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Classic & Historic Handbook 2026



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The Classic & Historic Handbook

“In The Spirit of the Original”



NATIONAL RIFLE ASSOCIATION

Volume 7 of the NRA Handbook

2026 Edition

This Handbook is issued by, and the Rules, Regulations and Conditions are made by, order of the Council and approved on 13 February 2026

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2026 Handbook Edits

Changes from the 2025 edition affecting the content or applicability of rules are sidelined throughout the handbook. Indexing, typographical, grammatical and layout amendments are not marked. An overview of key updates are outlined below:

- A4 Slings and Rests Page 12
- Contemporaneous sling may be used for any of the prone matches where use is permitted in the conditions. You should use the “correct” issue sling for any service rifle classes
 - You may use a rest to support the arm or hand in prone deliberate matches when using an “Any Rifle”
 - Using a rest in prone deliberate shooting with a Sniper Rifle has been permitted for some time. We will continue with this practice for 2026, however we intend to consult further on this issue as it does not appear to represent historical use of this class of rifle. Historically the use of rests was only permitted in Match Rifle, which currently we do not cater for in Historic events
 - The use of slings in rapid and snap matches is no longer permitted in any class
 - A “traditional rest” is still permitted in the McQueen match
- A8 Sights Page 14
- We will now allow the use of Tube foresights in SR(b) classes provided a post type element is fitted
- B3.3 Muzzle Loading Arms Page 18
- Update to the priming of firearms
- B8 Unloading Equipment Page 19
- The need for shooters of muzzle loading firearm to have with them appropriate tools to unload their firearm has been reinforced. Non possession of this equipment may lead to a refusal for a shooter to compete
- C1 Datelines Page 20
- Post Veteran: The dateline for Post Veteran was originally set for 1945 at the end of the Veteran period to 1965. It has been decided to change this to 1970 to capture the range of what were described as “Transitional” target rifles built on military actions. As a result, the “Transitional Target Rifle” becomes “Post Veteran Target Rifle” and fits with the earlier date-based classifications. We have also changed the calibre group for this class to “small” to permit the use of a wider variety of target rifles in this age group. If we find that particular calibres demonstrate significant advantage in this class, we will adjust accordingly in future amendments

- C2 Firearm Definitions Page 21
- The “Any Rifle” class now permits the use of optical sights
 - Last year saw the introduction of the “Sporting Rifle” class to describe a nonmilitary scoped rifle. This has now been catered for by the “Any Rifle” class, however we are retaining the “Sporting rifle” class at 200 for genuine stalking type rifles designed to take game at these distances
 - Service Rifle (b) was a recognised NRA classification and has been retained as SR(b) .303. To this we have added an open calibre SR(b) to cater for other “SR(b) like” adapted military rifles. The aim here is to allow for minimal (and reversable) modification to a service rifle and to allow the use of other calibre examples of this type. We must however insist that SR(b) does not include physical modification of the rifle such as barrel floating and glass bedding. The open SR(b) may be competed with using a .303 British rifle
- C3 Ammunition Definitions Page 22
- Removal of the 7.62 NATO restriction on Sniper Rifles. Sniper Rifles can now be entered in other valid contemporaneous military calibres
- D Event Index Page 24
- Numerous matches added across all Datelines

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 (SLRC) (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 13th 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 British Sporting Rifle Club (BSRC) 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 has 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 to 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, although collecting is now accepted as a valid reason for acquiring such arms
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 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 volumes 1 & 2) 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 Challenges & Protests

A3.1 Challenges

A3.1.1 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 or indication of the score and before another shot is taken. No challenge will be accepted after the target has been handled by the shooter

A3.1.2 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 A3.2) 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

A3.1.3 On gallery ranges where the targets are marked and hits indicated by butt markers, the procedures in Vol2 Paras 310-330 of the NRA Handbook apply

A3.1.4 Competitors may challenge their own posted scores within a period specified for the event

A3.1.5 The Meeting Director may challenge any competitor’s score. Such challenge must be made within the challenge period and checked by a Jury

A3.2 Jury

A2.2.1 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

A3.3 Protests

A3.3.1 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)

- A3.3.2 In cases where the match entered does not correspond with the declared firearm, the Match Director retains the right to assign the score to the correct match based on the Firearm declared without reference to the shooter although effort will be made to contact the shooter if time permits. The shooter retains the right to challenge such changes
- A3.3.3 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
- A3.3.4 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

A contemporaneous sling may be used in prone rifle matches however the use of a sling in rapid and snap matches is not permitted in any rifle class. The use of a rest is permitted in certain rifle classes as detailed below. Dispensation is available on the grounds of disablement, see Para A2 above. Specific instructions regarding individual matches are listed in the match conditions, however the following principles apply:

- a. **“Prone Deliberate” events** are shot in the “Prone Unsupported” position. This means that only elbows may touch the ground forward of the shoulders. No part of the firearm may touch the ground. A sling, if fitted, may be used, but must be contemporaneous with the firearm in use and attached and used in the original configuration. Rests may be used to support the forward arm in the following firearm classes:
 - i. Sniper Rifle
 - ii. Any Rifle at ranges of 500x or greater
- b. **“Rapid” and “Snap” events** Slings and rests are not permitted in any of these matches
- c. **Sniping events** may be shot using slings or a “Traditional Rest” from a prepared position. A sling, if used should be of a design contemporary to the firearm and in its original configuration. A “Traditional Rest” is an extemporised rest using a sandbag, back pack or other object likely to be found on the battlefield. Modern engineered bench rests or similar devices are not permitted. These conditions only apply to specific sniper events and not to the use of sniper rifles in other matches. The McQueen match is the only currently run sniper event at present
- d. **The “Buffalo Matches”** (5145, 5146) 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. 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
- h. Whatever form of rest is used, it should be stable and capable of supporting the firearm in a safe manner

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. In service rifle 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
- f. **Foresights:** Foresights on service arms are to be “as issued” without aftermarket shades fitted. Tube and shaded foresights are acceptable on a target rifle fitted with any desired insert. For SR(b) a tube foresight is acceptable, however it must be fitted with a post insert

A9 Wiping

The practice of cleaning or wiping the bore between shots is permitted only for Black Powder shooters when competing in a non-service 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 standing 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

A13 Scoring, Results & Prizes

A13.1 Scorecards

A13.1.1 Score cards should be legibly filled out and protected from the elements. Scores should be totalled and final score filled in the box at the top right hand of the card. Scores should be signed for and counter signed by the RO/Register keeper. All the details of the firearm used, including the calibre, model and serial number is to be entered on the card

A13.1.2 Where matches permit the conversion of sighting shots, the procedure outlined in Para 342 of the NRA Handbook volume 2 is to be followed. Claimed sighting scores are to be struck out and the value re-entered into the scoring box. Any scoring boxes left blank will be scored 0 by stats

A13.1.3 Chief Stats will ensure that all completed scorecards are retained for 30 days after the end of the meeting

A13.2 Posting results

A13.2.1 Interim results will be posted during the Meeting, on the notice boards to the side of the Main NRA Building, as well as the NRA Website. These may be used as the basis for challenges (see A13.3). Challenges to Interim results can be made at any time

A13.2.2 Provisional results will be posted as soon as possible after the end of shooting at each Meeting, along with a deadline for challenges

A13.2.3 Challenges received after the posting of Provisional results will be handled as follows:

- a. If the challenge reveals an error made by the Statistical Office, or by any Meeting official, the challenge will normally be upheld:
- b. If the challenge reveals an error made by the competitor, the challenge will not normally be upheld

The Meeting Director's decision is final for all challenges

A13.2.4 Once the challenge deadline has expired, and any challenges have been addressed, Final results will be posted

A13.3 Changing final results

A13.3.1 The final results shall not be changed except on authority of the Meeting Director. Such changes may arise from such issues as:

- 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

A13.4 Prizes and Trophies

Prizes for specific NRA Meetings will be detailed in the accompanying Event Notes for the competition. The below details define the types of awards for Classic & Historic events

- A13.4.1 **Shoulder Medals:** An NRA silver shoulder medal will be presented to anyone finishing in first place in any prizelist (subject to A13.4.5). This will be accompanied by a date bar, and a Meeting bar that displays the name of the Meeting. Competitors will receive additional Meeting bars, owing to the number of first place results they have
- A13.4.2 **Certificates:** Prize certificates are awarded in each event subject to the amount of entries:
- a. 2+ Competitors: 1st Place only
 - b. 6+ Competitors: 1st and 2nd Place
 - c. 10+ Competitors: 1st, 2nd and 3rd Place
- Competitors entering an event more than once with a different firearm, will still only count once towards the total competitor count
- If a competitor enters more than once in one particular event, they are not eligible to receive more than one award
- A13.4.3 **Skilled Shot Score (SSS):** Each event has Skilled Shot Score, as detailed in Section C of this Handbook. Any competitor achieving this score of higher will receive, after the Meeting, a Skilled Shot Certificate
- A13.4.4 **Trophies:** First placed competitors may also receive a trophy in certain matches. A trophy symbol (🏆) is displayed beside the applicable matches on the entry form
- Please note if you wish to take possession of a trophy you must abide by rules 907-918 of the NRA Handbook volume 2
- A13.4.5 Should there be only one entry in any event or class no prize will be awarded
- A13.5 Scoring Conventions**
- A13.5.1 Shots will be scored using “Inward Scoring” as defined in Rule 306 where a shot touching a line between scoring areas will be scored with the highest value except where the match is annotated “MLAGB Scoring”
- A13.5.2 MLAGB Scoring: The centre point of the bullet shall touch the line to count for the higher score. When scoring, the outside of the line shall be deemed to be the line for the purposes of this Rule

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 – 2150fps 655m/s Max ME 1496 ftlb 2030J
- 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

B3.2.2 Magazine fed arms may only be loaded using original loading drills in time critical matches. The use of speed loaders or other aids to loading are not permitted. Firearms may be loaded using traditional clips/chargers or using individual rounds. Loading by magazine exchange is only admissible if this was the originally designed method. Specifically, the Lee Enfield family of military rifles may only be loaded using chargers or individual rounds and not by the exchange of charged magazines

B3.3 Muzzle Loading Arms

B3.3.1 Muzzle loading arms are to be charged in a designated area from pre-loaded containers. The use of powder flasks or the presence of open containers of propellant is expressly forbidden in the range area. The pans of Flintlocks are to remain open to prevent self-priming. Arms may only be primed or percussion caps fitted when the firer is on the firing point when given permission to do so by the RO. Barrels may not be 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 and projectile type. Reduced Energy or cast lead ammunition may be used in "open" competitions. Exemption may be sought to this rule by the presentation of a valid case to the Match Director

B8 Unloading Equipment

The responsibility for safely unloading a muzzle loading arm lies with the shooter in consultation with the Range Officer. 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. Unloading equipment should be in serviceable condition and suitable for the task. A suitable Co2 discharger is recommended in most instances. Lack of the means to safely unload an arm is considered grounds for refusing an individual to compete and possibly for investigation as an unsafe practice. If the firearm is unable to be unloaded using accepted procedures, then the issue should be referred to the NRA armourer

C - Classes & Definitions

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
Muzzle Loading	Pre -1874 Flintlock & Percussion
Vintage	Pre -1891 Black Powder only
Classic	Pre-1919
Veteran	Pre-1945
Post Veteran	Pre-1970
Open	50 years prior to the Event

C1 Datelines

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 Classic: Pre-1919, CF unless stated otherwise

C1.4 Veteran: Designs prior to 1945, CF unless stated otherwise. Rifles No4 Mk2, 1/2 and 1/3 are deemed to be Veteran

C1.5 Post Veteran: Designs prior to 1970

C1.6 Open: The purpose of the open class is to permit the inclusion of later designs of firearm that do not fall into any of the current classes. It is assumed that firearms in the open class will be grouped into emerging classes in the fullness of time. Open Class is not to be considered as a means of introducing modern firearms into competition

The absolute design date limit for Open Class events will be taken to be 1st January of the year 50 years prior to the date of the meeting, CF unless stated otherwise. Firearms in the Open class must be either manufactured in the designated time period or be faithful reproductions of the original design. Modifications or modern interpretations of original designs that improve performance do not meet the aims and objectives of Historical Shooting and are not permitted

C1.7 Honours Only

C1.7.1 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 Firearm Definitions

In addition to the following generic firearm descriptions a match may be confined to a specific make and model of firearm designated in the event conditions

Any Rifle: Within a date class “Any Rifle” covers any rifle in a calibre meeting the range restrictions. May be fitted with any contemporaneous sighting system, including optical

Big Game: A sporting rifle firing a projectile with an ME of between 1750ftlbf/2373J and 3319ftlbf/4500J

Carbine: A Short Barrel Rifle Max OAL 40.5”

Double Action Revolver: A multi-shot pistol where the action is cocked and fired by use of the trigger

Double Barrelled Rifle: A sporting rifle with two barrels

Enfield Rifle: A UK service rifle with a design originating in RSAF Enfield

Flintlock: A firearm using the Flintlock or Snaphaunce method of ignition

Manual: A firearm requiring manual action to reload

Musket: A smoothbore Long Arm

Percussion: A firearm using an external percussion cap method of ignition

Pistol: A handgun, can be either single shot or repeater

Pocket: A pistol with an overall size less than 15” height + length

Repeater: Capable of discharging several projectiles without reloading

Revolver: A specific type of Multi shot handgun

Rifle: A long arm with a rifled barrel

Rifled Pistol: A pistol with a rifled barrel

Schutzen Rifle: A single shot target rifle of middle European design. May be fitted with a hand rest and set triggers

Semi-Auto: A firearm capable of self loading. Currently only legal in .22RF in UK

Service: Service firearms are the most basic of designs with minimal features and the greatest degree of commonality. To claim a firearm is “Service” there must be evidence that the firearm was designed to meet a military requirement i.e. with no additional non-standard features or additions. Adoption and use by Police or other specialist agencies of a civilian pattern target of sporting firearm does not automatically qualify it as “Service”

Single Shot: Capable of only discharging a single shot between reloading

Smoothbore Pistol: A pistol fitted with a smoothbore barrel

Sniper Rifle: A Service Rifle designed for sniping by fitting an issue optical sight

Sporting Rifle: A rifle designed for taking game, may be fitted with an appropriate optical sight

Standard Pistol: A pistol fitted with fixed sights

Standard Revolver: A revolver fitted with fixed sights

Target Pistol: A pistol fitted with adjustable sights

Target Revolver: A revolver fitted with adjustable sights

Target Rifle: A rifle designed or adapted for target shooting and usually having improved sights and tighter manufacturing tolerances

Target Rifle SR(b): The SR(b) class of target rifle is defined as A Service Rifle modified for target shooting by the addition of a contemporaneous aftermarket Target rear sight but with no other modifications. Free floating or glass bedding of barrels is not permitted where this is not an original feature. Tunnel foresights are acceptable provided they are fitted with a post type insert

C3 Ammunition Definitions

Ammunition should conform to “the spirit of the original” and not vary significantly from that used in the original firearm. In service arms, the correct service specifications in terms of Muzzle Energy, Muzzle Velocity and Projectile type used in the original ammunition should be adhered to as far as reasonably possible. The use of downloaded ammunition to achieve reduced recoil or to improve performance is not permitted. The use of modern components is permitted, provided they reproduce the performance of the original ammunition. The use of high specification projectiles such as Matchkings is permissible, however high Ballistic Coefficient bullet designs such as VLD when compared to original designs are not within the spirit of the original.

With the specific exception of .38Special/.357 Magnum and .44Special/.44Magnum in pistol calibre rifles, calibres should be original to the firearm.

In addition to the following generic ammunition descriptions a match may be confined to a specific calibre or type of ammunition designated in the event conditions, e.g. ML Round Ball or .303 British

C3.1 Miniature: Rim fire not exceeding .23" (5.84mm), or the following **low power** centre fire rounds including: .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: Under 0.33" (8.38mm)

C3.3 Medium: Between 0.33" (8.38mm) and 0.476" (12.09mm) with a design ME less than 3319 ft/lb(4500J). Specifically excluded rounds including: .45/75 Winchester, .40/90 Sharps, .360" Gibbs, .375" H&H Magnum all of which are classified as small

- C3.4** **Large:** 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** **Rook & Rabbit:** 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)
- C3.6** **Big Game:** Between 1750ft lb/2373J and 3319ft lb/4500J
- C3.7** **Pistol Calibre:** Centrefire pistol ammunition, typically straight sided and of low to medium velocity designed for use in handguns. This has been extended to include some modern chambering, specifically: .38special/.357 and .44Special/.44Magnum
- 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):** 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 Cyllindro-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 Cyllindro-Conical bullets may be used
 - ML RB or CB: Either bullet type is acceptable
 - b. Propellant: Black Powder or Black Powder Substitute
 - c. The use of modern jacketed projectiles with plastic sabots is specifically forbidden

D – Event and Firearm Index & Targets

D1 Event Index

ID	Event
10	10m Rapid
14	25m Advancing
15	25m Precision
17	50m Advancing
18	50m Precision
19	50m Prone
20	50 yards Standing
22	ARA
23	Bobber
24	Duelling
26	Running Boar
27	Running Deer
28	Slowfire
29	Surrenden







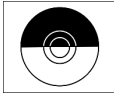


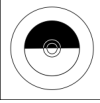

ID	Event
31	100 yards Prone
32	100 yards Standing
33	100 yards Three Position
36	200 yards Prone
37	200 yards Standing
40	Agony Snaps
41	Double Snaps
42	McQueen
43	Rapid
50	500 yards
51	600 yards
52	900 yards
53	1000 yards



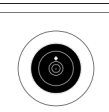
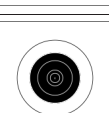
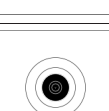
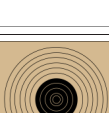
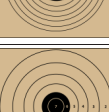
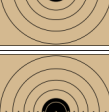
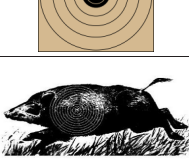
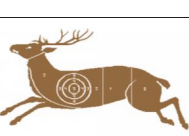
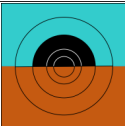
D2 Firearm Index

Class	ID	Firearm
ML	10	Any Pistol
ML	11	Rifled Pistol
ML	12	Smoothbore Pistol
ML	13	Single Shot Target Pistol
ML	14	Flintlock Pistol
ML	15	Single Shot Percussion Pistol
ML	16	Shoulder Stocked Pistol
ML	20	Any Revolver
ML	21	Standard Revolver
ML	22	Standard Pocket Revolver
ML	23	Double Action Revolver
ML	24	Double Action Pocket Revolver
ML	25	Target Revolver
ML	30	Any Rifle
ML	31	Service Rifle
ML	32	Target Rifle
ML	33	Smoothbore Musket
ML	34	Conical Ball Carbine
ML	35	Round Ball Rifle
ML	36	Flintlock Rifle
ML	37	Percussion Rifle
VI	40	Any Rifle
VI	41	Carbine
VI	42	Single Shot Rifle
VI	43	Small Bore Rifle
VI	44	Medium/Small Bore Rifle
VI	45	Medium Bore Rifle
VI	46	Medium Bore Rifle Optical
VI	47	Large Bore Rifle
VI	48	Repeating Rifle
VI	49	Service Rifle
CL	50	Any Rifle
CL	51	Rook & Rabbit Rifle
CL	52	Sporting Rifle
CL	54	Schutzen Rifle (Miniature)
CL	55	Schutzen Rifle (Small)
CL	56	Target Rifle
CL	57	Service Rifle
CL	58	Single Shot Service Rifle
CL	59	Sniper Rifle

Class	ID	Firearm
VE	60	Any Rifle
VE	61	Carbine
VE	62	Pistol Calibre Rifle
VE	63	Miniature Calibre Rifle
VE	64	Semi-Auto Rifle
VE	65	Manual Repeating Rifle
VE	66	Single Shot Rifle
VE	67	Miniature Schutzen Rifle
VE	68	Double Barrelled Rifle (LB)
VE	69	Double Barrelled Rifle (SB)
VE	71	Target Rifle
VE	72	Enfield Rifle
VE	73	Service Carbine
VE	74	Service Rifle
VE	75	Miniature Schützen Rifle
VE	76	Sniper Rifle
PV	80	Any Rifle
PV	81	Miniature Calibre Rifle
PV	82	Pistol Calibre Rifle
PV	83	Big Game Rifle
PV	84	Target Rifle
PV	85	Target Rifle SR(b) .303
PV	86	Target Rifle SR(b)
PV	88	Service Rifle
PV	89	Sniper Rifle
OP	90	Any Rifle
OP	91	Miniature/Pistol Calibre Rifle
OP	92	Sporting Rifle
OP	94	Service Rifle
OP	95	Sniper Rifle

D3 Targets

Buffalo Silhouette		5 5-10"	4 15-20"	3 27-46"	2 Head/Legs	
DP1		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP1c		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-14.3"
DP2		X 2" 6 17.7-30"	10 3.3-5.8" 5 17.7-30"	9 7.1-12"	8 10.7-17.8"	7 14.2-23.6"
DP14		V 1"	5 4.1"	4 6.1"	3 8.1"	
NRA GR5		X 0.4" 6 4.9"	10 0.9" 5 5.9"	9 1.9"	8 2.9"	7 3.9"
NRA/HBSA 200 yard c			5 5"	3 12"	1 17.8-14.3"	
NRA/HBSA 200 yards Tin Hat		V 3.5"	5 5"	4 12"	3 24"	2 35"
NRA/HBSA 300 yards Tin Hat		V 5"	5 7.5"	4 18"	3 30"	2 35"
NRA/HBSA 500 – 600 yard Tin Hat		V 10"	5 15"	4 36"	3 48"	2 72"
NRA/ HBSA 200 yard Round Bull		V 3.5"	5 5"	4 12"	3 24"	2 35"

NRA/ HBSA 300 yard Round Bull		V 5"	5 7.5"	4 18"	3 30"	2 35"	
NRA/ HBSA 500-600 yard Round Bull		V 10"	5 15"	4 36"	3 48"	2 72"	
NRA 500 yard Round Bull		V 150mm	5 250mm	4 660mm	3 990mm	2 1320mm	
NRA 600 yard Round Bull		V 192mm	5 320mm	4 660mm	3 990mm	2 1320mm	
NRA Long Range (800 – 1000 yards)		V 351mm	5 585mm	4 1120mm	3 1830mm	2 2420mm	1 ROT
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	
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"	



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E - Event Conditions

10m Rapid (1021-1024)

Event Numbers & Firearm Type:

1021	ML: Standard Revolver	1024	ML: Double Action Pocket Revolver
1022	ML: Standard Pocket Revolver		

Distance:	10 metres
Sights:	Open
Ammunition:	Any Muzzle Loading
Position:	Standing, single handed shooting 1021, 1022: Free hand may be used to re-cock pistol
Target:	PS14
Course of Fire:	This event takes approximately 45 minutes to complete It requires 15 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1:	One series of 5 shots in 120 seconds Shooters are to start and finish in the Ready Position
Practice 2:	One series of 5 shots in 30 seconds Shooters are to start and finish in the Ready Position
Practice 3:	One series of 5 shots in 15 seconds Shooters are to start and finish in the Ready Position
Scoring:	The targets are to be scored at the end of each Practice
HPS:	105
Notes:	Maximum dimensions for Pocket Revolvers: height plus length less than 15 inches 1021: Includes Pocket Revolvers 1024: Trigger cocked actions, including pepperboxes

Skilled Shot Score:

ML		
1021: 85	1022: 76	1024: 76

Imperial Historic Arms Trophies

1021	Khyber Challenge Trophy
1024	Cottis Trophy

Trafalgar Trophies

1021	Target Gun Pocket Pistol Trophy
1022	Pocket Revolver Trophy

25m Advancing – Revolver (1421-25)

Event Numbers & Firearm Type:

1421 ML: Standard Revolver

1425 ML: Target Revolver

1423 ML: Double Action Revolver

Distance: 25 metres

Sights: Open

Ammunition: Any Muzzle Loading

Position: Standing unsupported

Single hand shooting

1421, 1425: Other hand may be used to cock the firearm

1423: 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

Sighters: Unlimited shots in 5 minutes at a static target at 25m

Practice 1 - 3: 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

Scoring: The targets are to be scored at the end of each Practice

HPS: 75

Notes:

Skilled Shot Score:

ML		
1421: 46	1423: 50	1425: 49

Imperial Historic Arms Trophies

1421 Classic Service Revolver Trophy

1423 Walter Winans Photograph

1425 The Penn Percussion Trophy

Trafalgar Trophies

1421 Rampant Colt Statuette

1423 Colour Sergeants Tankard

1425 John Marsh trophy

25m Advancing – Rifle (1462-91)

Event Numbers & Firearm Type:

1462	VE: Pistol Calibre Rifle	1465	VE: Miniature Manual Repeating Rifle
1464	VE: Semi-Auto Rifle	1491	OP: Miniature/Pistol Calibre Rifle

Distance:	25 metres
Sights:	Open or Aperture 1491: Optical sights permitted
Ammunition:	1462: Pistol calibre 1464, 1465: Miniature 1491: Pistol or Miniature
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
Sighters:	Unlimited shots in 5 minutes at a static target at 25m
Practice 1-6:	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
Scoring:	The targets are to be scored at the end of each Practice
HPS:	150
Skilled Shot Score:	

VE			OP
1462: 142	1464: 146	1465: 144	1491: 144

 Imperial Historic Arms Trophies

 Trafalgar Trophies

1464 NPA Veteran Service Revolver Rose Bowl

25m Precision (1511-1525)

Event Numbers & Firearm Type:

1511	ML: Rifled Pistol
1512	ML: Smoothbore Pistol
1513	ML: Single Shot Target Pistol

1521	ML: Standard Revolver
1525	ML: Target Revolver

Distance:	25 metres
Sights:	Open 1513, 1525: Target
Ammunition:	Any Muzzle Loading
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
Scoring:	MLAGB scoring to be used
HPS:	100
Notes:	1511, 1512, 1513: Set triggers allowed
Skilled Shot Score:	

ML				
1511: 80	1512: 75	1513: 90	1522: 88	1525: 88

Imperial Historic Arms Trophies

1511	Flintlock Pistol Trophy
1513	Paddington Pistol
1521	Silver Challenge Cup
1525	Percussion Pistol Cup

Trafalgar Trophies

1511	Falcon Flintlock Pistol Trophy
1513	MLAGB Target Pistol Trophy
1521	Framed Cigarette Cards
1525	St Petersburg Trophy

50m Advancing (1762-63)

Event Numbers & Firearm Type:

1762 VE: Pistol Calibre Rifle

1763 VE: Miniature Calibre Rifle

Distance: 50 metres

Sights: Open or Aperture

Ammunition: **1762:** Pistol Calibre
1763: Miniature

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

Sighters: Unlimited shots in 5 minutes at a static target

Practice 1-3: Three series of 10 shots

Targets will advance from 50 to 25 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

Scoring: The targets are to be scored at the end of each Practice

HPS: 150

Skilled Shot Score:

VE	
1762: 100	1763: 100

50m Precision – Pistol (1810-1821)

Event Numbers & Firearm Type:

1810 ML: Any Pistol

1821 ML: Standard Revolver

1816 ML: Shoulder Stocked Pistol

Distance: 50 metres

Sights: Open

Ammunition: Any Muzzle Loading

Position: Standing unsupported

1810, 1821: 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

Sighters: Unlimited shots in 5 minutes

Practice 1-2: Two series of five shots each in 10 minutes to include loading

Scoring: The targets are to be scored at the end of each Practice

HPS: 70

Notes: **1816, 1821:** 19th Century design, including accurate reproductions

Skilled Shot Score:

ML		
1810: 50	1816: 55	1821: 48

Imperial Historic Arms Trophies

1810 Dunmore Challenge Trophy

1821 Cartridge King Trophy

Trafalgar Trophies

1810 New Zealand Goblet

1821 NPA Edwardian Pistol Trophy

50m Precision – Rifle (1851-91)

Event Numbers & Firearm Type:

1851	CL: Rook and Rabbit Rifle	1865	VE: Miniature Manual Repeating Rifle
1862	VE: Pistol Calibre Rifle	1867	VE: Miniature Schützen Rifle
1864	VE: Semi-Auto Rifle	1891	OP: Pistol Calibre Rifle

Distance:	50 metres
Sights:	Open or Aperture
Ammunition:	1851: Rook & Rabbit 1862, 1891: Pistol calibre 1864, 1865, 1867: Miniature
Position:	Standing unsupported
Target:	PS13
Course of Fire:	This event takes approximately 35 minutes to complete It requires 20 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1-2:	Two series of 10 shots in 10 minutes
Scoring:	The targets are to be scored at the end of each Practice
HPS:	140
Notes:	1867: European Schutzen pattern only. Palmrest and hooked buttplate allowed

Skilled Shot Score:

CL	VE				OP
1851: 120	1862: 125	1864: 130	1865: 130	1867: 136	1891: 125

Imperial Historic Arms Trophies

Trafalgar Trophies

1851	Holland & Holland Rook De Act Rifle & Plaque
1865	SLRC Spoon Trophy
1867	Hamilton Trophy

50m Prone (1951-88)

Event Numbers & Firearm Type:

1956	CL: Miniature Target Rifle
1957	CL: Miniature Service Rifle
1971	VE: Miniature Target Rifle

1974	VE: Miniature Service Rifle
1984	PV: Miniature Target Rifle
1988	PV: Miniature Service Rifle

Distance: 50 metres

Sights: 1956, 1984, 1988: Target Sight
1957: Issued sight
1971: Open or Aperture sight
1974: Optics permitted

Ammunition: Miniature

Sling & Rest: Double point sling
1974: 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

Sighters: Unlimited shots in 5 minutes

Practice 1-4: Four series of 5 shots in 20 minutes

Scoring: The targets are to be scored at the end of each Practice

HPS: 200

Skilled Shot Score:

CL		VE		PV	
1956: 180	1957: 170	1971: 194	1974: 180	1985: 182	1988: 184

50 Yards Standing (2031-69)

Event Numbers & Firearm Type:

2031	ML: Service Rifle	2068	VE: Double Barrelled Rifle (Large Bore)
2032	ML: Target Rifle	2069	VE: Double Barrelled Rifle (Small Bore)
2033	ML: Smoothbore Musket		

Distance: 50 yards

Sights: **2031, 2068, 2069:** Open
2032: Target
2033: As issued

Ammunition: **2031, 2032, 2033:** Muzzle Loading (RB only)
2068: Large
2069: Small

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: PL7

Course of Fire: This event takes approximately 45 minutes to complete
2031, 2032, 2033: requires 10 rounds plus sighters
2068, 2069: requires 12 rounds plus sighters

Sighters: Unlimited shots in 5 minutes

Practice 1: **2031, 2032, 2033:** Two series of 5 shots each to be fired in 10 minutes
2068, 2069: 12 shots, best 10 to count in 10 minutes. Shots fired from alternate barrels

HPS: 100

Notes: **2031, 2032, 2033:** Contemporary designs
2032: Wiping between shots Permitted

Skilled Shot Score:

ML			VE	
2031: 58	2032: 64	2033: 50	2068: 56	2069: 58

 Imperial Historic Arms Trophies

 Trafalgar Trophies

2068 Heasman Double Elephant Shield
2069 Stimpson Stag Trophy

ARA (2221-2225)

Event Numbers & Firearm Type:

2221 ML: Standard Revolver

2225 ML: Target Revolver

2223 ML: Double Action Revolver

Distance: 25 metres

Sights: Open

Ammunition: Any Muzzle Loading

Position: Standing unsupported
Single hand shooting
2221, 2225: 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

Sighters: Unlimited shots in 5 minutes

Practice 1-4: 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

Scoring: The targets are to be scored at the end of each Practice

HPS 140

Notes: **2221:** 19th century designs including accurate reproductions
2223: Fired double action (trigger cocking)
2225: Any pattern including nitro conversions

Skilled Shot Score:

ML		
2221: 75	2223: 75	2225: 80

 Imperial Historic Arms Trophies

 Trafalgar Trophies

2221 Offen Trophy Cup

2225 SLRC Edwardian Vest-Pistol Fred Wilkinson Trophy

Bobber – Pistol (2321-25)

Event Numbers & Firearm Type:

2321 ML: Standard Revolver

2325 ML: Target Revolver

2323 ML: Double Action Revolver

Distance: 25 metres

Sights: Open

Ammunition: Any Muzzle Loading

Position: Standing unsupported
Single hand shooting
2323, 2325: Other hand may be used to cock the firearm

Target: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

Practice 1-2: Two series of 5 exposures each of 3 seconds, edged for 10 seconds
between

One shot per exposure

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

Scoring: The targets are to be scored at the end of each Practice

HPS: 100

Notes: **2321:** 19th century design including accurate reproductions
2323: 19th century design with trigger cocked actions
2325: Any pattern including nitro conversion

Skilled Shot Score:

ML		
2321: 80	2323: 80	2325: 85

Imperial Historic Arms Trophies

2321 The Parabellum Trophy

2325 SLRC Classic Revolver Tankard

Trafalgar Trophies

2321 Dorset Arms Shield

2325 Wilkinson Pistol Trophy

Bobber – Rifle (2362-91)

Event Numbers & Firearm Type:

2362 VE: Pistol Calibre Rifle

2364 VE: Semi-Auto Rifle

2365 VE: Miniature Manual Repeating Rifle

2391 OP: Miniature/Pistol Calibre Rifle

Distance: 25 metres

Sights: Open or Target
2391: Optical sights permitted

Ammunition: **2362:** Pistol calibre
2364, 2365: Miniature
2391: Pistol or Miniature

Sling & Rest: No sling or rests permitted

Position: Standing Unsupported

Targets: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

Practice 1-2: Two series of 10 exposures each of 3 seconds, edged for 10 seconds between exposures
One shot per exposure
Shooters are to start and finish each Practice in the Ready Position

Scoring: The targets are to be scored at the end of each Practice

HPS: 200

Skilled Shot Score:

VE		OP	
2362: 180	2364: 175	2365: 185	2391: 185

 Imperial Historic Arms Trophies

2364 SMRC Pistol Trophy

 Trafalgar Trophies

2365 Horner Trophy

Duelling – Pistol (2414-15)

Event Numbers & Firearm Type:

2414 ML: Flintlock Pistol **2415** ML: Single Shot Percussion Pistol

- Distance:** 25 metres
- Sights:** Open
- Ammunition:** Any Muzzle Loading
- 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
- Sighters:** Unlimited shots in 5 minutes on a stationary target
- Practice 1:** 10 exposures of 3 seconds each preceded by 3 second edged over
a 30 minute period. Shooters will have a 2 minute period to load
between shots and present themselves in the Ready Position
One shot per exposure
Shooters are to start and finish in the Ready Position
- Scoring:** The targets are to be scored at the end of each Practice
- HPS:** 100 rifled, 107 smoothbore
- Notes:** **2414:** Including rifling and set triggers, Smoothbore +7 points
2415: Any 19th century design including accurate reproductions
- Skilled Shot Score:**

ML	
2414: 80	2415: 82

Imperial Historic Arms Trophies

- 2414** Webley Auto Classic Pocket Pistol
NRA Bloom Pistol Trophy &
2415 Stevenson Pocket Revolver Trophy

Trafalgar Trophies

- 2415** Milner Target Pistol Goblet

Duelling – Rifle (2462-91)

Event Numbers & Firearm Type:

2462	VE: Pistol Calibre Rifle	2491	OP: Miniature/Pistol Calibre Rifle
2466	VE: Miniature Single Shot Rifle		

Distance:	25 metres
Sights:	Open or Aperture 2491: Optics permitted
Ammunition:	2462: Pistol Calibre 2466: Miniature 2491: Pistol Calibre/ Miniature
Sling & Rest:	No slings or rests permitted
Position:	Standing Unsupported
Targets:	DP2
Course of Fire:	This event takes approximately 45 minutes to complete It requires 20 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes on a stationary target
Practice 1-2:	Two series of 10 exposures of 3 seconds, each preceded by 3 second edged. Shooters will have a 1 minute period to load between shots and present themselves in the Ready Position One shot per exposure Shooters are to start and finish in the Ready Position
Scoring:	The targets are to be scored at the end of each Practice
HPS:	200
Notes:	2462: Repeating and Rook & Rabbit Rifles may be used provided they are loaded singly
Skilled Shot Score:	

VE		OP
2462: 180	2466: 195	2491: 180

 Imperial Historic Arms Trophies

 Trafalgar Trophies
2466 Pickelhasse Trophy

Slowfire – Pistol (2821-25)

Event Numbers & Firearm Type:

2821 ML: Standard Revolver

2825 ML: Target Revolver

Archived Classes: Closed Frame Revolver, Open Frame Revolver

- Distance:** 25 metres
- Sights:** Open
- Ammunition:** Any Muzzle Loading
- 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
- Sighters:** Unlimited shots in 5 minutes
- Practice 1:** Two series of 5 shots, each in 10 minutes
Start unloaded
- Scoring:** The targets are to be scored at the end of each Practice
- HPS:** 70
- Notes:** **2821:** 19th century design, accurate reproductions allowed
2825: Any pattern including nitro conversions

Skilled Shot Score:

ML	
2821: 59	2825: 55



Imperial Historic Arms Trophies

2821 North London Trophy

2825 TA Trophy



Trafalgar Trophies

2821 NPA Percussion Revolver Rose Bowl

2825 NPA Victorian Rose Bowl

Slowfire – Rifle (2862-92)

Event Numbers & Firearm Type:

2862 VE: Pistol Calibre Rifle

2863 VE: Miniature Calibre Rifle

2891 OP: Miniature/Pistol Calibre Rifle

2892 OP: Sporting Rifle

Distance: 25 metres

Sights: Open or Aperture

2892: Open, Aperture or Optical

Ammunition: **2862, 2892:** Pistol calibre

2863: Miniature

2891: Pistol Calibre/ Miniature

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: PS14

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

Sighters: Unlimited shots in 5 minutes

Practice 1-2: Two series of 10 shots to count in 10 minutes
Start unloaded

Scoring: The targets are to be scored at the end of each Practice

HPS: 140

Skilled Shot Score:

VE		OP	
2862: 124	2863: 127	2891: 127	2892: 132

Imperial Historic Arms Trophies

Trafalgar Trophies

2862 NPA Veteran Target Pistol Rose Bowl

2863 Webley Framed Targets

Surrenden – Pistol (2921-23)

Event Numbers & Firearm Type:

2921 ML: Standard Revolver

2923 ML: Double Action Revolver

Archived Classes: Any Revolver

Distance: 25 metres

Sights: Open

Ammunition: Any Muzzle Loading

Position: **2921:** Single Hand Shooting, other hand may be used to the cock the hammer
2923: Single Hand Shooting

Target: PS14

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

Sighters: Unlimited shots in 5 minutes

Practice 1-3: 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

Scoring: The targets are to be scored at the end of each Practice

HPS: 105

Notes: Times to be rounded up to the nearest whole second
2921: Basic 19th century design with thumb cocked action
2923: Basic 19th century design with trigger cocked action

Skilled Shot Score:

ML	
2921: 35	2923: 40

Imperial Historic Arms Trophies

2921 Commando Trophy

2923 Ward Trophy Rose Bowl

Trafalgar Trophies

2921 Rawlins Trophy

Surrenden – Rifle (2962)


Event Numbers & Firearm Type:

2962 VE: Pistol Calibre Rifle

Distance:	25 metres
Sights:	Open or Aperture
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
Sighters:	Unlimited shots in 5 minutes
Practice 1-3:	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
Scoring:	The targets are to be scored at the end of each Practice
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:	

VE
2962: 55

 Imperial Historic Arms Trophies

 Trafalgar Trophies
2962 NDFS Trophy Centenary Shield

Running Boar (2651-81)

Event Numbers & Firearm Type:

2651	CL: Rook and Rabbit Rifle
2681	PV: Miniature Calibre Rifle
2682	PV: Pistol Calibre Rifle

Distance: 55 yards

Sights: **2651, 2682:** Any
2681: Any contemporary sights including optics

Ammunition: **2651:** Rook and Rabbit
2681: Miniature
2682: Pistol calibre 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
2682: 10 rounds plus sighters

Sighters: 4 non-convertible sighters
2682: 2 non-convertible sighters

Practice 1: **2651, 2681:** 2 strings of 10 shots
2682: 1 string of 10 shots

HPS: **2651, 2681:** 200
2682: 100

Notes: **2681:** Any pre-1961 sporting rifle chambered for .22RF, including:
.22short, .22wmr and .22 Win Auto

Skilled Shot Score:

CL	PV	
2651: 100	2681: 120	2682: 65

Imperial Historic Arms Trophies

2681 Classic Arms & Military Trophy
2682 Bonhams Trophy

Trafalgar Trophies

2681 David Lloyd Trophy

Running Deer (2749-88)

Event Numbers & Firearm Type:

2749	VI: Service Rifle
2750	CL: Any Rifle

2780	PV: Any Rifle
2783	PV: Big Game Rifle
2788	PV: Service Rifle

Distance: 110 yards

Sights: 2750, 2780: Open, Aperture, Target or Optical
2783: Open or Aperture

Ammunition: 2749: Medium
2750: Any Centrefire
2783: Big Game
2788: Small

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
2788: 20 rounds plus sighters

Sighters: 2 non-convertible sighters
2788: 4 non-convertible sighters

Practice 1: 10 shots, 5 runs from each left and right
2788: Two series of 10 shots, 10 runs from each left and right

HPS: 50
2788: 100

Notes: 2750: Any centrefire sporting rifle including contemporary conversions of service rifles if "in the spirit of the original"
2783: Single-loaded doubles allowed

Skilled Shot Score:

VI	CL	PV		
2749: 30	2750: 30	2780: 30	2783: 27	2788: 54

Imperial Historic Arms Trophies

2750 Stalker Trophy
2788 Potter & Walker Trophy

Trafalgar Trophies

100 Yards Prone (3131-88)

Event Numbers & Firearm Type:

3131	ML: Service Rifle	3171	VE: Miniature Target Rifle
3132	ML: Target Rifle	3184	PV: Miniature Target Rifle
3135	ML: Round Ball Rifle	3188	PV: Miniature Service Rifle
3144	VI: Medium/Small Bore Rifle		
3147	VI: Large Bore Rifle		

Distance:	100 yards
Sights:	3131: As issued 3132, 3171, 3184, 3188: Target 3135: Open 3144, 3147: Open or Aperture
Ammunition:	3131, 3132: Any Muzzle Loading 3135: Any size Muzzle Loading (RB only) 3147: Large 3144: Small or Medium 3171, 3184, 3188: Miniature
Sling & Rest:	Slings Permitted 3171, 3184: Full Target shooting rig permitted including Jackets, slings & Gloves
Position:	Prone unsupported
Targets:	PL7
Course of Fire:	This event takes approximately 30 minutes to complete 3131, 3132, 3135, 3144, 3147: 13 rounds 3171, 3184, 3188: 23 rounds
Practice:	3131, 3132, 3135, 3144, 3147: 13 shots in 30 minutes, best 10 to count 3171, 3184, 3188: 23 shots in 30 minutes, best 20 to count
Scoring:	3131, 3132: MLAGB scoring
HPS:	3131, 3132, 3135, 3144, 3147: 100 3171, 3184, 3188: 200
Notes:	All Loading and Capping to take place within the 30 minutes 3131, 3132, 3135, 3144: wiping permitted

Skilled Shot Score:

ML			VI		VE	PV	
3131: 80	3132: 85	3135: 70	3144: 65	3147: 65	3171: 184	3184: 180	3188: 185

 Imperial Historic Arms Trophies

 Trafalgar Trophies

3131	SLRC Percussion Service Rifle Cup
3132	SLRC Percussion Target Rifle Cup

100 Yards Standing (3234-82)

Event Numbers & Firearm Type:

3234	ML: Conical Ball Carbine	3251	CL: Rook & Rabbit Rifle
3235	ML: Round Ball Rifle	3262	VE: Pistol Calibre Rifle
3244	VI: Medium/Small Bore Rifle	3263	VE: Miniature Calibre Rifle
3247	VI: Large Bore Rifle	3282	PV: Pistol Calibre Rifle

Distance: 100 yards

Sights: **3234, 3235:** Open sights
3244, 3247, 3262, 3263, 3282: Open or Aperture
3251: A Contemporary Optical sight maximum .75" tube diameter may be used

Ammunition: **3234:** Any size Muzzle Loading (CB only)
3235: Any size Muzzle Loading (RB only)
3244: Medium/Small
3247: Large
3251: Rook and Rabbit greater than .23" nominal
3262, 3282: Pistol calibre
3263: Miniature

Sling & Rest: Slings and Rests not permitted

Position: Standing

Target: PL7

Course of Fire: This event takes approximately 30 minutes to complete
3234, 3235, 3244, 3247: 13 rounds
3251, 3262, 3263, 3282: 23 rounds

Practice 1: **3234, 3235, 3244, 3247:** 13 shots in 30 minutes, best 10 to count
3251, 3262, 3263, 3282: 23 shots in 30 minutes, best 20 to count

HPS: **3234, 3235, 3244, 3247:** 100
3251, 3262, 3263, 3282: 200

Notes: **3235:** Max OAL 40.5"
3244, 3247: wiping permitted
 All loading and Capping to take place within the 30 minutes

Skilled Shot Score:

ML		VI		CL	VE		PV
3234: 58	3235: 62	3244: 65	3247: 65	3251: 150	3262: 140	3263: 166	3282: 160

100 Yards Three Position (3361)

Event Numbers & Firearm Type:

3361 VE: Carbine

- Distance:** 100 yards
- Sights:** Open, Aperture, Target or Optical
- Ammunition:** Any Centrefire
- Sling & Rest:** Slings are not permitted
- Position:** Three Positions (See Practice)
- Target:** PL7
- Course of Fire:** This event takes approximately 30 minutes to complete
It requires 20 rounds
- Sighters:** No sighting shots
- Practice:** 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:**

VE
3361: 165

200 Yards Prone (3630-92)

Event Numbers & Firearm Type:

3630	ML: Any Rifle	3660	VE: Any Rifle
3631	ML: Service Rifle	3661	VE: Carbine
3632	ML: Target Rifle	3662	VE: Pistol Calibre Rifle
3636	ML: Flintlock Rifle	3673	VE: Service Carbine
3640	VI: Any Rifle	3674	VE: Service Rifle
3641	VI: Carbine	3675	VE: Miniature Service Rifle
3645	VI: Medium Bore Rifle	3676	VE: Sniper Rifle
3647	VI: Large Bore Rifle	3684	PV: Target Rifle
3650	CL: Any Rifle	3685	PV: Target Rifle SR(b) .303
3652	CL: Sporting Rifle	3686	PV: Target Rifle SR(b)
3656	CL: Miniature Target Rifle	3689	PV: Sniper Rifle
3657	CL: Service Rifle	3690	OP: Any Rifle
3658	CL: Single Shot Service Rifle	3691	OP: Miniature Rifle
3659	CL: Sniper Rifle	3692	OP: Sporting Rifle

Distance: 200 yards

Sights: Open, Aperture or Target, except:
3631, 3645, 3647, 3657, 3658, 3659, 3673, 3674, 3675, 3676, 3689: As issued
3652, 3690, 3692: Open Aperture or Optical
3641: Open
3685, 3686: Target rear sight with an as issued front

Ammunition: **3630, 3631, 3632:** Any size Muzzle Loading
3636: Any size Muzzle Loading (RB only)
3650, 3652, 3657, 3658, 3659, 3660, 3661, 3673, 3674, 3676, 3689: Small or Medium
3656, 3675, 3687, 3690, 3691, 3692: Miniature
3662: Pistol calibre
3685: .303 British (7.7 x 56mmR) only
3686: Small

Sling: Contemporaneous Slings permitted, except:
3631, 3657, 3658, 3673, 3674, 3676: Issued slings only
3662: No slings
3675, 3685, 3686, 3689: Two-point sling only
3684: Single point sling permitted

Rest: Rests are not permitted (see A4):

Position: Prone

Targets: NRA/HBSA Round Bull, except:
3657, 3658, 3659, 3673, 3674, 3675, 3676, 3685, 3686, 3689: Sand & Sky

- Course of Fire:** This event takes approximately 45 minutes to complete
It requires 10 rounds plus sighters
3630, 3631, 3632, 3636 (ML): 13 rounds
- Sighters:** 2 non-convertible sighters
- Practice 1:** 10 shots to count in 30 minutes
3630, 3631, 3632, 3636 (ML): 13 shots in 30 minutes, best 10 to count
- HPS:** 50
- Notes:** **3630, 3632, 3636, 3640, 3661:** Wiping Permitted
3630: Capping breech-loaders are permitted provided they are loaded via the muzzle. Reproductions shall be in the spirit of the original
3656: BSA Rifles up to and including M12 and Centrefire miniature rifles e.g. 297/230 or similar
3691: No. 8 rifle permitted

Skilled Shot Score:

ML	VI	CI		VE		PV	OP
3630: 42	3641: 33	3650: 47	3657: 46	3660: 45	3673: 32	3684: 46	3690: 44
3631: 40	3640: 40	3652: 43	3658: 43	3661: 34	3674: 45	3685: 45	3691: 43
3632: 35	3647: 34	3656: 40	3659: 46	3662: 41	3675: 44	3686: 45	3692: 41
3636: 30	3645: 39				3676: 43	3689: 44	

 **Imperial Historic Arms Trophies**

- 3630** Graphic Cup
- 3631** Robin Hood Rifles Trophy
- 3632** Private Edward Cup
- 3640** VAA Martini Rifle Plaque
- 3645** Quartermaster Gratwicke Cup
- 3647** NRA Rifle Club Shield
- 3650** Freemantle Trophy
- 3652** Dorchester Trophy
- 3656** Bell Family Trophy
- 3657** ARA Forester-Quinlay Trophy
- 3674** HBSA Veteran Rifle Plaque
- 3675** Classic Gun Trophy
- 3691** Russell Trophy

 **Trafalgar Trophies**

- 3630** Coach Harness Powder Horn
- 3631** Thorneywood Tankard
- 3636** *Special: Original Flintlock only*
Peninsular Trophy Figurine
- 3640** 3 Handled Tankard
- 3645** NRA Bisley Certificate
- 3647** NRA Wimbledon Certificate
- 3650** Rigby Lee Speed Rifle
- 3662** Winchester Bowie Trophy
- 3674** HBSA Service Rifle Trophy

200 Yards Standing (3730-74)

Event Numbers & Firearm Type:

3731	ML: Service Rifle	3748	VI: Repeating Rifle
3732	ML: Target Rifle	3751	CL: Rook & Rabbit Rifle
3735	ML: Round Ball Rifle	3754	CL: Schutzen (Miniature)
3737	ML: Percussion Rifle	3755	CL: Schutzen (Small)
3740	VI: Any Rifle	3757	CL: Service Rifle
3743	VI: Small Bore Service Rifle	3760	VE: Any Rifle
3745	VI: Medium Bore Service Rifle	3774	VE: Service Rifle
3747	VI: Large Bore Service Rifle		

Distance: 200 yards

Sights: **3731, 3743, 3745, 3747, 3757, 3774:** As Issued
3732, 3740: Open, Aperture or Target
3735: Open
3737, 3748: Any
3754, 3755, 3760: Open or Aperture

Ammunition **3731, 3732:** Any size Muzzle Loading
3735: Any size Muzzle Loading (RB only)
3737: Any size Muzzle Loading (CB only)
3740, 3748: Any Vintage
3743, 3755, 3757, 3774: Small
3745: Medium
3747: Large
3754: Miniature
3760: Any Centrefire

Slings: **3732, 3735, 3737, 3740, 3748:** Contemporaneous slings permitted
3731, 3747, 3745, 3743, 3757, 3774: Issued sling
3754, 3755: Unsupported, no sling, not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers
3760: No sling

Position: Standing unsupported

Targets: HBSA Round Bull, except:
3757, 3774: Sand and Sky

Course of Fire: This event takes approximately 45 minutes to complete
The shoot requires 10 rounds plus sighters
3754, 3755: 20 rounds plus sighters

Sighters: 2 non-convertible sighters

Practice 1: 10 shots to count in 30 minutes
3754, 3755: 2 non-convertible sighters, followed by 20 shots to count in 30 minutes

HPS: 50
3754, 3755: 100

Notes: **3732, 3735, 3737, 3740:** Wiping Allowed
3740: Sporterised rifles allowed

Skilled Shot Score:

ML	VI		CL	VE
3731: 30	3740: 25	3747: 27	3751: 31	3760: 30
3732: 32	3743: 28	3748: 30	3754: 70	3774: 35
3735: 25	3745: 27		3755: 65	
3737: 32			3757: 33	

 **Imperial Historic Arms Trophies**

- 3731** Hamilton Volunteer Tankard
- 3745** SLRC Commemorative Shield
- 3747** Cambridge Road Trophy
- 3754** Bell Medal Shield
- 3755** Schutzen Rifle Trophy

 **Trafalgar Trophies**

- 3731** Parker Hale Enfield
- 3743** Nunhead Picture
- 3745** Vintage Arms Martini Action
- 3747** Union Des Societies de France
- 3748** Service Arms Cup
- 3748** Swing Trophy
- 3755** Walnut Hill Open Match Trophy

200 Yards 'Agony' Snap (4040-94)

Event Numbers & Firearm Type:

4040	VI: Any Rifle
4057	CL: Service Rifle
4059	CL: Sniper Rifle

4061	VE: Carbine
4074	VE: Service Rifle
4076	VE: Sniper Rifle
4094	OP: Service Rifle

Distance: 200 yards

Sights: 4040, 4061: Open or Aperture
 4057, 4074, 4094: As Issued
 4059, 4076: As Issued Optical

Ammunition: 4040: Large or Medium
 4061, 4057, 4059, 4076: Large, Medium or Small
 4074, 4094: Medium or Small

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

Sighters: 2 non-convertible sighters

Practice 1: 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: 50

Skilled Shot Score:

VI	CL	VE	OP
4040: 10	4057: 27	4061: 21	4094: 20
	4059: 28	4074: 27	
		4076: 28	

200 Yards Double Snap (4157-90)

Event Numbers & Firearm Type:

4157 CL: Service Rifle

4162 VE: Pistol Calibre Rifle

4174 VE: Service Rifle

4176 VE: Sniper Rifle

4190 OP: Any Rifle

Distance: 200 yards

Sights: **4157, 4174:** As Issued
4162, 4190: Open or Aperture
4176: Open, Aperture, Target or Optical

Ammunition: **4157, 4174, 4176:** Small
4162: Pistol calibre
4190: Medium or Small

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

Sighters: 2 non-convertible sighters

Practice 1: 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
4162: 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		OP	
4157: 23	4162: 20	4174: 23	4176: 27	4190: 23

 **Imperial Historic Arms Trophies**

4157 Middlesex RV Trophy

 **Trafalgar Trophies**

4190 King's Prize Cup

200 Yards McQueen (4259-95)

Event Numbers & Firearm Type:

4259	CL: Sniper Rifle	4292	OP: Sporting Rifle
4276	VE: Sniper Rifle	4295	OP: Sniper Rifle
4289	PV: Sniper Rifle 7.62 NATO		

Distance:	200 yards
Sights:	Any sighting system contemporary with the rifle or available during the period 4259, 4276: As issued 4289: Scope and mount must be of contemporary design
Ammunition:	4259, 4276: Small 4292, 4295: Medium or Small 4289: 7.62mm x 51mm NATO only
Sling & Rest:	Service slings or traditional rest permitted with no rear rest (See A4.c, g and h) Bipods not permitted unless demonstrated to be original as issued or in the spirit of as issued 4289: 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
Sighters:	2 non-convertible sighters
Practice 1:	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:	4292: Telescope mounts should be of contemporary pattern but may be reproductions

Skilled Shot Score:

CL	VE	PV	O	
4259: 39	4276: 40	4289: 39	4292: 40	4295: 39

Imperial Historic Arms Trophies

4292 Nigel Greenaway Trophy

Trafalgar Trophies

4292 Gunner One Trophy

4295 LPSC Trophy

200 Yards Rapid (4342-84)

Event Numbers & Firearm Type:

4342	VI: Single Shot Rifle	4362	VE: Pistol Calibre Rifle
4348	VI: Repeating Rifle	4372	VE: Enfield Rifle
4350	CL: Any Rifle	4374	VE: Service Rifle
4357	CL: Service Rifle	4380	PV: Any Rifle
4360	VE: Any Rifle	4381	PV: Miniature Calibre Rifle
4361	VE: Carbine	4384	PV: Target Rifle

Distance:	200 yards
Sights:	Open or Aperture sight 4372, 4374: As Issued
Ammunition:	4342, 4348: Large or Medium 4350, 4360, 4380, 4384: Small 4357, 4374: As Issued 4361: Any 4362: Pistol calibre 4372: .303 British (7.7 x 56mmR) 4381: Miniature or Pistol calibre
Sling & Rest:	Slings and rests not permitted
Position:	Prone Unsupported 4362: Prone, Sitting or Kneeling
Target:	DP1
Course of Fire:	This event takes approximately 20 minutes to complete It requires 15 rounds plus sighters
Sighters:	2 non-convertible sighters
Practice 1:	1 minute exposure, max 15 rounds Start unloaded, rifle may be loaded at any point during the 1 minute exposure 4362: Start with 10 rounds loaded
Scoring:	3 ring scores 5, rest of DP1 scores 3, 90x90cm backer scores 1
HPS:	75
Notes:	4342: Magazine allowed if single loaded
Skilled Shot Score:	

VI	CL	VE			PV
4342: 25	4350: 48	4360: 49	4362: 30	4374: 49	4381: 20
4348: 25	4357: 49	4361: 32	4372: 49		4384: 51

Imperial Historic Arms Trophies

4342	Ted Andrews Memorial Trophy
4357	Ashford Trophy
4374	Wimbledon Cup

Trafalgar Trophies

4342	Vintage SR Rapid Fire Goblet
4357	HBSA Rapid Fire GR Tray
4362	Lever Action Rapid Fire Shield
4372	Enfield Minute Ceramic Plaque
4374	AJ Parker Bayonet

500 Yards (5030-95)

Event Numbers & Firearm Type:

5030	ML: Any Rifle	5061	VE: Carbine
5031	ML: Service Rifle	5073	VE: Service Carbine
5032	ML: Target Rifle	5074	VE: Service Rifle
5040	VI: Any Rifle	5076	VE: Sniper Rifle
5045	VI: Medium Bore Rifle	5084	PV: Target Rifle
5049	VI: Service Rifle	5085	PV: Target Rifle SR(b) .303
5050	CL: Any Rifle	5086	PV: Target Rifle SR(b)
5057	CL: Service Rifle	5089	PV: Sniper Rifle
5058	CL: Single Shot Rifle	5090	OP: Any Rifle
5059	CL: Sniper Rifle	5095	OP: Sniper Rifle
5060	VE: Any Rifle		

Distance: 500 yards

Sights: **5030, 5045, 5058, 5061:** Open or Aperture
5031, 5049, 5057, 5059, 5073, 5074, 5076, 5089, 5095: As Issued
5032, 5087: Target
5040, 5050, 5060, 5090: Open, Aperture or Optical
5085, 5086: Target rear sight, with an as issued front

Ammunition: Any suitable for the firearm, except:
5031, 5032: Any size Muzzle Loading (CB only)
5057, 5074, 5084: Small
5085: .303 British (7.7 x 56mmR) only

Sling & Rest: Contemporaneous Slings Permitted
5030, 5040, 5050, 5059, 5060, 5076, 5089, 5090, 5095: Sling or Rest Permitted
5084: Single or two-point sling permitted

Position: Prone
5040: Prone or Supine

Targets: NRA/HBSA 500/600 yard Round Bull, except:
5057, 5073, 5074, 5085, 5086: NRA/HBSA 500/600 yard Tin Hat

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

Sighters: 2 convertible sighters

Practice 1: 10 shots to count in 30 minutes
5031, 5032, 5040, 5049: 1 fouling shot per barrel at RO discretion

HPS: 50

Notes: **5032, 5040:** Wiping allowed

Skilled Shot Score:

ML	VI	CL	VE		PV	OP
5031: 37	5040: 38	5050: 33	5060: 43	5074: 42	5085: 45	5090: 46
5032: 37	5049: 31	5057: 40	5061: 26	5076: 43	5084: 45	5095: 46
5030: 37	5045: 30	5058: 33	5073: 25		5085: 45	
		5059: 38			5089: 46	

 **Imperial Historic Arms Trophies**

 **Trafalgar Trophies**

- 5031 Smith-Collman Portrait
- 5032 Rawalpindi Trophy
- 5040 Arles Cup
- 5049 NRA Bisley Certificate
- 5050 Classic Gun Company Cup
- 5057 John Bell Dum Dum Trophy
- 5074 Service Rifle 500 Shield

600 Yards (5130-95)

Event Numbers & Firearm Type:

5130	ML: Any Rifle	5160	VE: Any Rifle
5140	VI: Any Rifle	5174	VE: Service Rifle
5144	VI: Med/Small Bore Rifle	5176	VE: Sniper Rifle
5145	VI: Buffalo Rifle	5184	PV: Target Rifle
5146	VI: Buffalo Rifle Optical	5185	PV: Target Rifle SR(b) .303
5149	VI: Service Rifle	5186	PV: Target Rifle SR(b)
5150	CL: Any Rifle	5189	PV: Sniper Rifle
5157	CL: Service Rifle	5190	OP: Any Rifle
5159	CL: Sniper Rifle	5195	OP: Sniper Rifle

Sights: **5130, 5140, 5150, 5160, 5190:** Open, Aperture, Target or Optical

5144: Open or Aperture

5146: Optical

5149, 5157, 5159, 5174, 5176, 5189, 5195: As Issued sight

5184: Target

5185, 5186: Target rear sight, as issued foresight

Ammunition: Any suitable for the firearm, except:

5130: Any size Muzzle Loading (CB only)

5150, 5157, 5159, 5160, 5174, 5176, 5189, 5190, 5192, 5195:
Small

5185: .303 British (7.7 x 56mmR) only

Sling & Rest: Contemporaneous Slings Permitted

5130, 5140, 5150, 5159, 5160, 5176, 5189, 5190, 5195: Rest permitted

5145, 5146: X sticks or Rest permitted

5185: Two-point Sling, rests are not permitted

5184: Single point sling permitted

Position: Prone

5140: Prone or Supine

Targets: HBSA 500/600 yard Round Bull, except:

5145, 5146: Buffalo silhouette

5147, 5157, 5159, 5174, 5176, 5185, 5189, 5192, 5195: HBSA
500/600 yard Tin Hat

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

Sighters: 2 convertible sighters

Practice 1: 10 shots to count in 30 minutes

5130, 5140, 5145, 5146: 1 fouling shot per barrel at RO discretion

HPS: 50

Notes: **5130, 5140, 5145, 5146:** Wiping permitted

Skilled Shot Score:

ML	VI		CL	VE	PV		OP
5130: 30	5140: 30	5146: 30	5150: 38	5160: 38	5184: 46	5186: 46	5190: 47
	5144: 28	5149: 30	5157: 35	5174: 35	5185: 45	5189: 46	5195: 45
	5145: 30		5159: 45	5176: 46			

 **Imperial Historic Arms Trophies**

 **Trafalgar Trophies**

- 5150** Vicars Prize
- 5157** Tyler Stein Trophy
- 5174** SLRC 600 Cup
- 5195** RMRA Scout Telescope

900 Yards (5230-95)

Event Numbers & Firearm Type:

5230	ML: Any Rifle
5240	VI: Any Rifle
5249	VI: Service Rifle
5250	CL: Any Rifle
5257	CL: Service Rifle
5259	CL: Sniper Rifle
5260	VE: Any Rifle
5274	VE: Service Rifle
5276	VE: Sniper Rifle

5284	PV: Target Rifle
5285	PV: Target Rifle SR(b) .303
5286	PV: Target Rifle SR(b)
5289	PV: Sniper Rifle
5290	OP: Any Rifle
5295	OP: Sniper Rifle

Distance: 900 yards

Sights: Open, Aperture or Target
5230, 5250, 5260, 5290: Open Aperture, Target or Optical
5249, 5257, 5259, 5274, 5276, 5289, 5295: As Issued
5285, 5286: Target Sight with As Issued Foresight

Ammunition: **5230:** Any size Muzzle Loading (CB only)
5240: Large or Medium
5249: Medium or Small
5250, 5257, 5259, 5260, 5274, 5276, 5284, 5286, 5290, 5295: Small
5284: .303 British (7.7 x 56mmR) only

Sling & Rest: Contemporaneous slings permitted
 Back Slings permitted if Supine position adopted
5230, 5240, 5250, 5259, 5260, 5276, 5289, 5290, 5295: Sling or Rest permitted
5284: Single or Double point sling permitted

Position: Prone or Supine

Targets: NRA 900 yard Round Bull

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

Sighters: 2 convertible sighters

Practice 1: 10 shots to count in 30 minutes
5230, 5240, 5249: 1 fouling shot per barrel at RO discretion

HPS: 50

Notes: **5230, 5240:** Wiping permitted

Skilled Shot Score:

ML	VI	CL	VE	PV	OP	
5230: 27	5240: 33	5250: 37	5260: 37	5284: 37	5286: 36	5290: 37
	5249: 29	5257: 30	5274: 37	5285: 36	5289: 40	5295: 35
		5259: 40	5276: 40			

 **Imperial Historic Arms Trophies**

 **Trafalgar Trophies**

5230	Percussion Match Rifle Shield
5240	George Gibbs Trophy
5249	Charlotte Rhodes Salver
5250	Marylebone Target Rifle Trophy
5257	Empire Arms Volunteer Cup
5274	SLRC Corporation LR Trophy

1000 Yards (5340-95)

Event Numbers & Firearm Type:

5340	VI: Any Rifle
5360	VE: Any Rifle
5376	VE: Sniper Rifle
5384	PV: Target Rifle

5386	PV: Target Rifle SR(b)
5389	PV: Sniper Rifle
5390	OP: Any Rifle
5395	OP: Sniper Rifle

Distance: 1000 yards

Sights: 5340, 5360, 5390: Open Aperture, Target or Optical
5376, 5384, 5389, 5395: As Issued Optical

Ammunition: 5340: Large or Medium
5360, 5384, 5386, 5389, 5390, 5395: Small

Sling & Rest: Use of Contemporaneous pattern slings permitted
Back Slings permitted if Supine position adopted
5340, 5360, 5376, 5389, 5390, 5395: Rests permitted

Position: Prone or Supine

Targets: NRA 1000 yard Round Bull

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

Sighters: 2 convertible sighters

Practice 1: 10 shots to count in 30 minutes
5340: 1 fouling shot per barrel at RO discretion

HPS: 50

Notes: 5340: Wiping Permitted

Skilled Shot Score:

VI	VE	PV	OP
5340: 30	5360: 35	5384: 32	5390: 38
	5376: 35	5386: 31	
		5389: 36	5395: 38

F – Match Finder & Aggregates

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1021	ML	10m Rapid	Standard Revolver	896	29
1022	ML	10m Rapid	Standard Pocket Revolver	897	29
1024	ML	10m Rapid	Double Action Pocket Revolver	898	29
1421	ML	25m Advancing	Standard Revolver	882	30
1423	ML	25m Advancing	Double Action Revolver	883	30
1425	ML	25m Advancing	Target Revolver	881	30
1511	ML	25m Precision	Rifled Pistol	801	32
1512	ML	25m Precision	Smoothbore Pistol	802	32
1513	ML	25m Precision	Single Shot Target Pistol	803	32
1521	ML	25m Precision	Standard Revolver	805	32
1525	ML	25m Precision	Target Revolver	804	32
1810	ML	50m Precision	Any Pistol	810	34
1816	ML	50m Precision	Shoulder Stocked Pistol	814	34
1821	ML	50m Precision	Standard Revolver	811	34
2031	ML	50 Yards Standing	Service Rifle	110	37
2032	ML	50 Yards Standing	Target Rifle	111	37
2033	ML	50 Yards Standing	Smoothbore Musket	112	37
2221	ML	ARA	Standard Revolver	892	38
2223	ML	ARA	Double Action Revolver	893	38
2225	ML	ARA	Target Revolver	891	38
2321	ML	Bobber	Standard Revolver	862	39
2323	ML	Bobber	Double Action Revolver	860	39
2325	ML	Bobber	Target Revolver	861	39
2414	ML	Duelling	Flintlock Pistol	851	41
2415	ML	Duelling	Single Shot Percussion Pistol	852	41
2821	ML	Slowfire	Standard Revolver	842	43
2825	ML	Slowfire	Target Revolver	841	43
	ML	Slowfire	Closed Frame Revolver	847	<i>Archived</i>
	ML	Slowfire	Open Frame Revolver	848	<i>Archived</i>
2921	ML	Surrenden	Standard Revolver	873	45
2923	ML	Surrenden	Double Action Revolver	870	45
	ML	Surrenden	Any Revolver	872	<i>Archived</i>
3131	ML	100 Yards Prone	Service Rifle	102	49
3132	ML	100 Yards Prone	Target Rifle	101	49
3135	ML	100 Yards Prone	Round Ball Rifle	120	49
3234	ML	100 Yards Standing	Conical Ball Carbine	117	50

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
3235	ML	100 Yards Standing	Round Ball Rifle	116	50
3630	ML	200 Yards Prone	Any Rifle	103	52
3631	ML	200 Yards Prone	Service Rifle	104	52
3632	ML	200 Yards Prone	Target Rifle	100	52
3636	ML	200 Yards Prone	Flintlock Rifle	115	52
	ML	200 Yards Prone	Flintlock Rifle (Original)	114	<i>Merged with 3636</i>
3731	ML	200 Yards Standing	Service Rifle	106	54
3732	ML	200 Yards Standing	Target Rifle	105	54
3735	ML	200 Yards Standing	Round Ball Rifle	119	54
3737	ML	200 Yards Standing	Percussion Rifle	118	54
5030	ML	500 Yards	Any Rifle	NEW	
5031	ML	500 Yards	Service Rifle	108	60
5032	ML	500 Yards	Target Rifle	107	60
5130	ML	600 Yards	Any Rifle	109	62
5230	ML	900 Yards	Any Rifle	113	64

Aggregates

No.	Event Name	Match No.		
915	ML Service Rifle: 100, 200, 500 Yards	3131	3631	5031

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
2749	VI	Running Deer	Service Rifle	614	48
3144	VI	100 Yards Prone	Medium/Small Bore Rifle	213	49
3147	VI	100 Yards Prone	Large Bore Rifle	211	49
3244	VI	100 Yards Standing	Medium/Small Bore Rifle	212	50
3247	VI	100 Yards Standing	Large Bore Rifle	210	50
3640	VI	200 Yards Prone	Any Rifle	201	52
3641	VI	200 Yards Prone	Carbine	200	52
3645	VI	200 Yards Prone	Medium Bore Rifle	203	52
3647	VI	200 Yards Prone	Large Bore Rifle	202	52
3740	VI	200 Yards Standing	Any Rifle	234	54
3743	VI	200 Yards Standing	Small Bore Service Rifle	206	54
3745	VI	200 Yards Standing	Medium Bore Service Rifle	205	54
3747	VI	200 Yards Standing	Large Bore Service Rifle	204	54
3748	VI	200 Yards Standing	Repeating Rifle	207	54
	VI	200 Yards Standing	Any Black Powder	251	<i>Merged with 3740</i>
4040	VI	Agony Snaps	Any Rifle	237	56
4342	VI	Rapid	Single Shot Rifle	235	59
4348	VI	Rapid	Repeating Rifle	236	59
5040	VI	500 Yards	Any Rifle	208	60
5045	VI	500 Yards	Medium Bore Service Rifle	NEW	60
5049	VI	500 Yards	Service Rifle	209	60
5140	VI	600 Yards	Any Rifle	230	62
5144	VI	600 Yards	Med/Small Bore Rifle	NEW	62
5145	VI	600 Yards	Buffalo Rifle	253	62
5146	VI	600 Yards	Buffalo Rifle Optical	254	62
5149	VI	600 Yards	Service Rifle	NEW	62
5240	VI	900 Yards	Any Rifle	232	64
5249	VI	900 Yards	Service Rifle	233	64
5340	VI	1000 Yards	Any Rifle	240	66

Aggregates

No.	Event Name	Match No.		
920	VI Any Rifle: 500, 600, 900 Yards (<i>Halford Aggregate</i>)	5040	5140	5240

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1851	CL	50m Precision	Rook & Rabbit Rifle	402	65
1956	CL	50m Prone	Miniature Target Rifle	400	36
1957	CL	50m Prone	Miniature Service Rifle	401	36
2651	CL	Running Boar	Rook & Rabbit Rifle	404	47
2750	CL	Running Deer	Any Rifle	420	48
3251	CL	100 Yards Standing	Rook & Rabbit Rifle	461	50
3650	CL	200 Yards Prone	Any Rifle	405	52
3651	CL	200 Yards Prone	Rook & Rabbit Rifle	463	52
3652	CL	200 Yards Prone	Sporting Rifle	410	52
	CL	200 Yards Prone	Sporting Rifle (Optical)	411	<i>Merged with 3652</i>
3656	CL	200 Yards Prone	Miniature Target Rifle	415	52
3657	CL	200 Yards Prone	Service Rifle	406	52
3658	CL	200 Yards Prone	Single Shot Service Rifle	403	52
3659	CL	200 Yards Prone	Sniper Rifle	412	52
3754	CL	200 Yards Standing	Schutzen Rifle (Miniature)	470	54
3755	CL	200 Yards Standing	Schutzen Rifle (Small)	471	54
3757	CL	200 Yards Standing	Service Rifle	414	54
	CL	200 Yards Standing	Schutzen Rifle	472	<i>Merged with 3755</i>
4057	CL	Agony Snaps	Service Rifle	416	56
4059	CL	Agony Snaps	Sniper Rifle	417	56
4157	CL	Double Snaps	Service Rifle	467	57
4259	CL	McQueen	Sniper Rifle	413	58
4350	CL	Rapid	Any Rifle	464	59
4357	CL	Rapid	Service Rifle	465	59
5050	CL	500 Yards	Any Rifle	407	60
5057	CL	500 Yards	Service Rifle	408	60
5058	CL	500 Yards	Single Shot Service Rifle	NEW	60
5059	CL	500 Yards	Sniper Rifle	NEW	60
5150	CL	600 Yards	Any Rifle	409	62
5157	CL	600 Yards	Service Rifle	450	62
5159	CL	600 Yards	Sniper Rifle	454	62
5250	CL	900 Yards	Any Rifle	451	64
5257	CL	900 Yards	Service Rifle	452	64
5259	CL	900 Yards	Sniper Rifle	456	64

Aggregates

No.	Event Name	Match No.		
941	CL Any Rifle: 200, 500, 600 Yards	3650	5050	5150
940	CL Service Rifle: 200 Yards and Rapid	3657	4357	
942	CL Service Rifle: 200, 500, 600 Yards	3657	5057	5157

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1462	VE	25m Advancing	Pistol Calibre Rifle	884	31
1464	VE	25m Advancing	Semi-Auto Rifle	885	31
1465	VE	25m Advancing	Miniature Manual Repeating Rifle	886	31
1762	VE	50m Advancing	Pistol Calibre Rifle	888	33
1763	VE	50m Advancing	Miniature Calibre Rifle	889	33
1862	VE	50m Precision	Pistol Calibre Rifle	825	35
1864	VE	50m Precision	Semi-Auto Rifle	822	35
1865	VE	50m Precision	Miniature Manual Repeating Rifle	826	35
1867	VE	50m Precision	Miniature Schutzen Rifle	823	35
1971	VE	50m Prone	Miniature Target Rifle	500	36
1974	VE	50m Prone	Miniature Service Rifle	600	36
2068	VE	50 Yards Standing	Double Barrelled Rifle (LB)	602	37
2069	VE	50 Yards Standing	Double Barrelled Rifle (SB)	603	37
2362	VE	Bobber	Pistol Calibre Rifle	863	40
2364	VE	Bobber	Semi-Auto Rifle	866	40
2365	VE	Bobber	Miniature Manual Repeating Rifle	864	40
2462	VE	Duelling	Pistol Calibre Rifle	854	42
2466	VE	Duelling	Miniature Single Shot Rifle	853	42
2862	VE	Slowfire	Pistol Calibre Rifle	845	44
2863	VE	Slowfire	Miniature Calibre Rifle	846	44
2962	VE	Surrenden	Pistol Calibre Rifle	874	46
3171	VE	100 Yards Prone	Miniature Target Rifle	833	49
3262	VE	100 Yards Standing	Pistol Calibre Rifle	832	50
3263	VE	100 Yards Standing	Miniature Calibre Rifle	836	50
3361	VE	100 Yards 3 Position	Carbine	300	51
3660	VE	200 Yards Prone	Any Rifle	505	52
3661	VE	200 Yards Prone	Carbine	302	52
3662	VE	200 Yards Prone	Pistol Calibre Rifle	648	52
3673	VE	200 Yards Prone	Service Carbine	301	52
3674	VE	200 Yards Prone	Service Rifle	506	52
3675	VE	200 Yards Prone	Miniature Service Rifle	665	52
3676	VE	200 Yards Prone	Sniper Rifle	508	52
3760	VE	200 Yards Standing	Any Rifle	663	54
3774	VE	200 Yards Standing	Service Rifle	510	54
4061	VE	Agony Snaps	Carbine	305	56
4074	VE	Agony Snaps	Service Rifle	539	56
4076	VE	Agony Snaps	Sniper Rifle	545	56

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
4162	VE	Double Snaps	Pistol Calibre Rifle	643	57
4174	VE	Double Snaps	Service Rifle	544	57
4176	VE	Double Snaps	Sniper Rifle	647	57
4276	VE	McQueen	Sniper Rifle	509	58
4360	VE	Rapid	Any Rifle	542	59
4361	VE	Rapid	Carbine	304	59
4362	VE	Rapid	Pistol Calibre Rifle	649	59
4372	VE	Rapid	Enfield Rifle	541	59
4374	VE	Rapid	Service Rifle	540	59
5060	VE	500 Yards	Any Rifle	523	60
5061	VE	500 Yards	Carbine	303	60
5073	VE	500 Yards	Service Carbine	NEW	60
5074	VE	500 Yards	Service Rifle	524	60
5076	VE	500 Yards	Sniper Rifle	NEW	60
5160	VE	600 Yards	Any Rifle	528	62
5174	VE	600 Yards	Service Rifle	530	62
5176	VE	600 Yards	Sniper Rifle	531	62
5260	VE	900 Yards	Any Rifle	537	64
5274	VE	900 Yards	Service Rifle	538	64
5276	VE	900 Yards	Sniper Rifle	536	64
5360	VE	1000 Yards	Any Rifle	NEW	66
5376	VE	1000 Yards	Sniper Rifle	NEW	66

Aggregates

No.	Event Name	Match No.		
901	VE Rifles: 25m Advancing	1462	1464	1465
902	VE Pistol Calibre Rifle: 50m Precision, Slowfire, 100 Yards	1862	2862	3262
962	VE Pistol Calibre Rifle: 200 Yards and Rapid	3662	4362	
952	VE Any Rifle: 200, 500, 600 Yards	3660	5060	5160
950	VE Service Rifle: 200 Yards and Rapid	3674	4374	
951	VE Service Rifle: 200, 500, 600 Yards	3674	5074	5174

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1984	PV	50m Prone	Miniature Target Rifle	350	36
1988	PV	50m Prone	Miniature Service Rifle	360	36
2681	PV	Running Boar	Miniature Calibre Rifle	601	47
2682	PV	Running Boar	Pistol Calibre Rifle	616	47
2780	PV	Running Deer	Any Rifle	611	48
2783	PV	Running Deer	Big Game Rifle	613	48
2788	PV	Running Deer	Service Rifle	615	48
3184	PV	100 Yards Prone	Miniature Target Rifle	351	49
3188	PV	100 Yards Prone	Miniature Service Rifle	361	49
3282	PV	100 Yards Standing	Pistol Calibre Rifle	834	50
3685	PV	200 Yards Prone	Target Rifle SR(b) .303	630	50
3686	PV	200 Yards Prone	Target Rifle SR(b)	631	50
3687	PV	200 Yards Prone	Target Rifle 7.62 NATO	710	50
3689	PV	200 Yards Prone	Sniper Rifle	664	50
4289	PV	McQueen	Sniper Rifle	719	58
4381	PV	Rapid	Miniature Calibre Rifle	619	59
4387	PV	Rapid	Target Rifle 7.62 NATO	718	59
5085	PV	500 Yards	Target Rifle SR(b) .303	632	60
5086	PV	500 Yards	Target Rifle SR(b)	NEW	60
5087	PV	500 Yards	Target Rifle 7.62 NATO	712	60
5089	PV	500 Yards	Sniper Rifle	NEW	60
5185	PV	600 Yards	Target Rifle SR(b) .303	637	62
5186	PV	600 Yards	Target Rifle SR(b)	NEW	62
5187	PV	600 Yards	Target Rifle 7.62 NATO	714	62
5189	PV	600 Yards	Sniper Rifle	720	62
5285	PV	900 Yards	Target Rifle SR(b) .303	NEW	64
5286	PV	900 Yards	Target Rifle SR(b)	NEW	64
5287	PV	900 Yards	Target Rifle 7.62 NATO	716	64
5289	PV	900 Yards	Sniper Rifle	721	64
5385	PV	1000 Yards	Target Rifle SR(b) .303	NEW	66
5386	PV	1000 Yards	Target Rifle SR(b)	NEW	66
5387	PV	1000 Yards	Target Rifle 7.62 NATO	NEW	66
5389	PV	1000 Yards	Sniper Rifle	722	66

Aggregates

No.	Event Name	Match No.		
963	PV Target Rifle SR(b) .303: 200, 500, 600 Yards	3685	5085	5185
970	PV Target Rifle: 200 Yards and Rapid	3684	4384	
971	PV Target Rifle: 200, 500, 600 Yards	3684	5084	5184
972	PV Target Rifle SR(b): 200, 500, 600 Yards (<i>The Major Reynolds</i>)	3686	5086	5186
973	PV Sniper Rifle: 200, 500, 600 Yards (<i>The Hesketh Pritchard</i>)	3689	5089	5189
974	PV Target Rifle: 900, 1000 Yards	5284	5384	
975	PV Sniper Rifle: 900, 1000 Yards	5289	5389	

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1491	OP	25m Advancing	Miniature/ Pistol Calibre Rifle	887	31
1891	OP	50m Precision	Pistol Calibre Rifle	824	35
2391	OP	Bobber	Miniature/ Pistol Calibre Rifle	865	40
2491	OP	Duelling	Miniature/ Pistol Calibre Rifle	855	42
2891	OP	Slowfire	Miniature/ Pistol Calibre Rifle	843	44
2892	OP	Slowfire	Sporting Rifle	844	44
	OP	100 Yards Standing	Centrefire Rifle	835	<i>Merged with 3262</i>
3690	OP	200 Yards Prone	Any Rifle	NEW	52
3691	OP	200 Yards Prone	Miniature Rifle	667	52
3692	OP	200 Yards Prone	Sporting Rifle	NEW	52
4094	OP	Agony Snaps	Service Rifle	640	56
4190	OP	Double Snaps	Any Rifle	646	57
4292	OP	McQueen	Sporting Rifle	624	58
4295	OP	McQueen	Sniper Rifle	625	58
5090	OP	500 Yards	Any Rifle	NEW	60
5095	OP	500 Yards	Sniper Rifle	NEW	60
5190	OP	600 Yards	Any Rifle	NEW	62
5192	OP	600 Yards	Sporting Rifle	636	62
5195	OP	600 Yards	Sniper Rifle	635	62
5290	OP	900 Yards	Any Rifle	662	64
5292	OP	900 Yards	Sporting Rifle	661	64
5295	OP	900 Yards	Sniper Rifle	660	64
5390	OP	1000 Yards	Any Rifle	NEW	66
5392	OP	1000 Yards	Sporting Rifle	669	66
5395	OP	1000 Yards	Sniper Rifle	668	66

NOTES

NOTES

BISLEY ARMS FAIRS 2026

- Newly refurbished, historic ballroom venue
- Free entry
- Covered location for all weather conditions
- Arms, ammunition, accessories and more
- Ample, free parking



The Pavilion Bisley
Bisley Camp, Brookwood, GU24 0PB

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PHOENIX ARMS FAIR

Friday, 22 nd May	0800 - 1800
Saturday, 23 rd May	0800 - 1800
Sunday 24 th May	0800 - 1600

TRAFALGAR ARMS FAIR

Saturday, 17 th October	0800 - 1800
Sunday, 18 th October	0800 - 1600

Trade exhibitors please contact:

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National Shooting Centre