



# NATIONAL RIFLE ASSOCIATION



Classic & Historic  
Handbook 2022



# **The Classic & Historic Handbook**

*“In The Spirit of the Original”*



## **NATIONAL RIFLE ASSOCIATION**

Volume 7 of the NRA Handbook

2022 Edition

This Handbook is issued by, and the Rules, Regulations and Conditions are made by, order of the Council and approved on 4 February 2022

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## 2022 Handbook Edits

Changes from the 2021 edition affecting the content or applicability of rules are sidelined and outlined below. Indexing changes and changes to correct typographical, grammatical and layout errors are not marked.

A12	Formalisation of tie break rules
B7	Further detail on downloaded ammunition
C2.4	Definition of Service Firearms
C3.8.1	Further detail added on Muzzle Loading Projectiles

### Event Condition Changes:

<b>10m Pocket: Revolver</b>	Update to Muzzle Loading ammunition permitted
<b>25m Advancing: Pistol</b>	Update to Muzzle Loading ammunition permitted
<b>25m ARA</b>	Update to Muzzle Loading ammunition permitted
<b>25m Bobber: Pistol</b>	Update to Muzzle Loading ammunition permitted
<b>25m Duelling: Pistol</b>	Update to Muzzle Loading ammunition permitted
<b>25m Precision</b>	Update to Muzzle Loading ammunition permitted
<b>25m Slowfire: Pistol</b>	Update to Muzzle Loading ammunition permitted
<b>25m Surrender: Pistol</b>	Update to Muzzle Loading ammunition permitted, and position and cocking of pistol
<b>50m Precision</b>	Update to Muzzle Loading ammunition permitted
<b>50m Standing</b>	Update to Muzzle Loading ammunition permitted
<b>100 Yard Prone</b>	Update to Muzzle Loading ammunition permitted
<b>100 Yard Standing</b>	Update to Muzzle Loading ammunition permitted
<b>200 Yard Agony Snap</b>	DP1c target changed to new NRA/HBSA 200 Yard c
<b>200 Yard Double Snap</b>	DP1c target changed to new NRA/HBSA 200 Yard c
<b>200 Yard McQueen</b>	Introduction of Matches 413 and 509
<b>200 Yard Prone</b>	Update to Muzzle Loading ammunition permitted
<b>200 Yard Standing</b>	Update to Muzzle Loading ammunition permitted
<b>500 Yard</b>	Update to Muzzle Loading ammunition permitted, and introduction of Match 632
<b>600 Yard</b>	Update to Muzzle Loading ammunition permitted, and introduction of Match 637
<b>900 Yard</b>	Update to Muzzle Loading ammunition permitted
<b>Aggregate #963</b>	Introduction of Aggregate 633

## Introduction

The Shooting of Historic firearms has been a feature of Bisley shooting for many years. Since 1860 the core of NRA activity was based on the current Service Rifle of the day. This changed with the adoption of the L1A1 Self Loading Rifle in 7.62mm NATO. As the adoption of both a new calibre and a semi-automatic rifle was unlikely to be followed by civilian rifle shooters, the NRA promoted a new "Target Rifle" class as a development of the existing Service Rifle(b) class, which was based on the .303 Service Rifle with improved sights and bedding. There had always been a number of enthusiasts for the older firearms, especially in Clubs and ranges around the country and the Muzzle-Loaders' Association of Great Britain (MLAGB) were the first to formalise this, followed by the Historical Breechloading Small Arms Association (HBSA), the Vintage Arms Association (VAA) and the Lee Enfield Rifle Association (LERA). The National Pistol Association's "Pistol AD" Meetings included many historic courses of fire which were taken up around the country alongside their other Disciplines

A major step forward was made in 1986 by the South London Rifle Club (founded in 1874) who decided to institute an Open Meeting for Historic Arms to celebrate the Centenary of their Revolver competitions which had started on 13<sup>th</sup> April 1886

As the SLRC membership included a large number of MLAGB, HBSA and VAA members it was decided to set up a Bisley Open Meeting in October encompassing the types of firearms which SLRC Members would have used. The 1986 SLRC Meeting was so successful that it expanded over the years up to 900 yards, adding not only a "Veteran" Class (post 1918) but specialised classifications for the myriad types of Historic Rifles, Pistols and Revolvers. The MLAGB, HBSA and VAA were actively involved, joined by the BSRC (British Sporting Rifle Club) and eventually the Meeting became so large that efforts were made to encourage the NRA to take on the responsibility for the event to allow it to go forwards, and this was achieved in 1993

The then Chairman of NRA Council Mr John de Havilland and an SLRC Member had presented to the SLRC a letter written by Admiral Lord Nelson on the eve of the battle of Trafalgar to the meeting as its principal trophy. The SLRC gave the equipment to the NRA and passed over for use all of the Trophies from its meeting and so the Trafalgar Meeting was born

Since then Historic Arms shooting had been included in the first weekend of the Imperial meeting – The Imperial Historic Arms Meeting (IHAM)

**Governing Bodies:** The NRA are the UK governing body for Fullbore Target Rifle and Match Rifle Shooting. The governing bodies for Classic and Historic shooting in the UK are the Historical Breechloading Smallarms Association (the Authority on the discipline as regards historical accuracy) and the National Rifle Association which has an interest in Classic & Historical shooting by way of the major events it conducts for the discipline.

The Governing Body for the shooting of Muzzle Loading firearms is the Muzzle Loaders Association of Great Britain



**This Handbook:** is produced under the auspices of the Historic Arms Sub Committee of the NRA in consultation with the following bodies:

- The Historical Breechloading Smallarms Association
- The Muzzleloaders Association of Great Britain
- The Vintage Arms Association
- The Lee Enfield Rifle Association
- The British Sporting Rifle Club

The Handbook is reviewed annually and re-released as necessary in order to address any issues which have arisen. The most up-to-date version of the Handbook will always be available (in PDF format) for download from the NRA website

Any questions or comments on the Handbook should be directed to the NRA's current Historic Arms Discipline Representative, or by post through the NRA offices: National Rifle Association, Bisley Camp, Brookwood, Surrey, GU24 0PB

## Aims and Objectives of Historic Shooting

To the modern target shooter or even a beginner in the world of target shooting, historic shooting can seem complex, irrational and at times eccentric! As with many areas of historic study, the subject area can attract the curious, lovers of the obscure and can engender enthusiasm which can at times border on the fanatical. The aim in writing this introduction is to not only inform newcomers of the aims and objectives of Historic Shooting but also to remind adherents of why they are here.

The aim of modern Target shooting is the delivery of safe and fair competition. To this, Historic shooting adds the additional dimension of the study, preservation and appreciation of firearms history.

Historic shooting needs to balance several objectives:

**Safety** – All shooting must be conducted safely, and according to current rules and limitations.

**Fair Competition** – All competitors should have, as far as is sensibly achievable, an equal chance of success and competing on equal terms.

**Historical Authenticity** – Competitions should be arranged to reflect the original use and conditions as far as is achievable.

**Preservation of Heritage** – Competition should encourage the preservation and maintenance of historic artefacts in working order.

Participants are encouraged to embrace the spirit of Historic shooting and cooperate as well as compete to achieve this overall aim.

Historic shooting should not exist in a bubble. Shooting is a constantly evolving activity, and the current is always being replaced by the new. We need to record and preserve recent technology to allow our successors to appreciate their past. We should therefore always encourage the mixing and comparison of the old and the new as both dimensions have much to learn from each other!

The following are the principles that we have tried to follow in developing these rules:

1. The aim of shooting historical firearms is to promote an informed interest in the use and preservation of arms through enjoyable and stimulating interaction and competition. This includes an aim of maintaining a valid reason for the legal possession of working firearms of historic value
2. Safety must be at the core of all we do. Competition conditions must take due account of this and reflect current range practice and abilities of the shooters
3. Competitive use of historic firearms should be based on matches using comparable firearms from the same historic era so that the abilities of the shooter rather than the firearm forms the significant variable

4. When considering deviations and modifications to a firearm, due consideration needs to be taken of the intent and consequence of the modification. Modifications which are intended to maintain the safe or continuing operation of a firearm, but which do not significantly improve the performance of the arm as originally manufactured should be accepted as part of the normal maintenance. Modifications which significantly improve the performance of the specific firearms when compared to the original design may be deemed to have moved the firearm to another class
5. Owners of historic firearms should be encouraged to preserve their property as a significant element of firearms heritage. Competition should not encourage owners of historic firearms to modify and/or adapt original pieces for reasons other than the maintenance and preservation of the firearm in its original configuration and capability
6. Matches should be as inclusive as possible, and the classification scheme constructed in such a way as to offer competition to any firearm that is safe and within capacity of the ranges available. Classes should be constructed in hierarchies so that if a specific firearm does not fall into a class, then an alternative class should be available. There should always be an open class within each discipline where this is relevant. Where possible, competitions for equivalent modern firearms should be accommodated for comparison purposes
7. Due consideration needs to be taken of the number of firearms that exist within a class when considering limiting factors. A class definition needs to be broad enough to attract sufficient entries to create a meaningful competition
8. Reproduction firearms built to the same performance and characteristics of original designs should always be considered equivalent for shooting competitions. Limiting competition to original firearms encourages counterfeiting or the inappropriate use of historic artefacts, neither of which is helpful in maintaining a firearms heritage. We must be vigilant in our condemnation of fraud and fakery and must never condone the passing off modern reproductions as original pieces
9. Restrictions on the use of firearm features within a class may be imposed to facilitate fair competition and to limit variation to the lowest common denominator. Limits on the number of rounds permitted in a firearm at any one time and the zeroing of windage sights are examples of this
10. Class definitions and limitations should be explicit, logical, simple to define and implement in practice. It should be easy to do the right thing, and hard to cheat the system. Ideally Class definitions should not depend on specialist knowledge or arcane descriptions

## A - Rules & Conditions

### A1 Discipline

The Meeting is conducted "In Accordance With The Spirit of the Original" and NRA Range Orders & Rules (see NRA Handbook) and it is expected that competitors will conduct themselves in accordance with these rules

### A2 Disability

Any competitor who requires dispensation from any rule on the grounds of disability, infirmity, or ill health is invited to apply before taking part in a Meeting. In particular, competitors who require a modified or non-compliant rest or support to enable them to shoot should make a case for dispensation

### A3 Protests

You will be asked to sign for any query satisfactorily resolved on the Range by the Range Officer or Wing Officer

### A4 Rifle Slings and Rests

Several levels of support are permitted, depending on the type of match. Use of slings and rests are to be in line with historical practices and in general modern shooting methods should not be employed where this would not have been the practice at the time the firearms were in general use. Dispensation is available on the grounds of disability, see Para A2 above. Specific instructions regarding the use of slings and rests are associated with the matches concerned, however the following principles should be adhered to:

- a. **Service "Deliberate Application of Fire"** events are to be shot in the "Unsupported" position. This means that only elbows may touch the ground forward of the shoulders. A sling, if fitted, may be used, but must be attached to both forward and rear attachment points only and be of the type issued for the firearm in use
- b. **Service "Rapid" and "Snap"** events are to be shot in the "Prone unsupported" position, however a sling may not be used
- c. **Sniping** events may be shot using slings or a rest from a prepared position. A sling, if used should be of a design contemporary to the firearm and in its original configuration
- d. **The "Buffalo Matches"** (253, 254) shot at 600x permit the use of "Cross Sticks" which is an adjustable rest made from two wooden sticks joined with a slip joint in the form of a pair of dividers. They are only permitted in these matches
- e. With the exception of cross sticks (A4.d) a rest, if permitted, should only be used to support the wrist or forearm. The firearm should not touch the ground or the rest but should be supported by the hand of the firer

- f. Bipods may only be used where express permission is included in the match conditions
- g. Rests are only permitted in sniper matches or matches over 600x where a rest may be used to support the hand or forearm holding the rifle except where expressly permitted in the match conditions. The rifle must be held forward of the breech with no part touching the rest. The use of a rest may be authorised on the grounds of disability (see A2) in this case, the card is to be marked with prominent “R” to indicate the use of a rest

## **A5 Dress**

### **A5.1 General**

A5.1.1 Historical shooting must not be confused with military re-enactment and, although it is perfectly acceptable to wear individual items of military clothing, the wearing of complete uniform, particularly showing insignia, is not appropriate. Competitions are often observed and photographed by the media and members of the public. The opportunities for misrepresenting our activities by showing images of uniformed civilians carrying and using firearms are too great a risk at present. The wearing of badges or patches expressing radical or political views also risks presenting the activity in the wrong light

### **A5.2 Shooting Jackets, Elbow / Shoulder Pads**

A5.2.1 Competitors must comply with NRA Handbook Rule 203; no adjustable straps etc. may be used to give undue support. See also rule 132 NRA Handbook. For Service Rifle Matches supportive shooting jackets may be worn but unfastened. Detachable elbow and shoulder pads may be worn. Weather appropriate outdoor clothing of any sort may be worn, however the limitations on wearing Military Uniform as expressed in Para A5.1.1 must be adhered to

### **A5.3 Gloves**

A5.3.1 A glove may not extend more than 2” (50mm) above the wrist, and be conventional in design. Local protection may be worn e.g. thumb stall to prevent “loaders thumb” in the rapid matches. Gloves must not interfere with the safe operation of the firearm

## **A6 Optical Aids**

### **A6.1 General**

A6.1.1 Spectacles or lens(es), including those specifically designed for shooting sports and contact lenses, may be worn provided that if a lens is incorporated in an aperture sight any combination of lenses must be of a similar prescription to that the competitor would wear in everyday use (NRA rule 206 applies)

## **A6.2 Orthoptics**

A6.2.1 Defined as any iris device mounted on spectacles or item of dress, are permitted in all matches provided they conform with above

## **A7 Pads and Butt Extenders**

May be used to extend the length of a stock. It may not give any other advantage e.g. also act as a cheek piece. The permanent alteration of historic firearms to suit the individual shooter is not to be encouraged

## **A8 Sights**

Sights should conform wherever possible to the original type fitted to or used with the firearm. Replacement sights should not confer any additional advantage. For the purposes of these regulations, the following definitions apply:

- a. **Open Sight** These sights typically have a notch and foresight, with the top of the sight open. They may be fixed or adjustable for range
- b. **Aperture Sight** These sights consist of a rear aperture and a foresight. These sights are usually adjustable for range
- c. **Optical Sight** These sights utilise optical methods to either magnify the target image, increase the apparent sight base or to bring the target and the aiming point into the same focal plane. An individual sight may incorporate one or more of these features
- d. **Target Sight** This refers to an open or more usually aperture sight with both vertical range adjustment and lateral adjustment to compensate for wind
- e. **“As Issued” Sight** This refers to the sight that would have normally been fitted to a military firearm when issued. For “military” events, if an as-issued sight is adjustable laterally for wind, the lateral adjustment must be centred and not used during the competition if lateral zero can be obtained by means of the front sight. If the lateral adjustment is the only practical manner to obtain a lateral zero, the lateral adjustment must be left in the zeroed position and not adjusted before or during the competition. Reproduction or commercial replacement sights of the same pattern as the service issue item may be used, however they must not offer any advantage to shooting over the original pattern

## **A9 Wiping**

The practice of cleaning or wiping the bore between shots is permitted only for Black Powder shooters when competing in a non-military match. This will be indicated in the match conditions

## **A10 Fouling Shots**

With the agreement of the range officer, a fouling shot into the stop butt may be taken by shooters before taking sighting shots using black powder

## **A11**

### **Ready Positions**

In Gallery Rifle and Pistol events, there is a requirement to adopt the “Ready” Position. This is nominally a standing position at the firing point with the loaded firearm pointed towards the target but inclined down at an angle of 45 degrees. In order to accommodate the design of the range, the stature of the shooter and the prevailing safety rules, this may not always be achievable. The Range Officer will check and define the desired “ready” position at the beginning of a range practice, and shooters are to comply with this direction

## **A12**

### **Tie Breaks**

Tie breaks follow the general rules for resolving ties as detailed in Section 71 of Rules of Shooting, however the following overarching principles apply:

1. Extra shoots to resolve ties are not to take place
2. In matches using targets with V Bulls where individual shots are marked, the number of V Bulls will determine the winner. If a tie remains, then the counting out process as specified by Rule 507 will be used to determine the winner
3. For matches where scores are aggregated and the order of shots is unknown, then ties are to be resolved by counting the number of hits from the highest score back, the competitor with the greatest number of high scores winning the tie
4. For matches where there are a series of marked stages, the score for the final stage will be used to determine tie breaks, counting back as necessary
5. If a tie remains, then the number of hits will be considered
6. If a tie still remains, then the number of hits at the lowest value will be compared in ascending order
7. For Running Boar and Running Deer, the total number of hits will be used to determine tie positions before considering the value of the hits, reflecting the fact that a hit anywhere on a quarry is a more significant outcome than a hit in a high scoring position

Specific tie break conditions for each event are included in the relevant section of the handbook

Match cards will have a bold line around the score which will be initially used to determine a tie break. In cases where this does not immediately resolve a tie, the relevant scores will be referred to the match director for a ruling

In cases where there is a complete tie, the place will be shared

## **B - Safety Procedures**

### **B1 Overview**

Historical shooting involves the use of a much wider range of firearms ammunition than is encountered in other areas of target shooting activity, however by applying the Principles of Safe Shooting safety can be satisfactorily achieved. Firearms must be in serviceable condition and be of Proof for the ammunition used

### **B2 Ammunition**

Please consult the current NRA Handbook, Appendix V & VI for advice concerning Dangerous Loads. It is the responsibility of the shooter to ensure that the ammunition used is within the capability and condition of the firearm they intend to use it in and the range on which it is used. Shooters must be aware of the nominal muzzle velocity and muzzle energy of the firearm and ammunition they are using and be aware that this may be verified. Limits at Bisley are:

- a. Gallery Ranges:** Max MV – 2145fps 654m/s Max ME 1494 ftlb 2027J
- b. Open Ranges:** Max MV – 3280fps 1000m/s Max ME 3319 ftlb 4500J

### **B3 Loading**

#### **B3.1 General**

- B3.1.1 Loading procedure will vary with firearm type, and the shooter should ensure the RCO is aware of any issues that may affect the loading procedure for a specific firearm. No firearm is to be loaded under any circumstances without the direction of the RCO

#### **B3.2 Breech Loading Arms**

- B3.2.1 No round may be placed on the loading platform, or in the firearm, or a charged magazine attached, or fired, until authorised to do so by the RCO. The breech must not be closed or opened on a live round if the barrel is elevated more than 70 mils/3° above the target centre line

#### **B3.3 Muzzle Loading Arms**

- B3.3.1 Muzzle loading arms are to be loaded in a designated area from pre-loaded charge containers. The use of powder flasks or the presence of open containers of propellant is expressly forbidden in the range area. Flintlocks are not to be primed or percussion caps fitted until the firer is on the firing point and the barrel of the firearm is not elevated more than 70 mils/ 3° above the target centre line



#### **B4 Unloading**

It is the responsibility of the firer to ensure that their firearm is cleared of live ammunition and that it is independently inspected before it is removed from the firing point. The Range Officer or a register keeper when shooting in pairs/threes undertakes this inspection. Care must be taken to ensure that the magazine is empty and that the feed path between the magazine and the chamber are clear of live rounds

#### **B5 After Unloading**

Off the firing point all firearms must be either be cased or have an indicator flag fitted to prove the firearm is clear. The design of the flag will depend on the firearm but must clearly indicate that the arm is in a safe, unloaded state. Flintlocks must be carried with the pan open, the cock lowered and with a flag/marked ram rod down the barrel if not cased

#### **B6 Malfunctions & Misfires**

For ANY malfunction: keep firearm pointing at target, raise a free hand and wait for RO's instructions. Firearms are to remain pointed at the target for at least 30 seconds from the last attempt to fire before any attempt is made to open the breech. If the firearms is loaded with Black Powder, a delay of 1 minute is to be used. For all malfunctions and misfires the shot will be allowed with replacement rounds as required. Snaps, Doubles & Rapid Fire Matches the RO will give a free re-shoot subject to time & space

#### **B7 Downloaded Ammunition**

Full-bore ammunition that has been loaded with a reduced charge to enable a high-power firearm to be used on restricted muzzle energy ranges are not to be used for competition. The use of chamber adaptors to utilise lower powered rounds is permissible with the approval of the Range Staff

In keeping with the principle of "Spirit of the Original" ammunition in service rifle competitions should match the characteristics of the original service loadings in terms of Muzzle Energy. Reduced Energy or cast lead ammunition may be used in "open" competitions

#### **B8 Unloading Equipment**

Shooters using muzzle loading firearms must ensure that they have with them the necessary equipment to unload their firearms in the event it should be required. This equipment must only be used on the direction of the RCO

## C - Classes & Ammunition

Events are classified by the period they are from, outlined in the table below:

GUIDE TO DATELINE & DESIGN PERIODS		
A firearm may always be used in a match for a later period unless disallowed in the Match List		
PERIOD	DATELINE	EXAMPLE
Muzzle Loading	Pre-1874 Flintlock & Percussion	Matches 100 – 120
Vintage	Pre-1891 Black Powder only	Matches 200 – 254
Carbine	Pre-1961	Matches 300 – 361
Classic	Pre-1919	Matches 400 – 472
Veteran	1919-1945	Matches 500 – 544
Open	<i>See C1.6.1 for dateline</i>	Matches 600 – 669
Transitional	1946-1960	Matches 710 – 722
Gallery Rifle & Pistol	Multiple eras ( <i>see specific notes</i> )	Matches 801 – 898

### C1 Classes

- C1.1 Muzzle Loading:** Pre-1874 design Flintlock & percussion. Capping breech-loaders are eligible but not modern 'straight line' patterns
- C1.2 Vintage:** Pre-1891 design Black powder only. Breech loaders only unless permission is given
- C1.3 Carbine:** Max OAL 40.5 inches CF rifle or specified Carbine loads. No pistol calibres
- C1.4 Classic:** Pre-1919, CF unless stated otherwise
- C1.5 Veteran:** Designs between 1919 and 1945, Dated at BOTH ends, CF unless stated otherwise. Rifles No4 Mk2, 1/2 and 1/3 are deemed to be Veteran
- C1.6 Open:** The absolute design date limit for Open Class events will be taken to be 1<sup>st</sup> January of the year 50 years prior to the date of the meeting, CF unless stated otherwise
- C1.7 Transitional Rifle:** Designs between 1946 and 1960
- C1.8 Gallery Rifle & Pistol:** These firearms contain further sub-classifications:
- Gallery Rifle:** Pre-1961 designs, pistol calibre cartridge, open or aperture sights, fired standing, no slings
  - Pistol:** 19th Century pattern, Single shot muzzle loading, open sights. Various ignition systems. Sub Classes:
    - Smooth bore barrel
    - Rifled barrel
  - Standard Revolver:** Basic 19th Century black powder Percussion design with fixed open sights and standard grips.
  - Target Revolver:** As standard but allowing adjustable sights, match barrels, modified grips and nitro conversions.
  - Pocket Revolver:** Size limited to height + length less than 15 inches

## **C1.9 Honours Only**

- C1.9.1 A competitor wishing to shoot a firearm which does not fall into any of the available classes may, with the agreement of the Range Conducting Officer, and if it can be accommodated without denying a place to a shooter with a qualifying firearm, shoot a match entry with an unclassified firearm provided it is suitable for the range and the score is not counted in the competition. The match card is to be clearly marked "Honours Only" and signed by the Range Officer

## **C2 Special Classes**

- C2.1 Sniper:** A military rifle fitted with an optical sight designed for sniping
- C2.2 SR(b):** Classic or Veteran Service rifle fitted with Target rear sight and issue foresight. .303 British
- C2.3 Transitional Target Rifle:** First generation target rifle built on 1946-1960 design. 7.62x51 NATO
- C2.4 Service Firearm:** The designation of "Service" should apply to the design intent and use of such firearms, which will always be a compromise between accuracy and ruggedness. To claim a firearm is "Service" there must be evidence that the firearm was designed to meet a military requirement. Adoption and use by Police or other specialist agencies of a civilian pattern target or sporting firearm does not automatically make it "Service"

## **C3 Ammunition**

### **C3.1 Miniature**

- C3.1.1 Rim fire not exceeding .23" (5.84mm), or the following **low power** centre fire rounds: .297"/.230" short and long. .310 Cadet
- a. Max MV 1705 ft/s (520m/s)
  - b. Max ME 475 ft-lb (645J)

### **C3.2 Small**

- C3.2.1 Under 0.33" (8.38mm)

### **C3.3 Medium**

- C3.3.1 Between 0.33" (8.38mm) and 0.476" (12.09mm) with a design ME less than 3319 ft/lbf(4500J). Specifically excluded rounds include: .45/75 Winchester, .40/90 Sharps, .360" Gibbs, .375" H&H Magnum all of which are classified as small

### **C3.4 Large**

- C3.4.1 Rounds with a calibre greater than .476" (12.09mm) with a design ME less than 3319 ft-lb (4500J). Specifically excluded rounds include: .500" Nitro Express which is classified as medium-bore

### **C3.5 Rimfire (RF)**

- C3.5.1 Refers to Rimfire ammunition
- a. Max MV Less than 1735 ft/s (529 m/s)
  - b. Max ME Less than 210 ft-lb (285J)

### **C3.6 Rook & Rabbit**

- C3.6.1 Refers to a range of centrefire low energy rounds intended for small game including .380Long, .360 No5, .310 Greener, .295/.300, .297/.250, .297/.230, .32WCF
- a. Max MV less than 1705 ft/s (520m/s)
  - b. Max ME less than 475 ft-lb (645J)

### **C3.7 Pistol Calibre**











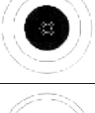

- C3.7.1 Centrefire pistol ammunition, typically straight sided and of low to medium velocity designed for use in handguns
- a. Max MV less than 1379 ft/s (420 m/s),
  - b. Max ME less than 1032 ft-lb (1400J)











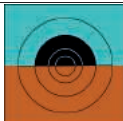
### **C3.8 Muzzle Loading (ML)**

- C3.8.1 Muzzle loading ammunition should be matched to the firearm, and comply with the following criterion:
- a. Projectile: Muzzle loading rifled arms can be shot using either a spherical Round Ball or Cylindro-Conical Bullet, the latter affording significant advantage in range and accuracy. ML matches may be designated either:
    - ML Round Ball (RB): Only spherical projectiles may be used
    - ML Conical Bullet (CB): Only Cylindro-Conical bullets may be used
    - ML RB or CB: Either bullet type is acceptable
  - b. Propellant: Black Powder or Black Powder Substitute
  - c. Nitro propellant may be used if firearm is suitably proofed and is permitted in the match
  - d. The use of modern, jacketed projectiles and plastic sabots is specifically forbidden

**A handy Matchfinder Table listing matches by number can be found at the back of this Handbook in Section F.**

## D – Targets

<b>Buffalo Silhouette</b>		2.20m wide x 1.68m tall				
<b>DP1</b>		<b>X</b> 1.7"	<b>5</b> 3.2"	<b>4</b> 6.3"	<b>3</b> 11.8"	<b>2</b> 17.8-30"
<b>DP1c</b>		<b>X</b> 1.7"	<b>5</b> 3.2"	<b>4</b> 6.3"	<b>3</b> 11.8"	<b>2</b> 17.8-14.3"
<b>DP2</b>		<b>X</b> 2" <b>6</b> 17.7-30"	<b>10</b> 3.3-5.8" <b>5</b> 17.7-30"	<b>9</b> 7.1-12"	<b>8</b> 10.7-17.8"	<b>7</b> 14.2-23.6"
<b>DP14</b>		<b>V</b> 1"	<b>5</b> 4.1"	<b>4</b> 6.1"	<b>3</b> 8.1"	
<b>NRA GR5</b>		<b>X</b> 0.4" <b>6</b> 4.9"	<b>10</b> 0.9" <b>5</b> 5.9"	<b>9</b> 1.9"	<b>8</b> 2.9"	<b>7</b> 3.9"
<b>NRA/HBSA 200 yard c</b>			<b>5</b> 5"	<b>3</b> 12"	<b>1</b> 17.8-14.3"	
<b>NRA/HBSA 200 yards Tin Hat</b>		<b>V</b> 3.5"	<b>5</b> 5"	<b>4</b> 12"	<b>3</b> 24"	<b>2</b> 35"
<b>NRA/HBSA 300 yards Tin Hat</b>		<b>V</b> 5"	<b>5</b> 7.5"	<b>4</b> 18"	<b>3</b> 30"	<b>2</b> 35"
<b>NRA/HBSA 500 – 600 yard Tin Hat</b>		<b>V</b> 10"	<b>5</b> 15"	<b>4</b> 36"	<b>3</b> 48"	<b>2</b> 72"
<b>NRA/ HBSA 200 yard Round Bull</b>		<b>V</b> 3.5"	<b>5</b> 5"	<b>4</b> 12"	<b>3</b> 24"	<b>2</b> 35"
<b>NRA/ HBSA 300 yard Round Bull</b>		<b>V</b> 5"	<b>5</b> 7.5"	<b>4</b> 18"	<b>3</b> 30"	<b>2</b> 35"

NRA/ HBSA 500-600 yard Round Bull		V 10"	5 15"	4 36"	3 48"	2 72"	
NRA 500 yard Round Bull		V 6.1"	5 10.2"	4 26"	3 39"	2 52"	
NRA 600 yard Round Bull		V 7.8"	5 13"	4 26"	3 39"	2 52"	
NRA Long Range (800 – 1000 yards)		V 14.4"	5 24"	4 48"	3 72"	2 96"	V 14.4"
PL7		X 1"	10 2"	9 3.9"	8 5.8"	7 7.8"	6 9.8"
		5 11.8"	4 13.8	3 15.8"	2 17.7	1 19.7	
PS12 (HBSA 25 metres)		7 2"	6 3"	5 4.5"	4 6.5"	3 9"	2 12"
PS13 (HBSA 50 metres)		7 5.9"	6 8.6"	5 12.7"	4 18.2"	3 25"	2 33.2"
PS14 (NRA 20 yard scaled)		7 2.8"	6 4.2"	5 6.2"	4 9"	3 12.4"	2 16.5"
Running Boar		10 2.3"	9 3.7"	8 5.0"	7 6.4"	6 7.7"	
		5 9.0"	4 10.4"	3 11.7"	2 13.1"	1 14.4"	
Running Deer		5 6"	4 11.8"	3 17.7"	2 Irregular	1 Irregular	
Sand and Sky 200 yards		V 4"	5 8"	4 16"	3 24"	2 31.5"	

## E - Event Conditions

### 10 Metre Pocket Revolver

#### Event Numbers & Firearm Type:

<b>896</b>	Standard Pocket Revolver	<b>898</b>	Double Action Pocket Revolver
<b>897</b>	Single Action Pocket Revolver		

<b>Distance:</b>	10 metres
<b>Sights:</b>	Open sights
<b>Ammunition:</b>	Muzzle Loading (RB or CB)
<b>Position:</b>	Standing, single handed shooting <b>896, 897:</b> Free hand may be used to cock pistol
<b>Target:</b>	PS14
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 15 rounds plus sighters
<b>Practice 1:</b>	5 minutes sighting, followed by one series of 5 shots in 120 seconds Shooters are to start and finish in the Ready Position
<b>Practice 2:</b>	One series of 5 shots in 30 seconds Shooters are to start and finish in the Ready Position
<b>Practice 3:</b>	One series of 5 shots in 15 seconds Shooters are to start and finish in the Ready Position
<b>HPS:</b>	105
<b>Notes:</b>	Maximum dimensions: height plus length less than 15 inches <b>898:</b> Trigger cocked actions, including pepperboxes
<b>Skilled Shot Score:</b>	

GR&P		
<b>896:</b> 85	<b>897:</b> 76	<b>898:</b> 76

## 25 Metre Advancing - Pistol

### Event Numbers & Firearm Type:

<b>881</b>	Target Revolver
<b>882</b>	Standard Revolver

<b>883</b>	Standard Double Action Revolver
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**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**881:** Nitro may be used if firearm is suitably proofed

**Position:** Standing unsupported  
Single hand shooting  
**881, 882:** Other hand may be used to cock the firearm  
**883:** must be held and fired singled handed, fired double action (trigger cocking)

**Target:** DP1c (new)

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 15 rounds plus sighters

**Practice 1-3:** Unlimited sighters in 5 minutes at a static target at 25m, followed by three series of 5 shots  
Targets will advance from 25 to 10 metres at walking pace, then turn away  
All shots must be fired during the facing time  
Shooters are to start and finish each Practice in the Ready Position

**HPS:** 75

**Notes:**

**Skilled Shot Score:**

GR&P		
<b>881:</b> 49	<b>882:</b> 46	<b>883:</b> 50



## 25 Metre Advancing - Rifle

### Event Numbers & Firearm Type:

<b>884</b>	Centrefire Gallery Rifle
<b>885</b>	Gallery Rifle Semi-Auto

<b>886</b>	Rimfire Gallery Rifle Manual
<b>887</b>	Any Gallery Rifle

**Distance:** 25 metres

**Sights:** Open or Aperture sights  
**887:** Optical sights permitted

**Ammunition:** **884:** Pistol calibre  
**885, 886:** RF  
**887:** Pistol or RF calibres

**Slings & Rests:** No slings or rests permitted

**Position:** Standing unsupported

**Target:** DP1c (new)

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 30 rounds plus sighters

**Practice 1-6:** Unlimited sighters in 5 minutes at a static target at 25m, followed by six series of 5 shots  
Targets will advance from 25 to 10 metres at walking pace, then turn away  
All shots must be fired during the facing time  
Shooters are to start and finish each Practice in the Ready Position

**HPS:** 150

**Skilled Shot Score:**

GR&P			
<b>884:</b> 142	<b>885:</b> 146	<b>886:</b> 144	<b>887:</b> 144

## 25 Metre ARA

### Event Numbers & Firearm Type:

<b>891</b>	Target Revolver	<b>893</b>	Double Action Revolver
<b>892</b>	Standard Revolver		

**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**891:** Nitro may be used if firearm is suitable proofed

**Position:** Standing unsupported  
Single hand shooting  
**891, 892:** Other hand may be used to cock the firearm

**Target:** PS14

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1:** 5 minutes sighting, followed by four series of 5 shots each in 20 seconds  
  
Each series is to be shot with alternate hands, starting with the strong hand  
  
Shooters are to start and finish in the Ready Position

**HPS** 140

**Notes:** **891:** Any pattern including nitro conversions  
**892:** 19th century designs including accurate reproductions  
**893:** Fired double action (trigger cocking)

### Skilled Shot Score:

GR&P		
<b>891:</b> 80	<b>892:</b> 75	<b>893:</b> 75

## 25 Metre Bobber - Pistol

### Event Numbers & Firearm Type:

<b>860</b>	Double Action Revolver
<b>861</b>	Target Revolver

<b>862</b>	Standard Revolver
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**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**861, 862:** Nitro may be used if firearm is suitable proofed

**Position:** Standing unsupported  
Single hand shooting  
**861, 862:** Other hand may be used to cock the firearm

**Target:** DP2

**Course of Fire:** This event takes approximately 15 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1-2:** 5 minutes sighting on a stationary target, followed by two series of  
5 exposures each of 5 seconds, edged for 10 seconds between  
One shot per exposure  
Shooters are to start and finish each Practice in the Ready Position

**HPS:** 100

**Notes:** **860:** 19th century design with trigger cocked actions  
**861:** Any pattern including nitro conversion  
**862:** 19th century design including accurate reproductions

**Skilled Shot Score:**

GR&P		
<b>860:</b> 80	<b>861:</b> 85	<b>862:</b> 80

## 25 Metre Bobber - Rifle

### Event Numbers & Firearm Type:

<b>863</b>	Centrefire Gallery Rifle	<b>865</b>	Any Gallery Rifle
<b>864</b>	Rimfire Gallery Rifle Manual Action	<b>866</b>	Self-Loading Gallery Rifle

**Distance:** 25 metres

**Sights:** Open or Target sights  
**865:** Optical sights permitted

**Ammunition:** **863:** Pistol calibre  
**864:** RF  
**865:** Pistol calibre and RF  
**866:** RF

**Sling & Rest:** No sling or rests permitted

**Position:** Standing Unsupported

**Targets:** DP2

**Course of Fire:** This event takes approximately 15 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1-4:** 5 minutes sighting on a stationary target, followed by four series of 5 exposures each of 3 seconds, edged for 5 seconds between exposures

One shot per exposure

Shooters are to start and finish each Practice in the Ready Position

**HPS:** 200

**Skilled Shot Score:**

GR&P			
<b>863:</b> 180	<b>864:</b> 185	<b>865:</b> 185	<b>866:</b> 175

## 25 Metre Duelling - Pistol

### Event Numbers & Firearm Type:

**851** Flintlock Pistol

**852** Single Shot Percussion Pistol

**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)

**Position:** Standing Unsupported  
Single Hand shooting  
Other hand may be used to cock the firearm

**Target:** DP2

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 5 minutes sighting on a stationary target, followed by 10  
exposures of 3 seconds each preceded by 3 second edged  
One shot per exposure  
Loading not included in timing  
Shooters are to start and finish in the Ready Position

**HPS:** 100 rifled, 107 smoothbore

**Notes:** **851:** Including rifling and set triggers, Smoothbore +7 points  
**852:** Any 19th century design including accurate reproductions

**Skilled Shot Score:**

GR&P	
<b>851:</b> 80	<b>852:</b> 82

## 25 Metre Duelling - Rifle

### Event Numbers & Firearm Type:

<b>853</b>	Single Shot Gallery Rifle	<b>855</b>	Any Gallery Rifle
<b>854</b>	Repeating Centrefire Gallery Rifle		

**Distance:** 25 metres

**Sights:** Open or Aperture sights  
**855:** Optics permitted

**Ammunition:** **853:** RF only  
**854:** Pistol Calibre only  
**855:** Pistol Calibre or RF

**Sling & Rest:** No slings or rests permitted

**Position:** Standing Unsupported

**Targets:** DP2

**Course of Fire:** This event takes approximately 25 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1:** 5 minutes sighting on a stationary target, followed by 20  
exposures of 3 seconds each preceded by 3 second edged  
One shot per exposure  
Loading not included in timing  
Shooters are to start and finish in the Ready Position

**HPS:** 100

**Skilled Shot Score:**

GR&P		
<b>853:</b> 195	<b>854:</b> 180	<b>855:</b> 180

## 25 Metre Precision

### Event Numbers & Firearm Type:

<b>801</b>	Rifled Pistol
<b>802</b>	Smoothbore Pistol
<b>803</b>	Target Pistol

<b>804</b>	Target Revolver
<b>805</b>	Standard Revolver

**Distance:** 25 metres

**Sights:** Open sights  
**803, 804:** Target sights

**Ammunition:** Muzzle loading (RB or CB)  
**804:** Nitro may be used if firearms is suitably proofed

**Sling & Rest:** Rests not permitted

**Position:** Standing unsupported  
One handed firing (other hand may be used to cock)

**Targets:** PL7

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 13 rounds

**Practice 1:** 13 shots to be fired in 30 minutes, best 10 to count  
Start unloaded

**HPS:** 100

**Notes:** **801, 802, 803:** Set triggers allowed

### Skilled Shot Score:

GR&P				
<b>801:</b> 80	<b>802:</b> 75	<b>803:</b> 90	<b>804:</b> 88	<b>805:</b> 88

## 25 Metre Slowfire - Pistol

### Event Numbers & Firearm Type:

<b>841</b>	Target Revolver
<b>842</b>	Standard Revolver

<b>847</b>	Closed Frame Revolver
<b>848</b>	Open Frame Revolver

**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**841:** Nitro may be used if firearm is suitably proofed

**Position:** Standing unsupported  
Single hand shooting

**Target:** PS14

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 5 minutes sighting, followed by two series of 5 shots, each in 10 minutes  
Start unloaded

**HPS:** 70

**Notes:** **841:** Any pattern including nitro conversions  
**842:** 19th century design, accurate reproductions allowed  
**847:** Pistol design must incorporate a top strap to the frame,  
e.g. Remington New Model Army (not Ruger Old Army)  
**848:** Pistol design must not incorporate a top strap to the frame,  
E.g Colt 1860

### Skilled Shot Score:

GR&P			
<b>841:</b> 55	<b>842:</b> 59	<b>847:</b> 55	<b>848:</b> 55



## 25 Metre Slowfire - Rifle

### Event Numbers & Firearm Type:

<b>843</b>	Any Lever Action Repeating Rifle
<b>844</b>	Sporting Rifle

<b>845</b>	Any Centrefire Gallery Rifle
<b>846</b>	Any Rimfire Gallery Rifle

**Distance:** 25 metres

**Sights:** Open or Aperture sights

**Ammunition:** **843, 844:** Centrefire pistol calibre  
**845:** Centrefire pistol calibre, Centrefire miniature  
**846:** .22 Rimfire

**Sling & Rest:** No slings or rests permitted

**Position:** Standing unsupported

**Target:** PS12

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1-2:** 5 minutes sighting, followed by two series of 10 shots to count in  
10 minutes  
Start unloaded

**HPS:** 140

**Skilled Shot Score:**

GR&P			
<b>843:</b> 125	<b>844:</b> 130	<b>845:</b> 122	<b>846:</b> 125

## 25 Metre Surrenden - Pistol

### Event Numbers & Firearm Type:

<b>870</b>	Trigger Cocked Revolver
<b>872</b>	Any Revolver

<b>873</b>	Thumb Cocked Revolver
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**Distance:** 25 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**872:** Nitro may be used if firearm is suitably proofed

**Position:** **870:** Single Hand Shooting  
**872, 873:** Single Hand Shooting, other hand may be used to the cock the hammer

**Target:** PS14

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 15 rounds plus sighters

**Practice 1-3:** 5 minutes sighting, followed by three series of 5 shots against the clock  
Shooters are to start and finish in the Ready Position  
Final score is target score minus the amount of whole seconds taken to fire the 5 shots

**HPS:** 105

**Notes:** Times to be rounded up to the nearest whole second  
**870:** Basic 19th century design with trigger cocked action  
**873:** Basic 19<sup>th</sup> century design with thumb cocked action  
**872:** Any pattern including nitro conversion

### Skilled Shot Score:

GR&P		
<b>870:</b> 40	<b>872:</b> 40	<b>873:</b> 35

## 25 Metre Surrenden - Rifle

## Event Numbers & Firearm Type:

**874** Centrefire Gallery Rifle

**Distance:** 25 metres

**Sights:** Open or Aperture sights

**Ammunition:** Pistol calibre

**Sling & Rest:** Slings and rests not permitted

**Position:** Standing unsupported

**Target:** PS14

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 15 rounds plus sighters

**Practice 1-3:** 5 minutes sighting, followed by three series of 5 shots against the clock

Shooters are to start and finish in the Ready Position

Final score is target score, minus the number of whole seconds taken to fire the 5 shots

**HPS:** 105

**Notes:** Times to be rounded up to the nearest whole second  
Manual actions only e.g. Lever-action, not single shot

**Skilled Shot Score:**

**GR&P**

**874:** 55

## 50 Metre Advancing

### Event Numbers & Firearm Type:

<b>888</b>	Centrefire Gallery Rifle
<b>889</b>	Rimfire Repeating Rifle

**Distance:** 50 metres

**Sights:** Open or Aperture sights

**Ammunition:** **888:** Pistol Calibre  
**889:** Rimfire

**Sling & Rest:** No slings or rests permitted

**Position:** Standing unsupported

**Target:** DP1c (new)

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 30 rounds plus sighters

**Practice 1-3:** Unlimited sighters in 5 minutes at a static target, followed by three series of 10 shots

Targets will advance from 50 to 10 metres at walking pace, then turn away

All shots must be fired during the facing time

Shooters are to start and finish each Practice in the Ready Position

**HPS:** 150

**Skilled Shot Score:**

GR&P	
<b>888:</b> 100	<b>889:</b> 100

## 50 Metre Precision - Pistol

### Event Numbers & Firearm Type:

<b>810</b>	Any Pistol	<b>814</b>	Shoulder Stocked Pistol
<b>811</b>	Standard Revolver		

**Distance:** 50 metres

**Sights:** Open sights

**Ammunition:** Muzzle Loading (RB or CB)  
**810:** Nitro may be used if firearm is suitably proofed

**Position:** Standing unsupported  
**810, 811:** Single hand shooting – other hand may be used to cock the firearm

**Target:** PS13

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1-2:** 5 minutes sighting, followed by two series of five shots in 20 minutes to include loading  
**814:** 5 minutes sighting, followed by two series of 5 shots each in 10 minutes to include loading

**HPS:** 70

**Notes:** **811, 814:** 19<sup>th</sup> Century design, including accurate reproductions

### Skilled Shot Score:

GR&P		
<b>810:</b> 50	<b>811:</b> 48	<b>814:</b> 55

## 50 Metre Precision - Rifle

### Event Numbers & Firearm Type:

<b>822</b>	Any Lever Action Repeating Rifle	<b>825</b>	Centrefire Gallery Rifle
<b>823</b>	Rimfire Schutzen Rifle	<b>826</b>	Rimfire Gallery Rifle
<b>824</b>	Any Rifle		

**Distance:** 50 metres

**Sights:** Open or Aperture sight

**Ammunition:** **822, 824, 825:** Pistol calibre  
**823, 826:** Rimfire

**Position:** Standing unsupported

**Target:** PS13

**Course of Fire:** This event takes approximately 35 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1:** 5 minutes sighting, followed by 20 shots to count in 20 minutes

**HPS:** 140

**Notes:** **823:** European Schutzen pattern only. Palmrest and hooked buttplate allowed  
**826:** No target rifles

### Skilled Shot Score:

GR&P				
<b>822:</b> 130	<b>823:</b> 136	<b>824:</b> 125	<b>825:</b> 125	<b>826:</b> 130

## 50 Metre Prone

### Event Numbers & Firearm Type:

<b>350</b>	<b>Carbine:</b> Bolt Action RF Target Rifle	<b>500</b>	<b>Veteran:</b> Miniature Rifle
<b>360</b>	<b>Carbine:</b> Martini Action RF Target Rifle	<b>600</b>	<b>Open:</b> Any Miniature Sporting Rifle
<b>400</b>	<b>Classic:</b> Miniature Target Rifle		
<b>401</b>	<b>Classic:</b> Miniature Military Rifle		

**Distance:** 50 metres

**Sights:** **350, 360, 400:** Target Sight  
**401:** Issued sight  
**500:** Open or Aperture sight  
**600:** Optics permitted

**Ammunition:** **350, 360:** .22 Rimfire  
**400, 401, 500, 600:** Miniature

**Sling & Rest:** Double point sling  
**600:** Single or double point sling

**Position:** Prone unsupported

**Target:** GR5

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1-4:** 5 minutes sighters, followed by four series of 5 shots in 20 minutes

**HPS:** 200

### Skilled Shot Score:

Ca		Cl		Ve	O
<b>350:</b> 182	<b>360:</b> 184	<b>400:</b> 180	<b>401:</b> 170	<b>500:</b> 194	<b>600:</b> 180

## **50 Metres Rook and Rabbit**

### **Event Numbers & Firearm Type:**

**402** Classic: Single Shot Rook and Rabbit rifle

**Distance:** 50 metres

**Sights:** Open or Aperture sight

**Ammunition:** Rook and Rabbit Centrefire calibre

**Sling & Rest:** No slings or rests permitted

**Position:** Standing unsupported

**Target:** PS13

**Course of Fire:** This event takes approximately 25 minutes to complete  
It requires 20 rounds plus sighters

**Practice 1-2:** 5 minutes of sighters, followed by two series of 10 shots, each in  
10 minutes

**HPS:** 140

**Skilled Shot Score:**

**CI**

**402: 120**



## 50 Yards Standing

### Event Numbers & Firearm Type:

<b>110</b>	<b>ML:</b> Service Patched Ball Rifle	<b>602</b>	<b>Open:</b> Double barrelled Rifle Large-bore
<b>111</b>	<b>ML:</b> Target Patched Ball Rifle	<b>603</b>	<b>Open:</b> Double barrelled Rifle Small-bore
<b>112</b>	<b>ML:</b> Musket		

**Distance:** 50 yards

**Sights:** **110, 602, 603:** Open sight  
**111:** Target sight  
**112:** As issued

**Ammunition:** **110, 111, 112:** Muzzle Loading (RB only)  
**602:** Large-bore projectile, propellant as per proof  
**603:** Medium or Small-Bore projectile, propellant as per proof

**Sling & Rest:** No slings or rests permitted

**Position:** Standing unsupported

**Target:** PL7

**Course of Fire:** This event takes approximately 45 minutes to complete  
**110, 111, 112:** requires 10 rounds plus sighters  
**602, 603:** requires 12 rounds plus sighters

**Practice 1:** **110, 111, 112:** 5 minutes of sighting shots, followed by two series of 5 shots each to be fired in 10 minutes  
**602, 603:** 5 minutes of sighting shots, followed by 12 shots, best 10 to count in 10 minutes. Shots fired from alternate barrels

**HPS:** 100

**Notes:** **110, 111, 112:** Contemporary designs  
**111:** Wiping between shots Permitted

### Skilled Shot Score:

ML			O	
<b>110:</b> 58	<b>111:</b> 64	<b>112:</b> 50	<b>602:</b> 56	<b>603:</b> 58

## Running Boar

### Event Numbers & Firearm Type:

<b>404</b>	<b>Classic:</b> Single Shot Rook and Rabbit rifle
<b>601</b>	<b>Open:</b> Any RF Sporting Rifle
<b>616</b>	<b>Open:</b> Low Power Sporting Rifle

**Distance:** 55 yards

**Sights:** **404, 616:** Any  
**601:** Any contemporary sights including optics

**Ammunition:** **404:** Rook and Rabbit Centrefire  
**601:** Rimfire  
**616:** Small-bore Centrefire less than 1496 ft-lb (2028J)

**Sling & Rest:** No slings

**Position:** Standing

**Target:** Running Boar

**Course of Fire:** This event takes approximately 15 minutes to complete  
It requires 20 rounds plus sighters  
**616:** 10 rounds plus sighters

**Practice 1:** 4 non-convertible sighters, followed by 2 strings of 10 shots  
**616:** 2 non-convertible sighters, followed by 1 string of 10 shots

**HPS:** **404, 601:** 200  
**616:** 100

**Notes:** **601:** Any pre-1961 sporting rifle chambered for .22RF, including:  
.22short, .22wmr and .22 Win Auto

### Skilled Shot Score:

CI	O	
<b>404:</b> 100	<b>601:</b> 120	<b>616:</b> 65

## Running Deer

### Event Numbers & Firearm Type:

<b>420</b>	<b>Classic:</b> Sporting Rifle
<b>611</b>	<b>Open:</b> Any Centrefire Rifle
<b>613</b>	<b>Open:</b> Any Big Game Rifle
<b>614</b>	<b>Open:</b> Any Black Powder Military Rifle over 9.5mm
<b>615</b>	<b>Open:</b> Any Military Rifle under 9.5mm

**Distance:** 110 yards

**Sights:** **420, 611:** Open, Aperture, Target or Optical sight  
**613:** Open or Aperture sights

**Ammunition:** **420:** Any Centrefire  
**611:** Any Historic  
**613:** 1750ft-lbs minimum ME  
**614, 615:** Military issue as per calibre

**Sling & Rest:** No slings

**Position:** Standing

**Target:** Running Deer

**Course of Fire:** This event takes approximately 15 minutes to complete  
It requires 10 rounds plus sighters  
**615:** 20 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by 10 shots, 5 runs from each left and right  
**615:** 4 non-convertible sighters, followed by two series of 10 shots, 10 runs from each left and right

**HPS:** **420, 611, 613, 614:** 50  
**615:** 100

**Notes:** **420:** Any centrefire sporting rifle including contemporary conversions of service rifles if "in the spirit of the original"  
**611:** Any Historic Rifle (*see C1.6.1*)  
**613:** Single-loaded doubles allowed  
**614:** Black Powder service rifle over 9.5mm as issued  
**615:** Service rifles under 9.5mm as issued

### Skilled Shot Score:

Cl	O			
<b>420:</b> 30	<b>611:</b> 30	<b>613:</b> 27	<b>614:</b> 30	<b>615:</b> 54

## 100 Yards Prone

### Event Numbers & Firearm Type:

<b>101</b>	<b>Muzzle Loading:</b> Target Rifle	<b>211</b>	<b>Vintage:</b> Single Shot Large-bore
<b>102</b>	<b>Muzzle Loading:</b> Service Rifle	<b>213</b>	<b>Vintage:</b> Single Shot Small/Medium-bore
<b>120</b>	<b>Muzzle Loading:</b> Patched Ball	<b>351</b>	<b>Carbine:</b> Bolt Action .22 Target Rifle
		<b>361</b>	<b>Carbine:</b> Martini Action .22 Target Rifle Rimfire
		<b>833</b>	Rimfire Target Rifle

**Distance:** 100 yards

**Sights:** **101, 351, 361, 833:** Target Sight  
**102:** As issued  
**120:** Open sight  
**211, 213:** Open or Aperture sight

**Ammunition:** **101, 102:** Muzzle Loading Large, Medium or Small-bore (RB or CB)  
**120:** Muzzle Loading Large, Medium or Small-bore (RB only)  
**211:** Large-bore Vintage  
**213:** Small or Medium-bore Vintage  
**351, 361, 833:** RF

**Sling & Rest:** Slings Permitted  
**351, 361:** Full Target shooting rig permitted including Jackets, slings & Gloves

**Position:** Prone unsupported

**Targets:** PL7  
**101, 102:** MLAGB Scoring

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 23 rounds  
**101, 102, 120:** 13 rounds

**Practice:** 23 shots in 30 minutes, best 20 to count  
**101, 102, 120:** 13 shots in 30 minutes, best 10 to count

**HPS:** **101, 102, 120:** 100  
**211, 213, 351, 361, 833:** 200

**Notes:** All Loading and Capping to take place within the 30 minutes  
**101, 120, 211, 213:** wiping permitted

### Skilled Shot Score:

ML			Vi		Ca		GR&P
<b>101:</b> 85	<b>102:</b> 80	<b>120:</b> 70	<b>211:</b> 130	<b>213:</b> 130	<b>351:</b> 180	<b>361:</b> 185	<b>833:</b> 184

## 100 Yards Standing

### Event Numbers & Firearm Type:

<b>116</b>	<b>Muzzle Loading:</b> Patched Ball	<b>832</b>	Any Lever Action Rifle
<b>117</b>	<b>Muzzle Loading:</b> Musketoon	<b>834</b>	Sporting Rifle
<b>210</b>	<b>Vintage:</b> Single Shot Large-bore	<b>835</b>	Any Centrefire Gallery Rifle
<b>212</b>	<b>Vintage:</b> Single Shot Small/Medium-bore	<b>836</b>	Any Rimfire Gallery Rifle
<b>461</b>	<b>Classic:</b> Single Shot Rook and Rabbit rifle		

**Distance:** 100 yards

**Sights:** **116, 117, 835:** Open sights  
**210, 212, 832, 834, 836:** Open or Aperture sights  
**461:** A Contemporary Optical sight maximum .75" tube diameter may be used

**Ammunition:** **116:** Muzzle Loading Large, Medium or Small-bore (RB only)  
**117:** Muzzle Loading Large, Medium or Small-bore (CB only)  
**210:** Large-bore  
**212:** Small or Medium-bore  
**461:** Rook and Rabbit CF or RF greater than .23" nominal  
**832, 834, 835:** Centrefire pistol calibre  
**836:** .22 Rimfire

**Sling & Rest:** Slings and Rests not permitted

**Position:** Standing

**Target:** PL7

**Course of Fire:** This event takes approximately 30 minutes to complete  
 It require 23 rounds  
**116, 117:** require 13 rounds

**Practice 1:** 23 shots in 30 minutes, best 20 to count  
**116, 117:** 13 shots in 30 minutes, best 10 to count

**HPS:** **210, 212, 461, 832, 834, 835, 836:** 200  
**116, 117:** 100

**Notes:** **116:** Max OAL 40.5"  
**210, 212:** wiping permitted  
 All loading and Capping to take place within the 30 minutes

### Skilled Shot Score:

ML		Vi		GR&P				CI
<b>116:</b> 62	<b>117:</b> 58	<b>210:</b> 130	<b>212:</b> 130	<b>832:</b> 140	<b>834:</b> 160	<b>835:</b> 162	<b>836:</b> 166	<b>461:</b> 150

## 100 Yards Three Position

### Event Numbers & Firearm Type:

**300** Carbine: Any Centrefire

**Distance:** 100 yards

**Sights:** Open, Aperture, Target or Optical sight

**Ammunition:** Any Centrefire

**Sling & Rest:** Slings are not permitted except

**Position:** Three Positions (See Practice)

**Target:** PL7

**Course of Fire:** This event takes approximately 30 minutes to complete  
It requires 20 rounds

**Practice:** No sighting shots, followed by 10 shots prone, 5 shots either kneeling or sitting, 5 shots standing  
All shots to be fired in 30 minutes

**HPS:** 200

**Notes:** All Loading and Capping to take place within the 30 minutes.

**Skilled Shot Score:**

Ca
<b>300:</b> 165

## 200 Yards 'Agony' Snap

### Event Numbers & Firearm Type:

<b>237</b>	<b>Vintage:</b> Any Rifle	<b>539</b>	<b>Veteran:</b> Service Rifle
<b>305</b>	<b>Carbine:</b> Any Rifle	<b>640</b>	<b>Open:</b> Any Service Rifle
<b>416</b>	<b>Classic:</b> Service Rifle		

**Distance:** 200 yards

**Sights:** **237, 305:** Open or Aperture sight  
**416, 539, 640:** As Issued sight

**Ammunition:** **237:** Large or Medium-bore  
**305, 416:** Large, Medium or Small-bore  
**539, 640:** Medium or Small-bore

**Sling & Rest:** Slings and rests not permitted

**Position:** Prone Unsupported

**Targets:** NRA/HBSA 200 Yard c

**Course of Fire:** This event takes approximately 20 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by 10 shots to count  
The target exposure will appear for 3 seconds at random locations across the target frontage  
Times between exposure will be random, with a minimum delay of 5 seconds, over a total period not less than 4 minutes  
May start with up to 5 rounds loaded

**Scoring:** A shot within the 4 ring will score 5  
A shot within the 3 ring will score 3  
A shot on any other part of the target will score 1

**HPS:** 75

### Skilled Shot Score:

Vi	Ca	Cl	Ve	O
<b>237:</b> 10	<b>305:</b> 21	<b>416:</b> 27	<b>539:</b> 27	<b>640:</b> 20

## 200 Yards Double Snap

### Event Numbers & Firearm Type:

<b>467</b>	<b>Classic:</b> Service Rifle
<b>544</b>	<b>Veteran:</b> Service Rifle

<b>643</b>	<b>Open:</b> Any Lever Action Rifle
<b>646</b>	<b>Open:</b> Any Rifle
<b>647</b>	<b>Open:</b> Any Sniper Rifle

**Distance:** 200 yards

**Sights:** **467, 544:** As Issued sight  
**643, 646:** Open or Aperture sight  
**647:** Open, Aperture, Target or Optical sight

**Ammunition:** **467, 544, 647:** Small-bore  
**646:** Medium or Small-bore  
**643:** Centrefire pistol calibre

**Sling & Rest:** **467, 544, 643:** No slings or rests  
**646, 647:** Slings permitted

**Position:** Prone Unsupported

**Targets:** NRA/HBSA 200 Yard c

**Course of Fire:** This event takes approximately 20 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by five exposures of 5 seconds, 2 shots per exposure, minimum 5 seconds between exposures  
May start with 5 rounds loaded, rifle may be reloaded at any time during the series  
No more than 5 rounds to be loaded in the firearm at any one time  
**643:** May start with 10 rounds loaded

**Scoring:** A shot within the 4 ring will score 5  
A shot within the 3 ring will score 3  
A shot on any other part of the target will score 1

**HPS:** 50

### Skilled Shot Score:

Cl	Ve	O		
<b>467:</b> 23	<b>544:</b> 23	<b>643:</b> 20	<b>646:</b> 23	<b>647:</b> 27



## 200 Yards McQueen

### Event Numbers & Firearm Type:

<b>413</b>	<b>Classic:</b> Service Sniper Rifle	<b>624</b>	<b>Open:</b> Any Sporting Rifle
<b>509</b>	<b>Veteran:</b> Service Sniper Rifle	<b>625</b>	<b>Open:</b> Any Service Sniper Rifle
		<b>719</b>	<b>Transitional:</b> First Generation 7.62 Sniper Rifle

**Distance:** 200 yards

**Sights:** Any sighting system contemporary with the rifle or available during the period

**413, 509:** As issued

**719:** Scope and mount must be of contemporary design

**Ammunition:** **413, 509:** Small-bore service pattern

**624, 625:** Medium or Small-bore

**719:** 7.62mm x 51mm NATO only

**Sling & Rest:** Service slings or traditional rest permitted.

Bipods not permitted unless demonstrated to be original as issued or in the spirit of as issued

**719:** No single point sling, rests permitted

**Position:** Prone

**Targets:** McQueen DP14

**Course of Fire:** This event takes approximately 20 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by 10 exposures of 3 seconds,  
1 shot per exposure, maximum of 20 seconds between exposures

**Scoring:** A shot within the V ring will score V  
A shot within the 5 ring will score 5  
A shot within the 3 ring will score a 4  
A shot on any other part of the target will score 3

**HPS:** 50

**Notes:** **624:** Telescope mounts should be of contemporary pattern but may be reproductions

### Skilled Shot Score:

O		T
<b>624:</b> 40	<b>625:</b> 39	<b>719:</b> 39

## 200 Yards Prone

### Event Numbers & Firearm Type:

<b>100</b>	<b>Muzzle Loading:</b> Target Rifle	<b>411</b>	<b>Classic:</b> Sporting Rifle Optical
<b>103</b>	<b>Muzzle Loading:</b> Any Rifle	<b>412</b>	<b>Classic:</b> Service Sniper Rifle
<b>104</b>	<b>Muzzle Loading:</b> Service Rifle	<b>415</b>	<b>Classic:</b> Miniature Target Rifle
<b>114</b>	<b>Muzzle Loading:</b> Flintlock (Original)	<b>463</b>	<b>Classic:</b> Single Shot Rook and Rabbit
<b>115</b>	<b>Muzzle Loading:</b> Flintlock (Original or Reproduction)	<b>505</b>	<b>Veteran:</b> Any Rifle
<b>200</b>	<b>Vintage:</b> Carbine	<b>506</b>	<b>Veteran</b> Service Rifle
<b>201</b>	<b>Vintage</b> Any Rifle	<b>508</b>	<b>Veteran</b> Service Sniper Rifle Optical
<b>202</b>	<b>Vintage</b> Service Single Shot Large-bore	<b>630</b>	<b>Open:</b> British Commonwealth Target Rifle NRA .303 SR(b)
<b>203</b>	<b>Vintage</b> Service Single Shot Medium-bore	<b>631</b>	<b>Open:</b> Any Target Rifle SR(b) modified
<b>301</b>	<b>Carbine:</b> Any Service Rifle	<b>648</b>	<b>Open:</b> Any Lever Centrefire repeater
<b>302</b>	<b>Carbine:</b> Any Rifle	<b>664</b>	<b>Open:</b> Any Service Sniper
<b>403</b>	<b>Classic:</b> Single Shot Service Rifle	<b>665</b>	<b>Open:</b> Any Military Miniature
<b>405</b>	<b>Classic:</b> Any Centrefire Rifle	<b>667</b>	<b>Open:</b> Any .22 Rimfire Rifle
<b>406</b>	<b>Classic:</b> Service Rifle	<b>710</b>	<b>Transitional:</b> Any Rifle
<b>410</b>	<b>Classic:</b> Sporting Rifle		

**Distance:** 200 yards

**Sights:** **100, 103, 201, 302, 405, 415, 505, 648, 667, 710:** Open, Aperture or Target Sight  
**114, 115, 410, 463:** Open or Aperture sight  
**104, 202, 203, 301, 403, 406, 412, 506, 508, 665:** As issued  
**200:** Open sights  
**411, 664:** Optical sights  
**630, 631:** Target Sight, As Issued Foresight

**Ammunition:** **100, 103, 104:** Muzzle Loading Large, Medium or Small-bore (RB or CB)  
**114, 115:** Muzzle Loading Large, Medium or Small-bore (RB only)  
**200, 201:** Small, Medium or Large-bore BP  
**202:** Large-bore BP  
**203:** Medium-bore BP  
**301, 302, 403, 405, 406, 410, 411, 412, 505, 506, 508, 664:** Small or Medium-bore Centrefire  
**415, 665:** Miniature  
**463:** Rook and Rabbit Centrefire  
**631:** Small-bore Centrefire  
**648:** Pistol calibre  
**667:** Rimfire  
**630:** .303 British (7.7 x 56mmR) only  
**710:** 7.62 x 51mm NATO only

- Sling:** Contemporaneous Slings permitted, except:  
**104, 202, 203, 301, 403, 405, 406, 506, 508:** Issued slings only  
**648:** No slings  
**630, 631, 664, 665:** Two-point sling only  
**710:** Single point sling only
- Rest:** Rests are not permitted (see A4.g) except:  
**411, 412:** Traditional Rest  
**508, 664:** Traditional Rest or Issued Sling
- Position:** Prone
- Targets:** **100, 103, 104, 114, 115, 200, 201, 202, 203, 302, 410, 411, 415, 505, 648, 667, 710:** NRA/HBSA Round Bull  
**301, 403, 405, 412, 463, 506, 508, 630, 631, 634, 664, 665:** Sand & Sky
- Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 10 rounds plus sighters  
**100 – 115:** 13 rounds
- Practice 1:** 2 non-convertible sighters, followed by 10 shots to count in 30 minutes  
**100 – 115:** 13 shots in 30 minutes, best 10 to count
- HPS:** 50
- Notes:** **100, 103, 114, 115, 201, 302:** Wiping Permitted  
**103:** Capping breech-loaders are permitted provided they are loaded via the muzzle. Reproductions shall be in the spirit of the original  
**410:** Pre-1919 design contemporaneous pattern  
**415:** BSA Rifles up to and including M12 and Centrefire miniature rifles e.g. 297/230 or similar.  
**630:** For .303" rifles complying with NRA rules as set out in special leaflet "NRA SR(b) conditions for Historic Target Rifles"- (updated Oct 19) specifically Long Lee, Ross, SMLE, P14 and No4  
**631:** Other rifles of the period that comply with the spirit of these general principles: a military rifle with standard military blade or barleycorn foresight but may have added aperture rear sight and improved barrel (original calibre) and/or bedding  
**667:** No. 8 rifle permitted

#### Skilled Shot Score:

ML	Vi	Ca	Cl		Ve	O		T
100: 35	200: 33	301: 32	403: 43	411: 46	505: 45	630: 45	664: 44	710: 46
103: 42	201: 40	302: 34	405: 47	412: 46	506: 45	631: 45	665: 44	
104: 40	202: 34		406: 46	415: 40	508: 43	648: 41	667: 43	
114: 27	203: 39		410: 43	463: 41				
115: 30								

## 200 Yards Rapid

### Event Numbers & Firearm Type:

<b>235</b>	<b>Vintage:</b> Any Single Shot Rifle	<b>540</b>	<b>Veteran:</b> Service Rifle
<b>236</b>	<b>Vintage</b> Repeating Rifle	<b>541</b>	<b>Veteran:</b> Enfield Rifle
<b>304</b>	<b>Carbine:</b> Any Rifle	<b>542</b>	<b>Veteran:</b> Any Rifle
<b>464</b>	<b>Classic:</b> Any Centrefire Rifle	<b>619</b>	<b>Open:</b> Gallery Rifle Pre-1961 design
<b>465</b>	<b>Classic</b> Service Rifle	<b>649</b>	<b>Open:</b> Any Centrefire Lever Rifle
		<b>718</b>	<b>Transitional:</b> Any Rifle

**Distance:** 200 yards

**Sights:** Open or Aperture sight  
**540, 541:** As Issued sight

**Ammunition:** **235, 236:** Large or Medium-bore  
**304:** Large, Medium or Small-bore  
**464:** Medium or Small-bore  
**465, 540:** As Issued  
**541:** .303 British (7.7 x 56mmR)  
**542:** Small-bore  
**619:** Pistol calibre, miniature  
**649:** Pistol calibre  
**718:** 7.62mm x 51mm NATO only

**Sling & Rest:** Slings and rests not permitted

**Position:** Prone Unsupported  
**649:** Prone, Sitting or Kneeling

**Target:** DP1

**Course of Fire:** This event takes approximately 20 minutes to complete  
It requires 15 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by 1 minute exposure, max 15 rounds

Start unloaded, rifle may be loaded at any point during the 1 minute exposure

**649:** Start with 10 rounds loaded

**Scoring:** A shot within the 3 ring will score 5  
A shot on any other part of the DP1 target will score 3  
A shot on any part of the 90x90cm backing board will score 1

**HPS:** 75

**Notes:** **235:** Magazine allowed if single loaded  
**304:** Max Rifle OAL 40.5"/103cm

### Skilled Shot Score:

Vi	Ca	Cl	Ve			O	T
235: 25	304: 32	464: 48	540: 49	541: 49	542: 49	619: 20	718: 51
236: 25		465: 49				649: 30	

## 200 Yards Standing

### Event Numbers & Firearm Type:

<b>105</b>	<b>Muzzle Loading:</b> Target Rifle	<b>234</b>	<b>Vintage:</b> Any Rifle
<b>106</b>	<b>Muzzle Loading:</b> Service Rifle	<b>251</b>	<b>Vintage:</b> The Offhand Match
<b>118</b>	<b>Muzzle Loading:</b> Any Percussion Rifle	<b>414</b>	<b>Classic:</b> Service Rifle
<b>119</b>	<b>Muzzle Loading:</b> Patched Ball Rifle	<b>470</b>	<b>Classic:</b> Rimfire Schutzen Rifle
<b>204</b>	<b>Vintage:</b> Service Single Shot Large-bore	<b>471</b>	<b>Classic:</b> Centrefire Schutzen Rifle
<b>205</b>	<b>Vintage:</b> Service Single Shot Medium-bore	<b>472</b>	<b>Classic:</b> Open Schutzen Rifle
<b>206</b>	<b>Vintage:</b> Service Single Shot Small-bore	<b>510</b>	<b>Veteran:</b> Service Rifle
<b>207</b>	<b>Vintage:</b> Repeating Rifle	<b>663</b>	<b>Open:</b> Any Lever Centrefire repeater

**Distance:** 200 yards

**Sights:** **105, 234:** Open, Aperture or Target sight  
**106, 204, 205, 206, 414, 510:** As Issued sight  
**118, 207, 251, 472:** Any Sight  
**119:** Open sight  
**470, 471, 663:** Open or Aperture sight

**Ammunition** **105, 106:** Muzzle Loading Large, Medium or Small (RB or CB)  
**118:** Muzzle Loading Large, Medium or Small (CB only)  
**119:** Muzzle Loading Patched ball only (RB only)  
**204:** Large-Bore  
**205:** Medium-Bore  
**206, 414, 472, 510:** Small-Bore  
**207, 234:** Any Vintage  
**251:** Black Powder only  
**470:** .22 Rimfire  
**471:** Centrefire only  
**663:** Pistol Calibre

**Slings:** **105, 118, 119, 207, 234:** Contemporaneous slings permitted  
**106, 204, 205, 206, 414, 510:** Issued sling  
**251:** Unsupported  
**470, 471, 472:** Unsupported, no sling, not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers  
**663:** No sling

**Position:** Standing unsupported

**Targets:** HBSA Round Bull  
**414, 510:** Sand and Sky

**Course of Fire:** This event takes approximately 45 minutes to complete  
The shoot requires 10 rounds plus sighters  
**414, 470, 471, 472:** 20 rounds plus sighters

**Practice 1:** 2 non-convertible sighters, followed by 10 shots to count in 30 minutes

**414, 470, 471, 472:** 2 non-convertible sighters, followed by 20 shots to count in 30 minutes

**HPS:** 100

**414, 470, 471, 472:** 200

**Notes:** **105, 118, 119, 234, 251:** Wiping Allowed

**234:** Sporterised rifles allowed

**Skilled Shot Score:**

ML	Vi		Cl	Ve	O
<b>105:</b> 32	<b>204:</b> 27	<b>209:</b> 30	<b>414:</b> 33	<b>510:</b> 35	<b>663:</b> 30
<b>106:</b> 30	<b>205:</b> 27	<b>234:</b> 25	<b>470:</b> 70		
<b>118:</b> 32	<b>206:</b> 28	<b>251:</b> 30	<b>471:</b> 65		
<b>119:</b> 25			<b>472:</b> 75		

## 500 Yards

### Event Numbers & Firearm Type:

<b>107</b>	<b>Muzzle Loading:</b> Target Rifle	<b>408</b>	<b>Classic:</b> Service Rifle
<b>108</b>	<b>Muzzle Loading:</b> Service Rifle	<b>523</b>	<b>Veteran:</b> Any Rifle
<b>208</b>	<b>Vintage:</b> Any Rifle	<b>524</b>	<b>Veteran:</b> Service Rifle
<b>209</b>	<b>Vintage:</b> Service Rifle	<b>632</b>	<b>Open:</b> British Commonwealth Target Rifle NRA .303 SR(b)
<b>303</b>	<b>Carbine:</b> Any Rifle	<b>712</b>	<b>Transitional:</b> Any Rifle
<b>407</b>	<b>Classic:</b> Any Rifle		

**Distance:** 500 yards

**Sights:** **107, 712:** Target Sight  
**208, 303, 407, 523:** Open or Aperture sight  
**108, 209, 408, 524:** As Issued sight  
**632:** Target Sight, as issued foresight

**Ammunition:** **107, 108:** Muzzle Loading Large or Medium-bore (CB only)  
**208, 209:** Large or Medium-bore, black powder only  
**303, 407, 523:** Large, Medium or Small-bore  
**408, 524:** Small-bore  
**632:** .303 British (7.7 x 56mmR) only  
**712:** 7.62x51mm NATO only

**Sling & Rest:** **208:** Traditional rest  
**107, 108, 209, 408, 524:** Issued sling  
**632:** Two-point Sling, rests are not permitted  
**712:** Single point sling

**Position:** Prone  
**208:** Prone or Supine

**Targets:** NRA/HBSA 500/600 yard Round Bull  
**407, 408, 524, 632:** NRA/HBSA 500/600 yard Tin Hat

**Course of Fire:** This event takes approximately 40 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 convertible sighters, followed by 10 shots to count in 30 minutes  
**107, 108, 208, 209:** 1 fouling shot per barrel at RO discretion

**HPS:** 50

**Notes:** **107, 208:** Wiping allowed

### Skilled Shot Score:

ML	Vi	Ca	Cl	Ve	T
<b>107:</b> 37	<b>208:</b> 38	<b>303:</b> 26	<b>407:</b> 33	<b>523:</b> 43	<b>712:</b> 46
<b>108:</b> 37	<b>209:</b> 31		<b>408:</b> 40	<b>524:</b> 42	

## 600 Yards

### Event Numbers & Firearm Type:

<b>109</b>	<b>Muzzle Loading:</b> Any Rifle	<b>530</b>	<b>Veteran:</b> Service Rifle
<b>230</b>	<b>Vintage:</b> Any Rifle	<b>635</b>	<b>Open:</b> Any Sniper Rifle
<b>253</b>	<b>Vintage:</b> Buffalo Rifle	<b>636</b>	<b>Open:</b> Any Scoped Sporting Rifle
<b>254</b>	<b>Vintage:</b> Buffalo Optical Rifle	<b>637</b>	<b>Open:</b> British Commonwealth Target Rifle NRA .303 SR(b)
<b>409</b>	<b>Classic:</b> Any Rifle	<b>714</b>	<b>Transitional:</b> Any Rifle
<b>450</b>	<b>Classic:</b> Service Rifle	<b>720</b>	<b>Transitional:</b> Sniper rifle
<b>528</b>	<b>Veteran:</b> Any Rifle		

**Sights:** **109, 230, 253, 409, 528, 714:** Open, Target or Aperture sight  
**254, 635, 636, 720:** Optical sight  
**637:** Target Sight, as issued foresight  
**450, 530:** As Issued sight

**Ammunition:** **109:** Muzzle Loading Large, Medium or Small-bore (CB only)  
**230, 253, 254:** Blackpowder only  
**409, 450, 528, 530, 635, 636:** Centrefire Small-bore  
**637:** .303 British (7.7 x 56mmR) only  
**714, 720:** 7.62mm x 51mm NATO only

**Sling & Rest:** **109, 230, 409, 528, 635, 636, 720:** Sling or Rest permitted  
**253, 254:** X sticks or Rest permitted  
**450, 530:** Issued sling  
**637:** Two-point Sling, rests are not permitted  
**714:** Single point sling permitted

**Position:** Prone  
**230:** Prone or Supine

**Targets:** **109, 230, 528, 714:** HBSA 500/600 yard Round Bull  
**253, 254:** Buffalo silhouette  
**409, 450, 530, 635, 636, 637, 720:** HBSA 500/600yard Tin Hat

**Course of Fire:** This event takes approximately 40 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 convertible sighters, followed by 10 shots to count in 30 minutes  
**109, 230, 235, 254:** 1 fouling shot per barrel at RO discretion

**HPS:** 50

**Notes:** **109, 230, 253, 254 :** Wiping permitted

### Skilled Shot Score:

ML	Vi	Cl	Ve	O	T
<b>109:</b> 30	<b>230:</b> 30	<b>409:</b> 38	<b>528:</b> 38	<b>635:</b> 45	<b>714:</b> 42
	<b>253:</b> 30	<b>450:</b> 35	<b>530:</b> 35	<b>636:</b> 47	<b>720:</b> 46
	<b>254:</b> 30				



## 900 Yards

### Event Numbers & Firearm Type:

<b>113</b>	<b>Muzzle Loading:</b> Any Rifle
<b>232</b>	<b>Vintage:</b> Any Rifle
<b>233</b>	<b>Vintage:</b> Service Rifle
<b>451</b>	<b>Classic:</b> Target Rifle
<b>452</b>	<b>Classic:</b> Service Rifle
<b>537</b>	<b>Veteran:</b> Any Rifle
<b>538</b>	<b>Veteran:</b> Service Rifle

<b>660</b>	<b>Open:</b> Any Sniping Rifle
<b>661</b>	<b>Open:</b> Any Scoped Sporting Rifle
<b>662</b>	<b>Open:</b> Any Rifle Supine
<b>716</b>	<b>Transitional:</b> Any Rifle
<b>721</b>	<b>Transitional:</b> Sniper

**Distance:** 900 yards

**Sights:** Open, Aperture or Target sight  
**233, 452, 538, 660:** As Issued sight  
**661:** Open, Aperture, Target or Optical sight  
**721:** Optical sight

**Ammunition:** **113:** Muzzle Loading Large, Medium or Small-Bore (CB only)  
**232:** Large or Medium-bore  
**233:** Medium or Small-bore  
**451, 452, 537, 538, 660, 661, 662:** Small-bore  
**716, 721:** 7.62mm x 51mm NATO only

**Sling & Rest:** Use of Contemporaneous pattern slings permitted  
Back Slings permitted if Supine position adopted  
**113, 232, 537, 660, 661, 721:** Rest permitted  
**233, 452, 538:** Issued sling  
**451:** Classic TR two point sling, no rest  
**662:** Back sling permitted  
**716:** Single point sling

**Position:** Prone or Supine  
**451, 538, 716, 721:** Prone  
**662:** Supine

**Targets:** NRA 900 yard Round Bull

**Course of Fire:** This event takes approximately 40 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 convertible sighters, followed by 10 shots to count in 30 minutes  
**113, 232, 233:** 1 fouling shot per barrel at RO discretion

**HPS:** 50

**Notes:** **113, 232:** Wiping permitted

### Skilled Shot Score:

ML	Vi	Cl	Ve	O	T
<b>113:</b> 27	<b>232:</b> 33	<b>451:</b> 37	<b>537:</b> 37	<b>660:</b> 35	<b>716:</b> 37
	<b>233:</b> 29	<b>452:</b> 30	<b>538:</b> 37	<b>661:</b> 36	<b>721:</b> 40
				<b>662:</b> 37	

## 1000 Yards

### Event Numbers & Firearm Type:

<b>240</b>	<b>Vintage:</b> Any Rifle
<b>668</b>	<b>Open:</b> Any Sniping Rifle
<b>669</b>	<b>Open:</b> Any Scoped Sporting Rifle
<b>722</b>	<b>Transitional:</b> Sniper Rifle

**Distance:** 1000 yards

**Sights:** **240:** Open, Aperture or Target sight  
**668:** As Issued Optical sight  
**669:** Open, Aperture, Target or Optical sight  
**722:** Optical sight

**Ammunition:** **240:** Large or Medium-bore  
**668, 669:** Small-bore  
**722:** 7.62mm x 51mm NATO only

**Sling & Rest:** Use of Contemporaneous pattern slings permitted  
Back Slings permitted if Supine position adopted  
Rests permitted

**Position:** Prone or Supine  
**722:** Prone

**Targets:** NRA 1000 yard Round Bull

**Course of Fire:** This event takes approximately 40 minutes to complete  
It requires 10 rounds plus sighters

**Practice 1:** 2 convertible sighters, followed by 10 shots to count in 30 minutes  
**240:** 1 fouling shot per barrel at RO discretion

**HPS:** 50

**Notes:** **240:** Wiping Permitted

### Skilled Shot Score:

Vi	O	T
<b>240:</b> 46	<b>668:</b> 45	<b>722:</b> 46
	<b>669:</b> 44	

## Aggregates

No.	Class	Event Name	Match No.		
901	Gallery	25m Advancing - Rifle	884	885	886
902	Gallery	Centrefire 25m Slowfire, 50m Precision, 100 Yards	825	835	845
915	ML	Service Rifle 100, 200, 500 Yards	102	104	108
920	Vintage	<i>Halford Aggregate</i> : Any Rifle 500, 600, 900 Yards	208	230	232
940	Classic	Service Rifle 200 Yards Prone and Rapid	406	465	
941	Classic	Any Rifle 200, 500, 600 Yards	405	407	409
942	Classic	Service Rifle 200, 500, 600 Yards	406	408	450
950	Veteran	Service Rifle 200 Yards Prone and Rapid	506	540	
951	Veteran	Service Rifle 200, 500, 600 Yards	506	524	530
952	Veteran	Any Rifle 200, 500, 600 Yards	505	523	528
962	Open	Centrefire Rifle 200 Yards Prone and Rapid	648	649	
963	Open	British Commonwealth TR NRA .303 SR(b) 200, 500, 600 Prone	630	632	637
970	Transitional	Any Rifle 200 Yards Prone and Rapid	710	718	
971	Transitional	Any Rifle 200, 500, 600 Yards	710	712	714

## F - Matchfinder

Match No.	Firearm Type	Event Name	Page
100	Muzzle Loading Target Rifle	200 Yards Prone	48
101	Muzzle Loading Target Rifle	100 Yards Prone	42
102	Muzzle Loading Service Rifle	100 Yards Prone	42
103	Muzzle Loading Any Rifle	200 Yards Prone	48
104	Muzzle Loading Service Rifle	200 Yards Prone	48
105	Muzzle Loading Target Rifle	200 Yards Standing	51
106	Muzzle Loading Service Rifle	200 Yards Standing	51
107	Muzzle Loading Target Rifle	500 Yards	53
108	Muzzle Loading Service Rifle	500 Yards	53
109	Muzzle Loading Any Rifle	600 Yards	54
110	Muzzle Loading Service Patched Ball Rifle	50 Yards Standing	39
111	Muzzle Loading Target Patched Ball Rifle	50 Yards Standing	39
112	Muzzle Loading Musket	50 Yards Standing	39
113	Muzzle Loading Any Rifle	900 Yards	55
114	Muzzle Loading Flintlock Rifle (Original)	200 Yards Prone	48
115	Muzzle Loading Flintlock (Original/Reproduction)	200 Yards Prone	48
116	Muzzle Loading Patched Ball	100 Yards Standing	43
117	Muzzle Loading Musketoone	100 Yards Standing	43
118	Muzzle Loading Any Percussion Rifle	200 Yards Standing	51
119	Muzzle Loading Patched Ball Rifle	200 Yards Standing	51
120	Muzzle Loading Patched Ball	100 Yards Prone	42

Match No.	Firearm Type	Event Name	Page
200	Vintage Carbine	200 Yards Prone	48
201	Vintage Any Rifle	200 Yards Prone	48
202	Vintage Service Single Shot Large-bore	200 Yards Prone	48
203	Vintage Service Single Shot Medium-bore	200 Yards Prone	48
204	Vintage Service Single Shot Large-bore	200 Yards Standing	51
205	Vintage Service Single Shot Medium-bore	200 Yards Standing	51
206	Vintage Service Single Shot Small-bore	200 Yards Standing	51
207	Vintage Repeating Rifle	200 Yards Standing	51
208	Vintage Any Rifle	500 Yards	53
209	Vintage Service Rifle	500 Yards	53
210	Vintage Single Shot Rifle Large-bore	100 Yards Standing	43
211	Vintage Single Shot Rifle Large-bore	100 Yards Prone	42
212	Vintage Single Shot Rifle Med/Small-bore	100 Yards Standing	43
213	Vintage Single Shot Rifle Med/Small-bore	100 Yards Prone	42
230	Vintage Any Rifle	600 Yards	54
232	Vintage Any Rifle	900 Yards	55
233	Vintage Service Rifle	900 Yards	55
234	Vintage Any Rifle	200 Yards Standing	51
235	Vintage Any Single Shot Rifle	200 Yards Rapid	50
236	Vintage Repeating Rifle	200 Yards Rapid	50
237	Vintage Any Rifle	200 Yards 'Agony' Snap	45
240	Vintage Any Rifle	1000 Yards	56
251	Vintage American Offhand	200 Yards Standing	51
253	Vintage Buffalo Rifle	600 Yards	54
254	Vintage Buffalo Optical Rifle	600 Yards	54
300	Carbine Any Centrefire	100 Yards Three Position	44
301	Carbine Any Service Rifle	200 Yards Prone	48
302	Carbine Any Rifle	200 Yards Prone	48
303	Carbine Any Rifle	500 Yards	53
304	Carbine Any Rifle	200 Yards Rapid	50
305	Carbine Any Rifle	200 Yards 'Agony' Snap	45
350	Carbine Bolt Action Rimfire Target Rifle	50 Metre Prone	37
351	Carbine Bolt Action .22 Target Rifle	100 Yards Prone	42
360	Carbine Martini Action Rimfire Target Rifle	50 Metre Prone	37
361	Carbine Martini Action .22 Target Rifle Rimfire	100 Yards Prone	42
400	Classic Miniature Target Rifle	50 Metre Prone	37
401	Classic Miniature Military Rifle	50 Metre Prone	37
402	Classic Single Shot Rook & Rabbit Rifle	50 Metre Rook & Rabbit	38
403	Classic Single Shot Service Rifle	200 Yards Prone	48
404	Classic Single Shot Rook & Rabbit Rifle	Running Boar	40
405	Classic Any Centrefire Rifle	200 Yards Prone	48
406	Classic Service Rifle	200 Yards Prone	48
407	Classic Any Rifle	500 Yards	53
408	Classic Service Rifle	500 Yards	53

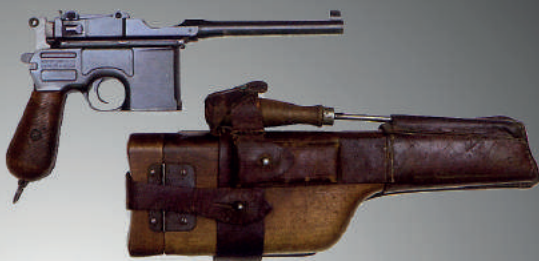
Match No.	Firearm Type	Event Name	Page
409	Classic Any Rifle	600 Yards	54
410	Classic Sporting Rifle	200 Yards Prone	48
411	Classic Sporting Rifle Optical	200 Yards Prone	48
412	Classic Service Sniper Rifle	200 Yards Prone	48
413	Classic Service Sniper Rifle	200 Yards McQueen	47
414	Classic Service Rifle	200 Yards Standing	51
415	Classic Miniature Target Rifle	200 Yards Prone	47
416	Classic Service Rifle	200 Yards 'Agony' Snap	45
420	Classic Sporting Rifle	Running Deer	41
450	Classic Service Rifle	600 Yards	54
451	Classic Target Rifle	900 Yards	55
452	Classic Service Rifle	900 Yards	55
461	Classic Single Shot Rook & Rabbit Rifle	100 Yards Standing	43
463	Classic Single Shot Rook & Rabbit Rifle	200 Yards Prone	48
464	Classic Any Centrefire Rifle	200 Yards Rapid	50
465	Classic Service Rifle	200 Yards Rapid	50
467	Classic Service Rifle	200 Yards Double Snap	46
470	Classic Rimfire Schutzen Rifle	200 Yards Standing	51
471	Classic Centrefire Schutzen Rifle	200 Yards Standing	51
472	Classic Open Schutzen Rifle	200 Yards Standing	51
500	Veteran Miniature Rifle	50 Metre Prone	37
505	Veteran Any Rifle	200 Yards Prone	48
506	Veteran Service Rifle	200 Yards Prone	48
508	Veteran Service Rifle Sniper Optical	200 Yards Prone	48
509	Veteran Service Sniper Rifle	200 Yards McQueen	47
510	Veteran Service Rifle	200 Yards Standing	52
523	Veteran Any Rifle	500 Yards	53
524	Veteran Service Rifle	500 Yards	53
528	Veteran Any Rifle	600 Yards	54
530	Veteran Service Rifle	600 Yards	54
537	Veteran Any Rifle	900 Yards	55
538	Veteran Service Rifle	900 Yards	55
539	Veteran Service Rifle	200 Yards 'Agony' Snap	45
540	Veteran Service Rifle	200 Yards Rapid	51
541	Veteran Enfield Rifle	200 Yards Rapid	51
542	Veteran Any Rifle	200 Yards Rapid	51
544	Veteran Service Rifle	200 Yards Double Snap	46
600	Open Any Miniature Sporting Rifle	50 Metre Prone	37
601	Open Any Rimfire Sporting Rifle	Running Boar	40
602	Open Double Barrelled Rifle Large-Bore	50 Yards Standing	39
603	Open Double Barrelled Rifle Small-Bore	50 Yards Standing	39
611	Open Any Centrefire Rifle	Running Deer	41
613	Open Any Big Game Rifle	Running Deer	41
614	Open Any Black Powder Military Rifle over 9.5mm	Running Deer	41
615	Open Any Military Rifle under 9.5mm	Running Deer	41
616	Open Low Power Sporting Rifle	Running Boar	40
619	Open Gallery Rifle Pre-1961 Design	200 Yards Rapid	51

Match No.	Firearm Type	Event Name	Page
624	Open Any Sporting Rifle	200 Yards McQueen	47
625	Open Any Service Sniper Rifle	200 Yards McQueen	47
630	Open British Commonwealth TR NRA .303 SR(b)	200 Yards Prone	48
631	Open Any Target Rifle SR(b) modified	200 Yards Prone	48
632	Open British Commonwealth TR NRA .303 SR(b)	500 Yards	53
635	Open Any Sniper Rifle	600 Yards	54
636	Open Any Scoped Sporting Rifle	600 Yards	54
637	Open British Commonwealth TR NRA .303 SR(b)	600 Yards	54
640	Open Any Service Rifle	200 Yards 'Agony' Snap	45
643	Open Any Lever Action Rifle	200 Yards Double Snap	46
646	Open Any Rifle	200 Yards Double Snap	46
647	Open Any Sniper Rifle	200 Yards Double Snap	46
648	Open Any Lever Centrefire Repeater	200 Yards Prone	48
649	Open Any Lever Centrefire Rifle	200 Yards Rapid	52
660	Open Any Sniper Rifle	900 Yards	55
661	Open Any Scoped Sporting Rifle	900 Yards	55
662	Open Any Rifle Supine	900 Yards	55
663	Open Any Lever Centrefire Repeater	200 Yards Standing	43
664	Open Any Service Sniper	200 Yards Prone	48
665	Open Any Military Miniature	200 Yards Prone	48
667	Open Any .22 Rimfire Rifle	200 Yards Prone	48
668	Open Any Sniper Rifle	1000 Yards	56
669	Open Any Scoped Sporting Rifle	1000 Yards	56
710	Transitional Any Rifle	200 Yards Prone	48
712	Transitional Any Rifle	500 Yards	53
714	Transitional Any Rifle	600 Yards	54
716	Transitional Any Rifle	900 Yards	55
718	Transitional Any Rifle	200 Yards Rapid	52
719	Transitional First Generation 7.62 Sniper	200 Yards McQueen	47
720	Transitional Sniper Rifle	600 Yards	54
721	Transitional Sniper Rifle	900 Yards	55
722	Transitional Sniper Rifle	1000 Yards	56
801	Rifled Pistol	25 Metre Precision	29
802	Smoothbore Pistol	25 Metre Precision	29
803	Target Pistol	25 Metre Precision	29
804	Target Revolver	25 Metre Precision	29
805	Standard Revolver	25 Metre Precision	29
810	Any Pistol	50 Metre Precision - Pistol	35
811	Standard Revolver	50 Metre Precision - Pistol	35
814	Shoulder Stocked Pistol	50 Metre Precision - Pistol	35
822	Any Lever Action Repeating Rifle	50 Metre Precision - Rifle	36
823	Rimfire Schutzen Rifle	50 Metre Precision - Rifle	36
824	Any Rifle	50 Metre Precision - Rifle	36
825	Centrefire Gallery Rifle	50 Metre Precision - Rifle	36
826	Rimfire Gallery Rifle	50 Metre Precision - Rifle	36

Match No.	Firearm Type	Event Name	Page
832	Any Lever Action Rifle	100 Yards Standing	43
833	Rimfire Target Rifle	100 Yards Prone	42
834	Sporting Rifle	100 Yard Standing	43
835	Any Centrefire Gallery Rifle	100 Yard Standing	43
836	Any Rimfire Gallery Rifle	100 Yard Standing	43
841	Target Revolver	25 Metre Slowfire - Pistol	30
842	Standard Revolver	25 Metre Slowfire - Pistol	30
843	Any Lever Action Repeating Rifle	25 Metre Slowfire - Rifle	31
844	Sporting Rifle	25 Metre Slowfire - Rifle	31
845	Any Centrefire Gallery Rifle	25 Metre Slowfire - Rifle	31
846	Any Rimfire Gallery Rifle	25 Metre Slowfire - Rifle	31
847	Closed Frame Revolver	25 Metre Slowfire - Pistol	30
848	Open Frame Revolver	25 Metre Slowfire - Pistol	30
851	Flintlock Pistol	25 Metre Duelling - Pistol	27
852	Single Shot Percussion Pistol	25 Metre Duelling - Pistol	27
853	Single Shot Gallery Rifle	25 Metre Duelling - Rifle	28
854	Repeating Centrefire Gallery Rifle	25 Metre Duelling - Rifle	28
855	Any Gallery Rifle	25 Metre Duelling - Rifle	28
860	Double Action Revolver	25 Metre Bobber - Pistol	25
861	Target Revolver	25 Metre Bobber - Pistol	25
862	Standard Revolver	25 Metre Bobber - Pistol	25
863	Centrefire Gallery Rifle	25 Metre Bobber - Rifle	26
864	Rimfire Gallery Rifle Manual Action	25 Metre Bobber - Rifle	26
865	Any Gallery Rifle	25 Metre Bobber - Rifle	26
866	Self-Loading Gallery Rifle	25 Metre Bobber - Rifle	26
870	Trigger Cocked Revolver	25 Metre Surrenden - Pistol	32
872	Any Revolver	25 Metre Surrenden - Pistol	32
873	Thumb Cocked Revolver	25 Metre Surrenden - Pistol	32
874	Centrefire Gallery Rifle	25 Metre Surrenden - Rifle	33
881	Target Revolver	25 Metre Advancing - Pistol	22
882	Standard Revolver	25 Metre Advancing - Pistol	22
883	Standard Double Action Revolver	25 Metre Advancing - Pistol	22
884	Centrefire Gallery Rifle	25 Metre Advancing - Rifle	23
885	Gallery Rifle Semi-Auto	25 Metre Advancing - Rifle	23
886	Rimfire Gallery Rifle Manual	25 Metre Advancing - Rifle	23
887	Any Gallery Rifle	25 Metre Advancing - Rifle	23
888	Centrefire Gallery Rifle	50 Metre Advancing	34
889	Rimfire Repeating Rifle	50 Metre Advancing	34
891	Target Revolver	25 Metre ARA	24
892	Standard Revolver	25 Metre ARA	24
893	Double Action Revolver	25 Metre ARA	24
896	Standard Pocket Revolver	10 Metre Pockets	21
897	Single Action Pocket Revolver	10 Metre Pockets	21
898	Double Action Pocket Revolver	10 Metre Pockets	21

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