



NATIONAL RIFLE ASSOCIATION



Classic & Historic Handbook 2025



Imperial Historic Arms

12 – 13 July

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

COMPETITIONS

10m Rapid
25m Advancing
25m Precision
50m Advancing
50m Precision
Bobber
Duelling

Slowfire
Surrenden
Running Boar
Running Deer
100x Prone
100x Standing

100x Three Position
200x 'Agony' Snap
200x Double Snap
200x McQueen
200x Prone
200x Rapid
200x Standing

The weekend offers an assortment of events ranging from 10m to 200 yards, for Muzzle Loading firearms dating back to pre-1874 all the way through to more modern firearms made no later than 1975

online.nra.org.uk/Imperial-2025-Historic



The Classic & Historic Handbook

“In The Spirit of the Original”



NATIONAL RIFLE ASSOCIATION

Volume 7 of the NRA Handbook

2025 Edition

This Handbook is issued by, and the Rules, Regulations and Conditions are made by, order of the Council and approved on 8 February 2025

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2025 Handbook Edits

Changes from the 2024 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.

For 2025 we have made efforts to revise the Datelines and integrate the Gallery Rifle & Pistol, and Carbine events into the dated format. In doing so the existing event numbering format was questioned and the decision was made to create a new four digit number system to aid shooters in understanding which events they can compete in.

The system is similar to the GR&P Handbook in that the first two numbers identify the event, and the last two numbers the firearm type.

Example: 200 Yard Prone match for Classic Service Rifles was previously numbered 406, it is now match 3657. 36 is the event code for the 200 Yard Prone match, and 57 is the firearm code for a Classic Service Rifle.

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Introduction

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

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

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

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

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

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

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

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

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

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

Aims and Objectives of Historic Shooting

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

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

Historic shooting needs to balance several objectives:

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

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

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

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

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

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

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

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

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

A - Rules & Conditions

A1 Discipline

The Meeting is conducted “In Accordance With The Spirit of the Original” and NRA Range Orders & Rules (see NRA Handbook volumes 1 & 2) and it is expected that competitors will conduct themselves in accordance with these rules

A2 Disability

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

A3 Challenges & Protests

A3.1 Challenges

A3.1.1 When a competitor feels that a shot has been improperly evaluated or scored, they may make a challenge. Such challenge must be made immediately upon announcement or indication of the score and before another shot is taken. No challenge will be accepted after the target has been handled by the shooter

A3.1.2 When targets are scored on the target frames, or at a prescribed location behind the firing line, and scoring of a shot is challenged the CRO will immediately call a Jury (see A3.2) who will score the target. If necessary, to avoid delaying the event, the challenged target will be replaced with a clean target and the event will proceed. The Jury will then score the target as soon as possible and notify the competitor

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

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

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

A3.2 Jury

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

A3.3 Protests

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

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

A4 Rifle Slings and Rests

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. In service rifle events, if an as-issued sight is adjustable laterally for wind, the lateral adjustment must be centred and not used during the competition if lateral zero can be obtained by means of the front sight. If the lateral adjustment is the only practical manner to obtain a lateral zero, the lateral adjustment must be left in the zeroed position and not adjusted before or during the competition. Reproduction or commercial replacement sights of the same pattern as the service issue item may be used, however they must not offer any advantage to shooting over the original pattern

A9 Wiping

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

A10 Fouling Shots

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

A11 Ready Positions

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

A12 Tie Breaks

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

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

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

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

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

A13 Scoring, Results & Prizes

A13.1 Scorecards

- A13.1.1 Score cards should be legibly filled out and protected from the elements. Scores should be totalled and final score filled in the box at the top right hand of the card. Scores should be signed for and counter signed by the RO/Register keeper
- A13.1.2 Where matches permit the conversion of sighting shots, the procedure outlined in Para 342 of the NRA Handbook volume 2 is to be followed. Claimed sighting scores are to be struck out and the value re-entered into the scoring box. Any scoring boxes left blank will be scored 0 by stats
- A13.1.3 Chief Stats will ensure that all completed scorecards are retained for 30 days after the end of the meeting

A13.2 Posting results

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

A13.3 Changing final results

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

A13.4 Prizes and Trophies

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

- A13.4.1 **Shoulder Medals:** An NRA silver shoulder medal will be presented to anyone finishing in first place in any prizelist (subject to A13.4.5). This will be accompanied by a date bar, and a Meeting bar that displays the name of the Meeting. Competitors will receive additional Meeting bars, owing to the number of first place results they have
- A13.4.2 **Certificates:** Prize certificates are awarded in each event subject to the amount of entries:
- a. 2+ Competitors: 1st Place only
 - b. 6+ Competitors: 1st and 2nd Place
 - 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 volume 2
- A13.4.5 Should there be only one entry in any event or class no prize will be awarded
- A13.5 Scoring Conventions**
- A13.5.1 Shots will be scored using “Inward Scoring” as defined in Rule 306 where a shot touching a line between scoring areas will be scored with the highest value except where the match is annotated “MLAGB Scoring”
- A13.5.2 **MLAGB Scoring:** The centre point of the bullet shall touch the line to count for the higher score. When scoring, the outside of the line shall be deemed to be the line for the purposes of this Rule

B - Safety Procedures

B1 Overview

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

B2 Ammunition

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

- a. Gallery Ranges:** Max MV – 2150fps 655m/s Max ME 1496 ftlb 2030J
- b. Open Ranges:** Max MV – 3280fps 1000m/s Max ME 3319 ftlb 4500J

B3 Loading

B3.1 General

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

B3.2 Breech Loading Arms

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

B3.3 Muzzle Loading Arms

- B3.3.1 Muzzle loading arms are to be 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 & Definitions

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

GUIDE TO DATELINE & DESIGN PERIODS	
A firearm may always be used in a match for a later period unless disallowed in the Match List	
<u>PERIOD</u>	<u>DATELINE</u>
Muzzle Loading	Pre -1874 Flintlock & Percussion
Vintage	Pre -1891 Black Powder only
Classic	Pre-1919
Veteran	Pre-1945
Post Veteran	Pre-1965
Open	Pre-1975

C1 Datelines

- C1.1 Muzzle Loading:** Pre-1874 design Flintlock & percussion. Capping breech-loaders are eligible but not modern 'straight line' patterns
- C1.2 Vintage:** Pre-1891 design Black powder only. Breech loaders only unless permission is given
- C1.3 Classic:** Pre-1919, CF unless stated otherwise
- C1.4 Veteran:** Designs prior to 1945, CF unless stated otherwise. Rifles No4 Mk2, 1/2 and 1/3 are deemed to be Veteran
- C1.5 Post Veteran:** Designs prior to 1965
- C1.6 Open:** Designs prior to 1975. The purpose of the open class is to permit the inclusion of later designs of firearm that do not fall into any of the current classes. It is assumed that firearms in the open class will be grouped into emerging classes in the fullness of time. Open Class is not to be considered as a means of introducing modern firearms into competition
- The absolute design date limit for Open Class events will be taken to be 1st January of the year 50 years prior to the date of the meeting, CF unless stated otherwise. Firearms in the Open class must be either manufactured in the designated time period or be faithful reproductions of the original design. Modifications or modern interpretations of original designs that improve performance do not meet the aims and objectives of Historical Shooting and are not permitted
- C1.7 Honours Only**
- C1.7.1** A competitor wishing to shoot a firearm which does not fall into any of the available classes may, with the agreement of the Range Conducting Officer, and if it can be accommodated without denying a place to a shooter with a qualifying firearm, shoot a match entry with an unclassified firearm provided it is suitable for the range and the score is not counted in the competition. The match card is to be clearly marked "Honours Only" and signed by the Range Officer

C2 Firearm Definitions

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

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

Carbine: A Short Barrel Rifle Max OAL 40.5"

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

Double Barrelled Rifle: A sporting rifle with two barrels

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

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

Manual: A firearm requiring manual action to reload

Musket: A smoothbore Long Arm

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

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

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

Repeater: Capable of discharging several projectiles without reloading

Revolver: A specific type of Multi shot handgun

Rifle: A long arm with a rifled barrel

Rifled Pistol: A pistol with a rifled barrel

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

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

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

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

Smoothbore Pistol: A pistol fitted with a smoothbore barrel

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

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

Standard Pistol: A pistol fitted with fixed sights

Standard Revolver: A revolver fitted with fixed sights

Target Pistol: A pistol fitted with adjustable sights

Target Revolver: A revolver fitted with adjustable sights

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

Target Rifle SR(b): A service rifle modified for target shooting by fitting a Target rear sight but retaining the service foresight

C3 Ammunition Definitions

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

- C3.1 Miniature:** Rim fire not exceeding .23" (5.84mm), or the following **low power** centre fire rounds including: .297"/.230" short and long. .310 Cadet
 - a. Max MV 1705 ft/s (520m/s)
 - b. Max ME 475 ft-lb (645J)
- C3.2 Small:** Under 0.33" (8.38mm)
- C3.3 Medium:** Between 0.33" (8.38mm) and 0.476" (12.09mm) with a design ME less than 3319 ft/lb(4500J). Specifically excluded rounds including: .45/75 Winchester, .40/90 Sharps, .360" Gibbs, .375" H&H Magnum all of which are classified as small
- C3.4 Large:** Rounds with a calibre greater than .476" (12.09mm) with a design ME less than 3319 ft-lb (4500J). Specifically excluded rounds include: .500" Nitro Express which is classified as medium-bore
- C3.5 Rook & Rabbit:** Refers to a range of centrefire low energy rounds intended for small game including: .380Long, .360 No5, .310 Greener, .295/.300, .297/.250, .297/.230, .32WCF
 - a. Max MV less than 1705 ft/s (520m/s)
 - b. Max ME less than 475 ft-lb (645J)
- C3.6 Big Game:** Between 1750ft lb/2373J and 3319ft lb/4500J
- C3.7 Pistol Calibre:** Centrefire pistol ammunition, typically straight sided and of low to medium velocity designed for use in handguns. This has been extended to include some modern chambering, specifically: .38special/.357 and .44Special/.44Magnum
 - a. Max MV less than 1379 ft/s (420 m/s),
 - b. Max ME less than 1032 ft-lb (1400J)

- C3.8 Muzzle Loading (ML):** Muzzle loading ammunition should be matched to the firearm, and comply with the following criterion:
- 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
 - Propellant: Black Powder or Black Powder Substitute
 - The use of modern jacketed projectiles with plastic sabots is specifically forbidden

D – Event Conditions & Targets

D1 Event Index

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












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












D2 Firearm Index

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

Class	ID	Firearm
VE	60	Any Rifle
VE	61	Carbine
VE	62	Pistol Calibre Rifle
VE	63	Miniature Calibre Rifle
VE	64	Semi-Auto Rifle
VE	65	Manual Repeating Rifle
VE	66	Single Shot Rifle
VE	67	Miniature Schutzen Rifle
VE	68	Double Barrelled Rifle (LB)
VE	69	Double Barrelled Rifle (SB)
VE	71	Target Rifle
VE	72	Enfield Rifle
VE	73	Service Carbine
VE	74	Service Rifle
VE	75	Miniature Schützen Rifle
VE	76	Sniper Rifle
PV	80	Any Rifle
PV	81	Miniature Calibre Rifle
PV	82	Pistol Calibre Rifle
PV	83	Big Game Rifle
PV	84	Target Rifle
PV	85	Target Rifle SR(b) .303
PV	86	Target Rifle SR(b)
PV	87	Target Rifle 7.62 NATO
PV	88	Service Rifle
PV	89	Sniper Rifle
OP	90	Any Rifle
OP	91	Miniature/Pistol Calibre Rifle
OP	92	Sporting Rifle
OP	94	Service Rifle
OP	95	Sniper Rifle

D3 Targets

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

NRA/ HBSA 300 yard Round Bull		V 5"	5 7.5"	4 18"	3 30"	2 35"	
NRA/ HBSA 500-600 yard Round Bull		V 10"	5 15"	4 36"	3 48"	2 72"	
NRA 500 yard Round Bull		V 150mm	5 250mm	4 660mm	3 990mm	2 1320mm	
NRA 600 yard Round Bull		V 192mm	5 320mm	4 660mm	3 990mm	2 1320mm	
NRA Long Range (800 – 1000 yards)		V 351mm	5 585mm	4 1120mm	3 1830mm	2 2420mm	1 ROT
PL7		X 1" 5 11.8"	10 2" 4 13.8	9 3.9" 3 15.8"	8 5.8" 2 17.7	7 7.8" 1 19.7	6 9.8"
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" 5 9.0"	9 3.7" 4 10.4"	8 5.0" 3 11.7"	7 6.4" 2 13.1"	6 7.7" 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

10m Rapid (1021-1024)

Event Numbers & Firearm Type:

1021 ML: Standard Revolver

1024 ML: Double Action Pocket Revolver

1022 ML: Standard Pocket Revolver

Distance: 10 metres

Sights: Open sights

Ammunition: Any Muzzle Loading

Position: Standing, single handed shooting
1021, 1022: Free hand may be used to re-cock pistol

Target: PS14

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

Sighters: Unlimited shots in 5 minutes

Practice 1: One series of 5 shots in 120 seconds
Shooters are to start and finish in the Ready Position

Practice 2: One series of 5 shots in 30 seconds
Shooters are to start and finish in the Ready Position

Practice 3: One series of 5 shots in 15 seconds
Shooters are to start and finish in the Ready Position

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

HPS: 105

Notes: Maximum dimensions for Pocket Revolvers: height plus length less than 15 inches
1021: Includes Pocket Revolvers
1024: Trigger cocked actions, including pepperboxes

Skilled Shot Score:

ML		
1021: 85	1022: 76	1024: 76

Imperial Historic Arms Trophies

1021 Khyber Challenge Trophy

1024 Cottis Trophy

Trafalgar Trophies

1021 Target Gun Pocket Pistol Trophy

1022 Pocket Revolver Trophy

25m Advancing – Revolver (1421-25)

Event Numbers & Firearm Type:

1421	ML: Standard Revolver
1423	ML: Double Action Revolver

1425	ML: Target Revolver
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Distance:	25 metres
Sights:	Open sights
Ammunition:	Any Muzzle Loading
Position:	Standing unsupported Single hand shooting 1421, 1425: Other hand may be used to cock the firearm 1423: must be held and fired singled handed, fired double action (trigger cocking)
Target:	DP1c (new)
Course of Fire:	This event takes approximately 45 minutes to complete It requires 15 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes at a static target at 25m
Practice 1 - 3:	Three series of 5 shots Targets will advance from 25 to 10 metres at walking pace, then turn away All shots must be fired during the facing time Shooters are to start and finish each Practice in the Ready Position
Scoring:	The targets are to be scored at the end of each Practice
HPS:	75
Notes:	
Skilled Shot Score:	

ML		
1421: 46	1423: 50	1425: 49

Imperial Historic Arms Trophies

1421	Classic Service Revolver Trophy
1423	Walter Winans Photograph
1425	The Penn Percussion Trophy

Trafalgar Trophies

1421	Rampant Colt Statuette
1423	Colour Sergeants Tankard
1425	John Marsh trophy

25m Advancing – Rifle (1462-91)

Event Numbers & Firearm Type:

1462	VE: Pistol Calibre Rifle
1464	VE: Semi-Auto Rifle

1465	VE: Miniature Manual Repeating Rifle
1491	OP: Miniature/Pistol Calibre Rifle

Distance: 25 metres

Sights: Open or Aperture sights
1491: Optical sights permitted

Ammunition: **1462:** Pistol calibre
1464, 1465: Miniature
1491: Pistol or Miniature

Slings & Rests: No slings or rests permitted

Position: Standing unsupported

Target: DP1c (new)

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

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

Practice 1-6: Six series of 5 shots
Targets will advance from 25 to 10 metres at walking pace, then turn away
All shots must be fired during the facing time
Shooters are to start and finish each Practice in the Ready Position

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

HPS: 150

Skilled Shot Score:

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

 Imperial Historic Arms Trophies

 Trafalgar Trophies

1464 NPA Veteran Service Revolver Rose Bowl

25m Precision (1511-1525)

Event Numbers & Firearm Type:

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

1521	ML: Standard Revolver
1525	ML: Target Revolver

Distance:	25 metres
Sights:	Open sights 1513, 1525: Target sights
Ammunition:	Any Muzzle Loading
Sling & Rest:	Rests not permitted
Position:	Standing unsupported One handed firing (other hand may be used to cock)
Targets:	PL7
Course of Fire:	This event takes approximately 45 minutes to complete It requires 13 rounds
Practice 1:	13 shots to be fired in 30 minutes, best 10 to count Start unloaded
Scoring:	MLAGB scoring to be used
HPS:	100
Notes:	1511, 1512, 1513: Set triggers allowed
Skilled Shot Score:	

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

Imperial Historic Arms Trophies

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

Trafalgar Trophies

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

50m Advancing (1762-63)

Event Numbers & Firearm Type:

1762 VE: Pistol Calibre Rifle

1763 VE: Miniature Calibre Rifle

Distance: 50 metres

Sights: Open or Aperture sights

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

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Target: DP1c (new)

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

Sighters: Unlimited shots in 5 minutes at a static target

Practice 1-3: Three series of 10 shots

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

All shots must be fired during the facing time

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

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

HPS: 150

Skilled Shot Score:

VE	
1762: 100	1763: 100

50m Precision – Pistol (1810-1821)

Event Numbers & Firearm Type:

1810	ML: Any Pistol	1821	ML: Standard Revolver
1816	ML: Shoulder Stocked Pistol		

Distance:	50 metres
Sights:	Open sights
Ammunition:	Any Muzzle Loading
Position:	Standing unsupported 1810, 1821: Single hand shooting – other hand may be used to cock the firearm
Target:	PS13
Course of Fire:	This event takes approximately 30 minutes to complete It requires 10 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1-2:	Two series of five shots each in 10 minutes to include loading
Scoring:	The targets are to be scored at the end of each Practice
HPS:	70
Notes:	1816, 1821: 19 th Century design, including accurate reproductions
Skilled Shot Score:	

ML		
1810: 50	1816: 55	1821: 48

Imperial Historic Arms Trophies

1810	Dunmore Challenge Trophy
1821	Cartridge King Trophy

Trafalgar Trophies

1810	New Zealand Goblet
1821	NPA Edwardian Pistol Trophy

50m Precision – Rifle (1851-91)

Event Numbers & Firearm Type:

1851	CL: Rook and Rabbit Rifle
1862	VE: Pistol Calibre Rifle
1864	VE: Semi-Auto Rifle

1865	VE: Miniature Manual Repeating Rifle
1867	VE: Miniature Schützen Rifle
1891	OP: Pistol Calibre Rifle

Distance: 50 metres

Sights: Open or Aperture sight

Ammunition: **1851:** Rook & Rabbit
1862, 1891: Pistol calibre
1864, 1865, 1867: Miniature

Position: Standing unsupported

Target: PS13

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

Sighters: Unlimited shots in 5 minutes

Practice 1-2: Two series of 10 shots in 10 minutes

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

HPS: 140

Notes: **1867:** European Schutzen pattern only. Palmrest and hooked buttplate allowed

Skilled Shot Score:

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



Imperial Historic Arms Trophies



Trafalgar Trophies

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

50m Prone (1951-88)

Event Numbers & Firearm Type:

1956	CL: Miniature Target Rifle	1974	VE: Miniature Service Rifle
1957	CL: Miniature Service Rifle	1984	PV: Miniature Target Rifle
1971	VE: Miniature Target Rifle	1988	PV: Miniature Service Rifle

Distance: 50 metres

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

Ammunition: Miniature

Sling & Rest: Double point sling
1974: Single or double point sling

Position: Prone unsupported

Target: GR5

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

Sighters: Unlimited shots in 5 minutes

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

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

HPS: 200

Skilled Shot Score:

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

50 Yards Standing (2031-69)

Event Numbers & Firearm Type:

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

Distance:	50 yards
Sights:	2031, 2068, 2069: Open sight 2032: Target sight 2033: As issued
Ammunition:	2031, 2032, 2033: Muzzle Loading (RB only) 2068: Large 2069: Small
Sling & Rest:	No slings or rests permitted
Position:	Standing unsupported
Target:	PL7
Course of Fire:	This event takes approximately 45 minutes to complete 2031, 2032, 2033: requires 10 rounds plus sighters 2068, 2069: requires 12 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1:	2031, 2032, 2033: Two series of 5 shots each to be fired in 10 minutes 2068, 2069: 12 shots, best 10 to count in 10 minutes. Shots fired from alternate barrels
HPS:	100
Notes:	2031, 2032, 2033: Contemporary designs 2032: Wiping between shots Permitted

Skilled Shot Score:

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

Imperial Historic Arms Trophies

Trafalgar Trophies

2068	Heasman Double Elephant Shield
2069	Stimpson Stag Trophy

ARA (2221-2225)

Event Numbers & Firearm Type:

2221	ML: Standard Revolver
2223	ML: Double Action Revolver

2225	ML: Target Revolver
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Distance:	25 metres
Sights:	Open sights
Ammunition:	Any Muzzle Loading
Position:	Standing unsupported Single hand shooting 2221, 2225: Other hand may be used to cock the firearm
Target:	PS14
Course of Fire:	This event takes approximately 45 minutes to complete It requires 20 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1-4:	Four series of 5 shots each in 20 seconds Each series is to be shot with alternate hands, starting with the strong hand Shooters are to start and finish in the Ready Position
Scoring:	The targets are to be scored at the end of each Practice
HPS	140
Notes:	2221: 19th century designs including accurate reproductions 2223: Fired double action (trigger cocking) 2225: Any pattern including nitro conversions
Skilled Shot Score:	

ML		
2221: 75	2223: 75	2225: 80

Imperial Historic Arms Trophies

Trafalgar Trophies

2221	Offen Trophy Cup
2225	SLRC Edwardian Vest-Pistol Fred Wilkinson Trophy

Bobber – Pistol (2321-25)

Event Numbers & Firearm Type:

2321 ML: Standard Revolver

2325 ML: Target Revolver

2323 ML: Double Action Revolver

Distance: 25 metres

Sights: Open sights

Ammunition: Any Muzzle Loading

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

Target: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

Practice 1-2: Two series of 5 exposures each of 3 seconds, edged for 10 seconds between
One shot per exposure
Shooters are to start and finish each Practice in the Ready Position

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

HPS: 100

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

Skilled Shot Score:

ML		
2321: 80	2323: 80	2325: 85



Imperial Historic Arms Trophies

2321 The Parabellum Trophy

2325 SLRC Classic Revolver Tankard



Trafalgar Trophies

2321 Dorset Arms Shield

2325 Wilkinson Pistol Trophy

Bobber – Rifle (2362-91)

Event Numbers & Firearm Type:

2362 VE: Pistol Calibre Rifle

2364 VE: Semi-Auto Rifle

2365 VE: Miniature Manual Repeating Rifle

2391 OP: Miniature/Pistol Calibre Rifle

Distance: 25 metres

Sights: Open or Target sights
2391: Optical sights permitted

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

Sling & Rest: No sling or rests permitted

Position: Standing Unsupported

Targets: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

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

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

HPS: 200

Skilled Shot Score:

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

Imperial Historic Arms Trophies

2364 SMRC Pistol Trophy

Trafalgar Trophies

2365 Horner Trophy

Duelling – Pistol (2414-15)

Event Numbers & Firearm Type:

2414 ML: Flintlock Pistol

2415 ML: Single Shot Percussion Pistol

Distance: 25 metres

Sights: Open sights

Ammunition: Any Muzzle Loading

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

Target: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

Practice 1: 10 exposures of 3 seconds each preceded by 3 second edged over
a 30 minute period. Shooters will have a 2 minute period to load
between shots and present themselves in the Ready Position
One shot per exposure
Shooters are to start and finish in the Ready Position

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

HPS: 100 rifled, 107 smoothbore

Notes: **2414:** Including rifling and set triggers, Smoothbore +7 points
2415: Any 19th century design including accurate reproductions

Skilled Shot Score:

ML	
2414: 80	2415: 82



Imperial Historic Arms Trophies

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



Trafalgar Trophies

2415 Milner Target Pistol Goblet

Duelling – Rifle (2462-91)

Event Numbers & Firearm Type:

2462	VE: Pistol Calibre Rifle
2466	VE: Miniature Single Shot Rifle

2491	OP: Miniature/Pistol Calibre Rifle
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Distance: 25 metres

Sights: Open or Aperture sights
2491: Optics permitted

Ammunition: **2462:** Pistol Calibre
2466: Miniature
2491: Pistol Calibre/ Miniature

Sling & Rest: No slings or rests permitted

Position: Standing Unsupported

Targets: DP2

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

Sighters: Unlimited shots in 5 minutes on a stationary target

Practice 1-2: Two series of 10 exposures of 3 seconds, each preceded by 3 second edged. Shooters will have a 1 minute period to load between shots and present themselves in the Ready Position
One shot per exposure
Shooters are to start and finish in the Ready Position

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

HPS: 200

Notes: **2462:** Repeating and Rook & Rabbit Rifles may be used provided they are loaded singly

Skilled Shot Score:

VE		OP
2462: 180	2466: 195	2491: 180

 **Imperial Historic Arms Trophies**

 **Trafalgar Trophies**

2466 Pickelhasse Trophy

Slowfire – Pistol (2821-25)

Event Numbers & Firearm Type:

2821 ML: Standard Revolver

2825 ML: Target Revolver

Archived Classes: Closed Frame Revolver, Open Frame Revolver

Distance: 25 metres

Sights: Open sights

Ammunition: Any Muzzle Loading

Position: Standing unsupported
Single hand shooting

Target: PS14

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

Sighters: Unlimited shots in 5 minutes

Practice 1: Two series of 5 shots, each in 10 minutes
Start unloaded

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

HPS: 70

Notes: **2821:** 19th century design, accurate reproductions allowed
2825: Any pattern including nitro conversions

Skilled Shot Score:

ML	
2821: 59	2825: 55



Imperial Historic Arms Trophies

2821 North London Trophy

2825 TA Trophy



Trafalgar Trophies

2821 NPA Percussion Revolver Rose Bowl

2825 NPA Victorian Rose Bowl

Slowfire – Rifle (2862-92)

Event Numbers & Firearm Type:

2862	VE: Pistol Calibre Rifle
2863	VE: Miniature Calibre Rifle

2891	OP: Miniature/Pistol Calibre Rifle
2892	OP: Sporting Rifle

Distance:	25 metres
Sights:	Open or Aperture sights 2892: Open, Aperture or Optical sights
Ammunition:	2862, 2891, 2892: Pistol calibre 2863: Miniature
Sling & Rest:	No slings or rests permitted
Position:	Standing unsupported
Target:	PS14
Course of Fire:	This event takes approximately 30 minutes to complete It requires 20 rounds plus sighters
Sighters:	Unlimited shots in 5 minutes
Practice 1-2:	Two series of 10 shots to count in 10 minutes Start unloaded
Scoring:	The targets are to be scored at the end of each Practice
HPS:	140
Skilled Shot Score:	

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

Imperial Historic Arms Trophies

Trafalgar Trophies

2862	NPA Veteran Target Pistol Rose Bowl
2863	Webley Framed Targets

Surrenden – Pistol (2921-23)

Event Numbers & Firearm Type:

2921 ML: Standard Revolver

2923 ML: Double Action Revolver

Archived Classes: Any Revolver

Distance: 25 metres

Sights: Open sights

Ammunition: Any Muzzle Loading

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

2923: Single Hand Shooting

Target: PS14

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

Sighters: Unlimited shots in 5 minutes

Practice 1-3: Three series of 5 shots against the clock

Shooters are to start and finish in the Ready Position

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

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

HPS: 105

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

Skilled Shot Score:

ML	
2921: 35	2923: 40

Imperial Historic Arms Trophies

2921 Commando Trophy

2923 Ward Trophy Rose Bowl

Trafalgar Trophies

2921 Rawlins Trophy

Surrenden – Rifle (2962)


Event Numbers & Firearm Type:

2962 VE: Pistol Calibre Rifle

Distance:	25 metres
Sights:	Open or Aperture 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
Sighters:	Unlimited shots in 5 minutes
Practice 1-3:	Three series of 5 shots against the clock Shooters are to start and finish in the Ready Position Final score is target score, minus the number of whole seconds taken to fire the 5 shots
Scoring:	The targets are to be scored at the end of each Practice
HPS:	105
Notes:	Times to be rounded up to the nearest whole second Manual actions only e.g. Lever-action, not single shot
Skilled Shot Score:	

VE
2962: 55

 Imperial Historic Arms Trophies

 Trafalgar Trophies
2962 NDFS Trophy Centenary Shield

Running Boar (2651-81)

Event Numbers & Firearm Type:

2651 Classic: Rook and Rabbit Rifle

2681 Open: Miniature Calibre Rifle

2682 Open: Pistol Calibre Rifle

Distance: 55 yards

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

Ammunition: **2651:** Rook and Rabbit
2681: Miniature
2682: Pistol calibre less than 1496 ft-lb (2028J)

Sling & Rest: No slings

Position: Standing

Target: Running Boar

Course of Fire: This event takes approximately 15 minutes to complete
It requires 20 rounds plus sighters
2682: 10 rounds plus sighters

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

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

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

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

Skilled Shot Score:

CL	PV	
2651: 100	2681: 120	2682: 65



Imperial Historic Arms Trophies

2680 Classic Arms & Military Trophy

2681 Bonhams Trophy



Trafalgar Trophies

2680 David Lloyd Trophy

Running Deer (2749-88)

Event Numbers & Firearm Type:

2749	VI: Service Rifle
2750	CL: Any Rifle

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

Distance:	110 yards
Sights:	2750, 2780: Open, Aperture, Target or Optical sight 2783: Open or Aperture sights
Ammunition:	2749: Medium 2750: Any Centrefire 2783: Big Game 2788: Small
Sling & Rest:	No slings
Position:	Standing
Target:	Running Deer
Course of Fire:	This event takes approximately 15 minutes to complete It requires 10 rounds plus sighters 2788: 20 rounds plus sighters
Sighters:	2 non-convertible sighters 2788: 4 non-convertible sighters
Practice 1:	10 shots, 5 runs from each left and right 2788: Two series of 10 shots, 10 runs from each left and right
HPS:	50 2788: 100
Notes:	2750: Any centrefire sporting rifle including contemporary conversions of service rifles if "in the spirit of the original" 2783: Single-loaded doubles allowed

Skilled Shot Score:

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



Imperial Historic Arms Trophies

2750	Stalker Trophy
2788	Potter & Walker Trophy



Trafalgar Trophies

100 Yards Prone (3131-88)

Event Numbers & Firearm Type:

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

Distance: 100 yards

Sights: **3131:** As issued
3132, 3171, 3184, 3188: Target Sight
3135: Open sight
3144, 3147: Open or Aperture sight

Ammunition: **3131, 3132:** Any Muzzle Loading
3135: Any size Muzzle Loading (RB only)
3147: Large
3144: Small or Medium
3171, 3184, 3188: Miniature

Sling & Rest: Slings Permitted
3171, 3184: Full Target shooting rig permitted including Jackets, slings & Gloves

Position: Prone unsupported

Targets: PL7

Course of Fire: This event takes approximately 30 minutes to complete
3131, 3132, 3135, 3144, 3147: 13 rounds
3171, 3184, 3188: 23 rounds

Practice: **3131, 3132, 3135, 3144, 3147:** 13 shots in 30 minutes, best 10 to count
3171, 3184, 3188: 23 shots in 30 minutes, best 20 to count

Scoring: **3131, 3132:** MLAGB scoring

HPS: **3131, 3132, 3135, 3144, 3147:** 100
3171, 3184, 3188: 200

Notes: All Loading and Capping to take place within the 30 minutes
3131, 3132, 3135, 3144: wiping permitted

Skilled Shot Score:

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

 Imperial Historic Arms Trophies

 Trafalgar Trophies

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

100 Yards Standing (3234-81)

Event Numbers & Firearm Type:

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

Distance: 100 yards

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

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

Sling & Rest: Slings and Rests not permitted

Position: Standing

Target: PL7

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

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

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

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

Skilled Shot Score:

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

100 Yards Three Position (3361)

Event Numbers & Firearm Type:

3361 VE: Carbine

Distance: 100 yards

Sights: Open, Aperture, Target or Optical 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

Sighters: No sighting shots

Practice: 10 shots prone, 5 shots either kneeling or sitting, 5 shots standing
All shots to be fired in 30 minutes

HPS: 200

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

Skilled Shot Score:

VE
3361: 165

200 Yards Prone (3630-90)

Event Numbers & Firearm Type:

3630	ML: Any Rifle	3659	CL: Sniper Rifle
3631	ML: Service Rifle	3660	VE: Any Rifle
3632	ML: Target Rifle	3661	VE: Carbine
3636	ML: Flintlock Rifle	3662	VE: Pistol Calibre Rifle
3640	VI: Any Rifle	3673	VE: Service Carbine
3641	VI: Carbine	3674	VE: Service Rifle
3645	VI: Medium Bore Rifle	3675	VE: Miniature Service Rifle
3647	VI: Large Bore Rifle	3676	VE: Sniper Rifle
3650	CL: Any Rifle	3685	PV: Target Rifle SR(b) .303
3651	CL: Rook & Rabbit Rifle	3686	PV: Target Rifle SR(b)
3652	CL: Sporting Rifle	3687	PV: Target Rifle 7.62 NATO
3656	CL: Miniature Target Rifle	3689	PV: Sniper Rifle
3657	CL: Service Rifle	3691	OP: Miniature Rifle
3658	CL: Single Shot Service Rifle		

Distance: 200 yards

Sights: Open, Aperture or Target Sight, except:
3631, 3645, 3647, 3657, 3658, 3659, 3673, 3674, 3675, 3676: As issued
3636, 3652: Open Aperture or Optical sights
3641: Open sights
3685, 3686: Target rear sight with an as issued front sight
3689: Optical sights

Ammunition: **3630, 3631, 3632:** Any size Muzzle Loading
3636: Any size Muzzle Loading (RB only)
3650, 3652, 3657, 3658, 3659, 3660, 3661, 3673, 3674, 3676, 3689: Small or Medium
3656, 3675, 3691: Miniature
3662: Pistol calibre
3685: .303 British (7.7 x 56mmR) only
3686: Small
3687: 7.62 x 51mm NATO only

Sling: Contemporaneous Slings permitted, except:
3631, 3645, 3647, 3650, 3657, 3658, 3673, 3674, 3676: Issued slings only
3662: No slings
3675, 3685, 3686, 3689: Two-point sling only
3687: Single point sling permitted

Rest: Rests are not permitted (see A4.g) except:
3659: Traditional Rest
3676, 3689: Traditional Rest or Issued Sling

Position: Prone

Targets:	NRA/HBSA Round Bull, except: 3650, 3651, 3657, 3658, 3659, 3673, 3674, 3675, 3676, 3685, 3686, 3689: Sand & Sky
Course of Fire:	This event takes approximately 45 minutes to complete It requires 10 rounds plus sighters 3630-3636 (ML): 13 rounds
Sighters:	2 non-convertible sighters
Practice 1:	10 shots to count in 30 minutes 3630-3636 (ML): 13 shots in 30 minutes, best 10 to count
HPS:	50
Notes:	3630, 3632, 3636, 3640, 3661: Wiping Permitted 3630: Capping breech-loaders are permitted provided they are loaded via the muzzle. Reproductions shall be in the spirit of the original 3656: BSA Rifles up to and including M12 and Centrefire miniature rifles e.g. 297/230 or similar. 3691: No. 8 rifle permitted

Skilled Shot Score:

ML	VI	CI		VE		PV	OP
3630: 42	3641: 33	3650: 47	3657: 46	3660: 45	3673: 32	3685: 45	3691: 43
3631: 40	3640: 40	3651: 41	3658: 43	3661: 34	3674: 45	3686: 45	
3632: 35	3647: 34	3652: 43	3659: 46	3662: 41	3675: 44	3687: 46	
3636: 30	3645: 39	3656: 40			3676: 43	3689: 44	



Imperial Historic Arms Trophies

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



Trafalgar Trophies

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

200 Yards Standing (3730-74)

Event Numbers & Firearm Type:

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

Distance:	200 yards
Sights:	3731, 3743, 3745, 3747, 3757, 3774: As Issued sight 3732, 3740: Open, Aperture or Target sight 3735: Open sight 3737, 3748: Any Sight 3754, 3755, 3760: Open or Aperture sight
Ammunition	3731, 3732: Any size Muzzle Loading 3735: Any size Muzzle Loading (RB only) 3737: Any size Muzzle Loading (CB only) 3740, 3748: Any Vintage 3743, 3755, 3757, 3774: Small 3745: Medium 3747: Large 3754: Miniature 3760: Any Centrefire
Slings:	3732, 3735, 3737, 3740, 3748: Contemporaneous slings permitted 3731, 3747, 3745, 3743, 3757, 3774: Issued sling 3754, 3755: Unsupported, no sling, not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers 3760: No sling
Position:	Standing unsupported
Targets:	HBSA Round Bull, except: 3757, 3774: Sand and Sky
Course of Fire:	This event takes approximately 45 minutes to complete The shoot requires 10 rounds plus sighters 3754, 3755: 20 rounds plus sighters
Sighters:	2 non-convertible sighters
Practice 1:	10 shots to count in 30 minutes 3754, 3755: 2 non-convertible sighters, followed by 20 shots to count in 30 minutes

HPS: 50
3754, 3755: 100

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

Skilled Shot Score:

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

 **Imperial Historic Arms Trophies**

3731	Hamilton Volunteer Tankard
3745	SLRC Commemorative Shield
3747	Cambridge Road Trophy

3754	Bell Medal Shield
3755	Schutzen Rifle Trophy

 **Trafalgar Trophies**

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

200 Yards 'Agony' Snap (4040-94)

Event Numbers & Firearm Type:

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

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

Distance:	200 yards
Sights:	4040, 4061: Open or Aperture sight 4057, 4074, 4094: As Issued sight 4059, 4076: As Issued Optical sight
Ammunition:	4040: Large or Medium 4061, 4057, 4059, 4076: Large, Medium or Small 4074, 4094: Medium or Small
Sling & Rest:	Slings and rests not permitted
Position:	Prone Unsupported
Targets:	NRA/HBSA 200 Yard c
Course of Fire:	This event takes approximately 20 minutes to complete It requires 10 rounds plus sighters
Sighters:	2 non-convertible sighters
Practice 1:	10 shots to count The target exposure will appear for 3 seconds at random locations across the target frontage Times between exposure will be random, with a minimum delay of 5 seconds, over a total period not less than 4 minutes May start with up to 5 rounds loaded
Scoring:	A shot within the 4 ring will score 5 A shot within the 3 ring will score 3 A shot on any other part of the target will score 1
HPS:	50
Skilled Shot Score:	

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

200 Yards Double Snap (4157-90)

Event Numbers & Firearm Type:

4157	CL: Service Rifle	4174	VE: Service Rifle
4162	VE: Pistol Calibre Rifle	4176	VE: Sniper Rifle
		4190	OP: Any Rifle

Distance:	200 yards
Sights:	4157, 4174: As Issued sight 4162, 4190: Open or Aperture sight 4176: Open, Aperture, Target or Optical sight
Ammunition:	4157, 4174, 4176: Small 4162: Pistol calibre 4190: Medium or Small
Sling & Rest:	4157, 4162, 4174: No slings or rests 4176, 4190: 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
Sighters:	2 non-convertible sighters
Practice 1:	Five exposures of 5 seconds, 2 shots per exposure, minimum 5 seconds between exposures May start with 5 rounds loaded, rifle may be reloaded at any time during the series No more than 5 rounds to be loaded in the firearm at any one time 4162: May start with 10 rounds loaded
Scoring:	A shot within the 4 ring will score 5 A shot within the 3 ring will score 3 A shot on any other part of the target will score 1
HPS:	50
Skilled Shot Score:	

CL	VE			OP
4157: 23	4162: 20	4174: 23	4176: 27	4190: 23



Imperial Historic Arms Trophies

4157 Middlesex RV Trophy



Trafalgar Trophies

4190 King's Prize Cup

200 Yards McQueen (4259-95)

Event Numbers & Firearm Type:

4259	CL: Sniper Rifle
4276	VE: Sniper Rifle
4289	PV: Sniper Rifle 7.62 NATO

4292	OP: Sporting Rifle
4295	OP: Sniper Rifle

Distance:	200 yards
Sights:	Any sighting system contemporary with the rifle or available during the period 4259, 4276: As issued 4289: Scope and mount must be of contemporary design
Ammunition:	4259, 4276: Small 4292, 4295: Medium or Small 4289: 7.62mm x 51mm NATO only
Sling & Rest:	Service slings or traditional rest permitted with no rear rest (See A4.c, g and h) Bipods not permitted unless demonstrated to be original as issued or in the spirit of as issued 4289: No single point sling, rests permitted
Position:	Prone
Targets:	McQueen DP14
Course of Fire:	This event takes approximately 20 minutes to complete It requires 10 rounds plus sighters
Sighters:	2 non-convertible sighters
Practice 1:	10 exposures of 3 seconds, 1 shot per exposure, maximum of 20 seconds between exposures
Scoring:	A shot within the V ring will score V A shot within the 5 ring will score 5 A shot within the 3 ring will score a 4 A shot on any other part of the target will score 3
HPS:	50
Notes:	4292: Telescope mounts should be of contemporary pattern but may be reproductions
Skilled Shot Score:	

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



Imperial Historic Arms Trophies

4292 Nigel Greenaway Trophy



Trafalgar Trophies

4292 Gunner One Trophy

4295 LPSC Trophy

200 Yards Rapid (4342-81)

Event Numbers & Firearm Type:

4342	VI: Single Shot Rifle	4362	VE: Pistol Calibre Rifle
4348	VI: Repeating Rifle	4372	VE: Enfield Rifle
4350	CL: Any Rifle	4374	VE: Service Rifle
4357	CL: Service Rifle	4381	PV: Miniature Calibre Rifle
4360	VE: Any Rifle	4387	PV: Target Rifle 7.62 NATO
4361	VE: Carbine		

Distance:	200 yards
Sights:	Open or Aperture sight 4372, 4374: As Issued sight
Ammunition:	4342, 4348: Large or Medium 4350, 4360: Small 4357, 4374: As Issued 4361: Any 4362: Pistol calibre 4372: .303 British (7.7 x 56mmR) 4381: Miniature or Pistol calibre 4387: 7.62mm x 51mm NATO only
Sling & Rest:	Slings and rests not permitted
Position:	Prone Unsupported 4362: Prone, Sitting or Kneeling
Target:	DP1
Course of Fire:	This event takes approximately 20 minutes to complete It requires 15 rounds plus sighters
Sighters:	2 non-convertible sighters
Practice 1:	1 minute exposure, max 15 rounds Start unloaded, rifle may be loaded at any point during the 1 minute exposure 4362: Start with 10 rounds loaded
Scoring:	3 ring scores 5, rest of DP1 scores 3, 90x90cm backer scores 1
HPS:	75
Notes:	4342: Magazine allowed if single loaded
Skilled Shot Score:	

VI		CL	VE		PV
4342: 25	4350: 48	4360: 49	4362: 30	4374: 49	4381: 20
4348: 25	4357: 49	4361: 32	4372: 49		4387: 51



Imperial Historic Arms Trophies

4342	Ted Andrews Memorial Trophy
4357	Ashford Trophy
4374	Wimbledon Cup



Trafalgar Trophies

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

500 Yards (5031-85)

Event Numbers & Firearm Type:

5031	ML: Service Rifle	5060	VE: Any Rifle
5032	ML: Target Rifle	5061	VE: Carbine
5040	VI: Any Rifle	5074	VE: Service Rifle
5049	VI: Service Rifle	5085	PV: Target Rifle SR(b) .303
5050	CL: Any Rifle	5087	PV: Target Rifle 7.62 NATO
5057	CL: Service Rifle		

Distance:	500 yards
Sights:	5031, 5049, 5057, 5074: As Issued sight 5032, 5087: Target Sight 5040, 5050, 5060, 5061: Open or Aperture sight 5085: Target rear sight, with an as issued front sight
Ammunition:	Any suitable for the firearm, except: 5031-32: Any size Muzzle Loading (CB only) 5057, 5074: Small 5085: .303 British (7.7 x 56mmR) only 5087: 7.62x51mm NATO only
Sling & Rest:	5031, 5032, 5049, 5057, 5074: Issued sling 5040: Traditional rest 5085: Two-point Sling, rests are not permitted 5087: Single point sling permitted
Position:	Prone 5040: Prone or Supine
Targets:	NRA/HBSA 500/600 yard Round Bull, except: 5050, 5057, 5074, 5085: NRA/HBSA 500/600 yard Tin Hat
Course of Fire:	This event takes approximately 40 minutes to complete It requires 10 rounds plus sighters
Sighters:	2 convertible sighters
Practice 1:	10 shots to count in 30 minutes 5031, 5032, 5040, 5049: 1 fouling shot per barrel at RO discretion
HPS:	50
Notes:	2032, 5040: Wiping allowed
Skilled Shot Score:	

ML	VI	CL	VE	PV
5031: 37	5040: 38	5050: 33	5060: 43	5074: 42
5032: 37	5049: 31	5057: 40	5061: 26	5085: 45
				5087: 46

Imperial Historic Arms Trophies

Trafalgar Trophies

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

600 Yards (5130-95)

Event Numbers & Firearm Type:

5130	ML: Any Rifle	5160	VE: Any Rifle
5140	VI: Any Rifle	5174	VE: Service Rifle
5145	VI: Buffalo Rifle	5176	VE: Sniper Rifle
5146	VI: Buffalo Rifle Optical	5185	PV: Target Rifle SR(b) .303
5150	CL: Any Rifle	5187	PV: Target Rifle 7.62 NATO
5157	CL: Service Rifle	5189	PV: Sniper Rifle
5159	CL: Sniper Rifle	5192	OP: Sporting Rifle
		5195	OP: Sniper Rifle

Sights:	5130, 5140, 5145, 5150, 5160, 5187: Open, Target or Aperture 5146, 5192: Optical sight 5185: Target Sight, as issued foresight 5157, 5174: As Issued sight 5159, 5176, 5189, 5195: As Issued Optical sight 5185: Target rear sight, with an as issued front sight
Ammunition:	Any suitable for the firearm, except: 5130: Any size Muzzle Loading (CB only) 5150, 5157, 5159, 5160, 5174, 5176, 5192, 5195: Small 5187, 5189: 7.62mm x 51mm NATO only 5185: .303 5150 (7.7 x 56mmR) only
Sling & Rest:	5130, 5140, 5150, 5160, 5189, 5192, 5195: Sling or Rest permitted 5145-46: X sticks or Rest permitted 5157, 5159, 5174, 5176: Issued sling 5185: Two-point Sling, rests are not permitted 5187: Single point sling permitted
Position:	Prone 5140: Prone or Supine
Targets:	HBSA 500/600 yard Round Bull, except: 5145, 5146: Buffalo silhouette 5147, 5159, 5174, 5176, 5185, 5189, 5192, 5195: HBSA 500/600 yard Tin Hat
Course of Fire:	This event takes approximately 40 minutes to complete It requires 10 rounds plus sighters
Sighters:	2 convertible sighters
Practice 1:	10 shots to count in 30 minutes 5130, 5140, 5145, 5146: 1 fouling shot per barrel at RO discretion
HPS:	50
Notes:	5130, 5140, 5145, 5146: Wiping permitted

Skilled Shot Score:

ML	VI	CL	VE	PV	OP
5130: 30	5140: 30	5150: 38	5160: 38	5185: 45	5192: 47
	5145: 30	5157: 35	5174: 35	5187: 42	5195: 45
	5146: 30	5159: 45	5176: 46	5189: 46	

**Imperial Historic Arms Trophies****Trafalgar Trophies**

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

900 Yards (5230-95)

Event Numbers & Firearm Type:

5230	ML: Any Rifle	5274	VE: Service Rifle
5240	VI: Any Rifle	5276	VE: Sniper Rifle
5249	VI: Service Rifle	5287	PV: Target Rifle 7.62 NATO
5250	CL: Any Rifle	5289	PV: Sniper Rifle
5257	CL: Service Rifle	5290	OP: Any Rifle
5259	CL: Sniper Rifle	5292	OP: Sporting Rifle
5260	VE: Any Rifle	5295	OP: Sniper Rifle

Distance:	900 yards
Sights:	Open, Aperture or Target sight 5249, 5257, 5274, 5295: As Issued sight 5259, 5276, 5289: As Issued Optical sight 5292: Optical sight
Ammunition:	5230: Any size Muzzle Loading (CB only) 5240: Large or Medium 5249: Medium or Small 5250, 5257, 5259, 5260, 5274, 5276, 5290, 5292, 5295: Small 5287, 5289: 7.62mm x 51mm NATO only
Sling & Rest:	Use of Contemporaneous pattern slings permitted Back Slings permitted if Supine position adopted 5230, 5240, 5260, 5289, 5292, 5295: Rest permitted 5249, 5257, 5259, 5274, 5276: Issued sling 5250: Classic TR two point sling, no rest 5287: Single point sling permitted 5290: Back sling permitted
Position:	Prone or Supine 5250, 5274, 5287, 5289: Prone 5290: Supine
Targets:	NRA 900 yard Round Bull
Course of Fire:	This event takes approximately 40 minutes to complete It requires 10 rounds plus sighters
Sighters:	2 convertible sighters
Practice 1:	10 shots to count in 30 minutes 5230, 5240, 5249: 1 fouling shot per barrel at RO discretion
HPS:	50
Notes:	5230, 5240: Wiping permitted
Skilled Shot Score:	

ML	VI	CL	CE	PV	OP
5230: 27	5240: 33	5250: 37	5260: 37	5287: 37	5290: 37
	5249: 29	5257: 30	5274: 37	5289: 40	5292: 36
		5259: 40	5276: 40		5295: 35

Imperial Historic Arms Trophies

Trafalgar Trophies

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

1000 Yards (5340-95)

Event Numbers & Firearm Type:

5340	VI: Any Rifle	5392	OP: Sporting Rifle
5387	PV: Target Rifle 7.62 NATO	5395	OP: Sniper Rifle
5389	PV: Sniper Rifle		

Distance: 1000 yards

Sights: **5340:** Open, Aperture or Target sight
5389: Optical sight
5392: Open, Aperture, Target or Optical sight
5395: As Issued Optical sight

Ammunition: **5340:** Large or Medium
5387, 5389: 7.62mm x 51mm NATO only
5392, 5395: Small

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

Position: Prone or Supine
5389: Prone

Targets: NRA 1000 yard Round Bull

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

Sighters: 2 convertible sighters

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

HPS: 50

Notes: **5340:** Wiping Permitted

Skilled Shot Score:

VI	PV	OP
5340: 46	5387:	5392: 44
	5389: 46	5395: 45

Aggregates

No.	Event Name	Match No.		
915	ML Service Rifle: 100, 200, 500 Yards	3131	3631	5031
920	VI Any Rifle: 500, 600, 900 Yards (<i>Halford Aggregate</i>)	5040	5140	5240
941	CL Any Rifle: 200, 500, 600 Yards	3650	5050	5150
940	CL Service Rifle: 200 Yards and Rapid	3657	4357	
942	CL Service Rifle: 200, 500, 600 Yards	3657	5057	5157
901	VE Carbines: 25m Advancing	1462	1464	1465
902	VE Pistol Calibre Carbine: 50m Precision, Slowfire, 100 Yards	1862	2862	3262
962	VE Pistol Calibre Carbine: 200 Yards and Rapid	3662	4362	
952	VE Any Rifle: 200, 500, 600 Yards	3660	5060	5160
950	VE Service Rifle: 200 Yards and Rapid	3674	4374	
951	VE Service Rifle: 200, 500, 600 Yards	3674	5074	5174
963	VE Target Rifle SR(b) .303: 200, 500, 600 Yards	3585	5085	5185
970	PV Target Rifle 7.62: 200 Yards and Rapid	3687	4387	
971	PV Target Rifle 7.62: 200, 500, 600 Yards	3687	5087	5187

F - Matchfinder

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
1021	ML	10m Rapid	Standard Revolver	896	26
1022	ML	10m Rapid	Standard Pocket Revolver	897	26
1024	ML	10m Rapid	Double Action Pocket Revolver	898	26
1421	ML	25m Advancing	Standard Revolver	882	27
1423	ML	25m Advancing	Double Action Revolver	883	27
1425	ML	25m Advancing	Target Revolver	881	27
1511	ML	25m Precision	Rifled Pistol	801	29
1512	ML	25m Precision	Smoothbore Pistol	802	29
1513	ML	25m Precision	Single Shot Target Pistol	803	29
1521	ML	25m Precision	Standard Revolver	805	29
1525	ML	25m Precision	Target Revolver	804	29
1810	ML	50m Precision	Any Pistol	810	31
1816	ML	50m Precision	Shoulder Stocked Pistol	814	31
1821	ML	50m Precision	Standard Revolver	811	31
2031	ML	50 Yards Standing	Service Rifle	110	34
2032	ML	50 Yards Standing	Target Rifle	111	34
2033	ML	50 Yards Standing	Smoothbore Musket	112	34
2221	ML	ARA	Standard Revolver	892	35
2223	ML	ARA	Double Action Revolver	893	35
2225	ML	ARA	Target Revolver	891	35

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
2321	ML	Bobber	Standard Revolver	862	36
2323	ML	Bobber	Double Action Revolver	860	36
2325	ML	Bobber	Target Revolver	861	36
2414	ML	Duelling	Flintlock Pistol	851	38
2415	ML	Duelling	Single Shot Percussion Pistol	852	38
2821	ML	Slowfire	Standard Revolver	842	40
2825	ML	Slowfire	Target Revolver	841	40
	ML	Slowfire	Closed Frame Revolver	847	<i>Archived</i>
	ML	Slowfire	Open Frame Revolver	848	<i>Archived</i>
2921	ML	Surrenden	Standard Revolver	873	42
2923	ML	Surrenden	Double Action Revolver	870	42
	ML	Surrenden	Any Revolver	872	<i>Archived</i>
3131	ML	100 Yards Prone	Service Rifle	102	46
3132	ML	100 Yards Prone	Target Rifle	101	46
3135	ML	100 Yards Prone	Round Ball Rifle	120	46
3234	ML	100 Yards Standing	Conical Ball Carbine	117	47
3235	ML	100 Yards Standing	Round Ball Rifle	116	47
3630	ML	200 Yards Prone	Any Rifle	103	49
3631	ML	200 Yards Prone	Service Rifle	104	49
3632	ML	200 Yards Prone	Target Rifle	100	49
3636	ML	200 Yards Prone	Flintlock Rifle	115	49
	ML	200 Yards Prone	Flintlock Rifle (Original)	114	<i>Merged with 3636</i>
3731	ML	200 Yards Standing	Service Rifle	106	51
3732	ML	200 Yards Standing	Target Rifle	105	51
3735	ML	200 Yards Standing	Round Ball Rifle	119	51
3737	ML	200 Yards Standing	Percussion Rifle	118	51
5031	ML	500 Yards	Service Rifle	108	57
5032	ML	500 Yards	Target Rifle	107	57
5130	ML	600 Yards	Any Rifle	109	59
5230	ML	900 Yards	Any Rifle	113	61
2749	VI	Running Deer	Service Rifle	614	45
3144	VI	100 Yards Prone	Medium/Small Bore Rifle	213	46
3147	VI	100 Yards Prone	Large Bore Rifle	211	46
3244	VI	100 Yards Standing	Medium/Small Bore Rifle	212	47
3247	VI	100 Yards Standing	Large Bore Rifle	210	47
3640	VI	200 Yards Prone	Any Rifle	201	49
3641	VI	200 Yards Prone	Carbine	200	49
3645	VI	200 Yards Prone	Medium Bore Rifle	203	49
3647	VI	200 Yards Prone	Large Bore Rifle	202	49

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
3740	VI	200 Yards Standing	Any Rifle	234	51
3743	VI	200 Yards Standing	Small Bore Service Rifle	206	51
3745	VI	200 Yards Standing	Medium Bore Service Rifle	205	51
3747	VI	200 Yards Standing	Large Bore Service Rifle	204	51
3748	VI	200 Yards Standing	Repeating Rifle	207	51
	VI	200 Yards Standing	Any Black Powder	251	Merged with 3740
4040	VI	Agony Snaps	Any Rifle	237	53
4342	VI	Rapid	Single Shot Rifle	235	56
4348	VI	Rapid	Repeating Rifle	236	56
5040	VI	500 Yards	Any Rifle	208	57
5049	VI	500 Yards	Service Rifle	209	57
5140	VI	600 Yards	Any Rifle	230	59
5145	VI	600 Yards	Buffalo Rifle	253	59
5146	VI	600 Yards	Buffalo Rifle Optical	254	59
5240	VI	900 Yards	Any Rifle	232	61
5249	VI	900 Yards	Service Rifle	233	61
5340	VI	1000 Yards	Any Rifle	240	63
1851	CL	50m Precision	Rook & Rabbit Rifle	402	32
1956	CL	50m Prone	Miniature Target Rifle	400	33
1957	CL	50m Prone	Miniature Service Rifle	401	33
2651	CL	Running Boar	Rook & Rabbit Rifle	404	44
2750	CL	Running Deer	Any Rifle	420	45
3251	CL	100 Yards Standing	Rook & Rabbit Rifle	461	47
3650	CL	200 Yards Prone	Any Rifle	405	49
3651	CL	200 Yards Prone	Rook & Rabbit Rifle	463	49
3652	CL	200 Yards Prone	Sporting Rifle	410	49
	CL	200 Yards Prone	Sporting Rifle (Optical)	411	Merged with 3752
3656	CL	200 Yards Prone	Miniature Target Rifle	415	49
3657	CL	200 Yards Prone	Service Rifle	406	49
3658	CL	200 Yards Prone	Single Shot Service Rifle	403	49
3659	CL	200 Yards Prone	Sniper Rifle	412	49
3754	CL	200 Yards Standing	Schutzen Rifle (Miniature)	470	51
3755	CL	200 Yards Standing	Schutzen Rifle (Small)	471	51
3757	CL	200 Yards Standing	Service Rifle	414	51
	CL	200 Yards Standing	Schutzen Rifle	472	Merged with 3755
4057	CL	Agony Snaps	Service Rifle	416	53
4059	CL	Agony Snaps	Sniper Rifle	417	53
4157	CL	Double Snaps	Service Rifle	467	54
4259	CL	McQueen	Sniper Rifle	413	55

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
4350	CL	Rapid	Any Rifle	464	56
4357	CL	Rapid	Service Rifle	465	56
5050	CL	500 Yards	Any Rifle	407	57
5057	CL	500 Yards	Service Rifle	408	57
5150	CL	600 Yards	Any Rifle	409	59
5157	CL	600 Yards	Service Rifle	450	59
5159	CL	600 Yards	Sniper Rifle	454	59
5250	CL	900 Yards	Any Rifle	451	61
5257	CL	900 Yards	Service Rifle	452	61
5259	CL	900 Yards	Sniper Rifle	456	61
1462	VE	25m Advancing	Pistol Calibre Rifle	884	28
1464	VE	25m Advancing	Semi-Auto Rifle	885	28
1465	VE	25m Advancing	Miniature Manual Repeating Rifle	886	28
1762	VE	50m Advancing	Pistol Calibre Rifle	888	30
1763	VE	50m Advancing	Miniature Calibre Rifle	889	30
1862	VE	50m Precision	Pistol Calibre Rifle	825	32
1864	VE	50m Precision	Semi-Auto Rifle	822	32
1865	VE	50m Precision	Miniature Manual Repeating Rifle	826	32
1867	VE	50m Precision	Miniature Schutzen Rifle	823	32
1971	VE	50m Prone	Miniature Target Rifle	500	33
1974	VE	50m Prone	Miniature Service Rifle	600	33
2068	VE	50 Yards Standing	Double Barrelled Rifle (LB)	602	34
2069	VE	50 Yards Standing	Double Barrelled Rifle (SB)	603	34
2362	VE	Bobber	Pistol Calibre Rifle	863	37
2364	VE	Bobber	Semi-Auto Rifle	866	37
2365	VE	Bobber	Miniature Manual Repeating Rifle	864	37
2462	VE	Duelling	Pistol Calibre Rifle	854	39
2466	VE	Duelling	Miniature Single Shot Rifle	853	39
2862	VE	Slowfire	Pistol Calibre Rifle	845	41
2863	VE	Slowfire	Miniature Calibre Rifle	846	41
2962	VE	Surrenden	Pistol Calibre Rifle	874	43
3171	VE	100 Yards Prone	Miniature Target Rifle	833	46
3262	VE	100 Yards Standing	Pistol Calibre Rifle	832	47
3263	VE	100 Yards Standing	Miniature Calibre Rifle	836	47
3361	VE	100 Yards 3 Position	Carbine	300	48
3660	VE	200 Yards Prone	Any Rifle	505	49
3661	VE	200 Yards Prone	Carbine	302	49
3662	VE	200 Yards Prone	Pistol Calibre Rifle	648	49
3673	VE	200 Yards Prone	Service Carbine	301	49
3674	VE	200 Yards Prone	Service Rifle	506	49

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
3675	VE	200 Yards Prone	Miniature Service Rifle	665	49
3676	VE	200 Yards Prone	Sniper Rifle	508	49
3760	VE	200 Yards Standing	Any Rifle	663	51
3774	VE	200 Yards Standing	Service Rifle	510	51
4061	VE	Agony Snaps	Carbine	305	53
4074	VE	Agony Snaps	Service Rifle	539	53
4076	VE	Agony Snaps	Sniper Rifle	545	53
4162	VE	Double Snaps	Pistol Calibre Rifle	643	54
4174	VE	Double Snaps	Service Rifle	544	54
4176	VE	Double Snaps	Sniper Rifle	647	54
4276	VE	McQueen	Sniper Rifle	509	55
4360	VE	Rapid	Any Rifle	542	56
4361	VE	Rapid	Carbine	304	56
4362	VE	Rapid	Pistol Calibre Rifle	649	56
4372	VE	Rapid	Enfield Rifle	541	56
4374	VE	Rapid	Service Rifle	540	56
5060	VE	500 Yards	Any Rifle	523	57
5061	VE	500 Yards	Carbine	303	57
5074	VE	500 Yards	Service Rifle	524	57
5160	VE	600 Yards	Any Rifle	528	59
5174	VE	600 Yards	Service Rifle	530	59
5176	VE	600 Yards	Sniper Rifle	531	59
5260	VE	900 Yards	Any Rifle	537	61
5274	VE	900 Yards	Service Rifle	538	61
5276	VE	900 Yards	Sniper Rifle	536	61
1984	PV	50m Prone	Miniature Target Rifle	350	33
1988	PV	50m Prone	Miniature Service Rifle	360	33
2681	PV	Running Boar	Miniature Calibre Rifle	601	44
2682	PV	Running Boar	Pistol Calibre Rifle	616	44
2780	PV	Running Deer	Any Rifle	611	45
2783	PV	Running Deer	Big Game Rifle	613	45
2788	PV	Running Deer	Service Rifle	615	45
3184	PV	100 Yards Prone	Miniature Target Rifle	351	46
3188	PV	100 Yards Prone	Miniature Service Rifle	361	46
3282	PV	100 Yards Standing	Pistol Calibre Rifle	834	47
3685	PV	200 Yards Prone	Target Rifle SR(b) .303	630	49
3686	PV	200 Yards Prone	Target Rifle SR(b)	631	49
3687	PV	200 Yards Prone	Target Rifle 7.62 NATO	710	49
3689	PV	200 Yards Prone	Sniper Rifle	664	49

Event ID	Dateline	Event Name	Firearm	Former Event ID	Page
4289	PV	McQueen	Sniper Rifle 7.62 NATO	719	55
4381	PV	Rapid	Miniature Calibre Rifle	619	56
4387	PV	Rapid	Target Rifle 7.62 NATO	718	56
5085	PV	500 Yards	Target Rifle SR(b) .303	632	57
5087	PV	500 Yards	Target Rifle 7.62 NATO	712	57
5185	PV	600 Yards	Target Rifle SR(b) .303	637	59
5187	PV	600 Yards	Target Rifle 7.62 NATO	714	59
5189	PV	600 Yards	Sniper Rifle	720	59
5287	PV	900 Yards	Target Rifle 7.62 NATO	716	61
5289	PV	900 Yards	Sniper Rifle	721	61
5387	PV	1000 Yards	Target Rifle 7.62 NATO	NEW	63
5389	PV	1000 Yards	Sniper Rifle	722	63
1491	OP	25m Advancing	Miniature/ Pistol Calibre Rifle	887	28
1891	OP	50m Precision	Pistol Calibre Rifle	824	32
2391	OP	Bobber	Miniature/ Pistol Calibre Rifle	865	37
2491	OP	Duelling	Miniature/ Pistol Calibre Rifle	855	39
2891	OP	Slowfire	Miniature/ Pistol Calibre Rifle	843	41
2892	OP	Slowfire	Sporting Rifle	844	41
	OP	100 Yards Standing	Centrefire Rifle	835	Merged with 3262
3691	OP	200 Yards Prone	Miniature Rifle	667	49
4094	OP	Agony Snaps	Service Rifle	640	53
4190	OP	Double Snaps	Any Rifle	646	54
4292	OP	McQueen	Sporting Rifle	624	55
4295	OP	McQueen	Sniper Rifle	625	55
5192	OP	600 Yards	Sporting Rifle	636	59
5195	OP	600 Yards	Sniper Rifle	635	59
5290	OP	900 Yards	Any Rifle	662	61
5292	OP	900 Yards	Sporting Rifle	661	61
5295	OP	900 Yards	Sniper Rifle	660	61
5392	OP	1000 Yards	Sporting Rifle	669	63
5395	OP	1000 Yards	Sniper Rifle	668	63

NOTES

Trafalgar Meeting

Saturday 18th – Sunday 19th October 2025

The Trafalgar Meeting offers the opportunity to use, view and handle historical, classic and vintage firearms. Museums and private collectors do preserve our heritage firearms, however practical use by shooters with knowledge of these guns adds another dimension. The firearms in use 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 -

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

