 metres, 6 shots in 8 seconds, three on each target
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"><li>a. The greatest number of Xs</li><li>b. Scores at each distance commencing at longest distance</li><li>c. By X count at each distance commencing with longest distance</li></ul> If the distance is fixed the shortest target exposure will be used to separate scores

## **The Silhouette Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any type of metallic sights
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Butt in the shoulder with the rifle pointing downwards at 45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Sighters:</b>	5 shots in 12 seconds
<b>Practice 1:</b>	25 metres, two series of 5 shots in 12 seconds
<b>Practice 2:</b>	25 metres, two series of 5 shots in 10 seconds
<b>Practice 3:</b>	25 metres, two series of 5 shots in 8 seconds
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> The greatest number of Xs <b>b.</b> The highest score on the shortest target exposure  If the distance is fixed the shortest target exposure will be used to separate scores

### **25m Precision**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0101</b>	275	270	265
<b>0102</b>	296	293	289
<b>0103</b>	296	293	289
<b>0104</b>	295	290	285
<b>0111</b>	<i>- New Event - No standards yet -</i>		
<b>0121</b>	285	281	276
<b>0122</b>	285	280	275
<b>0123</b>	<i>- No standards awarded -</i>		
<b>0141</b>	137	130	120
<b>0142</b>	130	125	120

### **50m Precision**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0301</b>	288	284	280
<b>0302</b>	275	270	265
<b>0303</b>	275	270	265
<b>0304</b>	270	265	260
<b>0321</b>	255	240	220
<b>0322</b>	255	215	210
<b>0341</b>	110	105	100
<b>0342</b>	110	100	90

### **America Match**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0501</b>	282	275	270
<b>0502</b>	285	280	275
<b>0503</b>	285	280	275
<b>0504</b>	280	275	270
<b>0521</b>	265	255	245
<b>0522</b>	260	250	240

### **Timed & Precision 1**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0701</b>	<b>X</b>	300.16	300	299
<b>0701</b>	<b>A</b>	300	298	296
<b>0701</b>	<b>B</b>	298	295	292
<b>0701</b>	<b>C</b>	294	290	286
<b>0701</b>	<b>D</b>	285	282	278
<b>0702</b>	<b>X</b>	300.28	300.25	300.20
<b>0702</b>	<b>A</b>	300.27	300.21	300.18
<b>0702</b>	<b>B</b>	300.23	300.18	300
<b>0702</b>	<b>C</b>	300.16	299	298
<b>0702</b>	<b>D</b>	297	296	295
<b>0703</b>		300	299	298
<b>0704</b>		300.16	300	299
<b>0721</b>	<b>X</b>	300	299	298
<b>0721</b>	<b>A</b>	299	296	294
<b>0721</b>	<b>B</b>	292	290	288
<b>0722</b>	<b>X</b>	300	299	298
<b>0722</b>	<b>A</b>	299	295	293
<b>0722</b>	<b>B</b>	292	286	280
<b>0723</b>		290	285	280
<b>0724</b>		295	292	290
<b>0725</b>		295	292	290
<b>0735</b>		296	293	290
<b>0736</b>		297	294	290
<b>0737</b>		296	293	290
<b>0742</b>		292	288	285

### **Timed & Precision 2**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0901</b>	<b>X</b>	594	592	590
<b>0901</b>	<b>A</b>	587	580	570
<b>0901</b>	<b>B</b>	567	555	545
<b>0902</b>	<b>X</b>	596	594	592
<b>0902</b>	<b>A</b>	595	593	590
<b>0902</b>	<b>B</b>	587	575	565
<b>0903</b>		590	585	580
<b>0904</b>		580	575	570
<b>0921</b>	<b>X</b>	595	592	588
<b>0921</b>	<b>A</b>	588	575	560
<b>0921</b>	<b>B</b>	568	550	540
<b>0922</b>	<b>X</b>	580	570	560
<b>0922</b>	<b>A</b>	572	560	550
<b>0922</b>	<b>B</b>	540	520	500



**T&P3**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1021</b>	248	245	240
<b>1022</b>	240	238	236

**Multi-Target**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1101</b>	<b>X</b>	119	117	116
<b>1101</b>	<b>A</b>	118	114	109
<b>1101</b>	<b>B</b>	113	105	102
<b>1101</b>	<b>C</b>	106	102	98
<b>1101</b>	<b>D</b>	95	92	88
<b>1102</b>	<b>X</b>	120.10	119	118
<b>1102</b>	<b>A</b>	120	118	116
<b>1102</b>	<b>B</b>	118	116	114
<b>1102</b>	<b>C</b>	114	112	108
<b>1102</b>	<b>D</b>	106	104	100
<b>1103</b>		116	114	112
<b>1104</b>		116	114	112
<b>1121</b>	<b>X</b>	118	117	116
<b>1121</b>	<b>A</b>	116	112	109
<b>1121</b>	<b>B</b>	107	101	96
<b>1122</b>	<b>X</b>	117	116	115
<b>1122</b>	<b>A</b>	113	108	105
<b>1122</b>	<b>B</b>	106	100	95
<b>1124</b>		112	107	102
<b>1125</b>		112	107	102
<b>1135</b>		112	108	104
<b>1136</b>		112	108	104
<b>1142</b>		105	100	95

## **Phoenix A**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1301</b>	<b>X</b>	196	193	190
<b>1301</b>	<b>A</b>	189	185	180
<b>1301</b>	<b>B</b>	175	170	165
<b>1302</b>	<b>X</b>	199	198	197
<b>1302</b>	<b>A</b>	197	190	185
<b>1302</b>	<b>B</b>	188	183	178
<b>1303</b>		188	185	180
<b>1304</b>		188	185	180
<b>1321</b>	<b>X</b>	195	190	185
<b>1321</b>	<b>A</b>	190	185	180
<b>1321</b>	<b>B</b>	177	175	170
<b>1322</b>	<b>X</b>	185	180	175
<b>1322</b>	<b>A</b>	183	175	170
<b>1322</b>	<b>B</b>	163	155	150

## **1500**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1501</b>	<b>X</b>	1488	1483	1478
<b>1501</b>	<b>A</b>	1481	1470	1460
<b>1501</b>	<b>B</b>	1471	1455	1440
<b>1501</b>	<b>C</b>	1448	1430	1415
<b>1501</b>	<b>D</b>	1375	1365	1355
<b>1502</b>	<b>X</b>	1496	1494	1492
<b>1502</b>	<b>A</b>	1494	1490	1488
<b>1502</b>	<b>B</b>	1490	1485	1480
<b>1502</b>	<b>C</b>	1480	1465	1450
<b>1502</b>	<b>D</b>	1456	1435	1420
<b>1503</b>		1490	1488	1485
<b>1504</b>		1480	1475	1470
<b>1521</b>	<b>X</b>	1496	1493	1491
<b>1521</b>	<b>A</b>	1485	1475	1460
<b>1521</b>	<b>B</b>	1450	1420	1400
<b>1522</b>	<b>X</b>	1485	1465	1460
<b>1522</b>	<b>A</b>	1468	1440	1420
<b>1522</b>	<b>B</b>	1400	1380	1360
<b>1524</b>		1445	1435	1425
<b>1525</b>		1445	1435	1425

## **1020**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1601</b>	<b>X</b>	1018	1016	1014
<b>1601</b>	<b>A</b>	1016	1014	1012
<b>1601</b>	<b>B</b>	1003	1000	996
<b>1602</b>	<b>X</b>	1020	1019	1018
<b>1602</b>	<b>A</b>	1019	1018	1017
<b>1602</b>	<b>B</b>	1015	1013	1011
<b>1603</b>		1020	1016	1014
<b>1604</b>		1016	1014	1012
<b>1621</b>		1012	1006	1000
<b>1622</b>		1010	1000	990

## **Bianchi**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1701</b>	<b>X</b>	1900	1880	1860
<b>1701</b>	<b>A</b>	1836	1800	1780
<b>1701</b>	<b>B</b>	1701	1680	1660
<b>1702</b>	<b>X</b>	1915	1905	1896
<b>1702</b>	<b>A</b>	1890	1870	1850
<b>1702</b>	<b>B</b>	1855	1840	1820
<b>1703</b>		1860	1855	1850
<b>1704</b>		1840	1830	1820
<b>1721</b>	<b>X</b>	1905	1900	1895
<b>1721</b>	<b>A</b>	1895	1840	1830
<b>1721</b>	<b>B</b>	1750	1725	1700
<b>1722</b>	<b>X</b>	1900	1880	1860
<b>1722</b>	<b>A</b>	1825	1800	1775
<b>1722</b>	<b>B</b>	1750	1725	1700

## **WA 48**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1821</b>	480	478	475
<b>1822</b>	474	470	465

### **Advancing Target**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1901</b>	<b>X</b>	294	292	290
<b>1901</b>	<b>A</b>	290	287	286
<b>1901</b>	<b>B</b>	281	277	274
<b>1901</b>	<b>C</b>	272	268	264
<b>1901</b>	<b>D</b>	250	245	240
<b>1902</b>	<b>X</b>	180.20	180.10	179
<b>1902</b>	<b>A</b>	180	178	177
<b>1902</b>	<b>B</b>	178	176	175
<b>1902</b>	<b>C</b>	174	172	170
<b>1902</b>	<b>D</b>	165	163	161
<b>1903</b>		178	175	173
<b>1904</b>		178	175	173
<b>1921</b>	<b>X</b>	180	179	178
<b>1921</b>	<b>A</b>	177	174	170
<b>1921</b>	<b>B</b>	169	160	155
<b>1922</b>	<b>X</b>	180	179	178
<b>1922</b>	<b>A</b>	174	170	165
<b>1922</b>	<b>B</b>	163	160	156
<b>1924</b>		174	168	164
<b>1925</b>		174	172	170
<b>1942</b>		65	60	55

### **Speed Steels Challenge**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>2101</b>	27s	29s	31s
<b>2102</b>	37s	39s	41s
<b>2103</b>	37s	39s	41s
<b>2104</b>	39s	41s	43s
<b>2121</b>	33s	36s	40s
<b>2122</b>	40s	43s	46s

### **The Grand**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>2901</b>	830	750	700

### **NRA Embassy Cup**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>3335</b>	116	114	112
<b>3336</b>	119	117	115

### **25m Classic Muzzle Loading**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4143</b>	95	91	87
<b>4144</b>	95	93	91
<b>4145</b>	85	83	80
<b>4146</b>	90	88	85

### **Granet**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4301</b>	300	299	297
<b>4302</b>	299	297	295
<b>4303</b>	295	290	285
<b>4304</b>	297	295	292

### **Imperial Silhouettes**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4701</b>	300.20	300	299
<b>4702</b>	298	296	294
<b>4703</b>	295	290	285
<b>4704</b>	295	293	290

### **Surrenden**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4902</b>	260	255	250
<b>4903</b>	260	257	254
<b>4904</b>	245	240	235

### **100 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5142</b>	27	24	20

### **100/200 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5301</b>	80	78	75
<b>5321</b>	88	82	78
<b>5334</b>	40	38	35
<b>5342</b>	38	35	30

### **200/300 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5563</b>	98	96	94
<b>5565</b>	96	93	90
<b>5566</b>	82	79	75

### **100/200/300 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5702</b>	105	100	95
<b>5703</b>	107	103	99
<b>5704</b>	94	88	80
<b>5762</b>	90	85	80
<b>5767</b>	95	90	85
<b>5781</b>	107	99	91
<b>5782</b>	90	85	80
<b>5783</b>	118	111	103
<b>5785</b>	145	141	136
<b>5791</b>	80	75	70
<b>5792</b>	136	130	125
<b>5793</b>	130	122	114

### **400/500/600 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5968</b>	144	142	140
<b>5969</b>	135	130	125
<b>5981</b>	130	125	120
<b>5982</b>	110	105	100
<b>5983</b>	145	135	130
<b>5986</b>	218	215	212
<b>5987</b>	125	120	115
<b>5988</b>	215	205	195
<b>5991</b>	130	125	120
<b>5992</b>	145	140	135
<b>5993</b>	148	146	144

### **800/900/1000 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>6168</b>	211	208	203
<b>6181</b>	160	150	140
<b>6182</b>	150	145	135
<b>6183</b>	180	170	160
<b>6186</b>	220	215	210
<b>6187</b>	100	92	83
<b>6188</b>	210	200	190
<b>6191</b>	85	80	75
<b>6192</b>	180	170	160
<b>6193</b>	200	190	180

### **McQueen**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>6501</b>	50.6	50.3	50
<b>6580</b>	50.5	50.2	49
<b>6590</b>	50.5	50	48

## **D2 National & Phoenix Records**

### **D2.1 Overview**

D2.1.1 Two types of record are maintained:

- a. National Records [NR]: 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 [PR]: These are maintained for all events shot at the annual Phoenix meeting. Phoenix Meeting Records are shown for all events, except where event conditions have changed in the current year

### **D2.2 Qualifying scores**

D2.2.1 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

D2.2.2 Scores fired during re-entry events cannot be used to establish records

D2.2.3 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

D2.2.4 Scores must be fired in individual events. No score fired in a team event will be considered for an individual record

### **25m Precision (0101-42)**

<b>Record Score:</b>	<b>0101:</b> 288.09	Johan Griesel, 2014	[PR]
	290.13	Keith Edwards, 2014	[NR]
	<b>0102:</b> 300.20	Flippie van Tonder, 2015	[PR]
	300.22	Keith Edwards, 2013	[NR]
	<b>0103:</b> 299.19	Adam Chapman, 2017	[PR]
	300.24	Colin Hudson, 2018	[NR]
	<b>0104:</b> 298.19	Martin Benton, 2013	[PR]
	299.14	Les Pearson, 2015	[NR]
	<b>0121:</b> 288.11	Adam Chapman, 2014	[PR]
	290.14	Adam Chapman, 2015	[NR]
	<b>0122:</b> 296.12	Charles Sears, 2006	[PR]
	296.12	Charles Sears, 2006	[NR]
	<b>0123:</b> 276.03	Dave Berry, 2016	[PR]
	<b>0141:</b> 145.03	David Erskine, 2012	[PR]
	<b>0142:</b> 140.00	D. Robinson, 2000	[PR]



### **50m Precision (0301-42)**

<b>Record Score:</b>	<b>0301:</b> 292.10	Andy Ferrara, 2007	[PR]
	297.14	Colin Hudson, 2017	[NR]
<b>0302:</b>	291.08	Herb Teachy, 2010	[PR]
	291.08	Herb Teachy, 2010	[NR]
<b>0303:</b>	285.08	Adam Chapman, 2017	[PR]
	293.10	Colin Hudson, 2018	[NR]
<b>0304:</b>	280.04	Kjell Middleton, 2012	[PR]
	280.04	Kjell Middleton, 2012	[NR]
<b>0321:</b>	280.04	Mick Gault, 2007	[PR]
	280.04	Mick Gault, 2007	[NR]
<b>0322:</b>	256.02	William Horne, 2006	[PR]
	266.04	Adam Chapman, 2015	[NR]
<b>0341:</b>	128.00	Les Pearson, 2003	[PR]
<b>0342:</b>	129.01	John Emmerson, 2002	[PR]

### **America Match (0501-22)**

<b>Record Score:</b>	<b>0501:</b> 291.07	Brian Sedgbeer, 2006	[PR]
	296.09	Norman Veitch, 2015	[NR]
<b>0502:</b>	298.07	Keith Cox, 2005	[PR]
	298.07	Keith Cox, 2005	[NR]
<b>0503:</b>	289.15	Adam Chapman, 2015	[PR]
	296.10	Adam Chapman, 2015	[NR]
<b>0504:</b>	282.10	Ian Grant, 2015	[PR]
	286.06	Alan Whittle, 2010	[NR]
<b>0521:</b>	275.05	Steve Lane, 2017	[PR]
	280.03	Steve Lane, 2018	[NR]
<b>0522:</b>	287.03	Charles Sears, 2004	[PR]
	287.03	Charles Sears, 2004	[NR]

### **Timed & Precision 1 (0701-42)**

<b>Record Score:</b>	<b>0701:</b> 300.23	John Robinson, 2014	[PR]
	300.25	Gwyn Roberts, 2007	[NR]
<b>0702:</b>	300.29	Taff Wilcox, 2011; John Robinson, 2014	[PR]
	300.30	Gwyn Roberts, 2007; Dave Hackett, 2016	[NR]
<b>0703:</b>	300.29	Adam Chapman, 2016	[PR]
	300.29	Adam Chapman, 2016	[NR]
<b>0704:</b>	300.25	Matt Peppitt, 2015	[PR]
	300.29	Matt Peppitt, 2016	[NR]
<b>0721:</b>	300.17	Steve Lane, 2018	[PR]
	300.23	Peter Wats, 2018	[NR]
<b>0722:</b>	300.17	Charles Sears, 2006	[PR]
	300.21	Marek Pawlik, 2019	[NR]
<b>0723:</b>	296.10	Richard Russell, 2012	[PR]
<b>0724:</b>	299.12	William Horne, 2018	[PR]
	300.19	Phil Cowling, 2016	[NR]
<b>0725:</b>	300.17	William Horne 2018	[PR]
	300.17	William Horne 2018	[NR]
<b>0735:</b>	300.20	Paul Stockill, 2014	[PR]
<b>0736:</b>	300.17	John Chambers, 2016	[PR]
<b>0737:</b>	300.23	James Wilson, 2017	[PR]
<b>0742:</b>	299.08	Dave Berry, 2012	[PR]

### **Timed & Precision 2 (0901-22)**

<b>Record Score:</b>	<b>0901:</b> 596.39	John Robinson, 2014	[PR]
	598.25	John Robinson, 2011	[NR]
<b>0902:</b>	600.44	Gwyn Roberts, 2010	[PR]
	600.47	John Robinson, 2013	[NR]
<b>0903:</b>	595.29	Terry Fry, 2014	[PR]
	596.27	Richard Sutcliffe, 2012	[NR]
<b>0904:</b>	588.18	Matt Peppitt, 2014	[PR]
	594.23	Rob Wheeler, 2017	[NR]
<b>0921:</b>	596.21	Phil Stead, 2010	[PR]
	599.34	John Robinson, 2017	[NR]
<b>0922:</b>	590.27	Layne Chisholm, 2006	[PR]
	595.32	John Robinson, 2018	[NR]

### **Timed & Precision 3 (1021-22)**

Record Score:	<b>1021:</b> 249.00	Clive Ferguson, 2014	[NR]
	<b>1022:</b> 245.00	Peter Watts, 2008	[NR]

### **Multi-Target (1101-42)**

Record Score:	<b>1101:</b> 120.19	Jonny Cormie, 2016	[PR]
	120.19	Jonny Cormie, 2016	[NR]
	<b>1102:</b> 120.21	Gwyn Roberts, 2013; Peter Watts, 2016	[PR]
	120.22	Gerry Betteridge, 2018	[NR]
	<b>1103:</b> 118.16	Dale Foster, 2018	[PR]
	120.21	Norman Veitch, 2015	[NR]
	<b>1104:</b> 119.16	Mick Tedesco, Matt Peppitt, 2016	[PR]
	120.17	Peter Watts, 2014	[NR]
	<b>1121:</b> 118.12	Alan Convery, 2012; Jonny Cormie, 2016	[PR]
	120.11	Steve Lane, 2019	[NR]
	<b>1122:</b> 117.00	Phil Cowling, 2005	[PR]
	118.13	Greg Rastall, 2012	[NR]
	<b>1124:</b> 117.13	William Horne, 2016	[PR]
	117.13	William Horne, 2016	[NR]
	<b>1125:</b> 116.11	Phil Cowling, 2015	[PR]
	118.15	Phil Cowling, 2016	[NR]
	<b>1135:</b> 115.10	Paul Stockill, 2016	[PR]
	<b>1136:</b> 117.13	Adam Chapman, 2019	[PR]
	<b>1142:</b> 111.09	Dave Berry, 2017	[PR]

### **Phoenix A (1301-22)**

Record Score:	<b>1301:</b> 197.28	John Robinson, 2010	[PR]
	200.24	Norman Veitch, 2017	[NR]
	<b>1302:</b> 200.35	Gwyn Roberts, 2016	[PR]
	200.35	Gwyn Roberts, 2016	[NR]
	<b>1303:</b> 199.17	Steve Lamb, 2012	[PR]
	199.29	Norman Veitch, 2016	[NR]
	<b>1304:</b> 195.17	Martin Benton, 2014	[PR]
	197.23	Keith Kilvington, 2019	[NR]
	<b>1321:</b> 199.24	Steve Lane, 2019	[PR]
	199.24	Steve Lane, 2019	[NR]
	<b>1322:</b> 189.00	Graham Trimmer, 2009	[PR]
	189.11	Dave Green, 2014	[NR]

### **Multi-Target 3 (1401-22)**

<b>Record Score:</b>	<b>1401:</b> 223.15	David Hackett, 2012	[PR]
	<b>1402:</b> 232.24	Peter Watts, 2015	[PR]
	<b>1403:</b> 227.21	Dale Foster, 2018	[PR]
	<b>1404:</b> 216.20	Meik Waldvogt, 2016	[PR]
	<b>1421:</b> 220.20	Clive Ferguson, 2012	[PR]
	<b>1422:</b> 200.11	Peter Watts, 2012	[PR]

### **The 1500 (1501-25)**

<b>Record Score:</b>	<b>1501:</b> 1493.111	John Robinson, 2004	[PR]
	1496.128	John Robinson, 2005	[NR]
	<b>1502:</b> 1500.122	Gwyn Roberts, 2011	[PR]
	1500.129	Gwyn Roberts, 2003	[NR]
	<b>1503:</b> 1496.115	John Robinson, 2017	[PR]
	1497.125	Richard Sutcliffe, 2016	[NR]
	<b>1504:</b> 1486.116	John Robinson, 2016	[PR]
	1493.102	John Robinson, 2016	[NR]
	<b>1521:</b> 1497.113	John Robinson, 2018	[PR]
	1497.113	John Robinson, 2018	[NR]
	<b>1522:</b> 1486.92	Layne Chisholm, 2006	[PR]
	1491.88	Layne Chisholm, 2005	[NR]
	<b>1524:</b> 1421.44	Phil Cowling, 2018	[PR]
	1421.44	Phil Cowling, 2018	[NR]
	<b>1525:</b> 1462.67	Phil Cowling, 2018	[PR]
	1462.67	Phil Cowling, 2018	[NR]

### **The 1020 (1601-22)**

<b>Record Score:</b>	<b>1601:</b> 1019.85	Jonny Cormie, 2017	[PR]
	1020.78	Jonny Cormie, 2018	[NR]
	<b>1602:</b> 1020.88	Jeff Kehoe, 2017	[NR]
	1020.82	Norman Veitch, 2018	[NR]
	<b>1603:</b> 1019.89	Richard Sutcliffe, 2016	[PR]
	1020.95	Norman Veitch, 2016	[NR]
	<b>1604:</b> 1017.78	Keith Kilvington, 2018	[PR]
	1020.77	Keith Kilvington, 2019	[NR]
	<b>1621:</b> 1014.72	John Robinson, 2017	[PR]
	1020.81	Steve Lane, 2019	[NR]
	<b>1622:</b> 1005.61	Phil Cowling, 2017	[PR]
	1017.56	Phil Cowling, 2015	[NR]

### **Bianchi (1701-22)**

<b>Record Score:</b>	<b>1701:</b> 1918.155	Gwyn Roberts, 2009	[PR]
	1918.155	Gwyn Roberts, 2009	[NR]
<b>1702:</b>	1920.165	Chris West, 2012	[PR]
	1920.165	Chris West, 2012	[NR]
<b>1703:</b>	1913.167	Chris West, 2012	[PR]
	1916.168	Paul Hunter, 2010; Chris West, 2013	[NR]
<b>1704:</b>	1837.120	Alan Whittle, 2011	[PR]
	1838.143	Chris Lewis, 2010	[NR]
<b>1721:</b>	1918.159	Layne Chisholm, 2011	[PR]
	1920.163	Gwyn Roberts, 2013	[NR]
<b>1722:</b>	1911.000	Mel Beard, 2007	[PR]
	1918.153	Gwyn Roberts, 2013	[NR]

### **WA 48 (1821-22)**

<b>Record Score:</b>	<b>1821:</b> 480.34	Glenn Gordon, 2018	[PR]
	480.44	Steve Lane, 2019	[NR]
<b>1822:</b>	476.28	Phil Cowling, 2018	[PR]
	479.27	Paul Lacey, 2019	[NR]

### **Advancing Target (1901-42)**

<b>Record Score:</b>	<b>1901:</b> 297.00	John Robinson, 2007	[PR]
	297.40	Norman Veitch, 2014	[NR]
<b>1902:</b>	180.34	David Guest, 2015	[PR]
	180.34	David Guest, 2015	[NR]
<b>1903:</b>	180.31	David Owens, 2014	[PR]
	180.31	David Owens, 2014	[NR]
<b>1904:</b>	180.24	Alan Whittle, 2012	[PR]
	180.29	Mick Tedesco, 2010	[NR]
<b>1921:</b>	180.30	David Owens, 2016	[PR]
	180.30	Mike Chinery, 2015	[NR]
<b>1922:</b>	180.25	Morné van Dalen, 2012	[PR]
	180.25	Morné van Dalen, 2012	[NR]
<b>1924:</b>	179.17	Phil Cowling, 2016	[PR]
	179.21	Phil Cowling, 2015	[NR]
<b>1925:</b>	179.27	William Horne, 2015	[PR]
	179.27	William Horne, 2015	[NR]
<b>1942:</b>	71.07	Dave Berry, 2016	[PR]

### **25m Timed (2301-42)**

<b>Record Score:</b>	<b>2301:</b> 272.06	Glenn Gordon, 2011	[PR]
	<b>2342:</b> 143.00	James West, 2004	[PR]

### **NRA Rapid Fire (2601-42)**

<b>Record Score:</b>	<b>2621:</b> 285.07	David Guest, 2019	[PR]
	291.12	Steve Lane, 2019	[NR]
	<b>2622:</b> 222.01	David Fergusson, 2019	[PR]
	256.02	Glenn Gordon, 2019	[NR]

### **The Grand (2901)**

<b>Record Score:</b>	<b>2901:</b> 989.12	Phil Winnall, 2001	[PR]
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### **NRA Embassy Cup (3335-36)**

<b>Record Score:</b>	<b>3335:</b> 119	David Payne, 2012; John Chambers, 2016	[PR]
	<b>3336:</b> 120	John Chambers, 2014; David Pollock, 2016	[PR]

### **Metallic Silhouettes (3901)**

<b>Record Score:</b>	<b>3901:</b> 28	Andrew Spong, 2008	[PR]
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### **25m Classic (4143-46)**

<b>Record Score:</b>	<b>4143:</b> 96	R Everit, 2000	[PR]
	<b>4144:</b> 98	John Emmerson, 2013	[PR]
	<b>4145:</b> 94	Nick Harvey, 2004	[PR]
	<b>4146:</b> 97	Nick Harvey, 2004	[PR]

### **The Granet (4301-04)**

<b>Record Score:</b>	<b>4301:</b> 300.24	Noel Thompson, 2013	[PR]
	<b>4302:</b> 300.17	Terry Fry, Gerald Betteridge, 2011	[PR]
	<b>4303:</b> 299.21	Adam Chapman 2017	[PR]
	<b>4304:</b> 298.22	Martin Benton, 2013	[PR]

### **Imperial Silhouettes (4701-04)**

<b>Record Score:</b>	<b>4701:</b> 300.28	Jonny Cormie, 2016	[PR]
	<b>4702:</b> 300.19	Steve Lamb, 2011	[PR]
	<b>4703:</b> 298.19	Adam Chapman, 2016	[PR]
	<b>4704:</b> 294.09	Charles Bestwick, 2015	[PR]

### **Surrenden (4902-04)**

<b>Record Score:</b>	<b>4902:</b> 262.13	Jeff Kehoe, 2017	[PR]
	<b>4903:</b> 267.18	Adam Chapman, 2016	[PR]
	<b>4904:</b> 250.09	Keith Kilvington, 2018	[PR]

### **100 yds (5142)**

<b>Record Score:</b>	<b>5142:</b> 27.00	Granville Thomas, 2016	[PR]
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### **100/200 yds (5301-42)**

<b>Record Score:</b>	<b>5301:</b> 89.04	Colin Hudson, 2016	[PR]
	<b>5321:</b> 97.10	John Denwood, 2018	[PR]
	<b>5334:</b> 50.00	P. Hathaway-Jones, J. Kehoe 2016	[PR]
	<b>5342:</b> 50.00	Granville Thomas, 2016	[PR]

### **200/300 yds (5563-66)**

<b>Record Score:</b>	<b>5563:</b> 100.14	Peter Collins, 2016	[PR]
	<b>5565:</b> 97.06	Paul Griffiths, 2018	[PR]
	<b>5566:</b> 89.03	Paul Griffiths, 2016	[PR]

### **100/200/300 yds (5685)**

<b>Record Score:</b>	<b>5685:</b> 291.00	Barend Verster, 2018	[PR]
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### **100/200/300 yds (5702-93)**

<b>Record Score:</b>	<b>5702:</b> 117.04	Dave Holt, 2017	[PR]
	<b>5703:</b> 131.06	Colin Hudson, 2017	[PR]
	<b>5704:</b> 95.01	Julie Robinshaw, 2018	[PR]
	<b>5762:</b> 96.01	Mark Luther, 2017	[PR]
	<b>5767:</b> 111.03	Paul Griffiths, 2016	[PR]
	<b>5781:</b> 128.05	William Ellis, 2017	[PR]
	<b>5782:</b> 105.02	Colin Hudson, 2017	[PR]
	<b>5783:</b> 160.06	Steven Voak, 2016	[PR]
	<b>5785:</b> 148.17	Myles Robinson, 2018	[PR]
	<b>5791:</b> 107.03	Kjell Middleton, 2016	[PR]
	<b>5792:</b> 139.07	Bill Ellis, 2017	[PR]
	<b>5793:</b> 135.09	Lisa Bagley, 2017	[PR]

### **400/500/600 yds (5968-93)**

<b>Record Score:</b>	<b>5968:</b> 150.22	Peter Collins, 2014	[PR]
	<b>5969:</b> 140.10	Philip Milnes, 2018	[PR]
	<b>5981:</b> 136.06	William Ellis, 2017	[PR]
	<b>5982:</b> 129.06	Mark Silver, 2017	[PR]
	<b>5983:</b> 149.16	Bruce Ellis, 2017	[PR]
	<b>5986:</b> 221.16	Gerco Damen, 2018	[PR]
	<b>5987:</b> 131.08	Carole Silver, 2016	[PR]
	<b>5988:</b> 217.17	Stan Westcombe, 2016	[PR]
	<b>5991:</b> 139.10	Bruce Ellis, 2016	[PR]
	<b>5992:</b> 148.16	John Chambers, 2017	[PR]
	<b>5993:</b> 150.27	Frances Graham, 2017	[PR]

### **800/900/1000 yds (6168-93)**

<b>Record Score:</b>	<b>6168:</b> 214.23	Bob Harris, 2017	[PR]
	<b>6181:</b> 176.03	Bill Ellis, 2016	[PR]
	<b>6182:</b> 164.03	Colin Edwards, 2015	[PR]
	<b>6183:</b> 213.14	Steven Voak, 2016	[PR]
	<b>6186:</b> 221.16	Ian Boxall, 2016	[PR]
	<b>6187:</b> 120.04	Mark Silver, 2016	[PR]
	<b>6188:</b> 225.33	Asad Wahid, 2018	[PR]
	<b>6191:</b> 89.01	Richard Green, 2017	[PR]
	<b>6192:</b> 220.20	Steven Voak, 2016	[PR]
	<b>6193:</b> 223.35	David Moran, 2018	[PR]

### **McQueen (6501, 6580, 6590)**

<b>Record Score:</b>	<b>6501:</b> 50.9	Chris McGill, 2017	[PR]
	<b>6580:</b> 50.8	Chris McGill, Stuart Doyle, 2016/17	[PR]
	<b>6590:</b> 50.6	Peter Radcliffe; David Nash, 2018	[PR]



## Notes

## Notes

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