



NATIONAL RIFLE ASSOCIATION



Classic & Historic
Handbook 2023



Imperial Historic Arms



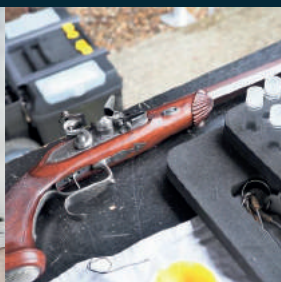
Saturday 8th – Sunday 9th July 2023

'A Competition, but also a showcase of Historic firearms and their heritage'

COMPETITIONS

10x Pockets	50m Advancing	
25m Advancing	50m Precision	200x 'Agony' Snap
25m ARA	50m Rook and Rabbit	200x Double Snap
25m Bobber	Running Boar	200x McQueen
25m Dueling	Running Deer	200x Prone
25m Precision	100x Prone	200x Rapid
25m Slowfire	100x Standing	200x Standing
25m Surrenden	100x Three Position	

The weekend offers an assortment of events ranging from 10 to 200 yards, for Muzzle Loading firearms dating back to pre-1874 all the way through to more modern firearms made no later than 1973



The Classic & Historic Handbook

“In The Spirit of the Original”



NATIONAL RIFLE ASSOCIATION

Volume 7 of the NRA Handbook

2023 Edition

This Handbook is issued by, and the Rules, Regulations and Conditions are made by, order of the Council and approved on 3 February 2023

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2023 Handbook Edits

Changes from the 2022 edition affecting the content or applicability of rules are sidelined and outlined below. Indexing changes and changes to correct typographical, grammatical and layout errors are not marked.

A3	Details on Challenges, Juries and Protests added
A4.c	Update to definition of Traditional Rest
A4.h and i	Update to the use of Rests
A13	New section detailing Scoring, Results and Prizes
B3.2.2	Update to Breech Loading Firearm rules
B7.2	Updates to Download Ammunition
C1.6	Updates to Open Class description

Event Condition Changes:

100 Yards Prone	Update to Course of Fire, Practice & HPS for Vintage events
100 Yards Standing	Update to Course of Fire, Practice & HPS for Vintage events
200 Yards Agony Snap	New event: 417 Classic, 545 Veteran
200 Yards Standing	Event 414 to follow the main course of fire
600 Yards Prone	New events: 454 Classic, 531 Veteran
900 Yards Prone	New events: 456 Classic, 536 Veteran

Introduction

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

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

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

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

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

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

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

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

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

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

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

Aims and Objectives of Historic Shooting

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

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

Historic shooting needs to balance several objectives:

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

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

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

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

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

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

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

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

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

A - Rules & Conditions

A1 Discipline

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

A2 Disability

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

A3 Challenges & Protests

A3.1 Challenges

- A3.1.1 When a competitor feels that a shot has been improperly evaluated or scored, they may make a challenge. Such challenge must be made immediately upon announcement or indication of the score and before another shot is taken. No challenge will be accepted after the target has been handled by the shooter
- A3.1.2 When targets are scored on the target frames, or at a prescribed location behind the firing line, and scoring of a shot is challenged the CRO will immediately call a Jury (see A3.2) who will score the target. If necessary, to avoid delaying the event, the challenged target will be replaced with a clean target and the event will proceed. The Jury will then score the target as soon as possible and notify the competitor
- A3.1.3 On gallery ranges where the targets are marked and hits indicated by butt markers, the procedures in Vol2 Paras 310-330 of the NRA Handbook apply
- A3.1.4 Competitors may challenge their own posted scores within a period specified for the event
- A3.1.5 The Meeting Director may challenge any competitor’s score. Such challenge must be made within the challenge period and checked by a Jury

A3.2 Jury

- A2.2.1 A Jury of three persons of good standing shall be appointed, as required, by a CRO or by the Meeting Director. The three will be chosen from those with good knowledge and experience of the Rules and Conditions who are not in any way personally involved in the decision

A3.3 Protests

- A3.3.1 A competitor may formally protest any injustice which they feel has been done to them (except the evaluation of a target which may only be challenged as outlined above)

- A3.3.2 In cases where the match entered does not correspond with the declared firearm, the Match Director retains the right to assign the score to the correct match based on the Firearm declared without reference to the shooter although effort will be made to contact the shooter if time permits. The shooter retains the right to challenge such changes
- A3.3.3 A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:
- a. State the complaint orally to the CRO. If not satisfied with the decision then:
 - b. State the complaint orally to the Meeting Director
- A3.3.4 You will be asked to sign for any query satisfactorily resolved on the Range by the Range Officer or Wing Officer

A4 Rifle Slings and Rests

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

- a. **Service “Deliberate Application of Fire”** events are to be shot in the “Unsupported” position. This means that only elbows may touch the ground forward of the shoulders. A sling, if fitted, may be used, but must be attached to both forward and rear attachment points only and be of the type issued for the firearm in use
- b. **Service “Rapid” and “Snap”** events are to be shot in the “Prone unsupported” position, however a sling may not be used
- c. **Sniping** events may be shot using slings or a rest from a prepared position. A sling, if used should be of a design contemporary to the firearm and in its original configuration. A “Traditional Rest” is used in sniping matches to describe an extemporised rest using a sandbag, back pack or other object likely to be found on the battlefield and not a modern, engineered bench rest or similar device
- d. **The “Buffalo Matches”** (253, 254) shot at 600x permit the use of “Cross Sticks” which is an adjustable rest made from two wooden sticks joined with a slip joint in the form of a pair of dividers. They are only permitted in these matches
- e. With the exception of cross sticks (A4.d) a rest, if permitted, should only be used to support the wrist or forearm. The firearm should not touch the ground or the rest but should be supported by the hand of the firer
- f. Bipods may only be used where express permission is included in the match conditions

- g. Rests are only permitted in sniper matches or matches over 600x where a rest may be used to support the hand or forearm holding the rifle except where expressly permitted in the match conditions. The rifle must be held forward of the breech with no part touching the rest. The use of a rest may be authorised on the grounds of disability (see A2) in this case, the card is to be marked with prominent “R” to indicate the use of a rest
- h. Where the use of a rest is allowed, this may only be used to support the forearm or front of the firearm as specified above. Rests which support the firearm at the point of balance or to the rear of this point both in the form of separate items or as an integral feature of the stock are not to be used in historic matches except where specifically authorised as “reasonable adjustment” in the case of disability (see A2)
- i. Whatever form of rest is used, it should be stable and capable of supporting the firearm in a safe manner

A5 Dress

A5.1 General

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

A5.2 Shooting Jackets, Elbow / Shoulder Pads

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

A5.3 Gloves

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

A6 Optical Aids

A6.1 General

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

A6.2 Orthoptics

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

A7 Pads and Butt Extenders

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

A8 Sights

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

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

A9 Wiping

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

A10 Fouling Shots

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

A11 Ready Positions

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

A12 Tie Breaks

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

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

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

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

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

A13 Scoring, Results & Prizes

A13.1 Scorecards

- A13.1.1 Score cards should be legibly filled out and protected from the elements. Scores should be totalled and final score filled in the box at the top right hand of the card. Scores should be signed for and counter signed by the RO/Register keeper
- A13.1.2 Where matches permit the conversion of sighting shots, the procedure outlined in Para 342 of the NRA Handbook is to be followed. Claimed sighting scores are to be struck out and the value re-entered into the scoring box. Any scoring boxes left blank will be scored 0 by stats
- A13.1.3 Chief Stats will ensure that all completed scorecards are retained for 30 days after the end of the meeting

A13.2 Posting results

- A13.2.1 Interim results will be posted during the Meeting, on the notice boards to the side of the Main NRA Building, as well as the NRA Website. These may be used as the basis for challenges (see A13.3). Challenges to Interim results can be made at any time
- A13.2.2 Provisional results will be posted as soon as possible after the end of shooting at each Meeting, along with a deadline for challenges
- A13.2.3 Challenges received after the posting of Provisional results will be handled as follows:
- a. If the challenge reveals an error made by the Statistical Office, or by any Meeting official, the challenge will normally be upheld:
 - b. If the challenge reveals an error made by the competitor, the challenge will not normally be upheld
- The Meeting Director's decision is final for all challenges
- A13.2.4 Once the challenge deadline has expired, and any challenges have been addressed, Final results will be posted

A13.3 Changing final results

- A13.3.1 The final results shall not be changed except on authority of the Meeting Director. Such changes may arise from such issues as:
- a. Typographical errors
 - b. Errors in classification of competitors, the competitor having been advised of such error and of their correct classification
 - c. Disqualification or Expulsion of competitors as provided for by the rules

A13.4 Prizes and Trophies

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

- A13.4.1 **Shoulder Medals:** An NRA silver shoulder medal will be presented to anyone finishing in first place in any prizelist (subject to A13.4.5). This will be accompanied by a date bar, and a Meeting bar that displays the name of the Meeting. Competitors will receive additional Meeting bars, owing to the number of first place results they have
- A13.4.2 **Certificates:** Prize certificates are awarded in each event subject to the amount of entries:
- a. 2+ Competitors: 1st Place only
 - b. 6+ Competitors: 1st and 2nd Place
 - 10+ Competitors: 1st, 2nd and 3rd Place
- Competitors entering an event more than once with a different firearm, will still only count once towards the total competitor count
- If a competitor enters more than once in one particular event, they are not eligible to receive more than one award
- A13.4.3 **Skilled Shot Score (SSS):** Each event has Skilled Shot Score, as detailed in Section C of this Handbook. Any competitor achieving this score or higher will receive, after the Meeting, a Skilled Shot Certificate
- A13.4.4 **Trophies:** First placed competitors may also receive a trophy in certain matches. A trophy symbol (🏆) is displayed beside the applicable matches on the entry form
- Please note if you wish to take possession of a trophy you must abide by rules 907-918 of the NRA Handbook
- A13.4.5 Should there be only one entry in any event or class no prize will be awarded

B - Safety Procedures

B1 Overview

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

B2 Ammunition

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

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

B3 Loading

B3.1 General

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

B3.2 Breech Loading Arms

- B3.2.1 No round may be placed on the loading platform, or in the firearm, or a charged magazine attached, or fired, until authorised to do so by the RCO. The breech must not be closed or opened on a live round if the barrel is elevated more than 70 mils/3° above the target centre line
- B3.2.2 Magazine fed arms may only be loaded using original loading drills in time critical matches. The use of speed loaders or other aids to loading are not permitted. Firearms may be loaded using traditional clips/chargers or using individual rounds. Loading by magazine exchange is only admissible if this was the originally designed method. Specifically, the Lee Enfield family of military rifles may only be loaded using chargers or individual rounds and not by the exchange of charged magazines

B3.3 Muzzle Loading Arms

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

B4 Unloading

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

B5 After Unloading

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

B6 Malfunctions & Misfires

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

B7 Downloaded Ammunition

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

In keeping with the principle of "Spirit of the Original" ammunition in service rifle competitions should match the characteristics of the original service loadings in terms of Muzzle Energy and projectile type. Reduced Energy or cast lead ammunition may be used in "open" competitions. Exemption may be sought to this rule by the presentation of a valid case to the Match Director

B8 Unloading Equipment

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

C - Classes & Ammunition

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

GUIDE TO DATELINE & DESIGN PERIODS		
A firearm may always be used in a match for a later period unless disallowed in the Match List		
PERIOD	DATELINE	EXAMPLE
Muzzle Loading	Pre-1874 Flintlock & Percussion	Matches 100 – 120
Vintage	Pre-1891 Black Powder only	Matches 200 – 254
Carbine	Pre-1961	Matches 300 – 361
Classic	Pre-1919	Matches 400 – 472
Veteran	1919-1945	Matches 500 – 544
Open	<i>See C1.6 for dateline</i>	Matches 600 – 669
Transitional	1946-1960	Matches 710 – 722
Gallery Rifle & Pistol	Multiple eras (<i>see specific notes</i>)	Matches 801 – 898

C1 Classes

- C1.1 Muzzle Loading:** Pre-1874 design Flintlock & percussion. Capping breech-loaders are eligible but not modern 'straight line' patterns
- C1.2 Vintage:** Pre-1891 design Black powder only. Breech loaders only unless permission is given
- C1.3 Carbine:** Max OAL 40.5 inches CF rifle or specified Carbine loads. No pistol calibres
- C1.4 Classic:** Pre-1919, CF unless stated otherwise
- C1.5 Veteran:** Designs between 1919 and 1945, Datelined at BOTH ends, CF unless stated otherwise. Rifles No4 Mk2, 1/2 and 1/3 are deemed to be Veteran
- C1.6 Open:** The purpose of the open class is to permit the inclusion of later designs of firearm that do not fall into any of the current classes. It is assumed that firearms in the open class will be grouped into emerging classes in the fullness of time. Open Class is not to be considered as a means of introducing modern firearms into competition
- The absolute design date limit for Open Class events will be taken to be 1st January of the year 50 years prior to the date of the meeting, CF unless stated otherwise. Firearms in the Open class must be either manufactured in the designated time period or be faithful reproductions of the original design. Modifications or modern interpretations of original designs that improve performance do not meet the aims and objectives of Historical Shooting and are not permitted
- C1.7 Transitional Rifle:** Designs between 1946 and 1960

- C1.8 Gallery Rifle & Pistol:** These firearms contain further sub-classifications:
- a. **Gallery Rifle:** Pre-1961 designs, pistol calibre cartridge, open or aperture sights, fired standing, no slings
 - b. **Pistol:** 19th Century pattern, Single shot muzzle loading, open sights. Various ignition systems. Sub Classes:
 - Smooth bore barrel
 - Rifled barrel
 - c. **Standard Revolver:** Basic 19th Century black powder Percussion design with fixed open sights and standard grips.
 - d. **Target Revolver:** As standard but allowing adjustable sights, match barrels, modified grips and nitro conversions.
 - e. **Pocket Revolver:** Size limited to height + length less than 15inches

C1.9 Honours Only

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

C2 Special Classes

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

C3 Ammunition

C3.1 Miniature

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

C3.2 Small

- C3.2.1 Under 0.33" (8.38mm)

C3.3 Medium

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

C3.4 Large

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

C3.5 Rimfire (RF)

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

C3.6 Rook & Rabbit

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

C3.7 Pistol Calibre







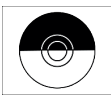

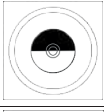
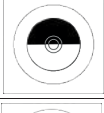
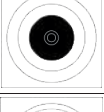

- C3.7.1 Centrefire pistol ammunition, typically straight sided and of low to medium velocity designed for use in handguns
- a. Max MV less than 1379 ft/s (420 m/s),
 - b. Max ME less than 1032 ft-lb (1400J)

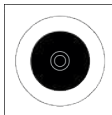
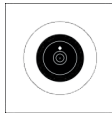
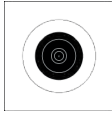
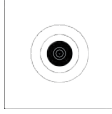


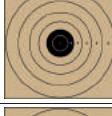
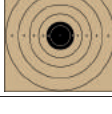


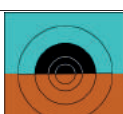
C3.8 Muzzle Loading (ML)

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

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

D – Targets

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

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

E - Event Conditions

10 Metre Pocket Revolver

Event Numbers & Firearm Type:

896	GR&P: Standard Pocket Revolver
897	GR&P: Single Action Pocket Revolver

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

GR&P		
896: 85	897: 76	898: 76

25 Metre Advancing - Pistol

Event Numbers & Firearm Type:

881	GR&P: Target Revolver
882	GR&P: Standard Revolver

883	GR&P: Standard Double Action Revolver
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Distance: 25 metres

Sights: Open sights

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

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

Target: DP1c (new)

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

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

HPS: 75

Notes:

Skilled Shot Score:

GR&P		
881: 49	882: 46	883: 50

25 Metre Advancing - Rifle

Event Numbers & Firearm Type:

884	GR&P: Centrefire Gallery Rifle
885	GR&P: Gallery Rifle Semi-Auto

886	GR&P: Rimfire Gallery Rifle Manual
887	GR&P: Any Gallery Rifle

Distance: 25 metres

Sights: Open or Aperture sights
887: Optical sights permitted

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

Slings & Rests: No slings or rests permitted

Position: Standing unsupported

Target: DP1c (new)

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

Practice 1-6: Unlimited sighters in 5 minutes at a static target at 25m, followed by six series of 5 shots

Targets will advance from 25 to 10 metres at walking pace, then turn away

All shots must be fired during the facing time

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

HPS: 150

Skilled Shot Score:

GR&P			
884: 142	885: 146	886: 144	887: 144

25 Metre ARA

Event Numbers & Firearm Type:

891	GR&P: Target Revolver
892	GR&P: Standard Revolver

893	GR&P: Double Action Revolver
------------	---

Distance: 25 metres

Sights: Open sights

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

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

Target: PS14

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

Practice 1: 5 minutes sighting, followed by four series of 5 shots each in 20 seconds

Each series is to be shot with alternate hands, starting with the strong hand

Shooters are to start and finish in the Ready Position

HPS 140

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

Skilled Shot Score:

GR&P		
891: 80	892: 75	893: 75

25 Metre Bobber - Pistol

Event Numbers & Firearm Type:

860	GR&P: Double Action Revolver
861	GR&P: Target Revolver

862	GR&P: Standard Revolver
------------	-------------------------

Distance: 25 metres

Sights: Open sights

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

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

Target: DP2

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

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

HPS: 100

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

Skilled Shot Score:

GR&P		
860: 80	861: 85	862: 80

25 Metre Bobber - Rifle

Event Numbers & Firearm Type:

863	GR&P: Centrefire Gallery Rifle	865	GR&P: Any Gallery Rifle
864	GR&P: Rimfire Gallery Rifle Manual Action	866	GR&P: Self-Loading Gallery Rifle

Distance: 25 metres

Sights: Open or Target sights
865: Optical sights permitted

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

Sling & Rest: No sling or rests permitted

Position: Standing Unsupported

Targets: DP2

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

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

One shot per exposure

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

HPS: 200

Skilled Shot Score:

GR&P			
863: 180	864: 185	865: 185	866: 175

25 Metre Duelling - Pistol

Event Numbers & Firearm Type:

851 GR&P: Flintlock Pistol

852 GR&P: Single Shot Percussion Pistol

Distance: 25 metres

Sights: Open sights

Ammunition: Muzzle Loading (RB or CB)

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

Target: DP2

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

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

HPS: 100 rifled, 107 smoothbore

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

Skilled Shot Score:

GR&P	
851: 80	852: 82

25 Metre Duelling - Rifle

Event Numbers & Firearm Type:

853	GR&P: Single Shot Gallery Rifle
854	GR&P: Repeating Centrefire Gallery Rifle

855	GR&P: Any Gallery Rifle
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Distance: 25 metres

Sights: Open or Aperture sights
855: Optics permitted

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

Sling & Rest: No slings or rests permitted

Position: Standing Unsupported

Targets: DP2

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

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

HPS: 100

Skilled Shot Score:

GR&P		
853: 195	854: 180	855: 180

25 Metre Precision

Event Numbers & Firearm Type:

801	GR&P: Rifled Pistol	804	GR&P: Target Revolver
802	GR&P: Smoothbore Pistol	805	GR&P: Standard Revolver
803	GR&P: Target Pistol		

Distance:	25 metres
Sights:	Open sights 803, 804: Target sights
Ammunition:	Muzzle loading (RB or CB) 804: Nitro may be used if firearms is suitably proofed
Sling & Rest:	Rests not permitted
Position:	Standing unsupported One handed firing (other hand may be used to cock)
Targets:	PL7
Course of Fire:	This event takes approximately 45 minutes to complete It requires 13 rounds
Practice 1:	13 shots to be fired in 30 minutes, best 10 to count Start unloaded
HPS:	100
Notes:	801, 802, 803: Set triggers allowed

Skilled Shot Score:

GR&P				
801: 80	802: 75	803: 90	804: 88	805: 88

25 Metre Slowfire - Pistol

Event Numbers & Firearm Type:

841	GR&P: Target Revolver
842	GR&P: Standard Revolver

847	GR&P: Closed Frame Revolver
848	GR&P: Open Frame Revolver

Distance: 25 metres

Sights: Open sights

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

Position: Standing unsupported
Single hand shooting

Target: PS14

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

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

HPS: 70

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

Skilled Shot Score:

GR&P			
841: 55	842: 59	847: 55	848: 55

25 Metre Slowfire - Rifle

Event Numbers & Firearm Type:

843	GR&P: Any Lever Action Repeating Rifle
844	GR&P: Sporting Rifle

845	GR&P: Any Centrefire Gallery Rifle
846	GR&P: Any Rimfire Gallery Rifle

Distance: 25 metres

Sights: Open or Aperture sights

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

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: PS12

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

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

HPS: 140

Skilled Shot Score:

GR&P			
843: 125	844: 130	845: 122	846: 125

25 Metre Surrenden - Pistol

Event Numbers & Firearm Type:

870	GR&P: Trigger Cocked Revolver
872	GR&P: Any Revolver

873	GR&P: Thumb Cocked Revolver
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Distance: 25 metres

Sights: Open sights

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

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

Target: PS14

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

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

HPS: 105

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

Skilled Shot Score:

GR&P		
870: 40	872: 40	873: 35

25 Metre Surrenden - Rifle

Event Numbers & Firearm Type:

874 GR&P: Centrefire Lever Repeating Rifle

Distance: 25 metres

Sights: Open or Aperture sights

Ammunition: Pistol calibre

Sling & Rest: Slings and rests not permitted

Position: Standing unsupported

Target: PS14

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

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

Shooters are to start and finish in the Ready Position

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

HPS: 105

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

Skilled Shot Score:

GR&P

874: 55

50 Metre Advancing

Event Numbers & Firearm Type:

888	GR&P: Centrefire Gallery Rifle
889	GR&P: Rimfire Repeating Rifle

Distance: 50 metres

Sights: Open or Aperture sights

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

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: DP1c (new)

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

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

Targets will advance from 50 to 25 metres at walking pace, then turn away

All shots must be fired during the facing time

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

HPS: 150

Skilled Shot Score:

GR&P	
888: 100	889: 100

50 Metre Precision - Pistol

Event Numbers & Firearm Type:

810	GR&P: Any Pistol
811	GR&P: Standard Revolver

814	GR&P: Shoulder Stocked Pistol
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Distance: 50 metres

Sights: Open sights

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

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

Target: PS13

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

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

HPS: 70

Notes: **811, 814:** 19th Century design, including accurate reproductions

Skilled Shot Score:

GR&P		
810: 50	811: 48	814: 55

50 Metre Precision - Rifle

Event Numbers & Firearm Type:

822	GR&P: Centrefire Lever Action Repeating Rifle
823	GR&P: Rimfire Schützen Rifle
824	GR&P: Any Rifle

825	GR&P: Centrefire Gallery Rifle
826	GR&P: Rimfire Gallery Rifle

Distance: 50 metres

Sights: Open or Aperture sight

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

Position: Standing unsupported

Target: PS13

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

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

HPS: 140

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

Skilled Shot Score:

GR&P				
822: 130	823: 136	824: 125	825: 125	826: 130

50 Metre Prone

Event Numbers & Firearm Type:

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

Distance: 50 metres

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

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

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

Position: Prone unsupported

Target: GR5

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

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

HPS: 200

Skilled Shot Score:

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

50 Metres Rook and Rabbit

Event Numbers & Firearm Type:

402 Classic: Single Shot Rook and Rabbit Rifle

Distance: 50 metres

Sights: Open or Aperture sight

Ammunition: Rook and Rabbit Centrefire calibre

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: PS13

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

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

HPS: 140

Skilled Shot Score:

CI

402: 120

50 Yards Standing

Event Numbers & Firearm Type:

110	ML: Service Patched Ball Rifle
111	ML: Target Patched Ball Rifle
112	ML: Musket

602	Open: Double barrelled Rifle Large-bore
603	Open: Double barrelled Rifle Small-bore

Distance: 50 yards

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

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

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: PL7

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

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

HPS: 100

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

Skilled Shot Score:

ML			O	
110: 58	111: 64	112: 50	602: 56	603: 58

Running Boar

Event Numbers & Firearm Type:

404	Classic: Single Shot Rook and Rabbit rifle
601	Open: Any Rimfire Sporting Rifle
616	Open: Low Power Sporting Rifle

Distance: 55 yards

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

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

Sling & Rest: No slings

Position: Standing

Target: Running Boar

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

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

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

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

Skilled Shot Score:

CI	O	
404: 100	601: 120	616: 65

Running Deer

Event Numbers & Firearm Type:

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

Distance: 110 yards

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

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

Sling & Rest: No slings

Position: Standing

Target: Running Deer

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

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

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

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

Skilled Shot Score:

Cl	O			
420: 30	611: 30	613: 27	614: 30	615: 54

100 Yards Prone

Event Numbers & Firearm Type:

101	ML: Target Rifle	211	Vintage: Single Shot Large-bore
102	ML: Service Rifle	213	Vintage: Single Shot Small/Medium-bore
120	ML: Patched Ball	351	Carbine: Bolt Action .22 Target Rifle
		361	Carbine: Martini Action .22 Target Rifle Rimfire
		833	GR&P: Rimfire Target Rifle

Distance:	100 yards
Sights:	101, 351, 361, 833: Target Sight 102: As issued 120: Open sight 211, 213: Open or Aperture sight
Ammunition:	101, 102: Muzzle Loading Large, Medium or Small-bore (RB or CB) 120: Muzzle Loading Large, Medium or Small-bore (RB only) 211: Large-bore Vintage 213: Small or Medium-bore Vintage 351, 361, 833: RF
Sling & Rest:	Slings Permitted 351, 361: Full Target shooting rig permitted including Jackets, slings & Gloves
Position:	Prone unsupported
Targets:	PL7 101, 102: MLAGB Scoring
Course of Fire:	This event takes approximately 30 minutes to complete It requires 13 rounds 101, 102, 120: 23 rounds
Practice:	13 shots in 30 minutes, best 10 to count 101, 102, 120: 23 shots in 30 minutes, best 20 to count
HPS:	101, 102, 120, 211, 213: 100 351, 361, 833: 200
Notes:	All Loading and Capping to take place within the 30 minutes 101, 120, 211, 213: wiping permitted

Skilled Shot Score:

ML			Vi		Ca		GR&P
101: 85	102: 80	120: 70	211: 65	213: 65	351: 180	361: 185	833: 184

100 Yards Standing

Event Numbers & Firearm Type:

116	ML: Patched Ball	832	GR&P: Any Lever Action Rifle
117	ML: Musketoon	834	GR&P: Sporting Rifle
210	Vintage: Single Shot Large-bore	835	GR&P: Any Centrefire Gallery Rifle
212	Vintage: Single Shot Small/Medium-bore	836	GR&P: Any Rimfire Gallery Rifle
461	Classic: Single Shot Rook and Rabbit rifle		

Distance: 100 yards

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

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

Sling & Rest: Slings and Rests not permitted

Position: Standing

Target: PL7

Course of Fire: This event takes approximately 30 minutes to complete
It requires 23 rounds
116, 117, 210, 212: require 13 rounds

Practice 1: 23 shots in 30 minutes, best 20 to count
116, 117, 210, 212: 13 shots in 30 minutes, best 10 to count

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

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

Skilled Shot Score:

ML		Vi		GR&P				CI
116: 62	117: 58	210: 65	212: 65	832: 140	834: 160	835: 162	836: 166	461: 150

100 Yards Three Position

Event Numbers & Firearm Type:

300 Carbine: Any Centrefire

Distance: 100 yards

Sights: Open, Aperture, Target or Optical sight

Ammunition: Any Centrefire

Sling & Rest: Slings are not permitted

Position: Three Positions (See Practice)

Target: PL7

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

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

HPS: 200

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

Skilled Shot Score:

Ca
300: 165

200 Yards 'Agony' Snap

Event Numbers & Firearm Type:

237	Vintage: Any Rifle	539	Veteran: Service Rifle
305	Carbine: Any Rifle	545	Veteran: Service Sniper Rifle
416	Classic: Service Rifle	640	Open: Any Service Rifle
417	Classic: Service Sniper Rifle		

Distance: 200 yards

Sights: **237, 305:** Open or Aperture sight
416, 539, 640: As Issued sight
417, 545: As Issued Optical sight

Ammunition: **237:** Large or Medium-bore
305, 416, 417, 545: Large, Medium or Small-bore
539, 640: Medium or Small-bore

Sling & Rest: Slings and rests not permitted

Position: Prone Unsupported

Targets: NRA/HBSA 200 Yard c

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

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

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

HPS: 50

Skilled Shot Score:

Vi	Ca	Cl	Ve	O
237: 10	305: 21	416: 27	539: 27	640: 20
		417: 28	545: 28	

200 Yards Double Snap

Event Numbers & Firearm Type:

467	Classic: Service Rifle	643	Open: Any Lever Action Rifle
544	Veteran: Service Rifle	646	Open: Any Rifle
		647	Open: Any Sniper Rifle

Distance:	200 yards
Sights:	467, 544: As Issued sight 643, 646: Open or Aperture sight 647: Open, Aperture, Target or Optical sight
Ammunition:	467, 544, 647: Small-bore 646: Medium or Small-bore 643: Centrefire pistol calibre
Sling & Rest:	467, 544, 643: No slings or rests 646, 647: Slings permitted
Position:	Prone Unsupported
Targets:	NRA/HBSA 200 Yard c
Course of Fire:	This event takes approximately 20 minutes to complete It requires 10 rounds plus sighters
Practice 1:	2 non-convertible sighters, followed by five exposures of 5 seconds, 2 shots per exposure, minimum 5 seconds between exposures May start with 5 rounds loaded, rifle may be reloaded at any time during the series No more than 5 rounds to be loaded in the firearm at any one time 643: May start with 10 rounds loaded
Scoring:	A shot within the 4 ring will score 5 A shot within the 3 ring will score 3 A shot on any other part of the target will score 1
HPS:	50
Skilled Shot Score:	

Cl	Ve	O		
467: 23	544: 23	643: 20	646: 23	647: 27

200 Yards McQueen

Event Numbers & Firearm Type:

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

Distance: 200 yards

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

413, 509: As issued

719: Scope and mount must be of contemporary design

Ammunition: **413, 509:** Small-bore
624, 625: Medium or Small-bore
719: 7.62mm x 51mm NATO only

Sling & Rest: Service slings or traditional rest permitted with no rear rest (See A4.c, g and h)
Bipods not permitted unless demonstrated to be original as issued or in the spirit of as issued
719: No single point sling, rests permitted

Position: Prone

Targets: McQueen DP14

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

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

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

HPS: 50

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

Skilled Shot Score:

C	V	O	T
413: 39	509: 40	624: 40	625: 39
		719: 39	

200 Yards Prone

Event Numbers & Firearm Type:

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

Distance: 200 yards

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

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

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

Skilled Shot Score:

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

200 Yards Rapid

Event Numbers & Firearm Type:

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

Distance: 200 yards

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

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

Sling & Rest: Slings and rests not permitted

Position: Prone Unsupported
649: Prone, Sitting or Kneeling

Target: DP1

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

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

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

649: Start with 10 rounds loaded

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

HPS: 75

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

Skilled Shot Score:

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

200 Yards Standing

Event Numbers & Firearm Type:

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

Distance: 200 yards

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

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

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

Position: Standing unsupported

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

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

Practice 1: 2 non-convertible sighters, followed by 10 shots to count in 30 minutes
470, 471, 472: 2 non-convertible sighters, followed by 20 shots to count in 30 minutes

HPS: 50
470, 471, 472: 100

Notes: **105, 118, 119, 234, 251:** Wiping Allowed
234: Sporterised rifles allowed

Skilled Shot Score:

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

500 Yards Prone

Event Numbers & Firearm Type:

107	ML: Target Rifle	408	Classic: Service Rifle
108	ML: Service Rifle	523	Veteran: Any Rifle
208	Vintage: Any Rifle	524	Veteran: Service Rifle
209	Vintage: Service Rifle	632	Open: NRA TR .303 SR(b)
303	Carbine: Any Rifle	712	Transitional: Any Rifle
407	Classic: Any Rifle		

Distance:	500 yards
Sights:	107, 712: Target Sight 208, 303, 407, 523: Open or Aperture sight 108, 209, 408, 524: As Issued sight 632: Target Sight, as issued foresight
Ammunition:	107, 108: Muzzle Loading Large or Medium-bore (CB only) 208, 209: Large or Medium-bore, black powder only 303, 407, 523: Large, Medium or Small-bore 408, 524: Small-bore 632: .303 British (7.7 x 56mmR) only 712: 7.62x51mm NATO only
Sling & Rest:	208: Traditional rest 107, 108, 209, 408, 524: Issued sling 632: Two-point Sling, rests are not permitted 712: Single point sling permitted
Position:	Prone 208: Prone or Supine
Targets:	NRA/HBSA 500/600 yard Round Bull 407, 408, 524, 632: NRA/HBSA 500/600 yard Tin Hat
Course of Fire:	This event takes approximately 40 minutes to complete It requires 10 rounds plus sighters
Practice 1:	2 convertible sighters, followed by 10 shots to count in 30 minutes 107, 108, 208, 209: 1 fouling shot per barrel at RO discretion
HPS:	50
Notes:	107, 208: Wiping allowed
Skilled Shot Score:	

ML	Vi	Ca	Cl	Ve	O	T
107: 37	208: 38	303: 26	407: 33	523: 43	632: 45	712: 46
108: 37	209: 31		408: 40	524: 42		

600 Yards Prone

Event Numbers & Firearm Type:

109	ML: Any Rifle	528	Veteran: Any Rifle
230	Vintage: Any Rifle	530	Veteran: Service Rifle
253	Vintage: Buffalo Rifle	531	Veteran: Service Sniper Rifle
254	Vintage: Buffalo Optical Rifle	635	Open: Service Sniper Rifle
409	Classic: Any Rifle	636	Open: Scoped Sporting Rifle
450	Classic: Service Rifle	637	Open: NRA TR .303 SR(b)
454	Classic: Service Sniper Rifle	714	Transitional: Any Rifle
		720	Transitional: Sniper rifle

Sights: **109, 230, 253, 409, 528, 714:** Open, Target or Aperture sight
254, 636: Optical sight
637: Target Sight, as issued foresight
450, 530: As Issued sight
454, 531, 635, 720: As Issued Optical sight

Ammunition: **109:** Muzzle Loading Large, Medium or Small-bore (CB only)
230, 253, 254: Blackpowder only
409, 450, 454, 528, 530, 531, 635, 636: Centrefire Small-bore
637: .303 British (7.7 x 56mmR) only
714, 720: 7.62mm x 51mm NATO only

Sling & Rest: **109, 230, 409, 528, 635, 636, 720:** Sling or Rest permitted
253, 254: X sticks or Rest permitted
450, 454, 530, 531: Issued sling
637: Two-point Sling, rests are not permitted
714: Single point sling permitted

Position: Prone
230: Prone or Supine

Targets: **109, 230, 409, 528, 714:** HBSA 500/600 yard Round Bull
253, 254: Buffalo silhouette
450, 454, 530, 531, 635, 636, 637, 720: HBSA 500/600yard Tin Hat

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

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

HPS: 50

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

Skilled Shot Score:

ML	Vi	Cl	Ve	O	T
109: 30	230: 30	409: 38	528: 38	635: 45	714: 42
	253: 30	450: 35	530: 35	636: 47	720: 46
	254: 30	454: 45	531: 46		

900 Yards Prone

Event Numbers & Firearm Type:

113	ML: Any Rifle
232	Vintage: Any Rifle
233	Vintage: Service Rifle
451	Classic: Any Rifle
452	Classic: Service Rifle
456	 Classic: Service Sniper Rifle
536	 Veteran: Service Sniper Rifle

537	Veteran: Any Rifle
538	Veteran: Service Rifle
660	Open: Service Sniper Rifle
661	Open: Scoped Sporting Rifle
662	Open: Rifle Supine
716	Transitional: Any Rifle
721	Transitional: Service Sniper Rifle

Distance:	900 yards
Sights:	Open, Aperture or Target sight 233, 452, 538, 660: As Issued sight 661: Optical sight 456, 536, 660, 721: As Issued Optical sight
Ammunition:	113: Muzzle Loading Large, Medium or Small-Bore (CB only) 232: Large or Medium-bore 233: Medium or Small-bore 451, 452, 456, 536, 537, 538, 660, 661, 662: Small-bore 716, 721: 7.62mm x 51mm NATO only
Sling & Rest:	Use of Contemporaneous pattern slings permitted Back Slings permitted if Supine position adopted 113, 232, 537, 660, 661, 721: Rest permitted 233, 452, 456, 536, 538: Issued sling 451: Classic TR two point sling, no rest 662: Back sling permitted 716: Single point sling
Position:	Prone or Supine 451, 538, 716, 721: Prone 662: Supine
Targets:	NRA 900 yard Round Bull
Course of Fire:	This event takes approximately 40 minutes to complete It requires 10 rounds plus sighters
Practice 1:	2 convertible sighters, followed by 10 shots to count in 30 minutes 113, 232, 233: 1 fouling shot per barrel at RO discretion
HPS:	50
Notes:	113, 232: Wiping permitted
Skilled Shot Score:	

ML	Vi	Cl	Ve	O	T
113: 27	232: 33	451: 37	536: 40	660: 35	716: 37
	233: 29	452: 30	537: 37	661: 36	721: 40
		456: 40	538: 37	662: 37	

1000 Yards Prone

Event Numbers & Firearm Type:

240	Vintage: Any Rifle
668	Open: Any Sniping Rifle
669	Open: Any Scoped Sporting Rifle
722	Transitional: Sniper Rifle

Distance: 1000 yards

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

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

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

Position: Prone or Supine
722: Prone

Targets: NRA 1000 yard Round Bull

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

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

HPS: 50

Notes: **240:** Wiping Permitted

Skilled Shot Score:

Vi	O	T
240: 46	668: 45	722: 46
	669: 44	

Aggregates

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

F - Matchfinder

Match No.	Firearm Type	Event Name	Page
100	Muzzle Loading Target Rifle	200 Yards Prone	51
101	Muzzle Loading Target Rifle	100 Yards Prone	45
102	Muzzle Loading Service Rifle	100 Yards Prone	45
103	Muzzle Loading Any Rifle	200 Yards Prone	51
104	Muzzle Loading Service Rifle	200 Yards Prone	51
105	Muzzle Loading Target Rifle	200 Yards Standing	54
106	Muzzle Loading Service Rifle	200 Yards Standing	54
107	Muzzle Loading Target Rifle	500 Yards Prone	56
108	Muzzle Loading Service Rifle	500 Yards Prone	56
109	Muzzle Loading Any Rifle	600 Yards Prone	57
110	Muzzle Loading Service Patched Ball Rifle	50 Yards Standing	42
111	Muzzle Loading Target Patched Ball Rifle	50 Yards Standing	42
112	Muzzle Loading Musket	50 Yards Standing	42
113	Muzzle Loading Any Rifle	900 Yards Prone	58
114	Muzzle Loading Flintlock Rifle (Original)	200 Yards Prone	51
115	Muzzle Loading Flintlock (Original/Reproduction)	200 Yards Prone	51
116	Muzzle Loading Patched Ball	100 Yards Standing	46
117	Muzzle Loading Musketoons	100 Yards Standing	46
118	Muzzle Loading Any Percussion Rifle	200 Yards Standing	54
119	Muzzle Loading Patched Ball Rifle	200 Yards Standing	54
120	Muzzle Loading Patched Ball	100 Yards Prone	45

Match No.	Firearm Type	Event Name	Page
200	Vintage Carbine	200 Yards Prone	51
201	Vintage Any Rifle	200 Yards Prone	51
202	Vintage Service Single Shot Large-bore	200 Yards Prone	51
203	Vintage Service Single Shot Medium-bore	200 Yards Prone	51
204	Vintage Service Single Shot Large-bore	200 Yards Standing	54
205	Vintage Service Single Shot Medium-bore	200 Yards Standing	54
206	Vintage Service Single Shot Small-bore	200 Yards Standing	54
207	Vintage Repeating Rifle	200 Yards Standing	54
208	Vintage Any Rifle	500 Yards Prone	57
209	Vintage Service Rifle	500 Yards Prone	57
210	Vintage Single Shot Rifle Large-bore	100 Yards Standing	46
211	Vintage Single Shot Rifle Large-bore	100 Yards Prone	45
212	Vintage Single Shot Rifle Med/Small-bore	100 Yards Standing	46
213	Vintage Single Shot Rifle Med/Small-bore	100 Yards Prone	45
230	Vintage Any Rifle	600 Yards Prone	57
232	Vintage Any Rifle	900 Yards Prone	58
233	Vintage Service Rifle	900 Yards Prone	58
234	Vintage Any Rifle	200 Yards Standing	54
235	Vintage Any Single Shot Rifle	200 Yards Rapid	53
236	Vintage Repeating Rifle	200 Yards Rapid	53
237	Vintage Any Rifle	200 Yards 'Agony' Snap	48
240	Vintage Any Rifle	1000 Yards Prone	59
251	Vintage American Offhand	200 Yards Standing	54
253	Vintage Buffalo Rifle	600 Yards Prone	57
254	Vintage Buffalo Optical Rifle	600 Yards Prone	57

Match No.	Firearm Type	Event Name	Page
300	Carbine Any Centrefire	100 Yards Three Position	47
301	Carbine Any Service Rifle	200 Yards Prone	51
302	Carbine Any Rifle	200 Yards Prone	51
303	Carbine Any Rifle	500 Yards Prone	56
304	Carbine Any Rifle	200 Yards Rapid	53
305	Carbine Any Rifle	200 Yards 'Agony' Snap	48
350	Carbine Bolt Action Rimfire Target Rifle	50 Metre Prone	40
351	Carbine Bolt Action .22 Target Rifle	100 Yards Prone	45
360	Carbine Martini Action Rimfire Target Rifle	50 Metre Prone	40
361	Carbine Martini Action .22 Target Rifle Rimfire	100 Yards Prone	45

Match No.	Firearm Type	Event Name	Page
400	Classic Miniature Target Rifle	50 Metre Prone	40
401	Classic Miniature Military Rifle	50 Metre Prone	40
402	Classic Single Shot Rook & Rabbit Rifle	50 Metre Rook & Rabbit	42
403	Classic Single Shot Service Rifle	200 Yards Prone	51
404	Classic Single Shot Rook & Rabbit Rifle	Running Boar	43
405	Classic Any Centrefire Rifle	200 Yards Prone	51
406	Classic Service Rifle	200 Yards Prone	51
407	Classic Any Rifle	500 Yards Prone	56
408	Classic Service Rifle	500 Yards Prone	56
409	Classic Any Rifle	600 Yards Prone	57
410	Classic Sporting Rifle	200 Yards Prone	51
411	Classic Sporting Rifle Optical	200 Yards Prone	51
412	Classic Service Sniper Rifle	200 Yards Prone	51
413	Classic Service Sniper Rifle	200 Yards McQueen	50
414	Classic Service Rifle	200 Yards Standing	54
415	Classic Miniature Target Rifle	200 Yards Prone	50
416	Classic Service Rifle	200 Yards 'Agony' Snap	48
417	Classic Service Sniper Rifle	200 Yards 'Agony' Snap	48
420	Classic Sporting Rifle	Running Deer	44
450	Classic Service Rifle	600 Yards Prone	57
451	Classic Any Rifle	900 Yards Prone	58
452	Classic Service Rifle	900 Yards Prone	58
454	Classic Service Sniper Rifle	600 Yards Prone	57
456	Classic Service Sniper Rifle	900 Yards Prone	58
461	Classic Single Shot Rook & Rabbit Rifle	100 Yards Standing	46
463	Classic Single Shot Rook & Rabbit Rifle	200 Yards Prone	51
464	Classic Any Centrefire Rifle	200 Yards Rapid	53
465	Classic Service Rifle	200 Yards Rapid	53
467	Classic Service Rifle	200 Yards Double Snap	49
470	Classic Rimfire Schutzen Rifle	200 Yards Standing	54
471	Classic Centrefire Schutzen Rifle	200 Yards Standing	54
472	Classic Open Schutzen Rifle	200 Yards Standing	54

Match No.	Firearm Type	Event Name	Page
500	Veteran Miniature Rifle	50 Metre Prone	40
505	Veteran Any Rifle	200 Yards Prone	51
506	Veteran Service Rifle	200 Yards Prone	51
508	Veteran Service Rifle Sniper Optical	200 Yards Prone	51
509	Veteran Service Sniper Rifle	200 Yards McQueen	50
510	Veteran Service Rifle	200 Yards Standing	55
523	Veteran Any Rifle	500 Yards Prone	56
524	Veteran Service Rifle	500 Yards Prone	56
528	Veteran Any Rifle	600 Yards Prone	57
530	Veteran Service Rifle	600 Yards Prone	57
531	Veteran Service Sniper Rifle	600 Yards Prone	57
536	Veteran Service Sniper Rifle	900 Yards Prone	58
537	Veteran Any Rifle	900 Yards Prone	58
538	Veteran Service Rifle	900 Yards Prone	58
539	Veteran Service Rifle	200 Yards 'Agony' Snap	48
540	Veteran Service Rifle	200 Yards Rapid	54
541	Veteran Enfield Rifle	200 Yards Rapid	54
542	Veteran Any Rifle	200 Yards Rapid	54
544	Veteran Service Rifle	200 Yards Double Snap	49
545	Veteran Service Sniper Rifle	200 Yards 'Agony' Snap	48

Match No.	Firearm Type	Event Name	Page
600	Open Any Miniature Sporting Rifle	50 Metre Prone	40
601	Open Any Rimfire Sporting Rifle	Running Boar	43
602	Open Double Barrelled Rifle Large-Bore	50 Yards Standing	42
603	Open Double Barrelled Rifle Small-Bore	50 Yards Standing	42
611	Open Any Centrefire Rifle	Running Deer	44
613	Open Any Big Game Rifle	Running Deer	44
614	Open Any Black Powder Military Rifle over 9.5mm	Running Deer	44
615	Open Any Military Rifle under 9.5mm	Running Deer	44
616	Open Low Power Sporting Rifle	Running Boar	43
619	Open Gallery Rifle Pre-1961 Design	200 Yards Rapid	54
624	Open Any Sporting Rifle	200 Yards McQueen	50
625	Open Any Service Sniper Rifle	200 Yards McQueen	50
630	Open British Commonwealth TR NRA .303 SR(b)	200 Yards Prone	51
631	Open Any Target Rifle SR(b) modified	200 Yards Prone	51
632	Open British Commonwealth TR NRA .303 SR(b)	500 Yards Prone	56

Match No.	Firearm Type	Event Name	Page
635	Open Any Sniper Rifle	600 Yards Prone	57
636	Open Any Scoped Sporting Rifle	600 Yards Prone	57
637	Open British Commonwealth TR NRA .303 SR(b)	600 Yards Prone	57
640	Open Any Service Rifle	200 Yards 'Agony' Snap	48
643	Open Any Lever Action Rifle	200 Yards Double Snap	49
646	Open Any Rifle	200 Yards Double Snap	49
647	Open Any Sniper Rifle	200 Yards Double Snap	49
648	Open Any Lever Centrefire Repeater	200 Yards Prone	51
649	Open Any Lever Centrefire Rifle	200 Yards Rapid	55
660	Open Any Sniper Rifle	900 Yards Prone	58
661	Open Any Scoped Sporting Rifle	900 Yards Prone	58
662	Open Any Rifle Supine	900 Yards Prone	58
663	Open Any Lever Centrefire Repeater	200 Yards Standing	46
664	Open Any Service Sniper	200 Yards Prone	51
665	Open Any Military Miniature	200 Yards Prone	51
667	Open Any .22 Rimfire Rifle	200 Yards Prone	51
668	Open Any Sniper Rifle	1000 Yards Prone	59
669	Open Any Scoped Sporting Rifle	1000 Yards Prone	59

Match No.	Firearm Type	Event Name	Page
710	Transitional Any Rifle	200 Yards Prone	51
712	Transitional Any Rifle	500 Yards Prone	56
714	Transitional Any Rifle	600 Yards Prone	57
716	Transitional Any Rifle	900 Yards Prone	58
718	Transitional Any Rifle	200 Yards Rapid	55
719	Transitional First Generation 7.62 Sniper	200 Yards McQueen	50
720	Transitional Sniper Rifle	600 Yards Prone	57
721	Transitional Sniper Rifle	900 Yards Prone	58
722	Transitional Sniper Rifle	1000 Yards Prone	59

Match No.	Firearm Type	Event Name	Page
801	Rifled Pistol	25 Metre Precision	32
802	Smoothbore Pistol	25 Metre Precision	32
803	Target Pistol	25 Metre Precision	32
804	Target Revolver	25 Metre Precision	32
805	Standard Revolver	25 Metre Precision	32
810	Any Pistol	50 Metre Precision - Pistol	38
811	Standard Revolver	50 Metre Precision - Pistol	38
814	Shoulder Stocked Pistol	50 Metre Precision - Pistol	38
822	Any Lever Action Repeating Rifle	50 Metre Precision - Rifle	39
823	Rimfire Schutzen Rifle	50 Metre Precision - Rifle	39
824	Any Rifle	50 Metre Precision - Rifle	39
825	Centrefire Gallery Rifle	50 Metre Precision - Rifle	39
826	Rimfire Gallery Rifle	50 Metre Precision - Rifle	39
832	Any Lever Action Rifle	100 Yards Standing	46
833	Rimfire Target Rifle	100 Yards Prone	45
834	Sporting Rifle	100 Yard Standing	46
835	Any Centrefire Gallery Rifle	100 Yard Standing	46
836	Any Rimfire Gallery Rifle	100 Yard Standing	46
841	Target Revolver	25 Metre Slowfire - Pistol	33
842	Standard Revolver	25 Metre Slowfire - Pistol	33
843	Any Lever Action Repeating Rifle	25 Metre Slowfire - Rifle	34
844	Sporting Rifle	25 Metre Slowfire - Rifle	34
845	Any Centrefire Gallery Rifle	25 Metre Slowfire - Rifle	34
846	Any Rimfire Gallery Rifle	25 Metre Slowfire - Rifle	34
847	Closed Frame Revolver	25 Metre Slowfire - Pistol	33
848	Open Frame Revolver	25 Metre Slowfire - Pistol	33
851	Flintlock Pistol	25 Metre Duelling - Pistol	30
852	Single Shot Percussion Pistol	25 Metre Duelling - Pistol	30
853	Single Shot Gallery Rifle	25 Metre Duelling - Rifle	31
854	Repeating Centrefire Gallery Rifle	25 Metre Duelling - Rifle	31
855	Any Gallery Rifle	25 Metre Duelling - Rifle	31
860	Double Action Revolver	25 Metre Bobber - Pistol	28
861	Target Revolver	25 Metre Bobber - Pistol	28
862	Standard Revolver	25 Metre Bobber - Pistol	28
863	Centrefire Gallery Rifle	25 Metre Bobber - Rifle	29
864	Rimfire Gallery Rifle Manual Action	25 Metre Bobber - Rifle	29
865	Any Gallery Rifle	25 Metre Bobber - Rifle	29
866	Self-Loading Gallery Rifle	25 Metre Bobber - Rifle	29

Match No.	Firearm Type	Event Name	Page
870	Trigger Cocked Revolver	25 Metre Surrenden - Pistol	35
872	Any Revolver	25 Metre Surrenden - Pistol	35
873	Thumb Cocked Revolver	25 Metre Surrenden - Pistol	35
874	Centrefire Gallery Rifle	25 Metre Surrenden - Rifle	38
881	Target Revolver	25 Metre Advancing - Pistol	25
882	Standard Revolver	25 Metre Advancing - Pistol	25
883	Standard Double Action Revolver	25 Metre Advancing - Pistol	25
884	Centrefire Gallery Rifle	25 Metre Advancing - Rifle	26
885	Gallery Rifle Semi-Auto	25 Metre Advancing - Rifle	26
886	Rimfire Gallery Rifle Manual	25 Metre Advancing - Rifle	26
887	Any Gallery Rifle	25 Metre Advancing - Rifle	26
888	Centrefire Gallery Rifle	50 Metre Advancing	37
889	Rimfire Repeating Rifle	50 Metre Advancing	37
891	Target Revolver	25 Metre ARA	27
892	Standard Revolver	25 Metre ARA	27
893	Double Action Revolver	25 Metre ARA	27
896	Standard Pocket Revolver	10 Metre Pockets	24
897	Single Action Pocket Revolver	10 Metre Pockets	24
898	Double Action Pocket Revolver	10 Metre Pockets	24

NOTES

Trafalgar Meeting

Saturday 21st – Sunday 22nd October 2023

The Trafalgar Meeting offers the pleasurable opportunity to use, view and handle historical, classic and vintage arms. Museums and private collectors do preserve our heritage firearms, however practical use by shooters with knowledge of these guns adds another dimension. These firearms being shot across the ranges is a reminder of the history of their development, from flint muzzle-loader or matchlock, to breech-loading nitro cartridge firearms

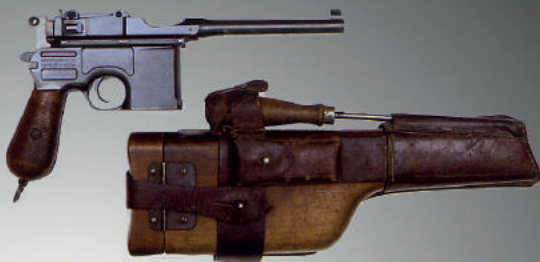
- Competitions -

10 Yard	50m Precision	200 Yards Double Snap
25m Advancing	50m Rook and Rabbit	200 Yards McQueen
25m ARA	50 Yards Standing	200 Yards Prone
25m Bobber	Running Boar	200 Yards Rapid
25m Dueling	Running Deer	200 Yards Standing
25m Precision	100 Yards Prone	500 Yards
25m Slowfire	100 Yards Standing	600 Yards
25m Surrenden	100 Yards Three Position	900 Yards
50m Advancing	200 Yards 'Agony' Snap	1000 Yards



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