



NATIONAL RIFLE ASSOCIATION

Classic & Historic Handbook 2018

(Spring Action Weekend, Imperial Historic Arms Meeting & Trafalgar Meeting)

“In The Spirit of the Original”

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1.0 Rules & Conditions

- 1.1 Discipline:** The Meeting is conducted “In Accordance With The Spirit of the Original” and NRA Range Orders & Rules (see NRA Handbook) and it is expected that competitors will conduct themselves in accordance with these.
- 1.2 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 the meeting.
- 1.3 Protests:** You will be asked to sign for any query satisfactorily resolved on the Range by the Range Officer or Wing Officer.
- 1.4 Dangerous Loads:** Please see NRA Handbook 2018, Appendix V & VI for advice concerning Dangerous Loads.
- 1.5 Slings:** Permitted where specifically stated in the Match rules, eg. “as issued” (or if a Service arm equipped to accept a sling) and must be of original pattern and if on Service arms, fixed to both sling swivels. Detaching from one swivel to form a “single point” sling is forbidden, except for NRA Service Rifle (b) and 7.62mm First Generation classes. When using the American pattern sling as fitted to the Enfield No.4T sniper rifle and others, the arm may NOT be placed between the split elements when competing in iron sight Service Rifle matches. In Target Rifle events the use of a sling is assumed. For example, SR(b) /transitional etc. Conditions of free rifle events are free so slings are allowed. Where a sling is allowed a single button or hook may be worn on the sleeve to prevent the sling slipping down. Where support is allowed, this must be a traditional sandbag, webbing, rolled clothing or similar soft material.
- 1.6 Shooting Jackets, Elbow / Shoulder Pads:** Must comply with NRA 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 must be worn **unfastened**. Outer Clothing, with due respect to the state of the weather, may be of modern fashion and materials but must also be “in the Spirit of the Original” i.e. a conventional jacket or coat.

- 1.7 Gloves:** A shooting Glove of conventional design may be worn. The glove may not extend more than 2" (50mm) above the wrist and must be flexible. Local protection may be worn e.g. thumb stall to prevent "loaders thumb" in the rapid matches.
- 1.8 Optical Aids:** Spectacles or a lens, *including* those of the "Knobloch" type 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 (rule 206).
- 1.9 Orthoptics:** (Any iris device mounted on spectacles or item of dress) are permitted in all matches.
- 1.10 Slip on Recoil Pads/ Butt Extenders:** May be used, if "In The Spirit": May not give any other advantage e.g. also act as a cheek piece. This rule has been introduced to prevent the unnecessary alteration of historic firearms to suit the individual shooter.

2.0 Safety Procedures

- 2.1 Loading:** No round may be placed on the loading platform, or in the firearm, or a loaded magazine attached, or fired, until authorised to do so by the RCO. The bolt must not be closed or opened on a live round if the barrel is elevated more than 70 mils (about 4°).
- 2.2 After Unloading:** ALL FIREARMS MUST BE CHECKED AS CLEAR BY THE REGISTER KEEPER BEFORE LEAVING THE FIRING POINT. Off the firing point all firearms must be either be cased, or with the bolt or breech block removed (where possible also with breech flag inserted), or with the action open and breech flag inserted. The stem of the Breech Flag must be of sufficient length to fill the chamber.
- 2.3 Gallery Rifles fitted with tubular magazines:** Particular care must be taken to ensure that the magazine tube is empty at the end of each series. (It is very difficult to see the magazine follower in some models). Additional Range Commands may be employed to assist with this.
- 2.4 Malfunctions & Misfires:** For ANY malfunction: keep firearm pointing at target, raise free hand and wait for RO's instructions. IN ANY CASE DO NOT OPEN THE ACTION FOR AT LEAST 30 Seconds. For Black Powder – Wait 1 minute. For Malfunctions & 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.
- 2.5 Optical Sights:** Are permitted only where specifically mentioned in the Conditions, these include telescopes and tube sights with lenses. The MOUNTS ideally should be of contemporary pattern but modern mounts admitting no advantage will be permitted except in Sniping Rifle.
- 2.6 Gallery Loads - Sporting Rifles and Gallery Rifles:** Gallery Loads used in true fullbore rifle cases (downloading) are NOT permitted. If you intend to use an auxiliary cartridge (calibre adapter) please obtain approval from the RCO *before* the detail starts *CF calibre reducing adapters (such as the Marble) in high power rifles WILL be accepted provided that normal pistol velocities and muzzle-energies are not exceeded. Examples .45" Colt in .577/.450"; .32" acp in .303".*

3.0 Disciplines / Period

Events are categorised by discipline, or in the case of Classic & Historic firearms the period they are from. The below table outlines the period 'disciplines':

GUIDE TO DATELINE & DESIGN PERIODS		
A firearm may always be used in a match for a later period unless disallowed in the Match List		
PERIOD	DATELINE	EXAMPLE
Muzzle Loading	Pre 1874 Flintlock & percussion	Matches 100 - 118
Vintage*	Pre-1891 Black powder only	Matches 200 - 240
American Matches	Pre-1899	Matches 251 - 254
Carbine & Short Rifle	Pre-1961	Matches 300 - 361
Classic	Pre-1919	Matches 400 - 472
Veteran	1919 – 1945	Matches 500 - 544
Open	Any pre-1961 design	Matches 600 - 669
Transitional	Post 1946-1960	Matches 710 - 719
Gallery Rifle & Pistol	Multiple eras (<i>see specific notes</i>)	Matches 801 - 898

3.0 Disciplines / Period

- 3.1 Muzzle Loading:** Pre 1874 Flintlock & percussion. Capping breech-loaders eligible but not modern 'straight line' patterns.
- 3.2 Vintage:** Pre-1891 Black powder only. Breechloaders only unless permission is given. "Any BL rifle 19th Century" pattern designed for black powder or semi smokeless powder, used with 100% black powder and with lead or lead alloy bullet (may be naked, grooved, with base plug, or paper patched, but NO gas checks or jacket)" Rifles in this class may, if proofed for nitro, be used in other classes for which they are eligible without restriction. But for all vintage matches, black powder must be used in all firearms even if the firearm is proved for nitro or is a modern reproduction.
- Ammunition:
- Small-bore: <9mm
 - Medium-bore: 9-12mm
 - Large-bore: >12mm
- 3.3 American Matches:** Pre 1899, muzzle loaders and any patten breech loader
- 3.4 Carbine & Short Rifle:** Any design prior to 1961 (Carbines exceeding 40.5ins but defined as such at time of manufacture allowed). Short Rifle Max OAL 40.5 inches CF only (No Lever Actions)
- 3.5 Classic:** Pre-1919, "Vintage" eligible if smokeless ammunition used, CF unless stated otherwise
- 3.6 Veteran:** Designs between 1919 and 1945, Datelined at BOTH ends, CF unless stated otherwise
- 3.7 Open:** Any design prior to 1961, CF unless stated otherwise

3.8 Transitional: First generation 7.62mm target rifles built on pre-1961 design actions (see Laurie Holland's Target Sports Magazine article obtainable with SAE from the NRA). Single point slings permitted (except matches 718 and 719).

3.9 Gallery Rifle & Pistol: These matches benefit from further sub-classifications:

Rifles - Pre-1961 designs, pistol calibre cartridge, metallic sights, fired standing, no slings

Pistols/ Revolvers - 19th Century pattern, muzzle loading, metallic sights, fired one handed (second hand may cock)

Standard Revolvers - Basic 19th Century black powder design with fixed sights and standard grips

Target Revolvers - As standard but allowing adjustable sights, match barrels, modified grips and nitro conversions

4.0 Competitions

Muzzle Loading

R = Ranging Shots S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Sights	Position	Course of Fire	Notes	Skilled Shot Score
100	M/L Target Rifle	200yds	Target	Any	Prone	MLAGB (10/13) [NRA RB]	Contemporary designs	35
101	M/L Target Rifle	100yds	Target	Any	Prone	MLAGB (10/13) [PL7]	Contemporary designs. MLAGB Scoring	85
102	M/L Service Rifle	100yds	Service	As Issued	Prone	MLAGB (10/13) [PL7]	Issue sights/sling. MLAGB Scoring	80
103	M/L Free Rifle	200yds	Free Rifle	Any	Any	2NS + 10 [NRA RB]	Any contemporary sights	42
104	M/L Service Rifle	200yds	Service	As Issued	Prone	2NS + 10 [NRA RB]	Issued sights/sling	40
105	M/L Target Rifle	200yds	Target	Any	Standing	2NS + 10 [NRA RB]	Any contemporary sights	32
106	M/L Service Rifle	200yds	Service	As Issued	Standing	2NS + 10 [NRA RB]	Issued sights/sling	30
107	M/L Target Rifle	500yds	Target	Iron sights	Prone	1R + 2CS + 10 [NRA RB]	Traditional rests, including simple screw types, permitted	37
108	M/L Service Rifle	500yds	Issued	As Issued	Prone	1R + 2CS + 10 [NRA RB]	Issued sights/sling. Traditional rests, including simple screw types, permitted	27
109	M/L Any Rifle	600yds	Any	Any sights	Prone	1R + 2CS + 10 [NRA RB]	Contemporary designs. Traditional rests, including simple screw types, permitted	30
110	M/L Patched Ball Rifle	50yds	Rifle	Open sights	Standing	5 min sighters. 2x5 in 10 mins [PL7]	Contemporary designs. Patched ball only	58
111	M/L Patched Ball Rifle	50yds	Rifle	Aperture sights	Standing	5 min sighters. 2x5 in 10 mins [PL7]	Contemporary designs. Patched ball only	64
112	M/L Musket	50yds	Musket	As Issued	Standing	5 min sighters. 2x5 in 10 mins [PL7]	Contemporary designs	50
113	M/L Any Rifle	900yds	Rifle	Contemporary designs.	Prone/Supine	2R + 3CS + 15 [NRA RB]	Any Sights of contemporary design. Rests permitted	40
114	Flintlock Rifle (Original)	200yds	Flintlock rifle	Original	Prone	2NS + 10 [NRA RB]	Open iron sights	27
115	Flintlock (Original/Repro') Open Sights HAM Including Originals	200yds	Flintlock rifle	Original / Repro'	Prone	2NS + 10 [NRA RB]	Open iron sights	30
116	Patched Ball Open Sights	100yds	Patched Ball	Open sights	Standing	13 shots in 30 mins. Best 10 to count [PL7]	Contemporary designs. Patched ball only	62
117	Muskatoon Open Sights	100yds	Muskatoon	Open sights max OAL 40.5"/103cm	Standing	13 shots in 30 mins. Best 10 to count [PL7]	Short rifle/carbine. Contemporary designs	58
118	Any Percussion Rifle	200yds	Percussion Rifle (any)	Any sights	Standing	2NS + 10 [NRA RB]	Any contemporary sights	32
119	Patched Ball Open Sights	200yds	Patched Ball	Open sights	Standing	2NS + 10 [NRA RB]	Contemporary designs. Patched ball only	25
120	Patched Ball Open Sights	100yds	Patched Ball	Open sights	Prone	13 shots in 30 mins. Best 10 to count [PL7]	Contemporary designs. Patched ball only	70

Vintage Rifle

R = Ranging Shots S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
200	Vintage Carbine	200yds	Carbine	Any calibre inc. Rimfire	Prone	2NS + 10 [NRA RB]	Max OAL 40.5", Iron Sights	33
201	Any Vintage Rifle	200yds	Any	Any calibre inc. Rimfire	Prone	2NS + 10 [NRA RB]	Iron sights	40
202	Vintage Service S/Shot large	200yds	Service S/Shot	Large-bore	Prone	2NS + 10 [NRA RB]	Issued sights/sling	34
203	Vintage Service S/Shot medium	200yds	Service S/Shot	Medium-bore	Prone	2NS + 10 [NRA RB]	Approximately .355-.472, issued sights/sling	39
204	Vintage Service S/Shot large bore	200yds	Service S/Shot	Large-bore	Standing	2NS + 10 [NRA RB]	Issued sights/sling	27
205	Vintage Service S/Shot medium bore	200yds	Service S/Shot	Medium-bore	Standing	2NS + 10 [NRA RB]	Approximately .355 minimum, issued sights/sling	27
206	Vintage Service S/Shot small bore	200yds	Service S/Shot	Small-bore	Standing	2NS + 10 [NRA RB]	Max. 354 CF calibres, issued sights/sling	28
207	Vintage Repeating Rifle	200yds	Repeating Rifle	Includes magazine and lever-actions	Standing	2NS + 10 [NRA RB]	Contemporary designs & sights	30
208	Vintage Any Rifle	500yds	BP Breechloader	Any BP	Prone/Supine	2R + 3CS + 10 [NRA RB]	Wiping allowed, wrist rests permitted	38
209	Vintage Service Rifle	500yds	Service	Medium/Large-bore	Prone	2R + 3CS + 10 [NRA RB]	Issue sights/sling	31
210	Any Vintage S/S Rifle Large	100yds	Any	Large-bore	Standing	23 shots in 30 mins. Best 20 to count [PL7]	Any contemporary Iron sights, blowing/wiping permitted	130
211	Any Vintage S/S Rifle Large	100yds	Any	Large-bore	Prone	23 shots in 30 mins. Best 20 to count [PL7]	Any contemporary Iron sights, blowing/wiping permitted	130
212	Any Vintage S/S Rifle Med/Small	100yds	Any	Small/Medium-bore	Standing	23 shots in 30 mins. Best 20 to count [PL7]	Any contemporary Iron sights, blowing/wiping permitted	130
213	Any Vintage S/S Rifle Med/Small	100yds	Any	Small/Medium-bore	Prone	23 shots in 30 mins. Best 20 to count [PL7]	Any contemporary Iron sights, blowing/wiping permitted	130
230	Any Vintage Rifle	600yds	Any	BP only	Prone/Supine	2R + 3CS + 10 [NRA RB]	Wiping allowed, wrist rests permitted	30
232	Vintage Match Rifle	900yds	Match	Over 10.5mm	Any	2R + 3CS + 15 [NRA RB]	Wiping allowed, wrist rests permitted	50
233	Vintage Service Rifle	900yds	Service	Small/Medium-bore	Prone/Supine	2R + 3CS + 15 [NRA RB]	Issued sights/sling , Rests permitted	44
234	Any Vintage Rifle	200yds	Any	Contemporary action/cartridge	Standing	2NS + 10 [NRA RB]	Sporterised rifles allowed	25
235	Any Vintage S/S Rifle	200yds	Any Single Shot	Magazines allowed if single-loaded	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, max 15 rounds	25
236	Vintage Repeating Rifle	200yds	Repeating Rifle	Medium/Large-bore	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, iron sights, no slings, max 15 rounds	25
237	Any Vintage Rifle	200yds	Any Rifle	Single-loaded	Prone	Single Snaps 2NS+15 at [Reduced DP1]	Start with 5 rounds loaded, 3 sec's exposure and minimum 5 sec's away time between exposures	15
240	Vintage Match Rifle	1000yds	Match	Over 10.5mm	Prone/Supine	2R + 3CS + 15 [NRA RB]	Wiping allowed, wrist rests permitted	69

The American Matches

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Ammunition	Rests	Position	Course of Fire	Notes	Skilled Shot Score
251	The Offhand Match	200yds	Black powder	Unsupported	Standing	2NS + 10 [NRA RB]	BP only, Contemporary sights	30
253	Buffalo Match	600yds	Black powder	X sticks/ wrist rests allowed	Prone	3NS +10 [Buffalo Silhouette]	BP only, Iron sights only	30
254	Scope Match	600yds	Black powder	X sticks/ wrist wrists allowed	Prone	3NS +10 [Buffalo Silhouette]	BP only, Contemporary scope sights only	30

Carbine & Short Rifle

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Rests	Position	Course of Fire	Notes	Skilled Shot Score
300	Any Carbine	100yds	Carbine	Any rifle, any sights optics	P S K	10 shots prone, 5 shots kneeling or sitting, standing in 30 minutes [PL7]	Any centre fire carbine pre 1961, Any sights optics in spirit of original, no illumination	105
301	Service Carbine	200yds	Carbine	Service, issue sights	Prone	2NS + 10 [Sand/Sky Tin Hat]	Issue sights/sling	32
302	Any Carbine	200yds	Carbine	Any rifle	Prone	2NS + 10 [NRA RB]	Any centre fire carbine pre 1961	34
303	Carbine	500yds	Carbine	Any rifle, any pre 1945 sights	Prone	2NS +10 [NRA RB]	Any rifle, any sights contemporary design pre 1945	26
304	Carbine Rapid	200yds	Carbine	Any rifle max OAL 40.5 inches, iron sights	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Iron sights, No slings, Max 15 rounds	32
305	Carbine Single Snaps	200yds	Carbine	Any rifle max OAL 40.5 inches, iron sights	Prone	Single Snaps 2NS+15 at [Reduced DP1]	Start with 5 rounds loaded, 3 Secs exposure and minimum 5 secs away time between exposures	27
350	The Bolt Action 22 Target Rifle Match	50m	0.22rf "Target" Rifle (GR)	B/A rifle only	Prone	US & 20 shots in 20 mins [GR5]	Original condition B/A Target Rifles Pre 1961 designs only, Unlimited sighters & 20 shots in 20 mins	182
351	The Bolt Action. 22 Target Rifle Match	100yds	0.22rf "Target" Rifle (GR)	B/A rifle only	Prone	23 shots in 30 mins. Best 20 to count [PL7]	Original condition B/A Target Rifles Pre 1961 designs only, Full target shooting kit permitted,	180
360	The Martini Target Match	50m	0.22rf "Target" Rifle (GR)	Martini actioned .22 RF	Prone	US & 20 shots in 20 mins [GR5]	Any Martini Actioned Target Rifle up to International Mk 5, Full target shooting kit permitted, US + 20 in 20mins	184
361	The Martini Target Match	100yds	0.22rf "Target" Rifle (GR)	Martini actioned .22 rifles	Prone	23 shots in 30 mins. Best 20 to count [PL7]	Any Martini Actioned Target Rifle up to International Mk 5, Full target shooting kit permitted	185

Classic Rifle

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
400	Classic Target Rifle	50m	Target Rifle	.22RF-.310 Cadet	Prone	US + 4 x 5 shots in 20 mins [GR5]	Two point slings, Contemporary iron sights	180
401	Classic Military Miniature	50m	Military Miniature	.22RF-.310 Cadet	Prone	US + 4 x 5 shots in 20 mins [GR5]	Two point slings only, As issued iron sights (Including .22 SMLE)	170
402	Classic Rook & Rabbit Rifle	55yds	Rook Rifle	R&R CF calibres	Standing	2 x 10 in 10 mins [HBSA 50yds]	"Traditional" single-shot rifle in Centrefire R&R calibres e.g., .380 Long, .360 No.5, .310, .295/.300, 297/.250, .297/.230. .32WCF, .32/20 and .25/20WCF are deemed to be "R & R"-- fitted with Metallic sights (i.e., aperture rear-sights OR open mid-sights)	120
403	Classic Single Shot Service Rifle	200yds	Service S/Shot	Early Classic s/shot	Prone	2NS + 10 [Sand/Sky Tin Hat]	Single shots e.g. Martini Enfield, Issue sights/sling	43
404	Classic Rook and Rabbit	55yds	Rook & Rabbit	Traditional R&R CF	Standing	4NS + 2 x 10 [MOVING R Boar]	Any Classic single-shot Sporting rifle chambered for a "traditional" Rook & Rabbit CF cartridge AND/OR a rimfire cartridge above .23" nominal calibre. NOTE: A Special Award will be given for the highest Rimfire R&R Rifle score	100
405	Any Classic Rifle	200yds	Any	Any Rifle centrefire	Prone	2NS + 10 [NRA RB]	Sights AGP 5 etc. deemed eligible, Single shots see 403	47
406	Classic Service Rifle	200yds	Service	Issue pattern only	Prone	2NS + 10 [Sand/Sky Tin Hat]	Issued sights/sling Sights central. SPECIAL AWARD for early classic pre 1895 design; use of Black Powder for this class is encouraged, Metallic sights only	46
407	Any Classic Rifle	500yds	Any	Iron sights. Pre 1919 design	Prone	2NS + 10 [NRA RB]	Sights AGP 5 etc. deemed eligible, Single shots see 403	33
408	Classic Service Rifle	500yds	Service	Issue pattern only	Prone	2NS + 10 [NRA TH]	Unmodified rifle, Issued sights/sling	4
409	Classic Any Rifle	600yds	Any	Any Rifle	Prone	2NS + 10 [NRA RB]	Sights AGP 5 etc. deemed eligible, Single shots see 403	38
410	Classic Sporting Rifle Met Sights	200yds	Classic Sporting Rifle	CF only iron sights	Prone	2NS + 10 [NRA RB]	Sporter of pre-1919 design used with any contemporary pattern metallic sights.	43
411	Classic Sporting Rifle Optical	200yds	Classic Sporting Rifle	Optical sights	Prone	2NS + 10 [NRA RB]	Optical contemporary sights	46
412	Classic Service Sniper Rifle Optical only	200yds	Classic Service Rifle	Optical sights	Prone	2NS + 10 [Sand/Sky Tin Hat]	As issued, Optical contemporary sights	46
414	Classic Service Rifle	200yds	Service	Issue pattern only	Standing	2NS + 10 [Sand/Sky Tin Hat]	Issued sights/sling (Was event 407)	33
415	Classic Miniature Target Rifle	200yds	Classic Miniature TR	Iron sights	Prone	2NS + 10 [NRA RB]	BSA Rifles up to and including M12 are eligible and CF miniature rifles e.g. 297/300. Later (pre-1946) foresights are permitted, Slings permitted	40

Classic Rifle (continued)

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
416	Classic Service Rifle	200yds	Service	Issue pattern only	Prone	Single Snaps 2NS+15 at [Reduced DP1]	Start with 5 rounds loaded, 3 Secs exposure and minimum 5 secs away time between exposures, As issued sights/slings	40
420	Classic Running Deer	110yds	Classic Sporting Rifle	Any	Standing	2NS + 10 [MOVING R Deer] 5 runs Left & Right	Any sights, Any centrefire sporting rifle, including contemporary conversions of Service Rifles if "in the spirit", No slings	65
450	Classic Service Rifle	600yds	Service	Issue pattern only	Prone	2NS + 10 [NRA TH]	Unmodified rifle, Issued sights/sling	35
451	Classic Target Rifle	900yds	Target	Classic TR 2 point sling.	Prone	3CS+15 [NRA RB]	Contemporary iron sights, No rests	55
452	Classic Service Rifle	900yds	Service	Issue pattern only	Prone/Supine	3CS+15 [NRA RB]	Unmodified rifle. Issued sights/sling. No rests	45
461	Classic Rook & Rabbit	100yds	Rook & Rabbit	Traditional R&R CF calibres	Standing	Best 20 shots of 23 in 30mins [PL7]	Any Classic single-shot Sporting rifle chambered for a "traditional" Rook & Rabbit CF cartridge AND/OR a rimfire cartridge above .23" nominal calibre	150
463	Classic Rook & Rabbit	200yds	Rook & Rabbit	Traditional R&R CF calibres	Standing	2NS + 10 [NRA RB]	Any Classic single-shot Sporting rifle chambered for a "traditional" Rook & Rabbit CF cartridge AND/OR a rimfire cartridge above .23" nominal calibre	41
464	Classic Any Rifle Rapid	200yds	Classic Rifle	Any Rifle centrefire	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Max 15 rounds	48
465	Classic Service Rifle	200yds	Service	Issue pattern only	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Issued sights, No slings Max 15 rounds	49
467	Classic Service Rifle	200yds	Service	Issue pattern only	Prone	Double Snaps 2NS +10 x 5 secs [Reduced DP1]	The firer may start with 5 rounds loaded: rifles may be reloaded any time during the series, 10 exposures of 5s, 2 shots per exposure, with 5 secs minimum away time between exposures, Issued sights. No slings	23
470	Rimfire Schutzen Rifle	200yds	Rimfire	Rimfire	Standing	2NS + 20 shots [NRA RB]	Unsupported, no sling Not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers: i.e. open to TRs & SRs Any pre-1946 rifle in a RIMFIRE calibre, fitted with any pattern of metallic sights, Separate awards Classics/ Veteran	70
471	Vintage B-L & Classic Centrefire Schutzen Rifle	200yds	Centrefire	pre 1919	Standing	2NS + 20 shots [NRA RB]	Unsupported, no sling Not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers: open to TRs & SRs Any pre-1919 CENTREFIRE rifle fitted with any pattern of metallic sights	65
472	Open Schutzen Rifle	200yds	Any rifle	Pre 1961 design	Standing	2NS + 20 shots [NRA RB]	Unsupported, no sling Not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers: open to TRs & SRs Any pre-1961 rifle (RF and/or CF) with any contemporary sights and mounts	75

Veteran Rifle

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
500	Veteran Any .22 Rimfire	50yds	Any	.22RF 1919-1945 Des	Prone	US + 4 x 5 in 20 mins [GR5]	Iron sights, max 2" web sling, single or double point	194
505	Veteran Any Rifle	200yds	Any	Centrefire 1919-1945 Des	Prone	2NS + 10 [NRA RB]	Any contemporary iron sights	45
506	Veteran Service Rifle	200yds	Service	Issued pattern only	Prone	2NS + 10 [Sand/Sky Tin Hat]	Issued sights/sling	45
508	Veteran Service Rifle Sniper Optical only	200yds	Service	Issued pattern OPTICAL	Prone	2NS + 10 [Sand/Sky Tin Hat]	Issued sights/sling, optical sight	43
510	Veteran Service Rifle	200yds	Service	Issued pattern only	Standing	2NS + 10 [Sand/Sky Tin Hat]	Issued sights/sling	35
523	Veteran Any Rifle	500yds	Any Rifle	Centrefire	Prone	2NS + 10 [NRA RB]	Any contemporary iron sights	43
524	Veteran Service Rifle	500yds	Service	Issued pattern only	Prone	2NS + 10 [NRA TH]	Unmodified rifle, Issued sights/sling	42
528	Veteran Any Rifle	600yds	Any Rifle	Centrefire	Prone	2NS + 10 [NRA RB]	Any contemporary iron sights	38
530	Veteran Service Rifle	600yds	Service	Issued pattern only	Prone	2NS + 10 [NRA TH]	Unmodified rifle, Issued sights/sling	35
537	Veteran Any Rifle	900yds	Any Rifle	1919-1945 Des	Prone/Supine	3CS+15 [NRA RB]	Contemporary iron sights, 2 point sling, No rests	55
538	Veteran Service Rifle	900yds	Service	Issued pattern only	Prone	3CS+15 [NRA RB]	Unmodified rifle, Issued sights/sling, No Rests	55
539	Veteran Service Rifle	200yds	Service	Issued pattern only	Prone	Single Snaps 2NS+15 at [Reduced DP1]	Start with 5 rounds loaded, 3 Secs exposure and minimum 5 secs away time between exposures, As issued sights/slugs	40
540	Veteran Service Rifle Rapid	200yds	Service	Issued pattern only	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Issued sights, No slings, Max 15 rounds	49
541	Enfield Minute Rapid	200yds	Enfield Rifle	Issued pattern only	Prone	Rapid 2NS + 1 min [DP1]	Start with 5 rounds loaded: rifles may be reloaded at any time during the 1 min exposure, Issued sights, No slings, Max 15 rounds	49
542	Veteran Any Rifle Rapid	200yds	Any rifle	1919-1945 Des	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Max 15 rounds	49
544	Veteran Service Rifle Double Snaps	200yds	Service	Issued pattern only	Prone	Double Snaps 2NS +10 X 5 secs [Reduced DP1]	The firer may start with 5 rounds loaded: rifles may be reloaded any time during the series, 10 exposures of 5s, 2 shots per exposure, with 5 secs minimum away time between exposures, Issued sights, No slings	23

Open Rifle

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
600	Open .22 Sporting	50m	Rimfire sporters	.22 RF	Prone	US + 4 x 5 in 20 mins [GR5]	Any contemporary sights inc optics, Single or double point slings	180
601	Open 22 Sporting rifle -Running Boar	55yds	.22 Sporting	Rimfires only	Standing	4NS + 2 x 10 [MOVING R Boar] 10 runs L&R	Any contemporary sights inc optics, Any pre-1961 sporting rifle chambered for .22RF ammunition, This includes .22short, .22wrf & .22 Winchester M1903. No slings	120
602	Open Double Rifle Large bore	50yds	Double rifle	9mm & Above	Standing	5 min sighters & best 10 from 12 [PL7]	Fired alternate barrels	56
603	Open Double Rifle Smallbore	50yds	Double rifle	Smallbore	Standing	5 min sighters & best 10 from 12 [PL7]	Fired alternate barrels	58
611	Open - Any Rifle Historic Running Deer	110yds	Centrefire	Any Historic	Standing	2NS + 10 [MOVING R Deer] 5 runs L&R	Any sights, No slings	30
613	Open - Big Game Rifle Running Deer	110yds	Big Game	1750ft-lbs min. M.E.	Standing	2NS + 10 [MOVING R Deer] 5 runs L&R	Iron sights, Single-loading doubles allowed, No slings	27
614	Open - Runnning Deer - CF BP Military Rifle over 9.5mm	110yds	BP Military	Military issue	Standing	2NS + 10 [MOVING R Deer] 5 runs L&R	BP Service rifles over 9.5 mm as issued but no slings	30
615	Open - Runnning Deer - CF Military Rifle under 9.5mm	110yds	Military under 9.5mm	Military issue	Standing	4NS + 2 x 10 [MOVING R Deer] 10 runs L&R	Service rifles under 9.5 mm as issued but no slings	54
616	Open - Running Boar - Low Power Sporting Rifle <1496 ft lbs. Inc L/A	55yds	Centrefire	Low Power Sporter <1496 ft/lbs	Standing	2NS + 10 [MOVING R Boar] 5 runs L&R	Any sights. Max 1496 ft lbs. No slings	65
619	Open - Any Historic NRA Gallery Rifle Rapid	200yds	Any Historic NRA GR	Max 1496 ft lbs	Prone	Rapid 2NS + 1 min [DP1]	Starts unloaded: rifles may be loaded at any time during the 1 min exposure. Pre 1961 design RF or Gallery CF caliber	20
624	MCQUEEN - Sniper Civilian	200yds	Centrefire	Civilian Arms	Sniping	2s + 10 exposures [McQueen DP14]	PROCEDURE see "Bisley bible". Any pre-1961 design rifle with any sighting system contemporary with the rifle or available during the period. Telescope mounts should be of contemporary pattern but may be reproductions	40
625	MCQUEEN - Sniper Military	200yds	Sniper	Military Issue	Sniping	2s + 10 exposures [McQueen DP14]	PROCEDURE see "Bisley bible". Any pre-1961 design rifle with any sighting system contemporary with the rifle or available during the period	39
630	Open - Target Rifle NRA .303 SR(b)	200yds	Target Rifle	SR(b) .303 rifles	Prone	2NS + 10 [Sand/Sky Tin Hat]	For .303" rifles complying with NRA rules as set out in special leaflet "NRA SR(b) conditions for Historic Target Rifles". Other types of the period may compete if they comply with the spirit of these general principles i.e. basically a military rifle with standard military blade or barleycorn foresight but may have added aperture rear sight and improved barrel (original calibre) and/or bedding	45

Open Rifle (continued)

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
635	Hesketh Pritchard Military	600yds	Military Issue	Service, as issued	Prone	2CS + 10 [NRA TH]	Issue pattern optics, Rests permitted	45
636	Hesketh Pritchard Civilian	600yds	Civilian Arms	Civilian Arms	Prone	2CS + 10 [NRA TH]	Any contemporary optics, Rests permitted	47
640	Open Agony Snaps	200yds	Service rifle	As issued	Prone	Single Snaps 2NS+15 at [Reduced DP1]	Start with 5 rounds loaded. Single exposures of 3 secs with varying placement and away times over a 6ft frontage	28
643	Open - Any Historic Lever Action Repeating Rifle Double Snaps	200yds	Any lever action	Any calibre L/A	Prone	Double Snaps 2NS +10 X 5 secs [Reduced DP1]	The firer starts with up to 10 rounds loaded: 10 exposures of 5s, maximum of 2 shots per exposure, with 5 secs minimum between exposures, Any sights, Rifles may be reloaded any time during the series, No slings	20
646	Open - Any Rifle Double Snaps	200yds	Any rifle pre-1961	Iron Sights	Prone	Double Snaps 2NS +10 X 5 secs [Reduced DP1]	The firer may start with 5 rounds loaded: rifles may be reloaded any time during the series, 10 exposures of 5s, 2 shots per exposure, with 5 secs minimum away time between exposures, Iron Sights	23
647	Open - CF Rifle Double Snaps Sniper	200yds	Sniper	Sniper Vet or Transitional	Prone	Double Snaps 2NS +10 X 5 secs [Reduced DP1]	As for 646, Any contemporary sights including optical	27
648	"Open" Pre 1946 Lever CF Repeater Slowfire	200yds	Lever CF	Repeater	Prone	2NS + 10 [NRA RB]	Iron sights, No slings	41
649	Open - Lever Action CF Repeater Rapid	200yds	Lever CF	Repeater L/A	Prone or Sit or Kneel	Rapid 2NS + 1 min [DP1]	Starts with not more than 10 loaded. Position: Competitor's choice, either prone or kneeling or sitting. No slings, 15 rounds max	30
660	Hesketh Pritchard Military	900yds	Military Issue	Military Issue	Prone/Supine	3CS+15 [NRA RB]	Issue pattern optics, Rests permitted	52
661	Hesketh Pritchard Civilian	900yds	Civilian Arms	Civilian Arms	Prone/Supine	3CS+15 [NRA RB]	Any contemporary sights including optics, Rests permitted	54
662	Back Position Match	900yds	Any rifle pre-1961	Back position rifle	Supine	3CS+15 [NRA RB]	Any contemporary iron sights, Back position only	55
663	"Open" Pre 1946 Lever CF Repeater	200yds	Lever CF	Repeater	Standing	2NS + 10 [NRA RB]	Iron sights, No slings	30
664	Open Rifle Service Sniper	200yds	Service Sniper	Service rifles only	Prone	2NS + 10 [Sand/Sky Tin Hat]	Contemporary optical sights, Two point slings	44
665	Open Rifle Military Miniature	200yds	Military Miniature	.22RF-.310 Cadet	Prone	2NS + 10 [Sand/Sky Tin Hat]	As issued military sights, Two point slings	44
667	Open .22 Rimfire Rifle	200yds	Open .22 Rimfire	Any pre-1961 design in .22 RF	Prone	2NS + 10 [NRA RB]	Any contemporary metallic sights (e.g. No. 8 rifle permitted)	43
668	Hesketh Pritchard Military	1000yds	Military Issue	Military Issue pre 1961	Prone/Supine	3CS + 15 [NRA RB]	Issue pattern optics, Traditional rests, including simple screw types, permitted	68
669	Hesketh Pritchard Civilian	1000yds	Civilian Arms	Civilian Arms pre 1961	Prone/Supine	3CS + 15 [NRA RB]	Any contemporary sights including optics, Traditional rests, including simple screw types, permitted	67

Transitional

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle Type	Ammunition	Position	Course of Fire	Notes	Skilled Shot Score
710	Any Transitional Rifle	200yds	Any rifle	7.62mm	Prone	2NS + 10 NRA RB	Any pattern contemporary, Iron sights only, SP slings permitted	46
712	Any Transitional Rifle	500yds	Any rifle	7.62mm	Prone	2NS + 10 NRA RB	Any pattern contemporary, Iron sights only	46
714	Any Transitional Rifle	600yds	Any rifle	7.62mm	Prone	2NS + 10 NRA RB	Any pattern contemporary, Iron sights only	42
716	Any Transitional Rifle	900yds	Any rifle	7.62mm	Prone	3CS + 15 NRA RB	Iron sights, Rests permitted	55
718	Any Transitional Rifle -Rapid	200yds	Any rifle	7.62mm	Prone	Rapid 2NS + 1 min DP1	Starts unloaded: rifles may be loaded at any time during the 1 min exposure, Max 15 rounds	51
719	MCQUEEN - First Generation 7.62 Sniper	200yds	Sniper	1st generation 7.62 sniper rifle	Prone	McQueen DP14	As 624,Scope and mount must be of contemporary design, Rests permitted	39
720	Hesketh Pritchard Sniper	600yds	Sniper	1st generation 7.62 sniper rifle	Prone	2CS + 10 NRA TH	Scope and mount must be of contemporary design, Traditional rests, including simple screw types, permitted	46
721	Hesketh Pritchard Sniper	900yds	Sniper	7.62mm	Prone	3CS+15 NRA RB	Scope and mount must be of contemporary design, Traditional rests, including simple screw types, permitted	60
722	Hesketh Pritchard Sniper	1000yds	Sniper	7.62mm	Prone	3CS+15 NRA RB	Scope and mount must be of contemporary design, Traditional rests, including simple screw types, permitted	69

Gallery Rifle & Pistol

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle / Pistol / Revolver Type	Course of Fire	Notes	Skilled Shot Score
801	MLAGB - Free Flintlock Pistol	25m	Free Flintlock Pistol	Best 10 out of 13 shots in 30 mins [PL7]	Including rifling and set triggers	80
802	MLAGB - Smoothbore Flint Pistol	25m	Smoothbore Flintlock Pistol	Best 10 out of 13 shots in 30 mins [PL7]	Set triggers allowed	75
803	MLAGB - Target Pistol	25m	Target Pistol	Best 10 out of 13 shots in 30 mins [PL7]	Any 19th century pattern, including single-shots	90
804	MLAGB - Any Revolver	25m	Any Revolver	Best 10 out of 13 shots in 30 mins [PL7]	Any pattern. any iron sights. Rugers and nitro conversions allowed	88
805	MLAGB - Standard Revolver	25m	Standard Revolver	Best 10 out of 13 shots in 30 mins [PL7]	19th century design. Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions	88
810	Precision - Any Target Pistol	50m	Any Target Pistol	US at RO's discretion, 10 shots single handed to count all in 20 mins [HBSA]	Any pattern, including single-shots. Rugers, nitro conversions and Patriot .32 pistol allowed. Any iron sights.	50
811	Precision - Standard Revolver	50m	Standard Revolver	US at RO's discretion, 10 shots single handed to count all in 20 mins [HBSA]	19th century design. Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions.	48
814	Precision - Shoulder Stocked Pistol	50m	Shoulder stocked pistol	US at RO's discretion, 10 shots single handed to count all in 20 mins [HBSA]	Basic 19th century design	75

Gallery Rifle & Pistol (continued)
R = Ranging Shots
S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle / Pistol / Revolver Type	Course of Fire	Notes	Skilled Shot Score
822	<i>Precision</i> - Any Lever Action Repeating Rifle	50m	Any Lever Action Repeating Rifle	US in 5 mins, 20 shots to count in 20 mins [HBSA]	Pistol calibres over .22	130
823	<i>Precision</i> - Rimfire Schutzen Rifle 50m	50m	Rimfire Target Rifle	US in 5 mins, 20 shots to count in 20 mins [HBSA]	Palmrest and hooked buttplate allowed, No slings	136
824	<i>Precision</i> - Sporting Rifle 50m	50m	Sporting Rifle	US in 5 mins, 20 shots to count in 20 mins [HBSA]	Pistol calibres, Any contemporary sights	125
825	<i>Precision</i> - Any CF Gallery Rifle	50m	Any Centrefire Gallery Rifle	US in 5 mins, 20 shots to count in 20 mins [HBSA]	Pistol calibres, Iron sights	125
826	<i>Precision</i> - Any RF Gallery Rifle	50m	Any Rimfire Gallery Rifle	US in 5 mins, 20 shots to count in 20 mins [HBSA]	RF pistol calibres only, Iron sights, No target rifles	130
832	<i>100m</i> - Any Lever Action Repeating Rifle	100m	Any Lever Action Repeating Rifle	23 shots in 30 mins, starting unloaded, Best 20 to count [PL7]	Pistol calibres over .22, Aperture sights allowed, Standing	140
833	<i>100m</i> - Rimfire Target Rifle	100m	Rimfire Target Rifle	23 shots in 30 mins, starting unloaded, Best 20 to count [PL7]	Prone	184
834	<i>100m</i> - Sporting Rifle	100m	Sporting Rifle	23 shots in 30 mins, starting unloaded, Best 20 to count [PL7]	Pistol calibres, Any contemporary sights, Standing	160
835	<i>100m</i> - Any CF Gallery Rifle	100m	Any Centrefire Gallery Rifle	23 shots in 30 mins, starting unloaded, Best 20 to count [PL7]	Pistol calibres, Iron sights, Aperture rear sights allowed, Standing	162
836	<i>100m</i> - Any RF Gallery Rifle	100m	Any Rimfire Gallery Rifle	23 shots in 30 mins, starting unloaded, Best 20 to count [PL7]	RF pistol calibres, No target rifles, Iron sights, Standing	166
841	<i>Slowfire</i> - Any Revolver	25m	Any Revolver	5 mins sighting, 2 series of 5 shots to count in 10 mins, start unloaded, fired single handed [HBSA]	Any pattern, any iron sights, Rugers and nitro conversions allowed	55
842	<i>Slowfire</i> - Standard Revolver	25m	Standard Revolver	5 mins sighting, 2 series of 5 shots to count in 10 mins, start unloaded, fired single handed [HBSA]	19th century design. Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions	59
843	<i>Slowfire</i> - Any Lever Action Repeating Rifle	25m	Any Lever Action Repeating Rifle	5 mins sighting, 2 series of 10 shots to count in 10 mins, start unloaded [HBSA]	Pistol calibres only, Iron sights	125
844	<i>Slowfire</i> - Sporting Rifle	25m	Sporting Rifle	5 mins sighting, 2 series of 10 shots to count in 10 mins, start unloaded [HBSA]	Pistol calibres only, Any contemporary sights	130
845	<i>Slowfire</i> - Any CF Gallery Rifle	25m	Any Centrefire Gallery Rifle	5 mins sighting, 2 series of 10 shots to count in 10 mins, start unloaded [HBSA]	Pistol calibres only, Iron sights	122
846	<i>Slowfire</i> - Any RF Gallery Rifle	25m	Any Rimfire Gallery Rifle	5 mins sighting, 2 series of 10 shots to count in 10 mins, start unloaded [HBSA]	Pistol calibres only, Iron sights	125
847	<i>Slowfire</i> - Closed Frame Revolver	25m	Closed Frame Revolver	5 mins sighting, 2 series of 5 shots to count in 10 mins, start unloaded, fired single handed [HBSA]	Pistol calibres only, Iron sights	125
848	<i>Slowfire</i> - Open Frame Revolver	25m	Open Frame Revolver	5 mins sighting, 2 series of 5 shots to count in 10 mins, start unloaded, fired single handed [HBSA]	Pistol calibres only, Iron sights	125

Gallery Rifle & Pistol (continued)
R = Ranging Shots
S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle / Pistol / Revolver Type	Course of Fire	Notes	Skilled Shot Score
851	<i>Duelling</i> - Flintlock Pistol	25m	Flintlock Pistol	5 mins sighting period. Single shot only, 10 Separate exposures of 3 secs, each preceded by 3 secs "edged", Fired single handed, Loading not included in the timing [DP2]	Including rifling and set triggers, Smoothbore + 7 points	80
852	<i>Duelling</i> - Single shot Percussion Pistol	25m	Single Shot Percussion Pistol	5 mins sighting period. Single shot only, 10 Separate exposures of 3 secs, each preceded by 3 secs "edged", Fired single handed, Loading not included in the timing [DP2]	Any 19th century design	82
853	<i>Duelling</i> - Single shot GR	25m	Rimfire Gallery Rifle	5 mins sighting period. Single shot only, 20 Separate exposures of 3 secs, each preceded by 3 secs "edged". Loading not included in the timing [DP2]	For .22 rifles, Any action, Iron sights, No slings	195
854	<i>Duelling</i> - Repeating CF GR	25m	Gallery Rifle CF	5 mins sighting period. Single shot only, 20 Separate exposures of 3 secs, each preceded by 3 secs "edged". Loading not included in the timing [DP2]	For CF pistol calibres, Iron sights, No slings.	180
855	<i>Duelling</i> - Gallery/Sporting Rifle	25m	Gallery or Sporting Rifle (Any Sights)	5 mins sighting period. Single shot only, 20 Separate exposures of 3 secs, each preceded by 3 secs "edged". Loading not included in the timing [DP2]	Any pistol calibres including .22, Optics allowed, No slings	180
860	<i>Bobber</i> - Trigger Cocked Revolver	25m	Trigger Cocked Revolver	5 mins sighting, 2 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures, Shot single handed [DP2]	Basic 19th century design with trigger-cocked actions, e.g. Tranter, Beaumont, Starr, etc.	80
861	<i>Bobber</i> - Any Revolver	25m	Any Revolver	5 mins sighting, 2 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures, Shot single handed [DP2]	Any pattern, Any iron sights, Rugers and nitro conversions allowed	85
862	<i>Bobber</i> - Standard Revolver	25m	Standard Revolver	5 mins sighting, 2 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures, Shot single handed [DP2]	19th century design, Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions, Thumb-cocked single action revolver, e.g. Colt, Remington, etc.	80
863	<i>Bobber</i> - Repeating CF GR	25m	Repeating Gallery Rifle CF	5 mins sighting, 4 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures [DP2]	CF pistol calibres, Iron sights, No slings	180
864	<i>Bobber</i> - Repeating RF GR Manual Action	25m	Repeating Gallery Rifle RF Manual action	5 mins sighting, 4 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures [DP2]	.22 RF pistol calibres, Iron sights, No slings	185
865	<i>Bobber</i> - Gallery/Sporting Rifle Manual Action	25m	Gallery or Sporting Rifle (Any Sights)	5 mins sighting, 4 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures [DP2]	Any pistol calibres, including .22, Optics allowed	185
866	<i>Bobber</i> - Historic .22rf Self-loading Gallery/Sporting Rifle	25m	Gallery or Sporting Rifle SELF LOADING(Any Sights)	5 mins sighting, 4 series of 5 shots, 3 seconds exposure, one shot per exposure, Target will edge for 5 seconds between exposures [DP2]	.22rf, Metallic Sights	175

Gallery Rifle & Pistol (continued)
R = Ranging Shots
S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle / Pistol / Revolver Type	Course of Fire	Notes	Skilled Shot Score
870	<i>Surrenden</i> - Trigger Cocked Revolver	25m	Trigger Cocked Revolver	5 mins sighting period, 3 x 5 shot series against the clock, Muzzle touching the bench to start, the score being the target score less the number of whole seconds taken to fire it, Shot single handed [HBSA]	Basic 19th century design with trigger-cocked actions, e.g. Tranter, Beaumont, Starr. etc.	40
872	<i>Surrenden</i> - Any Revolver	25m	Any Revolver	5 mins sighting period, 3 x 5 shot series against the clock, Muzzle touching the bench to start, the score being the target score less the number of whole seconds taken to fire it, Shot single handed [HBSA]	Any pattern, any iron sights, Rugers and nitro conversions allowed	40
873	<i>Surrenden</i> - Standard Revolver	25m	Standard Revolver	5 mins sighting period, 3 x 5 shot series against the clock, Muzzle touching the bench to start, the score being the target score less the number of whole seconds taken to fire it, Shot single handed [HBSA]	Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions, Thumb-cocked single action revolver, e.g. Colt, Remington, etc.	35
874	<i>Surrenden</i> - Repeating CF GR	25m	Repeating Gallery Rifle	5 mins sighting period, 3 x 5 shot series against the clock, Muzzle touching the bench to start, the score being the target score less the number of whole seconds taken to fire it, Shot single handed [HBSA]	CF pistol calibres, Manual actions only, e.g. lever-action, etc. Not single shot	55
881	<i>Advancing</i> - Any Revolver	25m	Any Revolver	5 mins sighting series, 3 series of 5 shots, may be cocked with non shooting hand but the revolver must be fired single handed only [New DP1 – Reduced centre]	Any pattern, any iron sights, Rugers and nitro conversions allowed	49
882	<i>Advancing</i> - Standard Revolver	25m	Standard Revolver	5 mins sighting series, 3 series of 5 shots, may be cocked with non shooting hand but the revolver must be fired single handed only [New DP1 – Reduced centre]	Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions, Thumb-cocked single action revolver, e.g. Colt, Remington, etc.	46
883	<i>Advancing</i> - DA Revolver	25m	“D-A” Revolver	5 mins sighting series, 3 series of 5 shots, must be held & fired single handed only [New DP1 – Reduced centre]	Fired double action (trigger-cocking), Single handed	50
884	<i>Advancing</i> - CF Gallery Rifle manual	25m	CF Gallery Rifle (Manual Action)	5 mins sighting series, 6 series of 5 shots [New DP1 – Reduced centre]	For CF pistol calibres, Iron sights, No single shots	142
885	<i>Advancing</i> - RF Gallery Rifle Semi Auto	25m	Rimfire Gallery Rifle (Semi-Auto)	5 mins sighting series, 6 series of 5 shots [New DP1 – Reduced centre]	For .22 semi-autos only, Iron sights	146
886	<i>Advancing</i> - RF Gallery Rifle Manual Action	25m	Rimfire Gallery Rifle (Manual Action)	5 mins sighting series, 6 series of 5 shots [New DP1 – Reduced centre]	For .22 rifles, Iron sights	144
887	<i>Advancing</i> - Any Gallery/ Sporting Rifle	25m	Any Gallery or Sporting Rifle	5 mins sighting series, 6 series of 5 shots [New DP1 – Reduced centre]	Any pistol calibre, including .22. Any contemporary sights, including optics	144
888	<i>Advancing</i> - Long Range L/A Rifle	50m	Long Range L/A Rifle	5 mins sighting series, 3 series of 10 shots advancing from 50 to 25 yds [New DP1 – Reduced centre]	For CF pistol calibres, L/A Rifle	100
889	<i>Advancing</i> - Long Range .22 Rifle	50m	Long Range .22	5 mins sighting series, 3 series of 10 shots advancing from 50 to 25 yds [New DP1 – Reduced centre]	Any small-bore repeating rifle	100

Gallery Rifle & Pistol (continued)

R = Ranging Shots

S = Sighters (C = Convertible, N = Non-Convertible, U = Unlimited)

Match No.	Event Name	Distance	Rifle / Pistol / Revolver Type	Course of Fire	Notes	Skilled Shot Score
891	ARA - Any Revolver	25m	Any Revolver	5 mins sighting period, 4 series of 5 shots in 20 secs, Unsupported, Ambidextrous, starting in the strong hand. [HBSA]	Any pattern, any iron sights, Rugers and nitro conversions allowed	80
892	ARA - Standard Revolver	25m	Standard Revolver	5 mins sighting period, 4 series of 5 shots in 20 secs, Unsupported, Ambidextrous, starting in the strong hand. [HBSA]	Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions, Thumb-cocked single action revolver, e.g. Colt, Remington, etc.	75
893	ARA - D/A Revolver	25m	"D-A" Revolver	5 mins sighting period, 4 series of 5 shots in 20 secs, Unsupported, Ambidextrous, starting in the strong hand. [HBSA]	Fired double action (trigger-cocking)	75
896	Pockets - Standard Pocket Revolver	10 yds	Standard Revolver	5 mins sighting period, 3 series of 5 shots, Series one: 120 secs, Series two: 30 secs, Series three: 15 secs, Starting position 45 degrees. [HBSA]	Excluding Ruger, Hege, Feinwerkbau etc. and nitro conversions, Thumb-cocked single action revolver, e.g. Colt, Remington, etc.	85
897	Pockets - Thumbcocked Pocket Revolver	10 yds	Single Action Pocket Revolver	5 mins sighting period, 3 series of 5 shots, Series one: 120 secs, Series two: 30 secs, Series three: 15 secs, Starting position 45 degrees. [HBSA]	Maximum dimensions: height + length =15 inches	76
898	Pockets - ARA Double Action Pocket Revolver	10 yds	Double Action Pocket Revolver	5 mins sighting period, 3 series of 5 shots, Series one: 120 secs, Series two: 30 secs, Series three: 15 secs, Starting position 45 degrees. [HBSA]	Maximum dimensions: height + length =15 inches, Trigger-cocked actions, including pepperboxes	76

Aggregates – Trafalgar Meeting Only

915 Percussion Service Rifle (Matches 102, 104 and 108)

920 The Halford Aggregates TM Only (Matches 208, 230 and 232)

940 Classic SR Aggregates TM Only (Deliberate and Rapid - Matches 406 & 465)
Multiple entries NOT permitted

941 Classic Any Rifle Aggregates TM Only (200, 500 & 600 Matches 405, 407, 409)

942 Classic S.R. Aggregates TM Only (200, 500 & 600-- Matches 406, 408, 450)

950 Veteran S.R. Aggregates TM Only (Deliberate and Rapid - Matches 506 & 540)

951 Veteran Service Rifle Aggregates TM Only: 200, 500 & 600yds (Matches 506, 524, 530)

952 Any Veteran Rifle Aggregates TM Only: 200, 500 & 600yds (Matches 505, 523, 528)

962 Open Lever Action Aggregates TM Only (Matches 648 & 649 Deliberate & Rapid)

970 Transitional S.R. Aggregates TM Only (Matches 710 & 718)

971 Transitional Mid-range Aggregates TM Only (Matches 710, 712, 714)