



**FREE**

# **NATIONAL RIFLE ASSOCIATION**



## **Civilian Service Rifle & Practical Rifle Handbook 2026**

# Phoenix Meeting

Thursday 21 - Sunday 24 May 2026



FEATURING A NEW CSR PROGRAMME

## SATURDAY

**Morning Session: NEW** 1/2/300 Yards Match  
100 yards 10 shots from standing/kneeling/squatting  
200 yards 10 shots prone & 10 shots sitting  
300 yards 10 shots prone

**Afternoon Session: NEW** 3/4/500 Yards  
300 yards 10 rounds standing  
400 yards 10 rounds prone  
500 yards 10 shots standing

## SUNDAY

**Morning Session:** 8/900 Yards  
800 yards 10 shots prone | 900 yards 10 shots prone

TRADE FAIR: FREE ENTRY FRIDAY-SATURDAY 8-6PM & SUNDAY 8-4PM

Full details are available on our website:  
[online.nra.org.uk/Phoenix26](https://online.nra.org.uk/Phoenix26)

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# **The Civilian Service Rifle & Practical Rifle Handbook**



**NATIONAL RIFLE  
ASSOCIATION**

Volume 6 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 2025

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# IMPERIAL MEETING 2026

THURSDAY 11<sup>TH</sup> JUNE – SATURDAY 25<sup>TH</sup> JULY



## Adaptive Championships

Tuesday 16<sup>th</sup> June



## Civilian Service Rifle

Wednesday 1<sup>st</sup> – Sunday 5<sup>th</sup> July



## Match Rifle

Friday 10<sup>th</sup> – Wednesday 15<sup>th</sup> July



## Sporting Rifle

Saturday 11<sup>th</sup> – Tuesday 21<sup>st</sup> July



## Youth Imperial

Saturday 11<sup>th</sup> – Thursday 16<sup>th</sup> July



## 300m Championship

Monday 20<sup>th</sup> – Tuesday 21<sup>st</sup> July

## Service Rifle

Thursday 11<sup>th</sup> – Thursday 18<sup>th</sup> June



## Cottesloe Heath Challenge

Friday 19<sup>th</sup> – Sunday 21<sup>st</sup> June



## F Class

Thursday 2<sup>nd</sup> – Sunday 5<sup>th</sup> July



## Historic Arms

Saturday 11<sup>th</sup> – Sunday 12<sup>th</sup> July



## McQueen

Saturday 11<sup>th</sup> – Sunday 19<sup>th</sup> July



## Gallery Rifle & Pistol

Thursday 16<sup>th</sup> – Sunday 19<sup>th</sup> July



## Target Rifle

Thursday 16<sup>th</sup> – Saturday 25<sup>th</sup> July



## 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:

### **C3.2 Spring Action, Phoenix & National Open Championship**

<b>100/200/300 Yard Match</b>	New Phoenix Meeting Match
<b>300/400/500 Yard Match</b>	New Phoenix Meeting Match
<b>800/900 Yard Match</b>	Revised Phoenix Meeting Match

# Introduction

Civilian Service Rifle and Practical Rifle (CSR & PR) are National Rifle Association (NRA) shooting disciplines that involve the use of a rifle for the purposes of competition. Civilian Service Rifle matches are based on United Kingdom, Commonwealth and Foreign Service Rifle Matches consisting of deliberate, rapid, fire with movement and snap-shooting practices in various combinations. Practical Rifle events combine various elements of CSR & PR type matches as determined by the Meeting Director. The governing body for CSR & PR shooting in the UK is the NRA. This Handbook and Guide, produced under the auspices of the NRA, contains three Sections:

- A. Rules.** These Rules always apply to Civilian Service Rifle & Practical Rifle (CSR & PR) shooting conducted under NRA auspices
- B. General Conditions.** This section describes the conditions which will apply to all CSR & PR competitions unless over-ridden by range specific, meeting specific or match specific conditions
- C. Match Conditions.** The common courses of fire for all CSR & PR matches as shot in NRA events

The Handbook will be reviewed and may be re-released annually. If necessary the Handbook may be updated at any time. The most up-to-date version of the Handbook will always be available (in PDF format) for download from the NRA website.

All CSR & PR meeting and event organizers, Range Staff and firers should familiarise themselves with the contents of this Handbook.

Meeting Directors should ensure that copies of the Handbook are readily available to firers and Range Staff at all CSR & PR meetings and events.

Wherever used herein, a pronoun in the masculine gender shall be considered as including the feminine gender.

Any questions or comments on the Handbook should be directed to the NRA's CSR & PR Representative via the NRA: [csr@nra.org.uk](mailto:csr@nra.org.uk)

# A – Rules

## A1 General

### A1.1 Purpose, Interpretation and Application

A1.1.1 Nothing in this Volume shall supersede the NRA Disciplinary Code, any Policy of the NRA formally approved by The Council, or any element of Volumes 1-3 of the NRA Handbook that is of general application across all disciplines

A1.1.2 The rules defined in this section apply to all CSR & PR meetings and events held under the auspices of the NRA and are specific to CSR & PR, and supplement generic NRA rules dealing with equivalent matters. Inconsistencies affecting rules should be referred to meeting officials for resolution under NRA Rules of Shooting para 101. Inconsistencies identified outside competition should be referred to the CSR & PR Discipline Representative for resolution by the Shooting Committee. Any deliberate breach of the rules will be dealt with under the disciplinary arrangements specified in the NRA Handbook

Additionally, a breach occurring at an NRA event must be notified to the Secretary General in accordance with the NRA Disciplinary Code and may be subject to action under that Code in addition to action under this rule. Any firer witnessing a breach of these rules is required to bring the matter to the attention of the Meeting Director (MD), Chief Range Officer (CRO) or Range Officer (RO) immediately

## A2 Rifles, Ammunition and Equipment

### A2.1 General

A2.1.1 Rifles for CSR & PR must be safe to use in any of the positions required by match conditions and must be safe to carry loaded. Once the range on which any match is to be shot has been declared safe to fire on, the CRO is the final arbiter of the admissibility of any specific firearm to the match. All rifles must have a working safety catch. Rifles should have either a detachable or internal magazine ideally capable of holding a minimum of 10 rounds. Rifles may be equipped with either iron or optical sights. Where it is necessary to differentiate between the sighting systems in match conditions, those conditions applicable to iron sights will be termed 'Iron' and those applicable to optical sights will be termed 'Optic'. CSR & PR events are shot in four classes, defined at A2.2 below. The following apply generally unless more specifically excluded:

- a. **Muzzle Brakes:** Permitted. As a consequence, meeting organisers will notify all CSR & PR events to range operators as involving muzzle brakes, and firers are required to accept that adjacent firers may be using such
- b. **Sound Moderators:** Permitted
- c. **Magazines:** Magazines greater in length than a standard 30 round magazine, for that rifle type, may be used in the prone position and rested for support. Magazines greater in length than a standard 30 round magazine, for that rifle type, when used in any other position may not be used in such a way to gain an advantage by supporting the weight of the rifle
- d. **Projected Laser Aiming or Ranging Devices:** Prohibited

## A2.2 Classes

### A2.2.1 Historic Enfield

- a. Any SMLE, No 4 or No 5 .303" Enfield pattern Service Rifle.
- b. **Rests:** may not be used
- c. **Trigger pull:** 4.5 lbs minimum
- d. **Sling:** A sling corresponding to as issued 1937 pattern is permitted

### A2.2.2 Any Iron

- a. **Sights:** Iron sights only
- b. **Slings:** No restriction on slings
- c. **Rests:** Other than as in e below, rests are prohibited
- d. **Trigger pull:** 4.5 lbs minimum
- e. Magazine resting is permitted. When magazine resting, only the magazine, and no other part of the rifle, may touch the ground

### A2.2.3 Service Optic

- a. **Calibre:** restricted to 7.62x51 mm (.308 Winchester), 5.56x45 mm (.223 Remington) or .303 British
- b. **Sling straps:** may be no wider than 1.5 inches at any point and buckles/adjusters no wider than 2.25 inches at any point
- c. **Barrel:** may be no longer than was supplied for that type of firearm in it's military or commercial equivalent configuration at time of issue or manufacture. If a flash hider, muzzle brake is fitted, it shall not be included in the barrel length measurement
- d. **Buttstocks:** may vary in length and be either fixed, adjustable or collapsible. Collapsible or adjustable length stocks may be adjusted for length of pull during a match, but buttstocks that allow for other adjustments such as the cheek-piece height or butt-plate canting may not be used unless fixed in position and not adjusted during a match
- e. Magazine resting is permitted. When magazine resting, only the magazine, and no other part of the rifle, may touch the ground
- f. **Vertical or Angled Fore Grips (V/AFG):** may be used but must remain fitted at all times during a stage. Resting on vertical fore grip is not permitted
- g. **Adjustable hand/sling stops and barricade wings:** intended to facilitate an advantage are prohibited
- h. **Bipods and monopods:** are prohibited
- i. **Trigger pull:** 4.5 lbs minimum
- j. **Optic sights:** maximum magnification of 4.5x
- k. Only one magazine may be attached to the rifle at any time, clamping magazines together is prohibited

***When competing in Service Optic (SO) Class all sighting shots are to be taken and observed with the optic sight set at no more than 4.5x magnification. Firing any shots in SO Class with the more than 4.5x magnification set may result in a penalty (see A3.9)***

- A2.2.4 **Practical Optic**
- a. **Slings:** adjustable hand/sling stops and barricade wings permitted without restriction
  - b. In addition to a sling and a primary support device such as a bipod, a secondary support device designed to aid support may be fixed to the rifle in front of the trigger. This secondary support device may be a vertical or angled fore grip. The bipod may be fitted with legs that can rotate to lie in line with the bore axis or be retracted into the body of the bipod. The primary support device is the only part of the rifle that may be in direct contact with the ground and may only be used as such when in the prone firing position. The support devices must remain fitted for all shots fired during a stage. If magazine resting the magazine is considered the primary support device.
  - c. **Bipods:** must remain in the folded or retracted state at the start of a stage and may only be deployed when on the firing point and moving into the final firing position. A bipod must remain fitted to the firearm for the duration of the Stage or Practice
  - d. **Trigger pull:** 1.5 kg minimum
  - e. No restriction on optic sights

A2.2.5 **Historic Service Rifle Match Classes**

- a. **Classic:** Pre-1919 SMLEs
- b. **Veteran:** Pre-1955 No 4s/No 5s
- c. **Veteran Optic:** Pre-1955 No 4T
- d. **All Comers Iron:** Pre-1972 Foreign Service Rifles

**A2.3 Ammunition**

- A2.3.1 All ammunition must have sufficient energy to pass through paper/card targets and their backing boards. Shots which do not pass through such targets will be scored as misses
- A2.3.2 Generally, any ammunition that is legal, within range regulations, safe and suitable for the firearm may be used. To be eligible for the Military Ammunition Class (if specified in the match conditions), shooters are limited to using factory produced ball (Full Metal Jacket (FMJ)) rounds to military specification; home loaded ammunition and commercial match ammunition is prohibited
- A2.3.3 HME, Tracer and armour piercing ammunition are prohibited in CSR & PR matches
- A2.3.4 CRO/ROs are authorised to check the type of ammunition any firer is using. If the CRO/RO believes that the ammunition being used by a firer falls outside the limits for the range in use they can demand that the ammunition is withdrawn
- A2.3.5 Unless otherwise specified, only centrefire ammunition is permitted

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## **A2.4 Clothing and Equipment**

- A2.4.1 Dress for CSR & PR shooting should be appropriate to the discipline and weather prevailing or expected. A firer whose dress, equipment or position is thought inappropriate or likely to bring the Association into disrepute may be challenged by the MD/CRO/RO or a member of NRA Staff and may be required to withdraw from an event. The wearing of a single item of military pattern surplus clothing is not likely to warrant action by the Range or NRA Staff, however, if a firer's dress could result in them being mistaken as being military personnel on duty they will be asked to change their attire and if unable to do so they will be required to withdraw from the event
- A2.4.2 Any jacket or combination of clothing designed or intended to provide support to the body is prohibited, including but not limited to: Modern medium-weight and heavyweight purpose-designed canvas, leather or synthetic target shooting jackets and wearing of excessive layers of clothing, with the purpose of restricting upper body movement, thereby providing support
- A2.4.3 Padding or soft material for the purposes of protection or comfort may be used on the shoulder, on the elbows and on the upper arm. This padding may be affixed internally or externally to a loose-fitting jacket of any design or style having a lightweight, single thickness outer, provided that the combination of the padding and jacket does not provide support to the upper body. Strap-on elbow and knee pads may be worn. The wearing of the UK military issue sniper smock is allowed. Sling hooks attached to the upper arm of a jacket are allowed
- A2.4.4 The wearing of gloves is permitted during all matches. Purpose designed padded target shooting gloves or mittens are prohibited
- A2.4.5 During inclement weather waterproof clothing may be worn in all matches by firers and team officials (if any)
- A2.4.6 Padded non-slip shooting mats are prohibited, a ground sheet may be used to provide some protection from the ground but elbows may not be rested on such protection
- A2.4.7 It is forbidden to use any artifice that may facilitate a shooting advantage and which is not expressly permitted by the CSR & PR Rules, if in the opinion of the MD/CRO such artifice is contrary to the spirit of these Rules. **(NRA Rule 132)**
- A2.4.8 It is the responsibility of the firer to submit any equipment, not specifically authorised by the CSR & PR Rules, for official inspection and approval in sufficient time prior to the beginning of a match not to cause inconvenience to the MD/CRO or the running of the match. The MD/CRO will then consider the eligibility of the item, if necessary, consult with the CSR & PR Discipline Representative and Sub-Committee, and the decision as to its acceptability under the Rules shall then be binding. **(NRA Rule 132)**
- A2.4.9 The MD may, on application, permit such modification to the rifle, clothing, equipment or technique of a physically disabled firer as may assist them to compete on equal terms with other CSR & PR firers

- A2.4.10 Optical Aids - The following rules will apply:
- a. **Spectacles:** Prescription spectacles and contact lenses may be worn in any match
  - b. **Binoculars & Monoculars:** The use of hand held binoculars and monoculars is permitted in any match
  - c. **Spotting Telescopes:** Spotting telescopes mounted in stands are permitted in sniper matches and in other matches where specifically permitted in the match conditions. In team matches a coach is permitted to use spotting scope but the firer shooting is not permitted
- A2.4.11 Mobile Communications: The use of personal communicating devices, including mobile telephones and/or two way radios, is forbidden for unauthorised communications between firing points and markers gallery in the butts or between team captains/coaches and firers

### A3 Conduct of Shooting

- A3.1 **Safety:** The NRA generic Safety Rules at Section 52 of the NRA Handbook apply. Where CSR & PR Discipline-Specific Safety Rules below have been derived or amended (*as a result of the particular way NRA CSR & PR events are conducted*) from generic Safety Rules a reference to the source rule is provided in **bold italics**. NRA Rule 101 (precedence of rules) always applies
- A3.1.1 Whenever live firing takes place, one individual is allocated the responsibility of supervising the activity to ensure that it is conducted safely and in accordance with applicable rules and indicates acceptance of this responsibility by signing an agreement to do so. That individual is conventionally known as the Range Officer (RO), or if responsible for such a large or varied activity that assistance is required, the Chief Range Officer (CRO), with a number of ROs under his command. A Safety Supervisor (SS) assists an RO by close supervision of one or two shooters during a specific practice. A Range Conducting Officer (RCO) is a person who holds a formal qualification from a recognised authority to supervise live firing within limits specified. **The** RCO is the responsible person holding such a qualification who is supervising live firing on a range where such a qualification is required to do so. **(NRA Rule 108a)**
- A3.1.2 Only one CRO/RO may sign for a NRA or MoD Range, which will normally be the CRO for the match. At NRA CSR & PR Meetings the CRO, ROs and Butts Officer (BO) are to wear high visibility tabards
- A3.1.3 **Occurrences, Accidents and Incidents – definitions. (NRA Rule 109)**
- a. **Range Occurrence:** An unexpected or unplanned event occurring within the physical dimensions of a firing range, arising from activity directly associated with live firing and having actual or potential adverse consequences
  - b. **Range Accident:** An unintended range occurrence leading to personal injury or damage to property
  - c. **Range Incident:** An unintended range occurrence that could in different circumstances have resulted in personal injury or damage to property

- A3.1.4 Firers are responsible for ensuring that their firearm and their ammunition (if provided by themselves) are safe to use. They must submit their firearm and ammunition for inspection and testing whenever required. No ammunition of a dangerous character may be used. **(NRA Rule 116)**
- A3.1.5 All firers and other personnel in the immediate vicinity of the firing point are required to wear ear protection (e.g. earplugs or ear defenders). The wearing of eye protection is very strongly advised at all times (and may be made mandatory by the conditions of some meetings). When in the butts wearing of hearing protection is mandatory and eye protection is recommended
- A3.1.6 When at the firing point a firer must comply with all orders for the due carrying out of the NRA Rules and Regulations given by the CRO or any official acting under orders of the CRO. Without prejudice to the authority of the CRO or Range Template Controller, all persons on or in the immediate vicinity of a range element under the control of an RO are to obey the instructions of the RO. **(NRA Rule 113)**
- A3.1.7 No firer may move themselves or their equipment forward onto the firing point until authorised to do so by the CRO/RO. **(NRA Rule 114)**
- A3.1.8 Magazines and charger clips may be pre-charged but must not be inserted in the rifle until the order to do so has been given. No normally detached magazine may be inserted into a rifle or charger clip placed in a charger guide until the CRO/RO has given the order to load. **(NRA Rule 115)**
- A3.1.9 Rifle States (in response to CRO/RO firing point commands):
- a. **Loaded:** The rifle is 'Loaded' when a magazine containing rounds is attached, the bolt is closed, there is no round in the chamber and the safety catch is applied, *(on some rifle types the safety catch cannot be applied if the rifle action is not cocked)*. When applying a magazine, the action should be closed on an empty chamber (the bolt closed or working parts forward) before the magazine containing live rounds is inserted. On a rifle with an integral/internal magazine, the magazine will be charged with live rounds and the rounds depressed as the bolt is closed on an empty chamber. In all circumstances, for safety purposes, a rifle is to be considered loaded if it is not clearly unloaded. Made Ready. The rifle is 'Made Ready' when the action is cocked, there is a round in the chamber and the safety catch is applied
  - b. **Made Safe:** The rifle is 'Made Safe' when it has been unloaded, the chamber has been verified empty by the firer and SS/RO, the action/bolt is closed on an empty chamber, safety catch applied, and then a magazine containing rounds has been inserted (i.e. a complete 'Unload' followed by a 'Load')
  - c. **Unloaded:** The rifle is 'Unloaded' when the magazine is removed or integral/internal magazine checked empty, the chamber is empty, the bolt is open or the action locked open with the safety catch applied (except where this is not possible for the type of rifle concerned) and a chamber flag or magazine block is inserted in the rifle

**d. Safety Catch:** The safety catch may be set to 'Fire/Off' when the order to fire, for example "Watch and Shoot" is given. In stages involving fire with movement when the order "Watch Out" is given, the safety catch is to remain at 'Safe/On' until the firer is in the firing position and at the distance required by the match conditions to commence firing

- A3.1.10 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all rifles must be unloaded and proved clear in the normal manner
- A3.1.11 If any person on the range considers that there is a potential or actual breach of safety which urgently requires all firers to stop firing he will immediately give the order "Stop, Stop, Stop". All firers must immediately stop firing, take their finger off the trigger, apply safety catches, keep their firearms pointing at the target and await further instructions. No-one may unload or move off the firing point. The person ordering the stop, if not the CRO/RO, must immediately explain their action to the CRO/RO so that the CRO/RO may take effective control of the situation. **(NRA Rule 111)**
- A3.1.12 The bolt (or equivalent working part in other types of rifle) must not be closed (or opened after being closed) on a live round if the barrel is elevated at more than 70 mils (approximately 4°) above the horizontal. In practice this means that when closing or opening the bolt with a live round in the chamber the barrel should be horizontal and laterally aligned within the target lane. **(NRA Rule 117)**
- A3.1.13 Except only where otherwise prescribed in the conditions of a competition or other rules of specific and limited application, a loaded rifle must always point no further left or right of the direct line to the assigned target than the standard safety angle of 200 mils (11.25 degrees – approximately six targets width per hundred yards' distance). A firer who consistently points a loaded rifle outside these limits may be considered to be acting in a dangerous manner **(NRA Rule 118)**
- A3.1.14 Neither aiming nor snapping an unloaded rifle is allowed except when in the firing position on the firing point, and then only if it would be in all respects safe to fire and provided it causes no delay **(NRA Rule 119)**
- A3.1.15 A firer who neither observes nor receives any indication of the impact of their first sighting shot, or in a stage where shots are not signalled individually of at least one shot in the first string hitting the target, may only continue if one of the following applies: **(NRA Rule 120)**
- a. The firer identifies and rectifies a fault or error (e.g. mis-set sight) that would reasonably account for the miss
  - b. There is reasonable evidence (e.g. an unexplained shot on the next target) that the firer has crossfired
  - c. There is reasonable evidence (e.g. based on the advice of other firers, which advice shall not be considered to be coaching) that the wind allowance applied was such as to account for the miss
  - d. With the permission of the CRO/RO

- A3.1.16 **Inspection of Rifles and Magazines a Firer's responsibilities** - The firer is responsible for ensuring both that their rifle is clear and that it is independently inspected in accordance with this rule before it is removed from the firing point. The action of "unloading" in this rule requires that, before inspection, such of the following actions as are possible and within the designer's intent for the rifle type have been carried out: **(NRA Rule 122a)**
- a. Safety Catch applied
  - b. Magazine removed
  - c. Integral magazine emptied
  - d. Chamber, bolt face and action (magazine well) clear of rounds and empty cases
  - e. Working parts fully open and locked
- A3.1.17 Any firer who fails to present his firearm for inspection whether called to do so or not, or who presents his firearm for inspection in an unsafe condition, may be considered as "acting in a way that might prove dangerous" and be dealt with as detailed in the NRA Handbook, Section 76, Para 546.
- A3.1.18 **Person Designated to Inspect** - The responsibility to carry out inspections falls to a specific individual. By default, the inspection should be carried out by the CRO or a member of the range staff to whom the CRO delegates the responsibility such as a SS in CSR & PR events.
- A3.1.19 **Inspection Procedure** - On the conclusion of a stage, or on the order of the CRO/RO, all firers must: **(NRA Rule 122c)**
- a. Unload their firearm and inspect the chamber, action, bolt face and magazine (if one is fitted) to ensure that the firearm is clear,
  - b. Present their firearm to the designated person on the firing point and have them inspect and confirm that the firearm is clear,
  - c. Either remove the bolt or insert a breech flag (or both) or utilise a magazine fitted loading block which locks the working parts to the rear
- A3.1.20 If a rifle cannot be unloaded in the normal manner, the firer is to leave it on the firing point pointing towards the target. The firer's SS is to inform the CRO/RO immediately. The rifle is to remain pointing towards the target until the detail has finished and all firers have cleared the firing point. The CRO/RO is to then arrange for a competent person to make the rifle safe on the firing point. At no time may a loaded rifle be taken from the firing point behind firers or spectators. **(NRA Rule 124)**
- A3.1.21 A firer acting in a dangerous manner will forthwith be forbidden to fire again until the circumstances have been investigated and decided on, or referred to higher authority, by the CRO/RO. **(NRA Rule 125)**
- A3.1.22 When moving around the range during a match and not under the control of a RO rifles must be carried vertical with the bolt/action open, or bolts removed, and breech flag or magazine block which locks the working parts inserted and the muzzle held upwards or boxed/cased

- A3.1.23 When not on the firing point, or being carried as in A3.1.22 above, rifles must be in the following condition:
- a. Rested on the ground with any detachable magazine removed, no rounds in the chamber or in any fixed magazine, bolt/action open action with breech flag or magazine block inserted or bolt removed so that the rifle is clearly in a safe condition or,
  - b. Cased or boxed after having been checked clear by a RO or SS
- A3.1.24 If a rifle misfires the firer must remain on aim for a minimum of 30 seconds (in case of a hangfire). The SS is to attract the attention of the RO by raising a hand (this is particularly important in a fire with movement stage when movement forward must not take place until the misfire has been cleared). Under the supervision of the RO the firer should tilt the rifle to the side and open the bolt, ensuring that his hand is not behind the bolt and that no one is standing behind the rifle. He must ensure that the cartridge comes out complete with the bullet.  
**(NRA Rule 121)**

## **A3.2 Range Procedures**

- A3.2.1 In squaddled competitions, firers are expected to be present immediately behind their allotted firing point or in the butts no later than 15 minutes before the start time of the match
- A3.2.2 Firers will place themselves to the left of the peg denoting their target when shooting on Century Range, or as directed by the Range Staff on other ranges
- A3.2.3 In squaddled competitions the CRO/RO may, if desirable, transfer a firer to another target in the same detail, either before they begin to shoot or if the target breaks down. In particular, the CRO/RO:
- a. Must not allow a firer who has missed an earlier detail to shoot, unless expressly authorised by the MD
  - b. May, if authorised by the CRO, fill up vacancies with firers belonging to the next detail
- A3.2.4 In unsquaddled competitions the RO will squad firers, in order of application, to a target as convenient
- A3.2.5 **Coaching** - Coaching is the giving or receiving from any other person of any assistance or advice, including any indication as to how the time is passing, from the start of a stage until the score is known, that could provide an advantage to that firer. In individual matches casual conversation between firers on the firing point should be avoided for that period as it may be considered as coaching and may lead to penalties being imposed on both parties. Register Keepers, however, may tell a firer the position of their spotting disc, but nothing else except the scores. In individual competitions, firers whilst on the firing point:
- a. May spot for each other when firing sighting shots
  - b. May advise on appropriate wind allowance
  - c. Subject to (a) and (b) above, must not give or willingly receive any information or advice in the nature of coaching

*Note: In the spirit of promoting NRA CSR matches and encouraging novice firers to improve their marksmanship skills the helping and offering of advice, to individual firers, may not always be judged to be coaching that gives a firer an undue advantage.*

- d.** Coaching is permitted in team matches by members of the team and a non-shooting team captain if one is permitted. The team captain may move about the firing point in the execution of their duties, but must not screen firers from wind or light

A3.2.6 Any firer who is not ready at their proper place and time, be that the firing point or butts, forfeits their right to shoot. The RO or Butts Officer will report a firer who is late for their detail or butts duty to the CRO. If a firer misses their detail the CRO only may, if satisfied, allow him to shoot in a later detail if space is available. In either circumstance, the CRO may, at his discretion, impose a penalty of up to one fifth of the firer's score for that match

A3.2.7 Access to an area comprising the firing point and a distance to the rear is restricted during a competition and for such period before and after as the CRO/RO may specify. The CRO/RO will define the area as they require by the firing point ditch, a rope, a painted line, an imaginary line through a series of objects or other means as convenient. Within the restricted area only the following are permitted:

- a.** Staff on Range Duty
- b.** Firers required for firing or otherwise taking part in the competition
- c.** Persons authorised to assist in the conduct of the competition

A3.2.8 No person may make any noise or disturbance likely to affect a firer. The CRO/RO may require any person infringing this regulation to vacate the vicinity

A3.2.9 Sighting shots will be fired in accordance with the conditions of the match. Sighting shots may be fired in any authorised position even when the counting shots must be fired in some other position

A3.2.10 If during a shoot a firer has been obliged to move to another target, or has been unable to fire through no fault of their own for 10 minutes, the CRO/RO may allow the firer to fire one extra sighting shot before resuming

A3.2.11 Firing may be suspended temporarily by order of the CRO if, in their opinion, the weather makes such suspension desirable. Firing will be resumed as soon as possible

A3.2.12 A firer "retires" when they voluntarily cease to fire before being required to do so by the rules or conditions. Having retired a firer may not resume firing in that element of the competition

A3.2.13 When a firer retires they will be allowed to count the score that they have made. Retirement from one stage of a competition does not debar a firer from firing in subsequent stages

A3.2.14 No two firers detailed to fire at the same time may shoot with the same rifle

- A3.2.15 No firer may change their rifle during their firing at any single stage of an individual competition, unless their first rifle shall become disabled, which must be verified by the CRO (see A3.4.2)
- A3.2.16 No allowance will be made for a defective cartridge. No attempt may be made to re-fire a misfired round
- A3.2.17 The CRO/RO, if satisfied that it can be done with safety, may permit a firer to quit the firing point to rectify a mishap to their rifle or ammunition during the period allocated for sighting shots only
- A3.2.18 Only the prescribed numbers of rounds for a stage are to be brought to the firing point. Spare rounds are not permitted. Magazines contents may be checked by the RO
- A3.2.19 During a course of fire a firer may retrieve a dropped round or magazine from the ground only if they apply the safety catch and keep the rifle pointing at the target while retrieving the round or magazine
- A3.2.20 No other person may pass rounds or magazines to a firer unless they have been previously authorised to do so by the CRO/RO, and then only in circumstances that the CRO/RO may specify and in accordance with the match conditions
- A3.2.21 Firers must take their position at their numbered firing point in such a manner as not to interfere with adjacent firers. No portion of the firer's body may rest on or touch the ground forward of the firing point in the prone, standing or kneeling positions
- A3.2.22 A firer who has a physical disability (temporary or permanent) which prevents the use of a position specified in the match conditions may assume the next most difficult position instead. The CRO, RO and the MD must be informed before the start of the match. The following substitutions are among those permitted:
- a. The sitting position instead of the prone position
  - b. The kneeling position instead of the sitting position
  - c. The standing position instead of the kneeling position
  - d. The kneeling unsupported position (either on two knees or on one knee without resting the elbow on the knee) instead of the standing position
- A3.2.23 If, in an event where the match conditions require firers to move from a start position to adopt the firing position, a firer is allowed to pre-adopt the firing position due to a disability (temporary or permanent), the firer given the dispensation must not engage their target until at least one firer following the procedure set by the match conditions has fired
- A3.2.24 A firer who is unable or unwilling to take part in a stage that involves fire and movement will not be allowed to fire in any part of the stage
- A3.2.25 If the Range Staff observe a firer firing on another firer's target they will inform the firer immediately that they are cross-firing. No allowance will be made for shots cross-fired, and no additional penalty will be applied. The firer at whose target the cross-shots were fired will re-shoot that stage or match again without option if the cross fired shoots cannot be distinguished from their own, e.g. through different calibre

A3.2.26 Practice is defined as shooting a match or part of a match under conditions similar to those which apply to that match. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a firer practices any part of a match they may not shoot that match competitively for at least 1 hour after they finish practicing. The only exception to this prohibition is where all firers in a match are given identical practice facilities throughout the whole meeting. If a firer is required to reshoot a match or part of a match, the original shoot will not be deemed to practice

### **A3.3 Trigger Testing**

A3.3.1 When trigger testing is mandated under the conditions for an event a competent person is to be appointed by the MD to conduct tests. Trigger Testing is mandated for Imperial Meeting. The MD is to supply the appointed person with a trigger tester of the correct weight for the rifle classes used in the event/meeting. Once a rifle has had its trigger tested it will be marked with a sticker unique to the event/meeting. Any rifles without the correct marking sticker must be tested before being fired in any competition in the event/meeting. If a trigger fails to lift the weight applicable to the class entered the firer may opt to change classes or attempt to adjust the trigger and submit it for retest before shooting

A3.3.2 Triggers will be tested, in all cases, with the barrel vertical. All tests are to be made by the appointed competent person or under their supervision by the firer. To pass the test, the trigger must lift the weight visibly clear of all other support

A3.3.3 In individual and team matches, random samples of firers may have their triggers tested as directed by the CRO. If a firer is shooting in a class where the minimum weight is 4.5 lbs and fails the test, they have the option to continue the match, providing the rifle passes the 1.5 kg test. However, they will not be eligible for any prizes. Should a firer's rifle fail the 1.5 kg test, the rifle is not to be fired until the minimum 1.5 kg trigger test is passed

A3.3.4 During the Imperial Meeting, in the event of an immediate appeal against the decision of the CRO/RO following the failure of a trigger test, they will retain the rifle which will be subjected to a further test by the NRA Armourer, in the presence of the firer as soon as practicable and if it passes that test the score will be allowed

### **A3.4 Malfunctions**

A3.4.1 Unless a rifle has become disabled during any individual match:

- a. No firer may change a rifle
- b. No firer may add, remove or interchange any major part of a rifle
- c. No firer may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification (as limited by the match conditions), lens covers etc. on sights may be adjusted or modified during a match)

A3.4.2 A disabled rifle is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s)

- A3.4.3 Any claim that a rifle has become disabled must be made immediately to the CRO. The fact that the sights may have been improperly adjusted does not constitute disablement
- A3.4.4 Once a rifle has been declared disabled by the CRO it shall not be used again for live firing until the defect has been rectified and the rifle has been declared safe by the CRO. No firer will be allowed to re-shoot due to a disabled rifle
- A3.4.5 Any replacement rifle used to continue a match must be in the same class as the original
- A3.4.6 Continuation of a match with a repaired or replacement rifle will be at a time determined by the CRO

### **A3.5 Butts Routines and Scoring**

- A3.5.1 As most CSR & PR shooting takes place on Gallery Ranges all firers are expected to pull and mark targets in the butts unless they have been specifically detailed to carry out other duties by the MD or CRO. The smooth and efficient running of the butts is a vital component of CSR & PR shooting and needs to be conducted diligently to ensure that every firer attains and receives the score they deserve through the correct presentation and scoring of the targets.  
No firer may score their own target
- A3.5.2 The MD will appoint a Butts Officer (BO) to take charge of all firers marking targets in the butts. Firers are to follow the instructions and orders of the BO at all times when in or proceeding to or from the butts
- A3.5.3 Targets are only to be raised and lowered on the order of the BO
- A3.5.4 When marking targets firers are, if possible, to observe the fall of shot in the stop butt and are to always count the number of rounds fired at their target
- A3.5.5 Scores are to be agreed before spotting discs are inserted in to shot holes.
- A3.5.6 When a shot touches the line between two divisions of the target, the firer will be credited with the higher value (inward gauging)
- A3.5.7 Plug-type gauges are not used in CSR & PR matches. If there is any doubt about the value of a shot hole the scorer is to seek the advice of the BO or RO
- A3.5.8 As a rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone anywhere other than through the assigned target. In such a case, the firer will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it is scored in the higher-valued ring
- A3.5.9 A firer on a Gallery Range may not go to the butts to inspect a target or allow any other firer to do so on their behalf

- A3.5.10 No firer may, under any circumstances, knowingly claim or accept points which he has not made, or connive at any such conduct by another firer
- A3.5.11 Only the regulation spotting discs will be used. Colour blind firers may request that their spotting discs be reversed so that the white side is shown. A spotting disc that has been hit will not be used again until it has been patched
- A3.5.12 **Firing After the Time Limit** - A firer firing after the time limit will have deducted from their score the maximum number of points that could have been scored by the shots fired after the time limit. If this results in a negative score the score will be recorded as zero. This rule applies to all timed stages where fixed targets are used and the time limit is indicated by a signal
- A3.5.13 In all cases of excess hits on electric targets, the firer with the excess hits on their target will, without option, re-shoot the stage, or the complete match if it is a continuous fire and movement match
- A3.5.14 In snap-shooting, rapid fire and fire and movement stages, and any other stage in which each shot is not separately signalled, the method of giving the score will be:
- a. When the stage has been completed:
    - i. The CRO/RO will ask for any protests. If there are no protests (or on completion of any re-shoots allowed) the CRO/RO will signal to the Butts to check the targets
    - ii. Scores will be taken and the total number of hits and their values will be shown on a score board or sent to the firing point by telephone or radio. The RO or Register Keeper will repeat these details so that firers can hear, and will record them on the individual or team scorecard or firing point register
    - iii. Spotting discs will be placed in as many shot holes as possible on the scoring area and the targets will be raised when ordered by the BO. Hits outside the scoring rings are scored as misses and will not have spotting discs
  - b. Once the firers have seen the score boards or have been told their scores, and have had a chance to see their targets with spotting discs in place, the CRO/RO will ask if there are any challenges
  - c. Once any challenges have been resolved, or if there are no challenges, the CRO/RO will order the butts to patch out
- In case of doubt or disagreement the CRO/RO will be called to give a decision, which will be final
- A3.5.15 For targets mounted on turning target mechanisms a hit will not count if the length of the hole exceeds twice the diameter of the bullet. For the purposes of this rule twice the diameter of the 7.62mm bullet will be taken as 15mm, in the case of the 9mm bullet 18mm and in the case of the 5.56mm bullet 12mm. When a bullet enters a target from the back or side it will be scored as a miss

- A3.5.16 **Electric Target Range or Small Arms Range Targetry System** - For deliberate and timed stages the scoring procedure is as follows:
- a. At the end of the stage the RO will ask for any protests
  - b. Once protests have been dealt with or if there are no protests the RO will order the console operator to read out the scores. The console operator will read out the number of hits by ranges or the total number of hits in each lane. The total number of hits will be recorded on the individual scorecard or register, and shown to the firer. Once this has been done, the RO will ask for any questions. A firer may ask for their score to be read out again. If the score as read out differs from that recorded on the register or scorecard, then the revised score is to be substituted. **Scores recorded on the console may not be challenged**
  - c. Registers may be kept in the in console if the facility exists. Individuals are always responsible for checking the number of hits entered on the scorecards or register before the hits recorded in the console are cancelled
  - d. Once questions, if any, have been dealt with, the RO will order the console operator to cancel the scores
- A3.5.17 **Walk Up Scoring at the Target** - The CRO/RO/SS will go to the targets and record the number of hits. Firers may go forward and examine their targets but must not cross the barrier that protects the target turning mechanism.
- Range staff will order that no one touches the target until they have evaluated the score, it has been agreed by the individual firer or team captain and it has been recorded. As an alternative, firers may be required to score for each other. In this case, firers will work in twos or threes. If working in threes, one firer will check the target, whilst another firer records the number of hits. The firer will be asked to agree or disagree. In case of doubt or disagreement the firer will be call the RO to give a decision, which will be final
- A3.5.18 **Scoring Irregularities** - the following rules will apply:
- a. In all relevant competitions when a shot touches a line between two scoring areas of a target the firer will be credited with the higher value. In case of doubt the marker is to call the BO to verify the true value before any such shot is scored.
  - b. If in deliberate stages if two shots strike the target both shots will be shown by spotting discs, but only the higher value will be signalled using the score panel
- A3.5.19 **Excess Hits** - If more than the required number of hits appears on the target, any shot which can be identified by the bullet hole as having been fired by some other firer, or as having been fired in a previous string, will be disregarded. When, in any stage, the total number of hits on a firer's target or targets exceeds the number of shots they fired, and when there are no means of identifying these shots, all the hits will be signalled in the usual way, and the procedure will then be as follows:

- a. If it is proved that the excess hits were made by the firer or team firing more than the number of shots allowed, the score will be disallowed and the penalty may be disqualification
- b. When the number of excess hits does not exceed one half of the number of shots allowed (e.g. 15 shot holes for a 10 round stage) the score will be adjusted by cancelling first a hit of the lowest value, then a hit of the highest value, and so on alternately, until the hits left are equal to the shots permitted to be fired in that stage. For ETR or CGR shoots any excess number of hits will attract a mandatory re-shoot
- c. When the number of excess hits exceeds one half of the number of shots allowed (e.g. 16 shot holes for a 10 round stage) the score will be cancelled and the firer will re-shoot. A re-shoot will be as for the original shoot including:
  - i. Sighting shots, if any
  - ii. Previous movements, if any
  - iii. The number of counting shots fired
- d. When different targets are used at different times during a stage, the score made on a target without excess hits will stand and the above rules will be applied only to a target with excess hits. If a re-shoot is required in a fire and movement match the whole match will be shot but only the score on the target that had excess hits will be recorded

A3.5.20 When a firer has more than one target at the same time and there is no excess in the total number of hits as in para A3.5.19, but there are more hits on one particular target than are allowed by the conditions, the extra hits on this target will be cancelled in the order given in para A3.5.19b

A3.5.21 If a firer fires fewer than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number fired and given a miss for each unfired shot

## **A3.6 Challenges**

A3.6.1 Where applicable a firer may ask for their score to be repeated by radio without charge, but must pay a challenge deposit of £1.00 before their target will be re-examined

A3.6.2 When a firer feels that a target has been improperly scored, they may make a challenge, once only, on payment of a deposit; this applies to all matches. Such challenge must be made immediately upon announcement of the score. No challenge will be accepted after the target has been handled by the firer. A firer or team may not challenge the score of another firer or team, but must bring to the attention of the CRO/RO any unmistakable disagreement between the number of hits recorded and the number of discs shown on the target

- A3.6.3 Challenge Procedure - The procedure for resolving challenges will be as follows:
- a. The CRO/RO will contact the BO who will order the target lowered. The spotting discs will be removed and the whole target will be examined by the BO, during which time a large fluorescent disc, or a red and white flag, will be displayed to indicate their presence at the target. Once they have confirmed the true value of the shots the BO will order the values of the shots to be re-signalled, and will confirm the result to the CRO/RO
  - b. If the original score is confirmed then the challenge fee will be forfeited. If, on the other hand, the challenge is upheld the fee will be refunded and the scorecard or team register will be altered accordingly

A3.6.4 Targets will not be patched out until the CRO/RO so orders

A3.6.5 The CRO/RO or Register Keeper must allow each firer, or team captain, to check that the score has been correctly recorded on the register or scorecard

A3.6.6 It is the firer's and team captain's responsibility that their score is correctly recorded in all respects. Any objection to the scores entered on a scorecard or register must be made on the firing point at the time and no firer or team has the right to object at any subsequent time

A3.6.7 When targets are scored on the turning target frames and scoring of a shot is challenged the RO will immediately call the CRO who will score the target; the CRO's decision is final

A3.6.8 Firers may challenge their own published scores within a period specified for the match if they appear to be incorrect

### **A3.7 Protests and Re-shoots**

A3.7.1 In very exceptional cases the CRO is empowered to order the repetition of one or more stages of a match if, in their opinion, this is desirable

A3.7.2 A firer 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). A protest must be initiated immediately upon the occurrence of the protested incident. In CSR & PR Matches a protest must be made before the targets are shown with spotting discs and before the scores are passed to the firing point. In 'Walk Up Scoring' matches any protest must be made before the firer advances closer than 25 yards towards the target

A3.7.3 No re-shoot that is based on a protest will take place unless the occurrence upon which the protest is based has been vouched for by the CRO, an RO or SS. Any re-shoot must take place at the earliest possible opportunity

A3.7.4 Once a protest has been upheld no information will be given to an individual or a team about the scores made in the first shoot

A3.7.5 Sighting shots, if allowed in the stage, will not be allowed in the re-shoot unless there is an interval of ten minutes or more from the time the re-shoot was claimed until the re-shoot begins

- A3.7.6 If a re-shoot is granted because of a protest in a continuous fire and movement match or stage then the individual or team must re-shoot the whole stage or match. Where it is possible to separate the score into phases (when ammunition is not carried forward) only the score made in that phase or by that group in which the irregularity occurs will count in the re-shoot. The final score will then be the new score, the remainder of the original score plus all penalty points awarded in both shoots
- A3.7.7 Target Irregularities - If, in the opinion of the CRO, any individual or team was at undue advantage or undue disadvantage owing to any target failing to act properly during a competition, the score of the individual or team affected will be cancelled, and the individual or team must fire afresh with as little delay as possible through the whole competition, or through such part of it as the CRO/RO considers to have been unduly affected
- A3.7.8 In the case of some accident or incident involving a firer on the firing point that prevents them continuing, that firer may stop firing. The firer concerned will then have the choice of accepting the score already made in that stage, or, depending on the circumstances and at the discretion of the CRO, may re-shoot that stage if time permits

### A3.8 Penalties

***Disciplinary matters and the imposition of penalties will be dealt with in accordance with Part B, Section 11 and Part J, Section 76 of the NRA Handbook respectively***

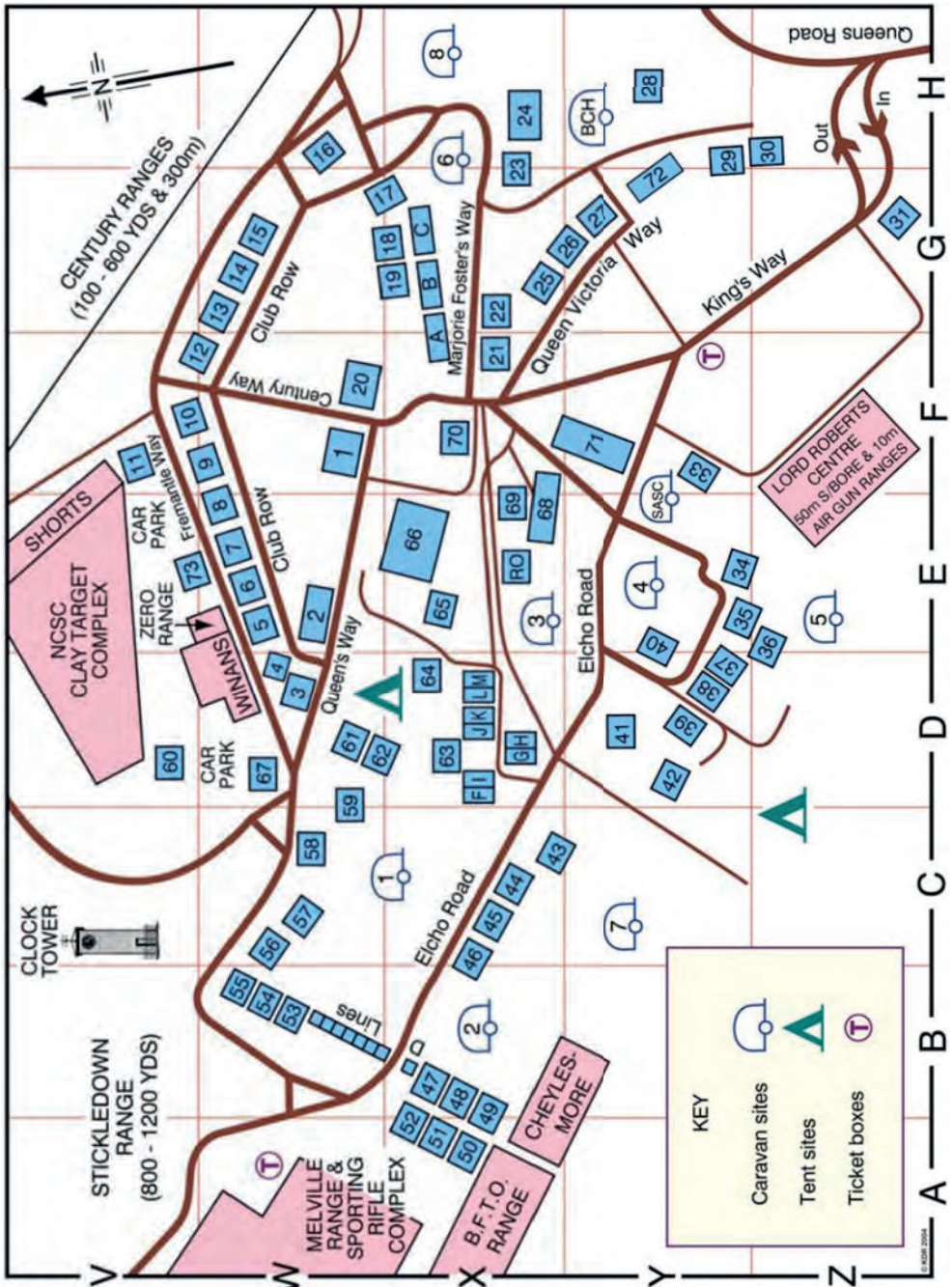
- A3.8.1 **Warning** - Range staff should warn a firer who appears to be about to break a rule, or is breaking a rule. This may occur at any stage during a match. Depending on the infringement a penalty may be applied. In this instance, a firer cannot protest about being disturbed by a range staff. A statement will be attached to their scorecard or register if necessary
- A3.8.2 **Disqualification** - All recommendations for disqualification will be referred by the CRO/RO to the MD. Any occurrence that results in a recommendation for disqualification of an individual or team is to be reported to the NRA Secretary General
- A3.8.3 **Breach of Rules** – Recommendation for disqualification will be made for dangerous practices or committing an intentional breach of the rules whereby the offending firer gains an advantage over the other firers
- A3.8.4 **Dangerous Practice** - For any dangerous practice, the firer will be immediately stopped (except at discretion of the RO during a fire and movement stage) and ordered to unload. During a fire and movement stage the firer will NOT normally be stopped until the detail stops at the next firing point. In this type of stage the offender will be ordered to apply the safety catch, put the rifle on the ground and stand clear, unloading will NOT take place until the remainder of the detail are in a safe position, i.e., behind the rifle

- A3.8.5 **Disqualification will normally apply only to the stage or the whole match (if of continuous fire and movement) in which the transgression occurs.** If in a continuous fire and movement match it is possible to ascertain the HPS for each phase, then the firer will normally only be disqualified from the phase in which the transgression occurs. If a firer is firing in a team, on a target by them self, and their score can be ascertained, their score only will be forfeited. If they are firing on a target, or group of targets, in conjunction with other members of the team, the HPS that the offending firer could have made on that target, or group of targets, will be forfeited
- A3.8.6 **Accidental Discharge** - An accidental discharge is defined as any round fired, unless it is fired at or in the direction of the target after the order “*Watch and Shoot*” or “*Watch Out*” has been given and before the order “*Unload*” has been given
- A3.8.7 **Negligent Discharge** - If the circumstances are such that the discharge was due to any dangerous practice, for example careless handling, it will be considered negligent and the firer will be reported to the MD (***NRA Rule 125***)
- A3.8.8 **Forfeiture and Deduction of Points** - The CRO is empowered to award a forfeiture of up to one fifth of the HPS which could be made by an individual or team in the stage or phase (if this is possible) concerned, instead of recommending disqualification, when they consider that disqualification would be too harsh a penalty
- A3.8.9 In any competition, any RO may apply a procedural penalty to a firer if they deem a procedural error to have been made by that firer. The firer may appeal such a decision to the CRO or MD
- A3.8.10 A procedural penalty will result in the deduction of one hit of the maximum possible score value for the target type for each shot fired in error
- A3.8.11 Potential procedural errors will depend on individual match conditions, but will include the following which is neither exhaustive nor exclusive:
- a. Adopting an incorrect position
  - b. Firing too many shots
  - c. Firing at targets in the wrong order

## B – Conditions and Conduct

### B1 General

#### B1.1 National Shooting Centre Map



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<b>11</b> Fat Tony's Snack Bar	FV	<b>52</b> Running Deer Hut	AX
<b>12</b> London & Middlesex RA	FW	<b>52</b> Elcho Lodge	BW
<b>13</b> The Cottage	GW	<b>54</b> Stickle-down Lodge	BW
<b>14</b> Bunhill Lodge	GW	<b>55</b> Cottesloe Lodge	BW
<b>15</b> Artists RC	GW	<b>56</b> Clock Tower Lodge	CW
<b>16</b> British Commonwealth RC	HW	<b>57</b> Ranfurly Lodge	CW
<b>17</b> Anderby Lodge	GX	<b>58</b> William Evans Gunmakers	CW
<b>18</b> Broome Lodge	GX	<b>59</b> Bisley Sporting Ground	DW
<b>19</b> Woffington Lodge	GX	<b>60</b> National Clay Shooting Centre	DV
<b>20</b> Fultons / Welsh RA / SLRC / Ten Ring / Old Guildfordians	FW	<b>61</b> English VIII	DW
<b>21</b> Lloyds TSB RC	FX	<b>62</b> Wimbledon House	DW
<b>22</b> Bullet Lodge	GX	<b>63</b> Greshams School	DX
<b>23</b> Erin	GX	<b>64</b> British Young Shooters Association	DX
<b>24</b> NRA Workshops	HX	<b>65</b> Marylebone R & PC (Dukka Hut)	EX
<b>25</b> The Barn	GX	<b>66</b> NRA Pavilion	EX
<b>26</b> Queen's Lodge	GY	<b>67</b> Old Bisley Gun Club	DW
<b>27</b> MacDonald Stewart Pavilion	GY	<b>68</b> Torpedo Shed	EX
<b>28</b> Camp Cottage	HY	<b>69</b> MoD / NRA Armouries	EX
<b>29</b> Hogleas Hall RC	HY	<b>70</b> Derby Lodge (CCRS)	FX
<b>30</b> Old Sergeants Mess RC	HZ	<b>71</b> NSRA Site 103	FY
<b>31</b> CPSA	GZ	<b>72</b> Victoria Row	GY
<b>33</b> St George's Lodge (LMRA)	FY	<b>73</b> Bisley Gun Club	EV
<b>34</b> Royal Marines RA	EY	Huts	
<b>35</b> Dolphin Lodge	EY	A,B,C Lines	GX
<b>36</b> Royal Air Force SAA	EZ	D Lines	BW
<b>37</b> RAF Dormitory	DY	F,G,H,I,J,K,L,M Lines	DX
<b>38</b> Dormitory 2	DY		
<b>39</b> The Menagerie	DY		
<b>40</b> Atholl Row	EY		
<b>41</b> Hythe Lodge (HQ ARA)	DY		

If you require accommodation at Bisley you can book online: [www.nra.org.uk](http://www.nra.org.uk),  
by email: [accommodaton@nra.org.uk](mailto:accommodaton@nra.org.uk) or by phone: 01483 797777 ext. 135

## **B1.2 Purpose**

B1.2.1 This section defines the conditions and conduct that should normally be applied to all CSR & PR shooting. Violation of these conditions or conduct may result in the same disciplinary procedures as those applied to violation of the section A Rules

## **B2 Officials**

### **B2.1 Duty to Competitors (Firers)**

B2.1.1 It shall be the duty of all meeting officials to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall harass a firer nor allow such practice by another official, other firers or spectators. Should a firer's equipment or demeanour warrant sanction, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the firer the rule, condition or conduct under which the sanction is being applied

### **B2.2 Meeting Director (MD)**

B2.2.1 The NRA or the organisation under whose auspices the meeting is run shall appoint the Meeting Director

B2.2.2 The MD has overall responsibility for the entire meeting. They are responsible for ensuring the safety and proper discipline of all meeting officials, firers and spectators. They are also responsible for ensuring the efficient conduct of the meeting

B2.2.3 Instructions from the MD for the operation of the meeting must be complied with by all persons on the range. The MD will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterized by absolute impartiality, firmness, courtesy and constant vigilance

B2.2.4 In all matters relating to the meeting, with exception to of decisions made by the RO or CRO where deemed final in this handbook, a decision by the MD is final with the exception of disciplinary matters which will be dealt with in accordance with Part B, Section 11 of the NRA Handbook (Code of Operation of Disciplinary Matters)

B2.2.5 The MD may appoint a Deputy Meeting Director

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

B2.3.1 A NRA qualified Range Conducting Officer will be appointed CRO by the MD to run one or more specific matches on a range. The CRO is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all ROs working under them and will ensure that they are familiar with all relevant rules and conditions, particularly including the relevant specific match conditions. They must be constantly alert, impartial in handling of firers and courteous though firm. They will deal with any challenges, protests or disciplinary issues calmly and quietly at the firing line or by taking the firer to one side. Any disturbance to or involvement of other firers should be avoided. The CRO is to wear a high visibility tabard

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

B2.4.1 Other qualified Range Conducting Officers may be appointed as ROs to assist the CRO for a range. A RO is responsible for the safety and discipline of meeting officials, firers and spectators in the part of the range to which they have been assigned. They may also be required to supervise the scoring of targets or receive scores from the butts. They are responsible for seeing that the firer's equipment and position comply with the conditions for the match being fired. It is their duty to be completely familiar with the meeting programme and with all relevant rules and conditions. They are to comply to the best of their ability with all instructions issued by the MD or CRO and will render all possible cooperation to other officials. They must be constantly alert, impartial in their handling of firers and courteous though firm. Any challenges, protests or disciplinary issues should be raised immediately to the CRO. The ROs are to wear a high visibility tabard

## **B2.5 Butts Officer (BO)**

B2.5.1 A qualified Range Conducting Officer will be appointed as the BO and is an assistant to the CRO for a range. A BO is responsible for the safety and discipline of the firer markers in the butts. They are responsible for the presentation and scoring of targets as required by the match conditions. It is their duty to be completely familiar with the meeting programme and with all relevant rules and conditions and in particular Section A3.5 of these rules. They are to comply, to the best of their ability, with all instructions issued by the MD or CRO and will render all possible cooperation to other officials. They must be constantly alert, impartial in their handling of firer markers and courteous though firm. The BO may be assisted by Assistant Butts Officers

## **B2.6 Assistant Butts Officer (ABO)**

B2.6.1 ABOs may be appointed to assist the BO. ABOs are responsible for the safety and discipline of the firer markers in the part of the butts that they are assigned to oversee. It is their duty to be completely familiar with the meeting programme and with all relevant rules and conditions and in particular Section A3.5 of these rules. They are to comply, to the best of their ability, with all instructions issued by the BO. They must be constantly alert, impartial in their handling of markers and courteous though firm. They are to ensure that targets are correctly scored and to assist markers determine the value of a shot hole if there is any doubt. ABOs are also responsible for ensuring that scores are accurately relayed to the firing point after a phase or stage, or recording the scores in the butts in a Butt Register

## **B2.7 Chief Statistical Officer (Chief Stats)**

B2.7.1 A Chief Stats will be appointed by the MD and oversees all statistical work in connection with the meeting except the actual recording of scores when this is done on the range. They are directly responsible to the MD. They are assisted by such additional Stats Officers as may be required

B2.7.2 It is the duty of Chief Stats to:

- a. Maintain a list of competitors showing name, competitor number, classifications and NRA Shooter Certification Card expiry date
- b. Prepare official scorecards and registers
- c. Check addition on scorecards and registers and correct totals
- d. Tabulate scores in order of merit
- e. Prepare and post interim, provisional and final results
- f. Produce a prize list
- g. Report to MD for appropriate disciplinary action any irregularities in scoring which may be indicated by scorecards or registers
- h. Make required reports to the National Classification Organiser within one week of the end of the match

## **B3 Competitors' (Firers') Duties**

### **B3.1 Conduct**

B3.1.1 It is the duty of each firer to cooperate with officials to enable the conduct of a safe and efficient meeting. Firers are expected to promptly call the attention of meeting officials to any infraction of rules or conditions

### **B3.2 Knowledge of Meeting Conditions**

B3.2.1 It is the firer's responsibility to be familiar with the rules and conditions which apply at the meeting and particularly to the matches they have entered

### **B3.3 Competitors will Butt Mark and Score**

B3.3.1 Firers will act as butt markers and scorers when required to do so by a CRO/RO, except that no firer can score their own target

### **B3.4 Reporting at Firing Point or Butts**

B3.4.1 Firers should arrive at the range in plenty of time for the published start of the range safety briefing. No firer may fire until they have received a range safety briefing. Firers should be behind their assigned firing point, or in the butts, 15 minutes before the published match start time and are not to loiter on butt changes. Firers must proceed to the assigned firing points immediately when their detail is called by the CRO. All relevant equipment for that match must be ready and in good working order. Time will not be allowed for repairs, sight adjustments or search for missing equipment after the detail has been called to the firing point

### **B3.5 Timing**

B3.5.1 It is the firer's responsibility to complete each string of shots within the time allowed by the match conditions. CRO/ROs will not announce the time remaining during the firing

B3.5.2 Unless otherwise specified in the match conditions, timing devices are permitted if they do not produce an audible signal

### **B3.6 Delaying a Match**

B3.6.1 No firer may delay the start of a match through lateness in reporting or undue delay in preparing to fire; the CRO may require such firers to vacate the firing point

### **B3.7 Leaving the Firing Point**

B3.7.1 Firers should ensure that all their equipment is removed promptly from the firing point in readiness for the next detail – this includes the removal of any debris (e.g. spent cases)

## **B4 Teams**

### **B4.1 Team Representation**

B4.1.1 No firer may be a member of more than one team in any given team match

### **B4.2 Coaching in Team Matches**

B4.2.1 Coaching is permitted in all team matches and each firer may have a coach provided that the coach is a named member of the team. A spotting scope or binoculars/monoculars may be used by the coach. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, etc but they must control voice and actions so as not to disturb other firers. The coach will not physically assist in loading, or in making sight corrections, or be positioned to serve as a windbreak

## **B5 Range Commands**

### **B5.1 Firing Point Commands**

- B5.1.1 When ready to start firing a match, the CRO/RO calls the detail to the firing point. Specific instructions to the match being shot will be clearly and consistently announced. If there are mixed rifle types on the firing point, any differences in match conditions between them will be emphasised if required
- B5.1.2 In the interests of achieving consistency and to avoid confusion among firers, after the initial commands for loading and preparation all matches will, as far as possible, have the same sequence of range commands:
- a. After the initial commands for loading and preparation have been given, the CRO/RO asks either “IS ANYONE NOT READY?” or in the case of an initial movement before the start of the match or stage, “IS ANYONE NOT PREPARED TO MOVE?”
  - b. Any firer who is not fully prepared or whose target is not in order will immediately raise their arm and call “NOT READY”. The CRO/RO will immediately state “NOT READY CALLED” and then investigate and correct the difficulty (or direct another RO to do so)
  - c. When the difficulty has been corrected, or in the absence of a “NOT READY” call, the CRO/RO will give the appropriate order to move or commence firing as required by the match conditions
- B5.1.3 There is then a delay of between 3 and 7 seconds (this may vary in some matches)
- B5.1.4 When the targets start to face the firing point or appear above the mantlet, or when an audible signal is given, firers may move, adopt the firing position, make ready and/or commence firing in accordance with the match conditions
- B5.1.5 When the targets are lowered, turn away, or when an audible signal is given, firing must cease immediately. The CRO/RO will give the order “UNLOAD AND SHOW CLEAR”, after which the firers and SSs will check to make sure that all rifles are unloaded. The ROs will then report their part of the range clear to the CRO. When all ROs have reported clear, the CRO will declare the range clear and give permission for ROs and firers to await scores or go forward to score, and clear their equipment off the firing point

**Table 1 - Range Commands**

<b>Command</b>	<b>Context</b>	<b>Action</b>
<b>Detail A/B/C/D Dress Forward</b>	No firers are to place any equipment on the firing point until called forward by the RO, this order will only be given when down range is clear of all personnel.	Firers from the detail called are to move onto the firing point with all the equipment and ammunition they need for the stage. They may test and adjust their position.
<b>Load</b>	This order is given before a stage starts and may include an instruction to only load a certain number of rounds.	Firers are to ensure that a rifle with a conventional or spring assisted bolt has the action forward and safety catch applied before applying a charged magazine containing the prescribed number of rounds required by the match conditions. On a Historic Enfield, the bolt may be open if filling the magazine with a charger clip or singly through the open action.
<b>Make Ready</b>	This order is given after a 'Load' immediately before a stage starts if no forward movement is required.	Firers are to ensure that their rifle is pointing down range at the stop butt before chambering a round by operating the bolt. If the safety catch can be applied before the bolt is closed then it should be, if that is not possible the safety catch is to be applied immediately after closing the bolt.
<b>Watch and Shoot</b>	This order is given when firers are in the appropriate firing position before the targets appear.	Firers may disengage the safety catch and commence firing when their target appears.
<b>Watch Out</b>	This order is given when firers must move to the appropriate firing position after the targets appear and release safety catches before firing.	On appearance of the targets firers move to the appropriate firing position take aim on their target and only then disengage the safety catch before commencing firing.
<b>Unload</b>	This order is normally given at the end of a stage but may be ordered at any time by the RO as required.	On command of the CRO/RO firers are to apply safety catches and whilst keeping rifles pointed down range at the backstop remove the magazine and open the bolt. Firers then check the chamber is clear and confirm it is clear with a SS. A breech flag or magazine block is then to be inserted before leaving the firing line. Alternatively, the bolt can be removed or the rifle cased before leaving the firing line.

<b>Command</b>	<b>Context</b>	<b>Action</b>
<b>Make Safe</b>	This order is normally given between 'Phases' of a match and consists of an 'Unload' followed by a 'Load' conducted under the supervision of a SS.	Firers are to 'Unload' their rifle, check and confirm that the chamber is clear with a SS, close the bolt on an empty chamber, apply safety catch and load a magazine. For Historic Enfield, the rifle is unloaded, checked and confirmed that the chamber is clear with a SS, the magazine is then recharged and the bolt closed ensuring that a round is not chambered.
<b>Stop, Stop, Stop</b>	Use when immediate cessation of firing is required for safety reasons.	All firers are to cease firing immediately, ensure their fingers are well clear of the trigger, apply safety catches, keep the rifle aimed at the targets or stop butt and await further instructions.
<b>Forward Score and Patch</b>	Only to be given after the firing line has been cleared.	Firers move forward to the targets to be scored and patched as required.

## **B5.2 Repeating Commands**

An RO/SS may repeat the CRO's commands, especially when those commands cannot be clearly heard by firers under their supervision

## **B6 Positions**

### **B6.1 Safety**

B6.1.1 At no time may any part of the firer's body be placed in front of the muzzle of the rifle in use when it is loaded

### **B6.2 Prone**

B6.2.1 The butt plate of the rifle must be placed against the shoulder or armpit. No part of the supporting arm forward of the elbow may touch the ground. A sling may be used for support and if firing from cover, the structure of the cover may be used for support. Notwithstanding this, in Practical Optic Class only, the Hawkins position may be used where the forward supporting wrist and hand may touch the ground and if using a bipod or other supporting device forward of the trigger the supporting hand may be placed on the ground between the pistol grip or rifle butt. Rear bags and other buttstock supporting devices are not permitted



Fig 6 - Prone Mag Rested Position



Fig 7 – Prone Bipod Supported Position

## B6.3 Standing

B6.3.1 Erect on both feet, no other part of the body to touch the ground or any other object. The rifle may be supported by the forward hand under the magazine (where appropriate), forend or vertical/angled fore grip and the support arm elbow may be rested on the hip or magazine pouch. A sling may be used for support and if firing from cover, the structure of the cover may be used for support



Fig 8 – Standing Unsupported Position



Fig 9 – Standing Supported Position

**B6.4 Standing Alert**

B6.4.1 As for standing position but with the rifle butt in the shoulder, shooter looking over the sight, with the barrel towards the target and downwards at an angle of approximately 30°



Fig 10 – Standing Alert Position

**B6.5 Patrol Position**

B6.5.1 As for standing alert but with the rifle butt not in the shoulder



Fig 11 – Patrol Position

## B6.6 Kneeling

- B6.6.1 No part of the body to touch the ground or any other object except one foot and the other leg from the knee downwards. The elbow may rest on the knee. No part of the rifle may be rested on the body below the knee or touch the ground. A sling may be used for support and if firing from cover, the structure of the cover may be used for support



Fig 12 – Kneeling Position



Fig 13 - Kneeling Supported Position



Fig 14 – Kneeling Supported Position

## B6.7 Sitting

B6.7.1 Other than using a sling, sitting is an unsupported position. The weight of the body must be supported on the buttocks. No part of the body above the buttocks may touch the ground. Arms may rest on the legs at any point above the ankles. Legs may be apart or crossed and may be in front of the front edge of the firing point. The rifle may be held with the hands in any convenient way, provided the butt is in the shoulder or armpit. No part of the rifle may be rested on the body below the knee or touch the ground. If firing from cover, the structure of the cover may be used for support



Fig 15 – Sitting Cross Legged Position



Fig 16 – Sitting Open Legged Position



Fig 17 – Sitting Position



Fig 18 – Sitting Position

## B6.8 Squatting

B6.8.1 Buttocks must be clear of the ground; the arms may be rested on the knees. The rifle may be held as for the sitting position. A sling may be used for support and if firing from cover, the structure of the cover may be used for support



Fig 19 – Squatting Position



Fig 20 - Squatting Position

## B6.9 Trail

B6.9.1 When moving down range the rifle must be carried in the trail position with the rifle parallel to the ground and pointing straight ahead towards the stop butt. The rifle may be carried with the arm extended down or tucked under the armpit to the side of the body on either the left or right hand side of the body. The rifle is not to be carried across the chest or back



Fig 21 - Trail Positions

## **B7 Rifle, Ammunition and Equipment Malfunctions**

### **B7.1 Competitor Equipment**

B7.1.1 Firers are responsible for their own rifle, ammunition and equipment and no allowance or re-shoots will be allowed for defective rifles or ammunition, or for any other malfunction of the firer's equipment. A firer may clear stoppages or malfunctions, and may reload rounds which have been ejected or dropped, if all safety requirements and event conditions have been met

### **B7.2 Issued Ammunition and Equipment**

B7.2.1 The malfunction of ammunition or equipment issued to a firer by the match organisers may, at the discretion of the MD, result in a re-shoot if the match conditions allow provided the malfunction was not caused by the firer or his personal equipment

## **B8 Scoring**

### **B8.1 Butt Markers/Scorer's Duties**

B8.1.1 The butt marker/scorer will:

- a. Record on the scorecard or pass to the BO the number of hits of each value at the end of each phase/match/stage.
- b. If required, calculate and record on the scorecard the total score for each phase/match/stage and for the overall match.
- c. If required sign the scorecard.
- d. If required have the firer sign the scorecard.
- e. Only show the target with spotting discs when ordered by the BO.
- f. Only patch out the target when ordered by the RO/BO/ABO.

### **B8.2 Competitor's (Firer's) Scoring Duties**

B8.2.1 The firer will:

- a. Review the shots on the target and compare the recorded hits on the scorecard with the target at the end of each phase/match/stage. If the firer does not agree with the score recorded he may challenge the score, see A3.7
- b. Review the scorecard for complete entries and accuracy of the hits recorded, making sure that they are of the correct value and that the required number of hits are listed at the end of the phase/match/stage

### **B8.3 Scorecards and Registers**

B8.3.1 Scorecards or registers will be prepared by the Statistical Office. Scorecards will either be delivered to or collected by the firer who will hand the scorecard over to the scorer at the appropriate time

B8.3.2 Erasures on scorecards are not permitted. If correction is necessary, it must be made and initialled by the scorer. To make corrections, the scorer should draw a line through the incorrect figure and place the correct figure alongside

### **B8.4 Too many shots – Based on para 384 of the NRA Handbook**

B8.4.1 When, in any practice, the total number of hits on a competitor's target or targets exceeds the number of shots listed in the course of fire the procedure will then be as follows:

- a. When the number of excess hits does not exceed one half of the number of shots allowed, and in any case if the error is not discovered immediately, the score will be adjusted by cancelling first a hit of the lowest value, then a hit of the highest value, and so on alternately, until the hits left are equal to the shots actually fired
- b. When the number of excess hits exceeds one half of the number of shots allowed the score will be cancelled and the competitor will reshoot. A reshoot will be as for the original shoot including:
  - i. Sighting shots, if any
  - ii. Previous movements, if any
  - iii. The number of counting shots actually fired

## **B9 Ties**

### **B9.1 Individual Matches**

B9.1.1 The tie-break rules for each match are shown in the relevant match conditions

### **B9.2 Team Matches**

B9.2.1 The tie-break rules for team matches are shown in the relevant match conditions

## **B10 Results**

### **B10.1 Posting Results**

B10.1.1 **Interim Results** - As and when practical, Chief Stats will produce and post results for firers who have completed the match. These may be used as the basis for challenges (see A3.7.8)

B10.1.2 **Provisional Results** - As soon as possible after all firers have completed the match, Chief Stats will produce and post a full set of results. Following the posting of these provisional results, firers will have a specified period within which they may make challenges. This period will be displayed with the provisional results

B10.1.3 **Final Results** - Final results will be produced and posted by Chief Stats once the provisional result challenge period has expired. These results will be used as the basis for the award of prizes and the determination of classifications

### **B10.2 Correction of Result Errors**

B10.2.1 Chief Stats will correct errors which may come to the attention of the Stats Office prior to the publication of the final results

### **B10.3 Changing Final Results**

B10.3.1 The final results shall not be changed except on authority of the MD. Such changes may arise from:

- a. Typographical errors
- b. Errors in classification of firers, the firer having been advised of such error and of their correct classification
- c. Disqualification or expulsion of firers as provided for by the rules

## **B10.4 Prizes and Trophies**

B10.4.1 CSR Imperial Meeting: Prizes are outlined in the NRA Handbook

B10.4.2 CSR Winter League: Prizes are awarded at the end of the season to the winners of the overall League, in each firearm class, for each classification group, subject to Prize List D of the NRA Handbook:

- 2+ Competitors: Gold Medal
- 6+ Competitors: Gold and Silver Medal
- 11+ Competitors: Gold, Silver and Bronze Medal

B10.4.3 Should there be only one competitor in any prize group, no prizes will be awarded

## **B10.5 Retention of Records**

B10.5.1 Chief Stats will ensure that all completed scorecards are retained for a minimum of 30 days after the end of the meeting or any other period that the MD may specify

## **B11 Classifications**

### **B11.1 Classified Matches**

B11.1.1 A fully classified match is one that follows all the relevant rules and conditions in this Handbook, and hence from which scores are counted for the purposes of updating Classifications and Records (see B13).

B11.1.2 Classifications are listed at the end of the Match Conditions for each event, and show the boundaries for each class of firearm

### **B11.2 Classifications**

B11.2.1 Classifications are earned separately for each rifle class (Historic Enfield, Any Iron, Service Optic and Practical Optic) in Classified Matches. The classifications are X, A & B in most Events, but some will only feature two classification boundaries where fewer entries have been made in previous years

B11.2.2 The class in which a competitor is placed depends on the highest score achieved in the three years prior to the current meeting. There is no unclassified class, if a firer shoots a match for the first time or the CSR League, their match score will determine their classification for that match

B11.2.3 **CSR League Classifications:** At the beginning of each League Season, competitors will be given a League Classification based on the below table:

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 900	<b>X</b> 840	<b>X</b> 930	<b>X</b> 930
<b>A</b> Up to 899	<b>A</b> Up to 839	<b>A</b> 800	<b>A</b> 800
		<b>B</b> Up to 799	<b>B</b> Up to 799

Competitors will remain in this class for the duration of the season. New competitors will compete in the lowest class for their chosen Rifle Class, unless they apply to compete in a Higher Class before firing (see B11.3)

**B11.2.4** **CSR Imperial Classifications:** Each event in the Imperial Programme is Classified. A Competitor's Classification in each event is determined by B11.2.2

### **B11.3 Competing in a Higher Class**

**B11.3.1** Any firer may elect, before firing, to compete under a higher classification than that which they possess. Anyone who so elects must fire in the higher class throughout the meeting or League season and may not revert to the lower classification for any match in the meeting or League

### **B11.4 Appeals Against Classification**

**B11.4.1** Any firer having reason to believe that are improperly classified may submit an appeal to the MD

## **B12 Record Scores**

### **B12.1 Types of Record Scores**

**B12.1.1** Two types of record scores are maintained:

- a. [BR] - British Records.** These are maintained only for the classified matches. British records can be set at any fully or partially classified meeting in the United Kingdom
- b. [IR] - Imperial Records.** These are maintained for all matches shot at the annual Imperial Meeting

### **B12.2 Qualifying Scores**

**B12.2.1** In order for records to be recognized, reports of the scores must be submitted to the classification organiser by the Chief Statistical Officer of the meeting in which they were fired

**B12.2.2** Scores fired during re-entry matches cannot be used to establish records

**B12.2.3** Scores must be complete scores for an entire match. Stage or phase scores, or scores for only part of a match, will not be used for records

**B12.2.4** Scores must be fired in individual matches. No score fired in a team match will be considered for an individual record

## **B13 Range Standards**

### **B13.1 Firing Line**

**B13.1.1** The firing line is immediately in front of the firing points. All ranges are measured from this firing line to the face of the targets when targets are presented in their proper firing position in front of the stop butt

### **B13.2 Firing Point**

**B13.2.1** That part of the range provided for the firer immediately to the rear of the firing line from which firing takes place. Each firing point is numbered to correspond with the target frames

### **B13.3 Illumination**

**B13.3.1** Ranges may be artificially illuminated if the facilities exist

## **B13.4 Target Numbers**

B13.4.1 Target numbers should always be used, where possible target frames should be numbered on alternating backgrounds of contrasting colours. The numbers will be large enough to be identified with the naked eye under ordinary light conditions from all shooting distances. Numbers must correspond in some way with the firing point numbers. Target numbers will be fixed in position so as to remain visible, from all shooting positions, when the targets are not exposed

B13.4.2 No other markings of any kind are allowed on targets

## **B13.5 Match Specific Range Equipment**

B13.5.1 Some matches require specific items of range equipment – this is specified in the relevant match conditions

## C - Match Conditions

### C1 General

#### C1.1 Purpose

C1.1.1 This section of the Handbook describes the commonly used courses of fire for all the CSR & PR matches shot competitively at national level in the UK. Specific match conditions may be modified by the MD but changes must be communicated to all firers before an event commences




C1.1.2 The Courses of Fire (CoF) used in CSR & PR are based on United Kingdom, Commonwealth and Foreign Service Rifle matches. The core matches used in the NRA Imperial CSR Championships are detailed in the following paragraphs. Additional matches will be added as this handbook is updated. Any of these matches may be adapted or modified by the MD to suit any range regulations or restrictions such as available facilities and may result in a competition CoF that contains a mixture of the various stages commonly used in the matches detailed here. For a score to be recognised as a British record the full CoF for the match detailed in the following section must be followed without any modification.










### C2 Targets

#### C2.1 General

C2.1.1 Targets will be fixed on poles, battens or screens and raised by hand or in a frame. For each target wooden stops or similar contrivance will define and assure a specific vertical position. During a period of exposure allowed by any of the conditions the marker is to ensure that the stop is in contact with the mantlet or target frame as briefed by the BO

C2.1.2 **ETR/SARTS Scoring** - Each hit will count 4 points unless otherwise stated in match conditions

<b>D1</b>		<b>X</b> 4"	<b>10</b> 8"	<b>8</b> 12"	<b>5</b> 18-30"	
<b>DP1</b>		<b>X</b> 1.7"	<b>5</b> 3.2"	<b>4</b> 6.3"	<b>3</b> 11.8"	<b>2</b> 17.8-30"
<b>DP1 (half size)</b>		<b>X</b> 0.8"	<b>5</b> 1.6"	<b>4</b> 3.2"	<b>3</b> 5.9"	<b>2</b> 8.9-15"

<p><b>DP2</b></p>		<p><b>X</b> 2" <b>6</b> 17.7-30"</p>	<p><b>10</b> 3.3-5.8" <b>5</b> 17.7-30"</p>	<p><b>9</b> 7.1-12" <b>5</b> 17.7-30"</p>	<p><b>8</b> 10.7-17.8" <b>5</b> 17.7-30"</p>	<p><b>7</b> 14.2-23.6" <b>5</b> 17.7-30"</p>
<p><b>DP2 (half size)</b></p>		<p><b>X</b> 1" <b>6</b> 8.7-15"</p>	<p><b>10</b> 1.7-2.9" <b>5</b> 8.7-15"</p>	<p><b>9</b> 3.5-6" <b>5</b> 8.7-15"</p>	<p><b>8</b> 4.5-8.9" <b>5</b> 8.7-15"</p>	<p><b>7</b> 7.1-11.8" <b>5</b> 8.7-15"</p>
<p><b>DP14</b></p>		<p><b>V</b> 1"</p>	<p><b>5</b> 4.1"</p>	<p><b>4</b> 6.1"</p>	<p><b>3</b> 8.1"</p>	
<p><b>Figure 11/ Figure 11B</b></p>		<p><b>5</b> 80mm</p>	<p><b>4</b> 160mm</p>	<p><b>3</b> 300mm</p>	<p><b>2</b></p>	<p><i>Urban or 'Reflexive Fire'</i></p> <hr/> <p><i>Long Range</i></p> <p><b>5</b> 240mm</p> <p><i>Centre of the circles are 506mm from the top of the target</i></p>
<p><b>Figure 11 Triple</b></p>		<p><b>5</b> 300mm</p>	<p><b>4</b> Same target</p>	<p><b>2</b> Other target</p>		<p><i>Targets approximately 1.5 metres apart from centre to centre unless otherwise stated in the match conditions</i></p>
<p><b>Figure 12/ Figure 12B</b></p>		<p><b>5</b> 240mm</p>	<p><b>4</b> Rest of target</p>			<p><i>Centre of the circles are 300mm from the top of the target</i></p>
<p><b>Figure 12c/ Figure 13</b></p>		<p><b>5</b> 200mm</p>	<p><b>4</b> Rest of target</p>			<p><i>Centre of the circles are 200mm from the top of the target</i></p>
<p><b>Figure 14</b></p>		<p><b>5</b> 100mm</p>	<p><b>4</b> Rest of target</p>			<p><i>Centre of the circles are 130mm from the top of the target</i></p>
<p><b>Figure 14 Window</b></p>		<p><b>5</b> Fig 14: 100mm</p>	<p><b>4</b> Rest of Fig 14</p>	<p><b>3</b> DP1</p>		<p><i>It consists of a Fig 14 pasted on top of a DP1 measuring 365mm x 432mm</i></p>

C2.2 Scoring Guides

C2.2.1 Figure 11

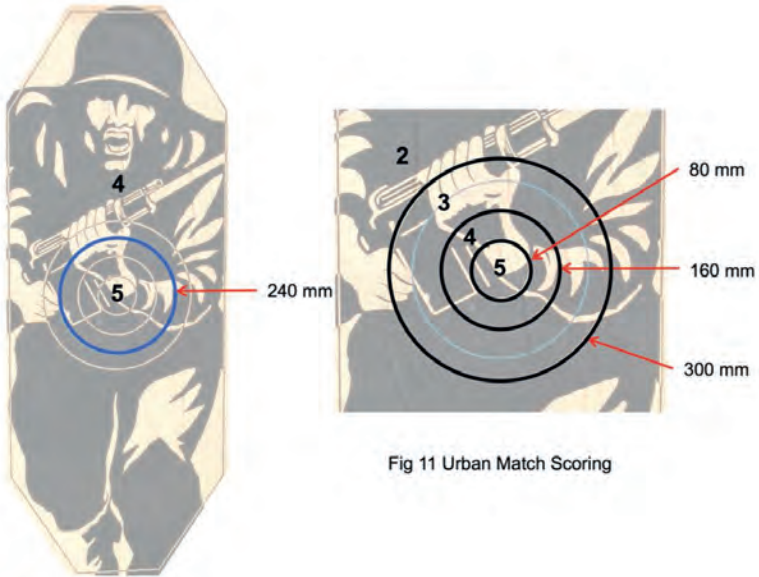
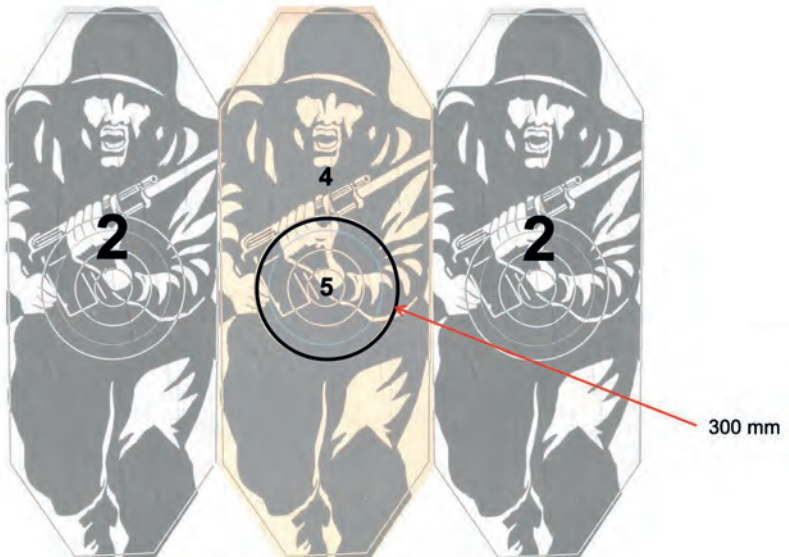


Fig 11 Urban Match Scoring

Fig 11 1145 x 455 mm

C2.2.2 Triple Figure 11



Triple Fig 11 1365 x 455 mm

# MCQUEEN TARGETS

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C2.2.23 Figure 12 and 12c

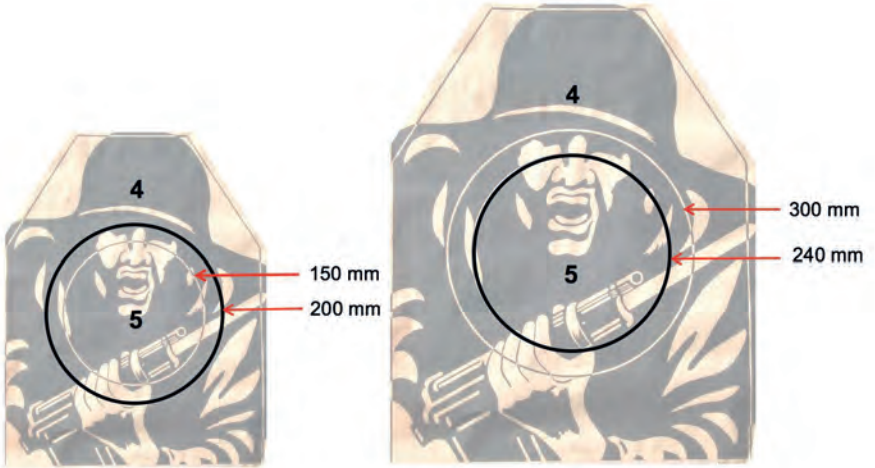


Fig 12c 405 x 325 mm

Fig 12 560 x 455 mm

C2.2.34 Figure 14

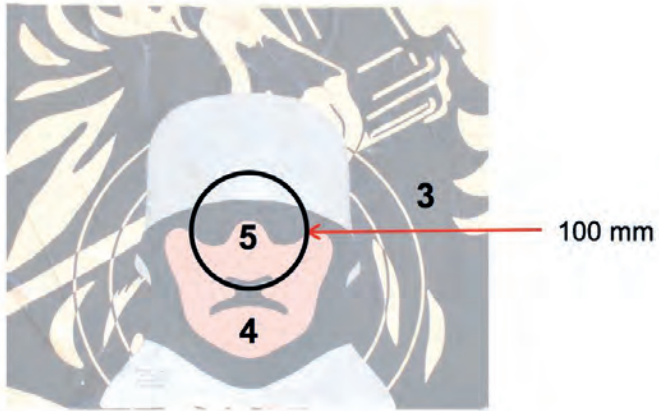
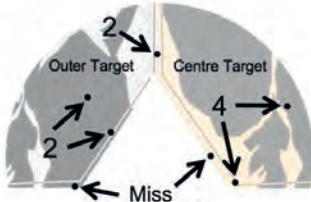


Fig 14 Window 370 x 455 mm

Score =  $7 (x5s) - 2 (x4s) - 1 (x3s)$   
 There are 10 scoring hits on the target



Fig 14 Window



Triple Fig 11

Score =  $2 (x5s) - 5 (x4s)$   
 There are 7 scoring hits on the target with 2 visible misses

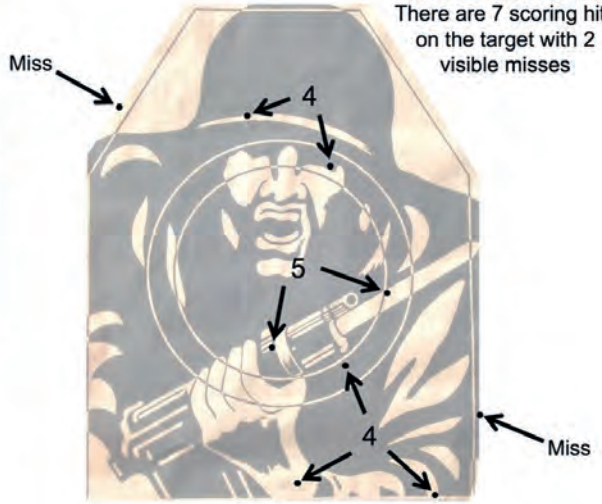


Fig 12

### The 100 Yards Match

- Distance:** 100 yards
- Position:** Standing followed by kneeling or squatting
- No of shots:** 10 to count
- Target:** 1x Fig 14 Window Target
- Scoring:** 5 and 4 on the Fig 14 and 3 elsewhere on the target
- Timing:** 5 double exposures of 3 seconds with 2 seconds between exposures
- HPS:** 50

**Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. The target will make 5 double exposures of 3 seconds up, 2 seconds down and 3 seconds up, at irregular intervals over a period of 2 minutes
3. The first shot in each double exposure must be fired from the standing position, and the second from either the kneeling or squatting position
4. Firers will return to the standing alert position after each double exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be decided by counting out. If still a tie, places will be decided by a tie shot as determined by the MD

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 31	<b>X</b> 34	<b>X</b> 39	<b>X</b> 39
<b>A</b> Up to 30	<b>A</b> Up to 33	<b>A</b> 34	<b>A</b> 34
		<b>B</b> Up to 33	<b>B</b> Up to 33

## The 200 Yards Match

### Stage 1: Snap

**Distance:** 200 yards  
**Position:** Prone  
**No of shots:** 2 sighting shots and 10 to count  
**Targets:** 1x Fig 14 Window Target  
**Scoring:** 5 and 4 on the Fig 14 and 3 elsewhere on the target  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will remain in the prone position and be ordered to load and make ready
3. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds
4. Only 1 round to be fired at each exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: Sitting Rapid

**Distance:** 200 yards  
**Position:** Sitting  
**No of shots:** 10 to count  
**Targets:** 2x Fig 11  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 40 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting position, release safety catches and open fire
3. No more than 5 hits will count on each target
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the order Stage 2 then Stage 1. If still a tie places will be decided by a tie shot as determined by the MD

#### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 57	<b>X</b> 72	<b>X</b> 94	<b>X</b> 93
<b>A</b> Up to 56	<b>A</b> Up to 71	<b>A</b> 86	<b>A</b> 86
		<b>B</b> Up to 85	<b>B</b> Up to 85

## The 300 Yards Match

*During the Imperial Meeting, only Stages 1 and 2 will be contested*

### Stage 1: Timed Fire

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 2 sighting shots and 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready and adopt the standing alert position with safety catches applied
3. On appearance of the target, firers will adopt the prone position, release safety catches and open fire
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: Rapid

**Distance:** 300 yards  
**Position:** Sitting, Kneeling or Squatting  
**No of shots:** 10 to count  
**Targets:** 2x Fig 11  
**Scoring:** 5 and 4  
**Timing:** 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position, release safety catches and open fire. No more than 5 hits will count on each target
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 3: Snap**

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the prone position with rifles loaded and made ready
2. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds
3. Only 1 round to be fired at each exposure
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the order Stage 2, Stage 3, then Stage 1. If still a tie places will be decided by a tie shot as determined by the MD

#### **Classifications (based on Stages 1 and 2 only):**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 55	<b>X</b> 60	<b>X</b> 96	<b>X</b> 91
<b>A</b> Up to 54	<b>A</b> Up to 59	<b>A</b> 88	<b>A</b> 84
		<b>B</b> Up to 87	<b>B</b> Up to 83

## The Historic Service Rifle Match

### Practice 1 - Snap

**Distance:** 100yds

**Position:** Kneeling or Standing

**No of Shots:** 2 sighting shots and 10 to count

**Targets:** 1x Fig 12B

**Scoring:** 5 for hits within the 300mm circle (outer circle), remainder 4

**Timing:** 5 exposures of 8 seconds

**HPS:** 50

#### **Procedure:**

1. Competitors will have 2 minutes to fire 2 sighting shots from any position, each shot to be individually marked back. On completion of the sighting shots, competitors will be ordered to load with 10 rounds and adopt the standing alert position, make ready with safety catches applied
2. There will be 5 exposures each of 8 seconds. Two rounds to be fired at each exposure from the kneeling or standing position. Competitors are to return to the Standing Alert position in between exposures (rifle at approx. 30 degrees)
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### Practice 2 - Snap

**Distance:** 200yds

**Position:** Prone

**No of Shots:** 10 to count

**Targets:** 1x Fig 11B

**Scoring:** 5 for hits within the 300mm circle (outer circle), remainder 4

**Timing:** 10 exposures of 3 seconds

**HPS:** 50

#### **Procedure:**

1. Competitors will be ordered to adopt the prone position, load and make ready
2. There will be 10 exposures of 3 seconds over a 6ft frontage. One round to be fired at each exposure
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Practice 3 - Rapid**

**Distance:** 200yds  
**Position:** Sitting, Kneeling or Squatting  
**No of Shots:** 10 to count  
**Targets:** 1x Fig 11B  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Competitors will be ordered to adopt the sitting, kneeling or squatting position, load and make ready
2. On appearance of the target, competitors will release safety catches and open fire. 10 shots are to be fired during the exposure. No additional time will be allowed to re-load
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Practice 4 – Harassing Fire**

**Distance:** 300yds  
**Position:** Prone  
**No of Shots:** 2 sighting shots and 10 to count  
**Targets:** 1x Fig 11B  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 70 seconds  
**HPS:** 50

#### **Procedure:**

1. Competitors will have 2 minutes to fire 2 sighting shots from the prone position, each shot to be individually marked back. On completion of the sighting shots, competitors will be ordered to adopt the standing alert position, load, make ready and apply safety catches
2. On appearance of the target, competitors will adopt the prone position, release safety catches and open fire. 10 shots are to be fired during the exposure. No additional time will be allowed to re-load
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Practice 5 – Snap**

**Distance:** 300yds

**Position:** Prone

**No of Shots:** 10 to count

**Targets:** 1x Fig 11B

**Scoring:** 5 and 4

**Timing:** 10 exposures of 3 seconds

**HPS:** 50

#### **Procedure:**

1. Competitors will be ordered to adopt the prone position, load, make ready and apply safety catches
2. There will be 10 exposures of 3 seconds of the target over a frontage of 6ft at irregular intervals
3. Only one round to be fired at each exposure
4. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

Ties will be counted out in the order Practice 5, then 3, 4, 2, 1

## The Imperial Practical Rifle Match

### Stage 1 - The 300x Snaps

**Distance:** 300yds  
**Position:** Prone  
**No of Shots:** 2 sighting shots and 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

#### **Procedure:**

1. On completion of 2 sighting shots, firers will be ordered to load and make ready
2. Targets will make ten appearances of three seconds at various places over a 6ft frontage at irregular intervals of between 5 and 20 seconds. Only one shot to be fired at each exposure
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### Stage 2 - The 400x Sitting

**Distance:** 400yds  
**Position:** Sitting  
**No of Shots:** 10 to count  
**Targets:** 1x Triple Fig 11  
**Scoring:** 5 on the outer targets for a hit inside the 300mm circle (outer ring), 4 for a hit elsewhere on the outer targets, and 2 for hits on the central Fig 11  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will be ordered to load, make ready and adopt the standing alert position with safety catches applied
2. On appearance of the targets for 60 seconds, firers will adopt the sitting position, release safety catches and open fire. No more than 5 hits will count on the left and right targets
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 3 - The 500x Harassing Fire**

**Distance:** 500yds

**Position:** Prone

**No of Shots:** 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 on the central target for a hit inside the 300mm circle (outer ring), 4 for a hit elsewhere on the central target, and 2 for hits on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will be ordered to load, make ready and adopt the standing alert position with safety catches applied
2. On appearance of the targets for 60 seconds, firers will adopt the prone position, release safety catches and open fire
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 4 - The 500x – 300x Rundown**

**Distance:** 500x, 400x & 300x

**Position:** Prone, Sitting

**Rounds:** 10 to count

**Targets:** Triple Fig 11 at 500x and 400x. Fig 12 at 300x

**Scoring:** 5 and 4 on the centre Fig 11 and Fig 12, 2 on the outer targets

**Timing:** 1 exposure of 15 seconds at 500 yards

2 exposures of 6 seconds at 400 and 300 yards

**HPS:** 50

#### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded, made ready with safety catches applied
2. On appearance of the targets for fifteen seconds, firers are to adopt the prone position, release safety catches and fire two rounds. Firers will then be ordered to Make Safe
3. The 1 second flash of the targets will be the signal for firers to move to the 400x firing point, adopt the sitting position and make ready
4. 60 seconds after the flash, there will be two 6 second exposures of the Triple Fig 11 target. Firers are to fire two rounds per exposure. Firers will then be ordered to Make Safe
5. The 1 second flash of the targets will be the signal for firers to move to the 300x firing point, adopt the prone position and make ready
6. 60 seconds after the flash, there will be two 6 second exposures of the Fig 12 target. Firers are to fire two rounds per exposure
7. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 5 - 300x Rapid Fire**

**Distance:** 300 yds  
**Position:** Prone  
**No of shots:** 10 to count (2 magazines of 5 rounds)  
**Target:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start 25 yds behind the firing point in the trail position, rifles loaded with 5 rounds and safety catches applied
2. When targets are exposed firers are to advance to the firing point, adopt the prone position, make ready and open fire
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 6 – 200x Rapid Fire Kneeling/Squatting and Prone**

**Distance:** 200 yds  
**Position:** Kneeling or squatting then prone  
**No of shots:** 10 to count (2 magazines of 5 rounds)  
**Target:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start 25 yds behind the firing point in the trail position, rifles loaded with 5 rounds and safety catches applied
2. When targets are exposed firers are to advance to the firing point, adopt the kneeling or squatting position, make ready and engage the target with 5 rounds, reload and then engage the target with 5 rounds from the prone position
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 7 - 100x Standing & Kneeling/Squatting**

**Distance:** 100 yds  
**Position:** Standing then kneeling or squatting  
**No of shots:** 10 to count (2 magazines of 5 rounds)  
**Target:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

**Procedure:**

1. Firers will start 25 yds behind the firing point in the trail position, rifles loaded with 5 rounds and safety catches applied
2. When targets are exposed firers are to advance to the firing point, adopt the standing position, make ready and engage the target with 5 rounds, reload and then engage the target with 5 rounds from the kneeling or squatting position
3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

### **Stage 8 - 100x Standing/Kneeling/Squatting**

**Distance:** 100 yds  
**Position:** Standing, kneeling or squatting  
**No of shots:** 10 to count  
**Target:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 3 exposures of 7 seconds  
**HPS:** 50

**Procedure:**

1. Firers will be ordered to load with 10 rds, make ready and adopt the standing alert position
2. On each exposure of the targets firers are to fire any number of rounds from the standing, kneeling or squatting position
3. There will be an irregular interval of between 5 and 10 seconds between exposures.
4. Firers must return to the standing alert position in between each exposure
5. Scores will be communicated to the firing point and spotting discs shown for 25 seconds

**Ties:** A tie will be counted out, in the Stage order: 4, 3, 2, 6

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 227	<b>X</b> 264	<b>X</b> 351	<b>X</b> 349
<b>A</b> Up to 226	<b>A</b> Up to 263	<b>A</b> 323	<b>A</b> 316
		<b>B</b> Up to 322	<b>B</b> Up to 315

## The Long Range Match

### Stage 1: Prone

**Distance:** 500 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready adopt the standing alert position with safety catches applied
3. On appearance of the target, firers will adopt the prone position and fire 10 rounds
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: 500 – 300 Rundown

**Distance:** 500, 400 and 300 yards

**Position:** 500 yards Prone  
400 yards sitting, kneeling or squatting  
300 yards prone

**No of shots:** 10 to count

**Targets:** 1x Triple Fig 11 at 500 and 400 yards and a 1x Fig 12 at 300 yards

**Scoring:** Triple Fig 11 scores 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target and 2 for a hit anywhere on the outer targets, Fig 12 scores 5 and 4

**Timing:** 1 exposure of 15 seconds at 500 yards

2 exposures of 6 seconds at 400 yards

2 exposures of 6 seconds at 300 yards

**HPS:** 50

**Procedure:**

1. Firers will start in the standing alert position on the 500 yards firing point, rifles loaded, made ready with safety catches applied
2. On appearance of the target, firers will adopt the prone position and fire 2 rounds during the 15 second exposure
3. Firers will then be ordered to make safe and remain in position
4. The triple Fig 11 target will be shown for 1 second as a signal to advance to the 400 yards firing point, adopt the sitting, kneeling or squatting position and make ready. When moving down range the rifle must be carried in the trail position
5. 60 seconds after the 1 second signal there will be 2 exposures of the Triple Fig 11 each for 6 seconds. The firer will fire 2 rounds per exposure
6. Firers will then be ordered to make safe and remain in position
7. The Fig 12 target will be shown for 1 second as a signal to advance to the 300 yards firing point, adopt the prone position and make ready. When moving down range the rifle must be carried in the trail position
8. 60 seconds after the 1 second signal there will be 2 exposures of the Fig 12 each for 6 seconds. The firer will fire 2 rounds per exposure
9. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Stage 3: Rapid**

<b>Distance:</b>	300 yards
<b>Position:</b>	Prone
<b>No of shots:</b>	10 to count
<b>Targets:</b>	2x Fig 11
<b>Scoring:</b>	5 and 4
<b>Timing:</b>	40 seconds
<b>HPS:</b>	50

**Procedure:**

1. Firers will start in the standing alert position 3 yards behind the firing point with rifles loaded and safety catches applied
2. On appearance of the targets, firers will move to the firing point, adopt the prone position, make ready and open fire. No more than 5 hits will count on each target
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

#### **Stage 4: Sitting, Kneeling or Squatting**

**Distance:** 400 yards

**Position:** Sitting, kneeling or squatting

**No of shots:** 10 to count

**Targets:** Triple Fig 11

**Scoring:** 5 on the outer targets for a hit inside the 300mm circle, 4 elsewhere on the outer target, and 2 for a hit anywhere on the inner target. Only the 5 highest scoring shots will count on each of the outer targets

**Timing:** 1 exposure of 15 seconds and 4 exposures of 6 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position and fire 1 round at the left and 1 round at the right targets during each exposure
3. There will be an irregular interval between exposures of between 5 and 20 seconds
4. Firers may remain in the firing position between exposures
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the order Stage order: 2, 4, 1, 3

#### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 100	<b>X</b> 119	<b>X</b> 172	<b>X</b> 170
<b>A</b> Up to 99	<b>A</b> Up to 118	<b>A</b> 153	<b>A</b> 152
		<b>B</b> up to 152	<b>B</b> up to 151

## Long Range Practices

### 300x Deliberate

**Distance:** 300 yards  
**Position:** Sitting, Kneeling or Squatting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers are to be in the sitting, kneeling or squatting position with rifles loaded and made ready
2. The target will make five exposures of 6 seconds. Two rounds to be fired per exposure
3. Scores will be recorded and spotting discs shown for 30 seconds

### 300x Rapid

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. The target will make one appearance of 60 seconds. On appearance of the target, firers are to adopt the prone position, release safety catches and open fire
3. Scores will be recorded and spotting discs shown for 30 seconds



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### **300x Sitting/Kneeling/Squatting**

**Distance:** 300 yards  
**Position:** Sitting, kneeling or squatting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 2 exposures of 25 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers are to be in the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets firers are to adopt the sitting, kneeling or squatting position, release safety catches and engage each exposure with no more than 5 rounds
3. Scores will be recorded and spotting discs shown for 30 seconds

### **300x Snaps**

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers are to be in the prone position, rifles loaded, made ready. The target will make 5 exposures of 6 seconds at various places over a 6ft frontage at irregular intervals of between 5 and 20 seconds. Two rounds to be fired per exposure
2. Scores will be recorded and spotting discs shown for 30 seconds

### **400x – 300x Rapid**

**Distance:** 300 yards

**Position:** Prone

**No of shots:** 10 to count

**Targets:** 2x Fig 11 (using the outer targets on the Triple Fig 11)

**Scoring:** 5 and 4 on the outer targets (240mm blue ring)

**Timing:** 1 exposure of 40 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will start at the 400 yds FP, in the trail position with rifles loaded. The 1 second flash of the targets is the signal for firers to advance to 300 yds, adopt the prone position and make ready
2. 60 seconds after the 1 second flash there will be 1 exposure of 40 seconds. No more than 5 hits will count on each target
3. Scores will be recorded and spotting discs shown for 30 seconds

### **400x Snaps (Version 1)**

**Distance:** 400 yards

**Position:** Sitting or Kneeling

**No of shots:** 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 and 4 on the centre target (300mm ring), 2 on the outer targets

**Timing:** 5 exposures of 6 seconds

**HPS:** 50

#### **Procedure:**

1. Firers are to be in the sitting or kneeling position, rifles loaded with 10 rounds, made ready with safety catches applied. The target will make 5 exposures of 6 seconds. Two rounds to be fired per exposure
2. Scores will be recorded and spotting discs shown for 30 seconds

### **400x Snaps (Version 2)**

**Distance:** 400 yards

**Position:** Sitting or Kneeling

**No of shots:** 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 and 4 on the centre target (300mm ring), 2 on the outer targets

**Timing:** 1x 15 second exposure followed by 4 exposures of 6 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded with 10 rounds, made ready with safety catches applied. On appearance of the target, firers are to adopt the sitting or kneeling position, release safety catches and engage each exposure with 2 rounds
2. Scores will be recorded and spotting discs shown for 30 seconds

### **500x Harassing Fire**

**Distance:** 500 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 and 4 on the centre target (300mm ring), 2 on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers have 2 minutes for their sighting shots. After spotting discs have been shown, firers will be ordered to apply safety catches and stand up
2. The targets will make one appearance of 60 seconds. On appearance of the target, firers are to adopt the prone position, release safety catches and open fire
3. Scores will be recorded and spotting discs shown for 30 seconds

## The Rural Match

### Stage 1: Close Quarter

<b>Distance:</b>	100 yards
<b>Position:</b>	Standing followed by kneeling or squatting
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 14 Window Target
<b>Scoring:</b>	5 and 4 on the Fig 14 and 3 elsewhere on the target
<b>Timing:</b>	5 double exposures of 3 seconds with 2 seconds between exposures
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. The target will make 5 double exposures of 3 seconds up, 2 seconds down and 3 seconds up, at irregular intervals over a period of 2 minutes
3. The first shot in each double exposure must be fired from the standing position, and the second from either the kneeling or squatting position
4. Firers will return to the standing alert position after each double exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: Brief Encounter

<b>Distance:</b>	200 yards
<b>Position:</b>	Sitting
<b>No of shots:</b>	10 to count
<b>Targets:</b>	2x Fig 11
<b>Scoring:</b>	5 and 4
<b>Timing:</b>	1 exposure of 40 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting position and open fire.
3. No more than 5 hits will count on each target
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 3: Snap**

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the prone position, rifles loaded, made ready with safety catches applied
2. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds
3. Only 1 round to be fired at each exposure
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 4: Sitting, Kneeling or Squatting**

**Distance:** 400 yards  
**Position:** Sitting, kneeling or squatting  
**No of shots:** 10 to count  
**Targets:** 1x Triple Fig 11  
**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets  
**Timing:** 1 exposure of 15 seconds and 4 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position and fire 2 rounds per exposure
3. There will be an irregular interval between exposures of between 5 and 20 seconds.
4. Firers may remain on aim in the firing position between exposures
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 5: Harassing Fire**

**Distance:** 500 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready, apply safety catches and adopt the standing alert position
3. On appearance of the target, firers will adopt the prone position, release safety catches and open fire
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 6: Fire and Movement**

**Distance:** 500, 400, and 300 yards

**Position:** 500 yards prone  
400 yards sitting, kneeling or squatting  
300 yards prone

**No of shots:** 10 to count

**Targets:** 1x Triple Fig 11 at 500 and 400 yards and 1x Fig 12 at 300 yards

**Scoring:** Triple Fig 11 scores 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target and 2 for a hit anywhere on the outer targets, Fig 12 scores 5 and 4

**Timing:** 1 exposure of 15 seconds at 500 yards  
2 exposures of 6 seconds at 400 yards  
2 exposures of 6 seconds at 300 yards

**HPS:** 50

**Procedure:**

1. Firers will adopt the standing alert position at the 500 yards firing point, rifles loaded, made ready with safety catches applied
2. On appearance of the target, firers will adopt the prone position and fire 2 rounds during the 15 second exposure
3. Firers will then be ordered to make safe and remain in position
4. The target will be shown for 1 second as a signal to advance to the 400 yards firing point, adopt the sitting, kneeling or squatting position and make ready. When moving down range the rifle must be carried in the trail position
5. 60 seconds after the 1 second signal there will be 2 exposures of 6 seconds each. The firer will fire 2 rounds per exposure
6. Firers will then be ordered to make safe and remain in position
7. The target will be shown for 1 second as a signal to advance to the 300 yards firing point and adopt the prone position and make ready. When moving down range the rifle must be carried in the trail position
8. 60 seconds after the 1 second signal there will be 2 exposures of 6 seconds each. The firer will fire 2 rounds per exposure
9. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the Stage order: 6, 4, 5, 2, 1, 3

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 160	<b>X</b> 185	<b>X</b> 253	<b>X</b> 250
<b>A</b> Up to 159	<b>A</b> Up to 184	<b>A</b> 231	<b>A</b> 228
		<b>B</b> Up to 230	<b>B</b> Up to 227

## The Short Range Match

### Stage 1: Rapid

<b>Distance:</b>	300 yards
<b>Position:</b>	Prone
<b>No of shots:</b>	2 sighting shots and 10 to count
<b>Targets:</b>	1x Fig 12
<b>Scoring:</b>	5 and 4
<b>Timing:</b>	1 exposure of 60 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready, apply safety catches and adopt the standing alert position
3. On appearance of the target, firers will adopt the prone position, release safety catches and open fire
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: 300-100 Rundown

<b>Distance:</b>	300, 200 and 100 yards
<b>Position:</b>	300 yards prone 200 yards sitting, kneeling or squatting 100 yards standing
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 12
<b>Scoring:</b>	5 and 4
<b>Timing:</b>	1 exposure of 15 seconds at 300 yards 2 exposures of 6 seconds at 200 yards 2 exposures of 6 seconds at 100 yards
<b>HPS:</b>	50

**Procedure:**

1. Firers will adopt the standing alert position at the 300 yards firing point, rifles loaded, made ready with safety catches applied
2. On appearance of the target, firers will adopt the prone position and fire 2 rounds during the 15 second exposure
3. Firers will then be ordered to make safe and remain in position
4. The target will be shown for 1 second as a signal to advance to the 200 yards firing point, adopt the sitting, kneeling or squatting position and make ready. When moving down range the rifle must be carried in the trail position
5. 60 seconds after the 1 second signal there will be 2 exposures of 6 seconds each. The firer will fire 2 rounds per exposure
6. Firers will then be ordered to make safe and remain in position
7. The target will be shown for 1 second as a signal to advance to the 100 yards firing point, adopt the standing alert position and make ready. When moving down range the rifle must be carried in the trail position
8. 60 seconds after the 1 second signal there will be 2 exposures of 6 seconds each. The firer will fire 2 rounds per exposure
9. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Stage 3: Standing**

**Distance:** 100 yards

**Position:** Standing followed by kneeling or squatting

**No of shots:** 10 to count

**Targets:** 1x Fig 12c

**Scoring:** 5 and 4

**Timing:** 5 double exposures of 3 seconds with 2 seconds between exposures

**HPS:** 50

**Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. The target will make 5 double exposures of 3 seconds up, 2 seconds down and 3 seconds up, at irregular intervals over a period of 2 minutes
3. The first shot in each double exposure must be fired from the standing position, and the second from either the kneeling or squatting position
4. Firers will return to the standing alert position after each double exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 4: Sitting, Kneeling or Squatting**

**Distance:** 200 yards  
**Position:** Sitting, kneeling or squatting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 2 exposures of 20 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position and engage each exposure with 5 rounds
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 5: Prone**

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the prone position, rifles loaded, made ready with safety catches applied
2. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds
3. Only 1 round to be fired at each exposure
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the Stage order: 2, 3, 4, 1, 5

#### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 131	<b>X</b> 172	<b>X</b> 227	<b>X</b> 228
<b>A</b> Up to 130	<b>A</b> Up to 171	<b>A</b> 211	<b>A</b> 213
		<b>B</b> Up to 210	<b>B</b> Up to 212

## Short Range Practices

### 100x Deliberate

**Distance:** 100 yards  
**Position:** Kneeling or Squatting and Standing  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 window  
**Scoring:** 5, 4 and 3  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded, made ready with safety catches applied. Targets will make five exposures of 6 seconds
2. On the first appearance of the targets, firers are to adopt the kneeling or squatting position and fire two rounds. Firers are to remain in the kneeling or squatting position
3. On the second appearance of the targets, firers are to adopt the standing position and fire two rounds. Firers are to remain in the standing alert position
4. On subsequent appearances of the targets, firers are to repeat this sequence until all ten rounds have been fired

### 100x Sitting Snaps

**Distance:** 100 yards  
**Position:** Sitting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 window  
**Scoring:** 5 (100mm inner ring), 4 (fig 14), 3 (rest of target)  
**Timing:** 5 exposures of 4 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers are to be in the Sitting position with rifles loaded, made ready with safety catches applied
2. Targets will make five appearances of four seconds. Two rounds to be fired at each exposure



# NRA E-League

*Civilian Service Rifle: 2025/26 Season*

- 1- Download a scorecard
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**Classes:** Historic Enfield, Any Iron, Service Optic, Practical Optic

## **Autumn Round:** 1<sup>st</sup> September - 30<sup>th</sup> November

Competition 1: (200x) Based on 200x Match, Stage 2 (Fig 11)

Competition 2: (200x) Based on 200x Practices (Fig 11)

Competition 3: (100x) Based on Urban Match, Stage 2 (Fig 11)

## **Winter Round:** 1<sup>st</sup> December - 28<sup>th</sup> February

Competition 1: (300x) Based on Imperial Match, Stage 1 (Fig 12)

Competition 2: (200x) Based on Short Range Match, Stage 4 (Fig 12)

Competition 3: (100x) Based on Imperial Match, Stage 7 (Fig 12)

## **Spring Round:** 1<sup>st</sup> March - 31<sup>st</sup> May

Competition 1: (200x) Based on 300x Match, Stage 3 (Fig 12)

Competition 2: (300x) Based on 300x Match, Stage 1 (Fig 12)

Competition 3: (300x) Based on Imperial Match, Stage 6 (Fig 12)

## **Summer Round:** 1<sup>st</sup> June - 31<sup>st</sup> August

Competition 1: (100x) Based on 200x Match, Stage 1 (Fig 14 window)

Competition 2: (100x) Based on 100x Practices (Fig 12)

Competition 3: (200x) Based on Imperial Match, Stage 8 (Fig 12)

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### **100x Snaps (Version 1)**

<b>Distance:</b>	100 yards
<b>Position:</b>	Standing, Kneeling or Squatting
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 14 window
<b>Scoring:</b>	5, 4 and 3
<b>Timing:</b>	10 exposures of 3 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded, made ready with safety catches applied
2. The target will make ten exposures of 3 seconds at irregular intervals over 2 minutes. On each exposure firers are to adopt the standing, kneeling or squatting position and fire one round. Firers must return to the standing alert position in between each exposure

### **100x Snaps (Version 2)**

<b>Distance:</b>	100 yards
<b>Position:</b>	Standing, Kneeling or Squatting
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 14 window
<b>Scoring:</b>	5 and 4 on the figure, 3 for hits on the window
<b>Timing:</b>	5 exposures of 6 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will be ordered to load, make ready and adopt the standing alert position with safety catches applied
2. The target will make five exposures of 6 seconds. Two rounds to be fired per exposure from the standing, kneeling or squatting position. Firers are to return to the standing alert position between exposures
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

## **100x Standing**

**Distance:** 100 yards  
**Position:** Standing, followed by Kneeling or Squatting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 window  
**Scoring:** 5 (100mm inner ring), 4 (fig 14), 3 (rest of target)  
**Timing:** 5 double exposures (see below)  
**HPS:** 50

### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded and made ready
2. The target will make five double exposures of '3 seconds up, 2 seconds down, 3 seconds up' at irregular intervals over a period of 2 minutes
3. The first shot at each double exposure is to be fired from the standing position and the second shot from either the kneeling or squatting position. Firers must return to the standing alert position after each double exposure

## **200x Bisley Bullet**

**Distance:** 200 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 window  
**Scoring:** 5 (100mm inner ring), 4 (fig 14), 3 (rest of target)  
**Timing:** 10 exposures of 3 seconds  
**HPS:** 50

### **Procedure:**

1. Firers are to be in the prone position with rifles loaded
2. Targets will make ten appearances of three seconds at various places over a 6ft frontage at irregular intervals of between 5 and 20 seconds. Only one shot to be fired at each exposure
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **200x Rapid**

**Distance:** 200 yards

**Position:** Sitting, Kneeling or Squatting

**No of shots:** 10 to count

**Targets:** 1x Fig 12

**Scoring:** 5 (shots inside the 240mm/inner ring), 4 (rest of target)

**Timing:** 2 exposures of 20 seconds

**HPS:** 50

#### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded, made ready with safety catches applied
2. The target will make two exposures of 20 seconds. On appearance of the target, firers will adopt the sitting, kneeling or squatting position, release safety catches and engage each exposure with 5 rounds

### **200x Sitting**

**Distance:** 200 yards

**Position:** Sitting

**No of shots:** 10 to count

**Targets:** 1x Fig 12

**Scoring:** 5 (shots inside the 240mm/inner ring), 4 (rest of target)

**Timing:** 1 exposure of 40 seconds

**HPS:** 50

#### **Procedure:**

1. Firers are to be in the standing alert position with rifles loaded and made ready, safety catches applied
2. On appearance of the target for 40 seconds firers are to adopt the sitting position, release safety catches and fire 10 rounds

### **200x Snaps**

**Distance:** 200 yards

**Position:** Sitting, Kneeling or Squatting

**No of shots:** 10 to count

**Targets:** 1x Fig 12

**Scoring:** 5 (shots inside the 240mm/inner ring), 4 (rest of target)

**Timing:** 1 exposure of 40 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will be ordered to adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position and open fire
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **300x Kinnaird**

**Distance:** 300 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Fig 12

**Scoring:** 5 (shots inside the 240mm/inner ring), 4 (rest of target)

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers have 2 minutes for their sighting shots. After spotting discs have been shown, firers will be ordered to apply safety catches and stand up
2. On appearance of the targets for 60 seconds, firers are to adopt the prone position, release safety catches and open fire with ten rounds

### **300x Prone**

**Distance:** 300 yards

**Position:** Prone

**No of shots:** 10 to count

**Targets:** 1x Fig 12

**Scoring:** 5 (shots inside the 240mm/inner ring), 4 (rest of target)

**Timing:** 10 exposures of 3 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will be ordered to adopt the prone position, load, make ready with safety catches applied
2. There will be 10 exposures of 3 seconds at different places over a frontage at irregular intervals of between 5 and 20 seconds. Only one shot to be fired per exposure
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **300x Sitting / Kneeling / Squatting**

**Distance:** 300 yards

**Position:** Sitting, Kneeling or Squatting

**No of shots:** 10 to count

**Targets:** 2x Fig 11

**Scoring:** 5 and 4

**Timing:** 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position, release safety catches and open fire. No more than 5 hits will count on each target
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

## The Urban Match

### Stage 1: Firing From Cover – Snap

<b>Distance:</b>	100 yards
<b>Position:</b>	Standing supported
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 11 (Target No 1)
<b>Scoring:</b>	5, 4, 3 and 2
<b>Timing:</b>	1 exposure of 10 seconds and 4 exposures of 5 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will start in the patrol position, rifles loaded, safety catches applied, 3 yards behind the firing point
2. On appearance of the targets firers are to move to the firing point, adopt the standing supported position, make ready and fire 2 shots at the left-hand Fig 11
3. The targets will make a further 4 exposures of 5 seconds with irregular intervals of between 5 and 10 seconds, 2 shots are to be fired at each exposure
4. Firers may remain in the aim between exposures
5. At the end of this stage, firers will be ordered to make safe and adopt the patrol position

### Stage 2: Firing From Cover – Rapid

<b>Distance:</b>	75 yards
<b>Position:</b>	Kneeling or squatting around cover, supported or unsupported
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 11 (Target No 2)
<b>Scoring:</b>	5, 4, 3 and 2
<b>Timing:</b>	1 exposure of 1 second, and 2 exposures of 15 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will start in the patrol position, rifles made safe, at the 100 yard firing point
2. On appearance of the targets firers are to move to the 75 yard firing point, adopt the squatting/kneeling position behind the wall and make ready. When moving down range the rifle must be carried in the trail position
3. 10 seconds after the initial 1 second exposure the targets will make 2 exposures of 15 seconds each with a 15 second interval between exposures. Firers will fire 5 shots during each 15 second exposure at the right-hand Fig 11
4. Firers may remain in the aim between exposures
5. At the end of this stage, firers will be ordered to make safe and remain in position

### **Stage 3: Snapshooting**

**Distance:** 50 yards  
**Position:** Standing and kneeling or squatting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 Window Target (Target No 3)  
**Scoring:** 5 and 4 on the Fig 14 and 3 elsewhere on the target  
**Timing:** 1 exposure of 1 second and 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start in the squatting/kneeling position, rifles made safe, at the 75 yard firing point
2. On appearance of the targets firers are to move to the 50 yards firing point, adopt the standing alert position, and make ready. When moving down range the rifle must be carried in the trail position
3. 10 seconds after the initial 1 second exposure the targets will make 5 exposures of 6 seconds
4. On each exposure of the targets firers are to fire 2 rounds at the left-hand Fig 14. The first shot must be from the standing position, and the second from the kneeling or squatting position
5. There will be an irregular interval of between 7 and 10 seconds between each series
6. Firers must return to the standing alert position between exposures
7. At the end of this stage, firers will be ordered to make safe and remain in position

### **Stage 4: Close Quarter Snap**

**Distance:** 25 yards  
**Position:** Standing unsupported  
**No of shots:** 10 to count  
**Targets:** 1x Fig 14 Window Target (Target No 4)  
**Scoring:** 5 and 4 on the Fig 14 and 3 elsewhere on the target  
**Timing:** 1 exposure of 1 second and 3 exposures of 7 seconds  
**HPS:** 50

**Procedure:**

1. Firers will start in the squatting/kneeling position, rifles made safe, at the 50 yard firing point
2. On appearance of the targets firers are to move to the 25 yard firing point, adopt the standing alert position, and make ready. When moving down range the rifle must be carried in the trail position
3. 10 seconds after the initial 1 second exposure the targets will make 3 exposures of 7 seconds
4. On each exposure of the targets firers are to fire any number of rounds at the right-hand Fig 14
5. There will be an irregular interval of between 5 and 10 seconds between each exposure
6. Firers must return to the standing alert position between exposures
7. At the end of this stage firers will be ordered to unload their rifles for inspection prior to scoring targets

**Ties:** A tie will be counted out in the Stage order: 1, 3, 2, 4

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 127	<b>X</b> 149	<b>X</b> 178	<b>X</b> 180
<b>A</b> Up to 136	<b>A</b> Up to 148	<b>A</b> 165	<b>A</b> 170
		<b>B</b> Up to 164	<b>B</b> Up to 169

## **The Whitehead Match (Amended)**

This match will be fired through by each detail as a complete match. All ammunition and equipment must be carried by the firer (SSs may assist as required), however there will be minimal time for re-loading magazines in between stages. *Scores will be given by distance on completion of the match (no spotting discs will be shown)*

### **Stage 1: Rapid**

**Distance:** 300 yards  
**Position:** Prone  
**No of Shots:** 10 to count  
**Targets:** 1 x Fig 11  
**Scoring:** 5 and 4  
**Timing:** 2 exposures of 20 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start 3m behind the 300 yard firing point, in the trail position, rifles loaded
2. Targets will make two exposures of 20 seconds. On exposure of targets firers are to advance to the 300 yard firing point, adopt the prone position, make ready and open fire
3. A maximum of 10 shots are to be fired
4. On completion of stage 1, firers will be ordered to make safe and remain in the prone position

### **Stage 2: Snaps**

**Distance:** 200 yards  
**Position:** Standing alert, to standing, kneeling or squatting  
**No of Shots:** 10 to count  
**Targets:** 1 x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 10 exposures of 4 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start in the prone position at the 300 yard firing point, rifles made safe with 10 rounds
2. Targets will be exposed for 1 second which is the signal for firers to advance to the 200 yard firing point, adopt the standing alert position and make ready. When moving down range the rifle must be carried in the trail position
3. 60 seconds after the initial flash, the targets will make 10 exposures of 4 seconds, 1 shot only to be fired at each exposure from the standing, kneeling or squatting position. Firers must return to the standing alert position between exposures
4. On completion of stage 3, firers will be ordered to make safe and adopt the sitting position

### Stage 3: Opportunity

**Distance:** 200 yards  
**Position:** Sitting  
**No of Shots:** 10 to count  
**Targets:** 1 x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start in the sitting position, rifles loaded and made ready.
2. The targets will make 5 exposures of 6 seconds, 2 shots only to be fired at each exposure
3. On completion of stage 4, firers will be ordered to make safe and adopt the standing position

### Stage 4: Snaps

**Distance:** 100 yards  
**Position:** Standing alert, to standing, kneeling or squatting  
**No of Shots:** 10 to count  
**Targets:** 1 x Fig 12c  
**Scoring:** 5 and 4  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start in the standing alert position at the 200 yard firing point, rifles made safe
2. Targets will be exposed for 1 second which is the signal for firers to advance to the 100 yard firing point, adopt the standing alert position and make ready. When moving down range the rifle must be carried in the trail position
3. 60 seconds after the initial flash, the targets will make 5 exposures of 6 seconds. On each exposure of the target, firers are to adopt the standing, kneeling or squatting position and fire 2 shots, returning to the standing alert position in between exposures
4. On completion of the match, scores will be relayed to the firing point by distance – **no spotting discs will be shown**

**Ties:** A tie will be counted out in the Stage order: 3, 1, 4, 2, 5

#### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Service Optic</b>	<b>Practical Optic</b>
X 91	X 142	X 200	X 189
A Up to 90	A Up to 141	A 181	A 177
		B Up to 180	B Up to 176

## The Excellence in Competition Match

This match will be fired through by each detail as a complete match. All ammunition and equipment must be carried by the firer (SSs may assist as required), however there will be minimal time for re-loading magazines in between stages. *Scores will be given by distance on completion of the match (no spotting discs will be shown)*

### Stage 1: 400x Sustained Fire

**Distance:** 400 yards  
**Position:** Sitting or kneeling  
**No of Shots:** 10 to count (2 magazines of 5 rounds)  
**Targets:** 1x Fig11  
**Scoring:** 5 (240mm/blue circle) and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will start 25 yards behind the 400 yard firing point in the trail position with rifles loaded with safety catches applied
2. When the targets are exposed firers are to advance to the firing point, adopt the sitting or kneeling position, make ready and open fire.
3. On completion of Stage 1 firers will be ordered to make safe, stand up, adopt the trail position and, when ordered, advance in line at a walking pace

### Stage 2: 300x Rapid Fire Prone

**Distance:** 300 yards  
**Position:** Prone  
**No of Shots:** 10 to count (2 magazines of 5 rounds)  
**Targets:** 1x Fig11  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. When approximately 25 yards behind the 300 yard firing point the targets will be exposed. Firers are to advance to the firing point, adopt the prone position, make ready and open fire
2. On completion of Stage 2 firers will be ordered to make safe, stand up, adopt the trail position and, when ordered, advance in line at a walking pace

### Stage 3: 200x Rapid Fire Kneeling/Squatting

**Distance:** 200 yards  
**Position:** Kneeling or squatting  
**No of Shots:** 10 to count (2 magazines of 5 rounds)  
**Targets:** 1x Fig12  
**Scoring:** 5 and 4  
**Timing:** 50 Seconds  
**HPS:** 50

#### **Procedure:**

1. When approximately 25 yards behind the 200 yard firing point the targets will be exposed. Firers are to advance to the firing point, adopt the kneeling or squatting position, make ready and open fire
2. On completion of Stage 3 firers will be ordered to make safe, stand up, adopt the trail position and, when ordered, advance in line at a walking pace

### Stage 4: 100x Standing & Kneeling/Squatting

**Distance:** 100 yards  
**Position:** Standing then kneeling or squatting  
**No of Shots:** 10 to count (2 magazines of 5 rounds)  
**Targets:** 1x Fig12c  
**Scoring:** 5 and 4  
**Timing:** 40 Seconds  
**HPS:** 50

#### **Procedure:**

1. When approximately 25 yards behind the 100 yard firing point the targets will be exposed. Firers are to advance to the firing point, adopt the standing position, make ready and engage the target with 5 rounds, reload and then engage the target with 5 rounds from the kneeling or squatting position
2. On completion of the match, scores will be relayed to the firing point by distance – **no spotting discs will be shown**

**Ties:** A tie will be counted out in the Stage order: 1, 3, 4, 2

#### **Classifications:**

<b>Historic Enfield</b> X 97 A Up to 96	<b>Any Iron</b> X 113 A Up to 112	<b>Service Optic</b> X 170 A 157 B Up to 156	<b>Practical Optic</b> X 166 A 151 B Up to 150
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## The NRA Service Rifle 'International SR' Competition

### Stage 1: The 100x Standing

<b>Distance:</b>	100 yards
<b>Position:</b>	Standing followed by kneeling or squatting
<b>No of shots:</b>	10 to count
<b>Target:</b>	1x Fig 14 Window Target
<b>Scoring:</b>	5 and 4 on the Fig 14 and 3 elsewhere on the target
<b>Timing:</b>	5 double exposures of 3 seconds with 2 seconds between exposures
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. The target will make 5 double exposures of 3 seconds up, 2 seconds down and 3 seconds up, at irregular intervals over a period of 2 minutes
3. The first shot in each double exposure must be fired from the standing position, and the second from either the kneeling or squatting position
4. Firers will return to the standing alert position after each double exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: The 200x Bisley Bullet

<b>Distance:</b>	200 yards
<b>Position:</b>	Prone
<b>No of shots:</b>	2 sighting shots and 10 to count
<b>Targets:</b>	1x Fig 14 Window Target
<b>Scoring:</b>	5 and 4 on the Fig 14 and 3 elsewhere on the target
<b>Timing:</b>	10 exposures of 3 seconds
<b>HPS:</b>	50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will remain in the prone position and be ordered to load and make ready
3. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds.
4. Only 1 round to be fired at each exposure
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 3: The 300x Kinnaird**

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 5 and 4  
**Timing:** 1 exposure of 60 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the target for 60 seconds, firers will adopt the prone position, release safety catches and open fire
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### **Stage 4: The 400x Sitting**

**Distance:** 400 yards  
**Position:** Sitting  
**No of shots:** 10 to count  
**Targets:** 1x Triple Fig 11  
**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets  
**Timing:** 1 exposure of 15 seconds and 4 exposures of 6 seconds  
**HPS:** 50

#### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded, made ready with safety catches applied
2. On appearance of the targets, firers will adopt the sitting, kneeling or squatting position and fire 2 rounds per exposure
3. There will be irregular intervals of 5 to 20 seconds between exposures
4. Firers may remain on aim in the firing position between exposures
5. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

## **Stage 5: The 500x Harassing Fire**

**Distance:** 500 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready, apply safety catches and adopt the standing alert position
3. On appearance of the target, firers will adopt the prone position and open fire
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the Stage order: 4, 5, 1, 2, 3

### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Service Optic</b>	<b>Practical Optic</b>
<b>X</b> 118	<b>X</b> 168	<b>X</b> 209	<b>X</b> 209
<b>A</b> Up to 117	<b>A</b> Up to 169	<b>A</b> 196	<b>A</b> 196
		<b>B</b> Up to 195	<b>B</b> Up to 195

## The Queen Mary Match

### Stage 1: 500 Yards

**Distance:** 500 yards

**Position:** Prone

**No of shots:** 2 sighting shots and 10 to count

**Targets:** 1x Triple Fig 11

**Scoring:** 5 on the central target for a hit inside the 300mm circle, 4 elsewhere on the centre target, and 2 for a hit anywhere on the outer targets

**Timing:** 1 exposure of 60 seconds

**HPS:** 50

#### **Procedure:**

1. Firers will have 2 minutes for sighting shots
2. After completion of sighting shots firers will be ordered to stand up, load, make ready, apply safety catches and adopt the standing alert position
3. On appearance of the target, firers will adopt the prone position and open fire
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

### Stage 2: 500 - 100 Yards Rundown

**Distance:** 500, 400, 300, 200 & 100 yards

**Position:** Prone at 500 and 300 yards

Sitting, kneeling or squatting at 400 and 200 yards

Standing at 100 yards

**No. of shots:** 10 to count

**Targets:** Triple Fig 11 at 500 & 400 yards

Fig 12 at 300, 200 and 100 yards

**Scoring:** 5 & 4 on the centre Fig 11 target and Fig 12, 2 on the outer Fig 11 targets

**Timing:** 1 exposure of the Triple Fig 11 for 15 seconds, 1 exposure of the Triple Fig 11 for 60 seconds and 3 exposures of the Fig 12 for 60 seconds

**HPS:** 50

**Procedure:**

1. Firers will be in the standing alert position with rifles loaded, made ready with safety catches applied
2. On appearance of the Triple Fig 11 target, firers will adopt the prone position and fire 2 rounds during the 15 second exposure
3. Firers will then be ordered to make safe and remain in position
4. The Triple Fig 11 target will then be exposed for 60 seconds which is the signal to move to the 400 yard firing point and adopt the sitting, kneeling or squatting position, make ready and fire 2 rounds. When moving down range the rifle must be carried in the trail position
5. Firers will then be ordered to make safe and remain in position
6. The Fig 12 target will then be exposed for 60 seconds which is the signal to move to the 300 yard firing point and adopt the prone position, make ready and fire 2 rounds. When moving down range the rifle must be carried in the trail position
7. Firers will then be ordered to make safe and remain in position
8. The Fig 12 target will then be exposed for 60 seconds which is the signal to move to the 200 yard firing point and adopt the sitting, kneeling or squatting position, make ready and fire 2 rounds. When moving down range the rifle must be carried in the trail position
9. Firers will then be ordered to make safe and remain in position
10. The Fig 12 target will then be exposed for 60 seconds which is the signal to move to the 100 yard firing point and adopt the standing position, make ready and fire 2 rounds. When moving down range the rifle must be carried in the trail position
11. Scores will be recorded and spotting discs shown for 30 seconds

**Stage 3: 200 Yards**

**Distance:** 200 yards

**Position:** Keeling/squatting and prone

**No of shots:** 10 to count

**Targets:** 1x Fig 11 & 1x Fig 12

**Scoring:** 5 & 4

**Timing:** 1 exposure of Fig 11 for 20 seconds and 1 exposure of Fig 12 for 15 seconds

**HPS:** 50

**Procedure:**

1. Firers will be in the standing alert position with rifles loaded, made ready with safety catches applied
2. The first exposure will be a Fig 11 for 20 seconds followed by a Fig 12 for 15 seconds, with an interval of 15 seconds between exposures
3. On appearance of the targets firers are to adopt the kneeling or squatting position and fire 5 rounds then immediately adopt the prone position for the second exposure and fire 5 rounds
4. Scores will be recorded and spotting discs shown for 30 seconds

**Stage 4: 300 Yards**

<b>Distance:</b>	300 yards
<b>Position:</b>	Prone
<b>No of shots:</b>	10 to count
<b>Targets:</b>	1x Fig 12
<b>Scoring:</b>	5 and 4
<b>Timing:</b>	10 exposures of 3 seconds
<b>HPS:</b>	50

**Procedure:**

1. Firers will adopt the prone position, rifles loaded, made ready with safety catches applied
2. There will be 10 exposures of 3 seconds at different places over a frontage of 6 feet at irregular intervals varying between 5 and 20 seconds
3. Only 1 round to be fired at each exposure
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds

**Ties:** A tie will be counted out in the Stage order: 2, 1, 3, 4

## The Advance Assessment (Amended)

This match will be fired through by each detail as a complete match. All ammunition and equipment must be carried by the firer (SSs may assist as required), however there will be minimal time for re-loading magazines in between stages. *Scores will be given by distance on completion of the match (no spotting discs will be shown)*

### Stage 1: 400 Yards

**Distance:** 400 yards  
**Position:** Sitting  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 4 points per hit  
**Timing:** 1 exposure of 60 seconds and 9 exposures of 3 seconds  
**HPS:** 40

#### **Procedure:**

1. Firers will be in the prone position at 500 yards with rifles loaded and safety catches applied
2. The targets will make 1 exposure of 60 seconds followed by 9 exposures of 3 seconds
3. On appearance of the target firers have 60 seconds to advance to the 400 yard firing point, adopt the sitting position, make ready and open fire. Only 1 round is to be fired at each exposure. When moving down range the rifle must be carried in the trail position
4. Firers will then be ordered to make safe and remain in position

### Stage 2: 300 Yards

**Distance:** 300 yards  
**Position:** Prone  
**No of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 4 points per hit  
**Timing:** 1 exposure of 60 seconds and 4 exposures of 6 seconds  
**HPS:** 40

#### **Procedure:**

1. Firers are to be in the sitting position at 400 yards with rifles made safe.
2. The targets will make 1 exposure of 60 seconds followed by 4 exposures of 6 seconds
3. On appearance of the target firers have 60 seconds to advance to the 300 yard firing point, adopt the prone position, make ready and open fire. 2 rounds are to be fired at each exposure. When moving down range the rifle must be carried in the trail position
4. Firers will then be ordered to make safe and remain in position

### Stage 3 – 200 Yards

**Distance:** 200 yards  
**Position:** Keeling/squatting  
**No. of shots:** 10 to count  
**Targets:** 1x Fig 12  
**Scoring:** 4 points per hit  
**Timing:** 10 exposures of 4 seconds  
**HPS:** 40

#### **Procedure:**

1. Firers will adopt the prone position at 300 yards with rifles made safe
2. The targets will make 1 exposure of 1 second followed 60 seconds later by 10 exposures of 4 seconds
3. On appearance of the target firers have 60 seconds to advance to the 200 yard firing point, adopt the standing alert position and make ready. At each subsequent exposure firers are to adopt the kneeling or squatting position and fire 1 round. Firers are to return to the standing alert position between exposures
4. Firers will then be ordered to make safe and remain in position

### Stage 4: 100 Yards

**Distance:** 100 yards  
**Position:** Standing  
**No. of shots:** 10 to count  
**Targets:** Fig 12  
**Scoring:** 4 points per hit  
**Timing:** 5 exposures of 6 seconds  
**HPS:** 40

#### **Procedure:**

1. Firers will adopt the kneeling or squatting position at 200 yards with rifles made safe
2. The targets will make 1 exposure of 1 second followed 60 seconds later by 5 exposures of 6 seconds
3. On appearance of the target firers have 60 seconds to advance to the 100 yard firing point, adopt the kneeling or squatting position and make ready. At each subsequent exposure firers are to adopt the standing position and fire 2 rounds. Firers are to return to the kneeling or squatting position between exposures
4. On completion of the match rifles will be unloaded, scores will be relayed to the firing point by distance – **no spotting discs will be shown**

**Ties:** A tie will be counted out in the Stage order: 4, 3, 2, 1

## The Roupell Match

This match is conducted on a SARTS equipped Range

### Stage 1:

**Distance:** 100m to 300m

**Position:** Prone

**No of shots:** 10 to count

**Targets:** 100m Fig 14  
200m and 300m Fig12

**Scoring:** 4 points per hit

**Timing:** 1 exposure of 25 seconds and 2 exposures of 3 seconds at 100m  
1 exposure of 6 seconds at 200m  
4 exposures of 4 seconds at 300m

**HPS:** 40

### **Procedure:**

1. Firers will adopt the standing alert position 25m behind the firing point with rifles loaded and safety catches applied
2. On appearance of the targets at 100m for 25 seconds competitors are to advance to the firing point, adopt the prone position, make ready and engage each exposure of the Fig 14 target with 1 round, targets fall when hit. Five seconds later the Fig 12 target at 200m will be exposed for 6 seconds, up and hold, 3 rounds are to be fired. Five seconds later there will be 4 exposures of the Fig 12 target at 300m, each of 4 seconds, 1 round is to be fired per exposure, targets fall when hit. When moving down range the rifle must be carried in the trail position
3. Scores will be communicated and firers will be ordered to make safe and dress into the fire trench

### Stage 2:

**Distance:** 100m to 300m

**Position:** Standing supported in fire trench

**No of shots:** 10 to count

**Targets:** 100m Fig 14, 200m and 300m Fig12

**Scoring:** 4 points per hit

**Timing:** 1 exposure of 4 seconds at 300m, followed by 9 random exposures at 100m for 2 seconds, 200m for 3 seconds and 300m for 4 seconds

**HPS:** 40

**Procedure:**

1. Firers will adopt the standing supported position in the fire trench, rifles loaded and made ready
2. The Fig 12 at 300m will make 1 exposure of 4 seconds followed by 9 random exposures at 100m for 2 seconds, at 200m for 3 seconds and 300m for 4 seconds. Firers are to fire 1 round per exposure, targets fall when hit
3. Scores will be communicated and firers will be ordered to make safe and dress out the fire trench

**Stage 3:****Distance:** 100m to 300m**Position:** Kneeling supported**No of shots:** 10 to count**Targets:** 100m Fig 14, 200m and 300m Fig12**Scoring:** 4 points per hit**Timing:** 5 double exposure of 6 seconds for the first target and 3 seconds for the second target with 15 seconds between each double exposure**HPS:** 40**Procedure:**

1. Firers will adopt the standing alert position on the firing point, rifles loaded and made ready
2. Targets will appear in random order with 4 exposures at 300m, 3 at 200m and 3 at 100m
3. When the targets appear firers are to adopt the kneeling supported position and engage each target with 1 round. Targets fall when hit. Firers are to adopt the standing alert position after each double exposure
4. Scores will be communicated and firers will be ordered to make safe

**Stage 4:****Distance:** 100m to 200m**Position:** Standing, kneeling or squatting**No of shots:** 10 to count**Targets:** 100m Fig 14, 200m Fig 12**Scoring:** 4 points per hit**Timing:** 5 exposure of 4 seconds at 200m and 5 exposures of 3 seconds at 100m in random order**HPS:** 40

**Procedure:**

1. Firers will adopt the standing alert position, rifles loaded and made ready
2. Targets will make 10 exposures in random order - 5 exposures of 4 seconds at 200m and 5 exposures of 3 seconds at 100m
3. On appearance of the target, competitors are to adopt the standing, kneeling or squatting position and fire 1 round per exposure, targets fall when hit. Firers are to return to the standing alert position between exposures
4. On completion of the match rifles will be unloaded and all scores communicated

**Ties:** A tie will be counted out in the Stage order: 4, 3, 1, 2

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Service Optic</b>	<b>Practical Optic</b>
<b>X</b> 68	<b>X</b> 83	<b>X</b> 133	<b>X</b> 125
<b>A</b> Up to 67	<b>A</b> Up to 82	<b>A</b> 115	<b>A</b> 112
		<b>B</b> Up to 114	<b>B</b> Up to 111

## The Roberts Match

This match is conducted on a SARTS equipped Range

### Stage 1a:

**Distance:** 100m to 300m

**Position:** Prone

**No of shots:** 20 to count (2 magazines of 10 rounds)

**Targets:** 100m Fig 14, 200m and 300m Fig12

**Scoring:** 4 points per hit

**Timing:** 1 exposure at 100m, 1 exposure at 200m and 1 exposure at 300m

**HPS:** 80

### **Procedure:**

1. Firers will adopt the standing alert position 25m behind the firing point with rifles loaded with 10 rounds and safety catches applied
2. The Fig 14 will make 1 exposure of 25 seconds at 100m followed 2 seconds later by 1 exposure of 10 seconds at 200m, followed 2 seconds later by one exposure of 25 seconds at 300m
3. On appearance of the targets firers are to advance to the firing point, adopt the prone position, make ready and engage the 100m target. Any number of rounds, up to a maximum of 20, may be fired at each exposure, targets are up and hold
4. Firers will be ordered to make safe and remain in position

### Stage 1b:

**Distance:** 200m and 300m

**Position:** Prone

**No of shots:** 10 to count

**Targets:** Fig12

**Scoring:** 4 points per hit

**Timing:** 10 exposures at 300m or 200m

**HPS:** 40

### **Procedure:**

1. Firers will adopt the prone position, rifles loaded and made ready
2. The targets will make 10 exposures of 3 seconds at 200m or 300m in random order over a period of 7 minutes, 1 round is to be fired at each exposure, targets fall when hit
3. Firers will then be ordered to make safe and adopt the standing alert position

## **Stage 2:**

**Distance:** 100m to 300m

**Position:** Kneeling supported

**No of shots:** 10 to count

**Targets:** 100m Fig 14, 200m and 300m Fig12

**Scoring:** 4 points per hit

**Timing:** 1 exposure at 300m followed by 3 series of exposures at 300m, 200m, and 100m in that order

**HPS:** 40

### **Procedure:**

1. Firers will adopt the standing alert position, rifles loaded and made ready
2. The first target will appear at 300m for 6 seconds, followed by a series of exposures at 300m, 200m and 100m each for 2 seconds, with 5 seconds between exposures. There will be irregular intervals between each series of exposures
3. On appearance of the targets firers are to adopt the kneeling supported position and fire one round at each exposure, targets fall when hit. Firers are to remain in the kneeling supported position throughout the stage
4. Firers will be ordered to make safe and adopt the sitting position

## **Stage 3:**

**Distance:** 200m to 300m

**Position:** Sitting

**No of shots:** 10 to count

**Targets:** Fig 12

**Scoring:** 4 points per hit

**Timing:** 5 double exposures of the 300m target then the 200m target

**HPS:** 40

### **Procedure:**

1. Firers will adopt the sitting position, rifles loaded and made ready
2. Targets will make 5 double exposures at 300m for 3 seconds followed 2 seconds later at 200m for 3 seconds. There will be irregular intervals between double exposures
3. Firers are to fire 1 round at each exposure targets fall when hit
4. On completion of the match rifles will be unloaded and all scores, by each stage, will be communicated

**Ties:** A tie will be counted out in the Stage order: 2, 3, 1a, 1b

## The Falling Plates Team Match

**Distance:** Approx. 200 yards

**Position:** Prone

**No of shots:** Up to 10 to count

**Targets:** 10x 10" square white plates per team, falling when hit

**Procedure:**

1. Teams of 4 will be formed up in the prone position, rifles loaded with 10 rounds with safety catches applied at the 300 yard firing point
2. On the 'Go' signal, teams will advance to the 200 yard firing point and adopt the prone position, make ready and open fire
3. A team wins the heat if it knocks down all their targets in the shortest time, or it knocks down the greater number of targets, or (in the case that both teams knock down the same number of targets in the same time) it expends less ammunition
4. Unused ammunition will be counted by the match umpires

- C3.2 Spring Action, Phoenix & National Open Championship  
C3.2.1 Please refer to the Gallery Rifle & Pistol Handbook for full details on event numbering and firearm classes

### **100/200/300 Yards (5781-93)**

**Event Numbers:**           **5781:** SR(a) Pre-1955                           **5791:** SR Post-1955 Iron Sights  
                                  **5782:** SR(b) Pre-1955                           **5792:** SR Post-1955 Service Optic  
                                  **5783:** SR Open Pre-1955                       **5793:** SR Post-1955 Practical Optic

**Targets:**                   Fig 14 Window at 100 yards  
                                  Fig 14 Window (Prone) and Fig 12 / 12B (Sitting) at 200 yards  
                                  Fig 12 / 12B at 300 yards

**Sights:**                   **5783:** Any  
                                  **5781, 5782, 5791:** Iron  
                                  **5792:** Scoped – 4.5x max  
                                  **5793:** Scoped

**Position:**                Standing/Kneeling/Squatting at 100 yards  
                                  Prone and Sitting at 200 yards  
                                  Prone at 300 yards

**Course of Fire:**        **Competitors will self-mark.** This event takes approximately 180 minutes to complete (shooting and marking in pairs)  
                                  It requires 40 rounds, plus 2 sighters  
                                  The maximum possible score is 200

**Practice 1:**             100 yards, 5 exposures of 7 seconds, 2 rounds to be fired at each exposure from the standing, kneeling or squatting position. Return to the Standing Alert in between each exposure

**Practice 2:**             200 yards, 2 non-convertible sighters followed by 10 exposures of 3 seconds from the prone position

**Practice 3:**             200 yards, 5 exposures of 7 seconds, 2 rounds to be fired at each exposure from the sitting position

**Practice 4:**             300 yards, 10 exposures of 3 seconds, 1 round to be fired at each exposure from the prone position

**Ties:**                     Ties will be counted out in the order Practice 3, 1, 2, 4

#### **Phoenix Meeting Trophies**

**5781** Phoenix Quaich

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## 300/400/500 Yards (5881-93)

<b>Event Numbers:</b>	<b>5881:</b> SR(a) Pre-1955 <b>5882:</b> SR(b) Pre-1955 <b>5883:</b> SR Open Pre-1955	<b>5891:</b> SR Post-1955 Iron Sights <b>5892:</b> SR Post-1955 Service Optic <b>5893:</b> SR Post-1955 Practical Optic
<b>Targets:</b>	Fig 12 / 12B at 300 yards Triple Fig 11 at 400 and 500 yards	
<b>Sights:</b>	<b>5883:</b> Any <b>5881, 5882, 5891:</b> Iron <b>5892:</b> Scoped – 4.5x max <b>5893:</b> Scoped	
<b>Position:</b>	Prone at 300 and 500 yards Sitting at 400 yards	
<b>Course of Fire:</b>	<b>Competitors will self-mark.</b> This event takes approximately 180 minutes to complete (shooting and marking in pairs) It requires 40 rounds, plus 4 sighters The maximum possible score is 200	
<b>Practice 1:</b>	300 yards, 2 non-convertible sighters followed by 1 exposure of 60 seconds. On completion of sighting shots firers will be ordered to load and adopt the Standing Alert position. On appearance of the target firers will adopt the prone position, Make Ready and engage the target with 10 rounds	
<b>Practice 2:</b>	300 yards, 5 exposures of 7 seconds, 2 rounds to be fired at each exposure from the prone position	
<b>Practice 3:</b>	400 yards, 5 exposures of 8 seconds, 2 rounds to be fired at each exposure from the sitting position	
<b>Practice 4:</b>	500 yards, 2 non-convertible sighters followed by 1 exposure of 60 seconds. On completion of sighting shots firers will be ordered to load and adopt the Standing Alert position. On appearance of the target firers will adopt the prone position, Make Ready and engage the target with 10 rounds	
<b>Ties:</b>	Ties will be counted out in the order Practice 3, 4, 2, 1	

## 800/900 Yards (6181-93)

<b>Event Numbers:</b>	<b>6181:</b> SR(a) Pre-1955 <b>6182:</b> SR(b) Pre-1955 <b>6183:</b> SR Open Pre-1955	<b>6191:</b> SR Post-1955 Iron sights <b>6192:</b> SR Post-1955 Service Optic <b>6193:</b> SR Post-1955 Practical Optic
<b>Targets:</b>	NRA Long Range Target	
<b>Sights:</b>	<b>6168, 6193:</b> Scoped <b>6181, 6182, 6191:</b> Iron sights <b>6183:</b> Any <b>6192:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine <b>Rifle:</b> Prone	
<b>Course of Fire:</b>	This event takes approximately 30 minutes per detail to complete (based on 2 per target) It requires 20 rounds, plus 4 sighters The maximum possible score is 100	
<b>Practice 1:</b>	800 yards, 2 convertible sighters, followed by 10 shots in 20 minutes	
<b>Practice 2:</b>	900 yards, 2 convertible sighters, followed by 10 shots in 20 minutes	
<b>Notes:</b>	Shot under NRA conditions	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Vs in the event <b>b.</b> By the score in each Practice starting with the longest distance <b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance	

## 200 Yards (6380-93)

<b>Event Numbers:</b>	<b>6380:</b> Any Fullbore Rifle <b>6381:</b> SR(a) Pre-1955 <b>6382:</b> SR(b) Pre-1955 <b>6383:</b> SR Open Pre-1955	<b>6391:</b> SR Post-1955 Iron sights <b>6392:</b> SR Post-1955 Service Optic <b>6393:</b> SR Post-1955 Practical Optic
<b>Targets:</b>	DP1 (new) on screen, scoring 5, 4, 3, 2	
<b>Sights:</b>	<b>6380, 6383, 6393:</b> Any <b>6381, 6382, 6391:</b> Open Iron <b>6392:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>6381, 6382:</b> Prone unsupported (only elbows may touch the ground forward of the shoulders. A sling, if fitted, may be used, but must be attached to both forward and rear attachment points) and Sitting <b>6380, 6383:</b> Prone supported (fore-end only by a rest. A rest may be positioned anywhere along the fore-end of the rifle but must not support more than 100mm (4") of the length of the fore-end. Any pattern may be used) and Sitting <b>6391, 6392:</b> Prone unsupported and Sitting <b>6393:</b> Prone supported (fore-end only by a bipod or a rest. A rest may be positioned anywhere along the fore-end of the rifle but must not support more than 100mm (4") of the length of the fore-end) and Sitting	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 40 rounds, plus 2 sighters The maximum possible score is 200	
<b>Sighters:</b>	2 non-convertible sighters in 2 minutes	
<b>Practice 1:</b>	10 shots in 3 minutes, prone	
<b>Practice 2:</b>	10 shots in 1 minute, prone	
<b>Practice 3:</b>	10 shots in 3 minutes, sitting	
<b>Practice 4:</b>	10 shots in 1 minute, sitting	
<b>Notes:</b>	Sighting shots will be individually marked with a spotting disc. Spotting discs will be shown for 25 seconds after Practice 1 only. Shooting jackets may be worn so long as they are not done up and not attached to any sling. Shooting gloves are not permitted	
<b>Ties:</b>	Ties will be counted out in the order Practice 4, 3, 2, 1	

### Nationals Trophies

- 6380** Silver Cup
- 6381** Crossed Rifles Trophy
- 6382** NRA Tankard



# NATIONAL RIFLE ASSOCIATION



## CSR Imperial Meeting 2026

1<sup>st</sup> – 5<sup>th</sup> July 2026



## C4 The Imperial Meeting

### C4.1 Firearms & Sights

C4.1.1 Competitions are available for the following firearm types:

**Historic Enfield**

**Any Iron**

**Service Optic**

**Practical Optic**

### C4.2 Individual Competitions

#### C4.2.1 Programme

Wednesday 1<sup>st</sup> July:

**Imperial Match**

Thursday 2<sup>nd</sup> July:

**100/200/300 Yard Matches**

Thursday 2<sup>nd</sup> July:

**Long Range Match**

Friday 3<sup>rd</sup> July:

**Short Range Match**

Friday 3<sup>rd</sup> July:

**Urban Match: Sponsored by AIM Field Sports**

Saturday 4<sup>th</sup> July:

**Rural Match: Sponsored by Vortex Optics**

#### C4.2.2 Awards

##### **Historic Enfield & Any Iron**

First Prize: In Class X and A: An NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

##### **Service Optic & Practical Optic**

First Prize: In Class X, A and B: An NRA Gold Medal

Subsequent Prizes: In Class X, A and B: List D

*Additional awards from our sponsors will also be awarded – see the NRA Handbook, and specific Event Notes for full details*

### C4.3 Aggregates

#### C4.3.1 Programme

**Long Range Aggregate:** Awarded to the firers whose scores in the Long Range Match and Rural Match make up the highest aggregates. Ties will be counted out in the order Long Range Match, Rural Match

##### **Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 285	<b>X</b> 333	<b>X</b> 418	<b>X</b> 417
<b>A</b> Up to 284	<b>A</b> Up to 332	<b>A</b> 381	<b>A</b> 374
		<b>B</b> Up to 380	<b>B</b> Up to 373

**Short Range Aggregate:** To be awarded to the firers whose scores in the 100 Yards, 200 Yards, 300 Yards, Short Range and Urban matches make up the highest aggregates. Ties will be counted out in the order Short Range, Urban, 300 Yards, 200 Yards, 100 Yards matches

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 431	<b>X</b> 491	<b>X</b> 620	<b>X</b> 613
<b>A</b> Up to 430	<b>A</b> Up to 490	<b>A</b> 568	<b>A</b> 564
		<b>B</b> Up to 567	<b>B</b> Up to 563

**C4.3.2 Awards**

**Historic Enfield & Any Iron**

First Prize: In Class X and A: An NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

**Service Optic & Practical Optic**

First Prize: In Class X, A and B: An NRA Gold Medal

Subsequent Prizes: In Class X, A and B: List D

**C4.4 The CSR Championship**

**C4.4.1** To be awarded to the firers whose scores in the 100 Yards, 200 Yards, 300 Yards, Rural, Short Range, Long Range and Urban matches make up the highest aggregates.

Ties will be counted out in the order Long Range, Rural, Short Range, Urban, 300 Yards, 200 Yards, 100 Yards matches

**Classifications:**

<b>Historic Enfield</b>	<b>Any Iron</b>	<b>Practical Optic</b>	<b>Service Optic</b>
<b>X</b> 650	<b>X</b> 750	<b>X</b> 1000	<b>X</b> 1000
<b>A</b> Up to 649	<b>A</b> Up to 749	<b>A</b> 900	<b>A</b> 900
		<b>B</b> Up to 899	<b>B</b> Up to 899

**C4.4.2 Awards**

**Historic Enfield**

First Prize: The SLRC Challenge Cup, presented in 1999 by the South London Rifle Club, and an NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

**Any Iron**

First Prize: A Challenge Trophy presented in 2006 by the Lee Enfield Rifle Association in memory of the late Pete Bloom BEM, and an NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

### **Service Optic**

First Prize: A Challenge Trophy presented in 2005 by the Highpower Rifle Association in memory of the late Pete Bloom BEM, and an NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

### **Practical Optic**

First Prize: A Challenge Trophy presented in 2005 by Practical Rifle shooters in memory of the late Pete Bloom BEM, and an NRA Gold Medal

Subsequent Prizes: In Class X and A: List D

**C4.5 Highest Possible Score (HPS):** Competitors who make the highest possible score in an individual competition or stage comprising ten or more shots are entitled to receive a souvenir HPS cross as described below:

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

**C4.6 Falling Plates:** Saturday 4<sup>th</sup> July: *Sponsored by G-Ten*

C4.6.1 Team competition open to any number of teams of 4 present members from any club. Teams compete in 2 classes:

**Modern Rifle:** Any pattern designed from 1955 to present)

**Historic Rifle:** Any pattern pre-1955 design using Iron Sights and chambered in the correct calibre for the firearm as was issued). Bipods not permitted

C4.6.2 **Awards**

#### **Modern Rifle**

First Prize: A Challenge Cup, four Nepal Army Standard khukuris presented by G-Ten and four NRA Gold Medals

Second Prize: Four half size Biltong khukuris presented by G-Ten and four NRA Silver Medals

Subsequent Prizes: List D

#### **Historic Rifle**

First Prize: The Fulton Team Challenge Plate presented by GE Fulton & Son, four khukuris presented by G-Ten and four NRA Gold Medals

Second Prize: Four half size khukuris presented by G-Ten and four NRA Silver Medals

Subsequent Prizes: List D

## **C4.7 NRA Methuen Cup Match: Sunday 5<sup>th</sup> July**

C4.7.2 The Course of Fire for the NRA Methuen match is the same as the Short Range match

**Historic Enfield:** Any SMLE/ No.4/ No. 5 rifle, service pattern as issued, rest may not be used, trigger weight minimum 4.5lbs, sling as issued

**Practical Optic:** Any rifle with optic sights, with no restriction on slings or rests, trigger weight minimum 1.5kg. If any rest is utilised it must remain fitted to the rifle at all times during the match

### **C4.7.2 Awards**

#### **Practical Optic**

First Prize: The Mauser Trophy and seven NRA Gold Medals

Second Prize: Seven NRA Silver Medals

Third Prize: Seven NRA Bronze Medals

Highest Individual: The Kukri Trophy

#### **Historic Enfield**

First Prize: The Mons Trophy and seven NRA Gold Medals

Second Prize: Seven NRA Silver Medals

Highest Individual: The Bayonet Trophy

## NOTES



## AT-XC 6.5 Creedmoor and .308 WIN competition rifle

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