



# **NATIONAL RIFLE ASSOCIATION**



## **Gallery Rifle & Pistol Handbook 2023**

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# **The Gallery Rifle & Pistol Handbook**



## **NATIONAL RIFLE ASSOCIATION**

Volume 4 of the NRA Handbook

2023 Edition

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

Adopted for International competition by the International Gallery Rifle Federation (IGRF)  
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## 2023 Handbook Edits

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

A3.2.8f	Update to the LBR clearance procedure
A3.5.1	Added reference to artificial supports
B6.1.1	Update to the term Benched
B6.9	Update to the rules of Benched shooting
B14.1.4-5	Update to Open Meeting requirements

### Event Condition Changes

<b>25m Precision Benchrest</b>	Change to Targetry
<b>50m Precision Benchrest</b>	Change to Targetry
<b>Timed &amp; Precision 1</b>	Update to Classifications
<b>Timed &amp; Precision 2</b>	Update to Classifications
<b>Multi-Target</b>	Update to Classifications
<b>Phoenix A</b>	Update to Classifications
<b>Multi-Target 3</b>	Update to Practice 1 Ready Position and Reloading Procedures
<b>1500</b>	Update to Classifications
<b>1020</b>	Update to Ties, Procedural Penalties and Classifications
<b>Bianchi</b>	Change to Practical Match Practice 4 distance and timings
<b>WA48</b>	Update to Tie rules
<b>Advancing Target</b>	Update to Classifications
<b>Sporting Rifle Statics</b>	Update to maximum rifle weight
<b>400/ 500/ 600 Yards</b>	Change to Targetry
<b>Mini McQueen</b>	Update to Sights, Position, Rests, Practice and Tie Shoots
<b>McQueen</b>	Update to Position, Rests and Tie Shoots

C3.2.5	Update to Team scorecard policy
C3.4.3	Update to team scorecard procedure

<b>Advancing Target Unlimited</b>	Updates to Targetry, Scoring & Ties
<b>America Match Unlimited</b>	Update to Practice 1 timings
<b>Free Gallery Rifle Unlimited</b>	Sighting shots included
<b>Police Unlimited</b>	Update to Targetry and Grand Master score
<b>Scott Unlimited</b>	Update to Ties
<b>Service Unlimited</b>	Update to Targetry and Grand Master score
<b>Silhouettes Unlimited</b>	Update to Ties
<b>Gallery Rifle Smallbore Match</b>	Update to Scoring procedure
<b>Silhouette Cup</b>	Update to Scoring procedure





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Gavin, Victoria and the team at Brownells show an avid interest in the Phoenix Meeting and all its competitors.

They are proud to support the Meeting and offer their heartfelt encouragement and best wishes to all who take part and wish you all 'good shooting'

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# Introduction

The governing body for Gallery Rifle (GR) shooting in the UK is the National Rifle Association (NRA). The NRA is also the governing body for Long Barrelled Revolver (LBR) and Long Barrelled Pistol (LBP) shooting (as defined in this Handbook). The discipline under which these three types of firearm are encompassed is defined by the NRA as “Gallery Rifle and Pistol (GR&P)”

This Handbook, produced under the auspices of the NRA, contains four Sections:

**A. Rules:** These Rules always apply to GR&P shooting conducted under NRA auspices

**B. General Information:** This section describes the conditions which apply to all GR&P shooting unless any of these conditions are over-ridden by range specific, meeting-specific or event-specific conditions

**C. Event Conditions:** The GR&P event numbering scheme is explained in this section, which also describes the courses of fire for all GR&P events shot at national level within the UK

**D. Standards & Records**

The Handbook will be reviewed and re-released annually in order to address any issues which have arisen during the year. However, if a particularly significant issue is identified then the Handbook may be updated at any time. The most up-to-date version of the Handbook will always be available in various formats for download from the Galleryrifle ([www.galleryrifle.com](http://www.galleryrifle.com)) or NRA ([www.nra.org.uk](http://www.nra.org.uk)) websites

All GR&P meeting organisers, range crew, and competitors should be familiar with the contents of this Handbook

Copies of the Handbook should be readily available to competitors and support staff at all GR&P meetings

Any questions or comments on the Handbook should be directed to the NRA’s GR&P Discipline Representative by e-mail ([gallery@nra.org.uk](mailto:gallery@nra.org.uk)) via the NRA or Galleryrifle Facebook pages or groups, or by post through the NRA offices: Bisley, Brookwood, Surrey, GU24 0PB



## A - Rules

### A1 General

#### A1.1 Purpose

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

A1.1.2 The Rules defined in this Section apply to all use of Gallery Rifles and Pistols under NRA auspices and will be strictly enforced at all GR&P meetings. Any breach will be dealt with under the disciplinary arrangements specified in this Handbook – though these may be superseded by the conditions of the individual match and/or meeting in which the breach occurs. In particular, a breach occurring at an NRA event must be notified to the Secretary General in accordance with the NRA Disciplinary Code and may be subject to action under that Code in addition to action under this rule. Any competitor witnessing a breach of these rules is required to bring the matter to the attention of a meeting official immediately

### A2 Definition of Firearms and Ammunition

#### A2.1 General

A2.1.1 Firearms that conform to the definitions and dimensions set out in Section 1, Firearms Act 1968 (as amended) are generally eligible subject to special conditions set out below. They fall into the categories described and will compete in separate events

#### A2.2 Gallery Rifle Centrefire (GRCF)

A2.2.1 Gallery Rifles in a centrefire calibre are divided into three types as follows:  
**GRCF Standard:** a lever action rifle with an integral tube magazine  
**GRCF Open:** any other Gallery Rifle of different design  
**GRCF Classic:** any Gallery Rifle which complies with the Classics Discipline definitions of eligibility for the Imperial Historic Arms and Trafalgar Meetings. The 'Spirit of the Original' must endure. This means no contemporary telescopic sights, no high visibility red / green foresight elements, no dropped butt plates, no raised cheekpieces and no fore end hand hold / palm rest additions or similar. The onus is on the shooter to prove that any modification to a standard is 'in the spirit of the original' e.g. by reference to a publication or catalogue of the period

A2.2.2 All GRCF must comply with the following:

- a. **Calibre:** Any centrefire calibre. The muzzle velocity must not exceed 2150 f/sec and the muzzle energy must not exceed 1496 f. lbs. "Downloaded" fullbore rifle ammunition is not permitted
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the Chief Range Officer (CRO)
- c. **Slings:** The use of slings is prohibited

- d. **Sights:** Two types of sights are permitted:
  - i. **Iron:** Iron sights which may include sights of any colour
  - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself

## **A2.3 Gallery Rifle Smallbore (GRSB)**

A2.3.1 Any Gallery Rifle in .22" rimfire may be used. The standard for GRSB is a self-loading rifle with a detachable magazine. Other designs are permitted. All GRSB must comply with the following:

- a. **Calibre:** .22" rimfire only
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO
- c. **Slings:** The use of slings is prohibited
- d. **Sights:** Two types of sights are permitted:
  - i. **Iron:** Iron sights which may include sights of any colour
  - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself

## **A2.4 Long Barrelled Pistol (LBP)**

A2.4.1 This category covers all .22" rimfire Long Barrelled Pistols. It includes revolvers and self-loading guns. It also includes single-shot pistols, though these are only likely to be practical in the precision events (numbers 01 and 03 – see Section C). All LBPs must comply with the following criteria:

- a. **Calibre:** .22" rimfire only
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO
- c. **Sights:** Two types of sights are permitted:
  - i. **Iron:** Iron sights which may include sights of any colour
  - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself

A2.4.2 LBPs capable of being fitted with a shoulder stock may be used provided that the shoulder stock is not attached. An extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow

## **A2.5 Long Barrelled Revolver (LBR)**

A2.5.1 Any Long Barrelled Revolver in a centrefire pistol calibre may be used in this category. All LBRs must comply with the following criteria:

- a. **Calibre:** Any calibre
- b. **Trigger Weight:** No minimum permitted trigger weight but must be safe in the judgement of the CRO
- c. **Sights:** Two types of sights are permitted:
  - i. **Iron:** Iron sights which may include sights of any colour
  - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself

- A2.5.2 LBRs capable of being fitted with a shoulder stock may be used provided that the shoulder stock is not attached. An extension rod, if fitted, may only make contact with the body on the hand, or the arm up to the elbow
- A2.5.3 **Double-action:** Double-action firing is accomplished by pulling the trigger of a revolver through with one motion to raise the hammer and let it fall without otherwise cocking the gun. When double-action is specified in the event conditions it must be used
- A2.5.4 **Single-action:** Single-action firing is accomplished by cocking the hammer of a revolver before each shot is fired. The gun may be cocked with either hand. Single-action may be used when it is specified in the event conditions or when no particular action is specified. Double-action can be used instead of single-action at the shooter's discretion

## A2.6 Service Rifle

- A2.6.1 The rules for Civilian Service Rifle are defined in the NRA Civilian Service Rifle Handbook and duplicated here for ease of reference. In the event of any discrepancy between Civilian Service Rifle rules appearing in the GR&P Handbook and the CSR Handbook, the CSR Handbook takes precedence

### SR (a) – Service Rifle Class A

- a. A service rifle as issued by any government and used without any unauthorized alterations or additions
- b. **Sling:** a sling corresponding to as issued 1937 pattern is permitted, attached to the rifle in two points in the regulation manner. The sling may be used for steadying the rifle and may be placed round one arm and/or wrist but not round any other part of the body
- c. **Gloves:** no padded shooting gloves are allowed
- d. **Shooting jackets:** may be worn so long as they are not done up and not attached to any sling
- e. **Backsight:** a backsight as issued must be used. The wind-gauge if any must be set centrally
- f. **Foresight:** a blade foresight, which may be undercut
- g. **Wind:** must be allowed for by aiming off
- h. **Sights:** may be blackened, but nothing may be affixed for shading them
- i. **Trigger pull:** minimum of 5lbs
- j. **Magazines:** magazines or clips may only be charged with a maximum of five rounds

### A2.6.2 SR (b) – Service Rifle Class b

- a. Any rifle as defined for SR (A) except that:
  - i. The sling must be attached to the rifle at no more than two points; it must not exceed 2 inches in width or ¼ inch in thickness
  - ii. The wind-gauge if any may be adjusted and used
  - iii. An additional aperture backsight may be affixed and used



A2.6.3

**SR (O) – Service Rifle Open**

- a. Any rifle chambered for cartridges used in the above classes
- b. **Sights:** of any description including magnifying or telescopic
- c. **Sling:** of any pattern may be used as an aid to steadying the rifle
- d. **Gloves:** no padded shooting gloves are allowed
- e. **Shooting jackets:** may be worn so long as they are not done up and not attached to any sling
- f. **Support:** when shooting in the prone position competitors may use some form of rest for the wrist or back of the forward hand. No form of rest is to be affixed to the rifle
- g. **Magazines:** or clips may only be charged with a maximum of five rounds

A2.6.4

**SR (IS) – Service Rifle post 1955 Iron Sights**

- a. Iron sights only
- b. No restriction on slings
- c. Rests are prohibited
- d. Trigger weight 4.5lbs minimum
- e. Magazine resting is permitted, no part of the wrist of the supporting arm may touch the ground
- f. No padded shooting gloves are allowed
- g. Shooting jackets may be worn so long as they are not done up and not attached to any sling

A2.6.5

**SR (SO) – Service Rifle post 1955 Iron Optic**

- a. No restriction on slings
- b. Magazine resting is permitted, but no part of the wrist of the supporting arm may touch the ground
- c. Fore grips are prohibited, as are any modifications to the fore end, such as hand or sling stops, intended to facilitate an advantage with the support hand
- d. Bipods are prohibited
- e. Trigger weight 4.5lbs minimum
- f. Optic sights maximum magnification of 4.5x
- g. No padded shooting gloves are allowed
- h. Shooting jackets may be worn so long as they are not done up and not attached to any sling

A2.6.6

**SR (PO) – Service Rifle post 1955 Practical Optic**

- a. No restriction on slings or rests
- b. Bipods may be used, but must remain fitted at all times
- c. Vertical fore grips may be used, but must remain fitted at all times
- d. Trigger weight 1.5kg minimum
- e. No restriction on optic sights
- f. **Gloves:** no padded shooting gloves are allowed
- g. Shooting jackets may be worn so long as they are not done up and not attached to any sling

## **A2.7 Target Shotgun (TS)**

A2.7.1 The rules for Target Shotguns are defined in the NRA Target Shotgun Handbook and duplicated here for ease of reference. In the event of any discrepancy between Target Shotgun rules appearing in the GR&P Handbook and the TS Handbook, the TS Handbook takes precedence

Target Shotguns are divided into one general classification and 4 types:

### **Any Shotgun (SG)**

**Manual (SGM):** Any Manual Action Shotgun with an integral tubular magazine or detachable magazine

**Semi-Automatic (SGSA):** Any Semi-Automatic Shotgun with an integral tubular magazine or detachable magazine

**Classic (SGC):** Any shotgun that is not magazine fed and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Manual Action Integral (SGMI):** Any Manual Action Shotgun with an integral tubular magazine or detachable magazine and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Semi-Automatic Integral (SGSAI):** Any Semi-Automatic Shotgun with an integral tubular magazine or detachable magazine and is not fitted with optical or electronic (red dot, telescopic etc) sights

**Multi-Barrel (SGMB):** Any shotgun with multiple barrels that is not fitted with optical or electronic sights or a magazine

**Service (SGSV):** Any shotgun and sight combination that matches the specification of one that is or was on issue by any government to its Armed Forces or Police, without any alterations or additions from the issue specification save for the extension of the barrel to comply with UK legislation

A2.7.2 Some shotgun events require the use of a Section 1 shotgun and solid slug ammunition (only). A magazine capacity of at least 6 rounds is recommended. If you are in any doubt as to the eligibility of a particular firearm, you are strongly advised to contact the NRA before the meeting. Areas which may need clarification include types of sights, artificial aids to shooting, types of action, eligible calibres etc

## **A2.8 Ammunition**

A2.8.1 Either hand-loaded or factory loaded ammunition may be used. All ammunition must have sufficient energy to pass through paper/card targets and their backing boards. Shots which do not pass through such targets will be scored as misses

A2.8.2 All ammunition must be within the safety limits of the range(s) in use. Any RO may require a competitor's ammunition to be tested to ensure compliance. Limits on muzzle velocity and muzzle energy for both centrefire and smallbore ammunition may be enforced by testing with a chronograph where range conditions allow and appropriate equipment is available

# Construction Management and Support Services

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- A2.8.3 **Muzzle Loading Propellants:** Some events are open to firearms using any propellant for which the firearm is appropriately proofed. If your firearm is proofed for black powder only and is a modern reproduction or is of modern design, you may only use 'Pyrodex' if this is in accordance with the guidance given by the manufacturer of the firearm. If you are using an original firearm then black powder must be used unless the firearm been re-proofed for modern nitro powders. You may be prevented from using any firearm or load if either is, in the opinion of the Chief Range Officer, unsafe
- You may only use smokeless propellants if your firearm is nitro proofed
- A2.8.4 Centrefire ammunition must comply with the safety limits of the range(s) but only target loads are needed at the shorter ranges up to 50 metres. Excessively noisy ammunition can be intrusive for other competitors. Please bear this in mind before making or purchasing ammunition
- A2.8.5 Magnum, armour piercing, high velocity, jacketed or plated rounds are not permitted on steel plate targets. Limits on power and speed will be enforced. These will apply to both Centrefire and Smallbore; random testing with a chronograph will take place on the range. Failing this test will result in disqualification. The limits are as follows:
- Centrefire:** (lead core bullets only)  
**Bullet weight over 200 grains:** maximum velocity 1000 ft/sec  
**Bullet weight 200 grains or less:** maximum velocity 1200 ft/sec  
**Smallbore:** maximum velocity 1300 ft/sec

## **A3 Conduct of Shooting**

**The safety rules in Section 52 of Volume 1 of the NRA 'Bible' also apply; in the event of any apparent conflict with the rules in this book, the GR&P Handbook takes precedence**

### **A3.1 Photography**

- A3.1.1 Please do not take photographs or videos on the ranges without first asking permission of the Chief Range Officer and the people in the picture. At the National Shooting Centre, Bisley, professional photographers must be in possession of a 'Photography Permit', which is obtainable through the NRA Reception

### **A3.2 Safety**

- A3.2.1 All competitors and other personnel in the immediate vicinity of the firing point are required to wear ear protection (e.g. earplugs). Eye protection (e.g. shatterproof glasses) must also be worn when hard targets (e.g. steel plates) are in use. The wearing of eye protection is very strongly advised at all times (and may be made mandatory by the conditions of some meetings). The NRA will not be liable for any injury sustained through the lack of appropriate protection
- A3.2.2 All firearms must remain boxed or cased until permission to remove them from their box or case has been given by the CRO

- A3.2.3 No competitor may touch an unboxed or uncased firearm except under RO supervision
- A3.2.4 No competitor may load a firearm until ordered to do so by an RO on the firing point. Magazines and speedloaders may be pre-charged but must not be inserted in the firearm until the order to do so has been given. Unless otherwise stated within the course of fire, magazines and speedloaders should only be pre-charged with the number of rounds appropriate to the course of fire (e.g. event 07 T&P1 is fired in strings of 6 rounds so magazines and speedloaders should be charged with 6 rounds)
- A3.2.5 When stationary on the range the muzzles of all firearms being held must be pointed downrange in a safe direction
- A3.2.6 When moving around the range during an event under the control of a Range Officer, firearms must be carried as follows:
- a. **Revolvers:** Unloaded. Either boxed, holstered, or muzzle up with the cylinder held open by the fingers of the carrying hand
  - b. **Pistols:** Unloaded. Either boxed, holstered, or muzzle up with the action locked open
  - c. **Rifles:** Unloaded. Either cased or muzzle up with the action open
- Note: These rules do not apply when the competitor is moving as part of the course of fire (e.g. event 13 Phoenix A); the specific rules in the course of fire are to be followed in such cases
- A3.2.7 When not on the firing point all firearms must be in the following condition:
- a. **Revolvers:** Boxed with no rounds in the cylinder, hammer down
  - b. **Pistols:** Boxed with the magazine removed, no rounds in the chamber, slide forward, hammer down
  - c. **Rifles:** Cased with any detachable magazine removed, no rounds in the chamber or in any fixed magazine, hammer down
- A3.2.8 It is the responsibility of the firer to unload and clear their firearm before presenting it for inspection. No firearm is to be boxed or cased until it has been confirmed clear by an RO. The clearance procedures for the various gun types are as follows:
- a. **GRSB:** Competitor removes magazine, locks action open, confirms that chamber, action and boltface are clear of live rounds, misfires and empty cases and presents for inspection. RO confirms clear
  - b. **GRCF with fixed magazine:** Competitor opens the action, confirms that magazine, chamber, action and boltface are clear of live rounds, misfires and empty cases, racks three times for RO to see, leaves action open. RO confirms clear
  - c. **GRCF with detachable magazine:** As GRSB



- d. **GRCF revolving carbine:** Competitor opens cylinder, ejects all cases, confirms that chambers and frame are clear of live rounds, misfires and empty cases and presents for inspection. RO confirms clear
- e. **LBP:** As GRSB. When empty and proved clear the action may be dropped with the firearm pointed in a safe direction under the direction of the RO and the firearm may then be holstered with the slide forward and hammer down
- f. **LBR:** As revolving carbine. When empty and proved clear the cylinder may be closed and the firearm may then be holstered with the hammer down

- A3.2.9 During a course of fire, at the CRO's discretion, firearms may be grounded on the firing point instead of being boxed or cased. This may only be done after the firearm has been proved clear by an RO. Grounded firearms must point downrange in a safe direction and have their actions / cylinders open. They are not to be touched again until the CRO so instructs
- A3.2.10 A belt mounted holster may be used with an LBP or LBR. Such holsters may be right or left-handed. The holster must cover the gun's trigger. Shoulder or cross-draw holsters are not allowed, nor are holsters from which the LBP/LBR is released by inserting a finger within the trigger guard
- A3.2.11 If any RO or any other person on the range considers that there is a potential or actual breach of safety which urgently requires all competitors to stop firing they will immediately give the order "Stop, Stop, Stop". All competitors must immediately stop firing, take their finger off the trigger, keep their firearms pointing at the target and await further instructions
- A3.2.12 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all firearms must be unloaded and proved clear in the normal manner
- A3.2.13 A misfire occurs when the firearm operates normally but the cartridge does not ignite.

If a firearm misfires the competitor may attempt to clear the misfire if it is safe to do so and continue firing. If the misfire cannot be safely cleared the competitor must cease firing, bring the firearm to waist height keeping it pointing towards the target and attract the attention of the RO by raising a hand. At the end of the practice, if it is necessary, the RO will assist or instruct the competitor when and how to unload the firearm, check the barrel and take remedial action

### **A3.3 Clothing and Equipment**

- A3.3.1 Clothing should be suitable for the weather conditions during the competition. No clothing may be worn which will, in any manner, give the wearer artificial support. Such clothing includes shooting jackets, coats or vests which have straps or other devices which may be used to stiffen the body, or tightening devices which may be used to stiffen or lend support to the arm
- A3.3.2 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director (see A3.5)
- A3.3.3 All devices or equipment which may facilitate shooting, but which are not mentioned specifically in these rules, or which are contrary to the spirit of these rules, are forbidden. The Meeting Director, Deputy Meeting Director or any range official shall have the right to examine any competitor's equipment
- A3.3.4 It is the responsibility of the competitor to submit any equipment, not specifically authorised, for official inspection and approval in sufficient time prior to the beginning of an event not to cause inconvenience to the competitor or any official

### **A3.4 Range Procedures**

- A3.4.1 Unless a firearm has become disabled (as defined in A3.6.1) during the course of any event:
- No competitor may change a firearm
  - No competitor may add, remove or interchange any major part of a firearm (e.g. barrel, stock, receiver, cylinder etc.)
  - No competitor may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification, lens covers etc. on sights can be adjusted or modified during the course of an event)
- A3.4.2 During a Course of Fire a round or magazine may be retrieved from the ground if dropped, or may be taken from the competitor's equipment if on the ground, only if they have unloaded their firearm, locked it open and it is kept pointing at the target while retrieving the round or magazine. They may not leave the firing point for this purpose. Dropped rounds or magazines may not be retrieved in events that specifically prohibit this
- A3.4.3 No other person may pass rounds or magazines to a competitor unless they have been previously authorised to do so by the CRO, and then only in circumstances where the competitor may need assistance
- A3.4.4 There is no limit on the number of rounds which may be in a firearm at any time provided that no more than the number of rounds prescribed for the event are loaded at a time, and provided also that no more than the required number of shots is fired for that stage
- A3.4.5 Practice is distinct from Zeroing and is defined as shooting an event or part of an event under conditions similar to those which apply to that event. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a competitor practices any part of an event they may not shoot that event competitively until at least an hour after they finish practicing. The only exception to this prohibition is

where all competitors in an event are given identical practice facilities throughout the whole meeting

- A3.4.6 Zeroing is distinct from Practice and is defined as firing shots at a target in order to zero the gun at a particular distance. Where range conditions permit, a static target frame will be provided for competitors to test their zero. It will be at a distance determined by the Meeting Director. A target face may be provided by the competitor provided that it is not of a design used in any of the events at the meeting. Once a competitor has finished zeroing, at least half an hour must elapse before they shoot any event competitively
- A3.4.7 Competitors must take their position at their numbered firing point in such a manner as not to interfere with adjacent competitors. No portion of the competitor's body may rest on or touch the ground forward of the firing point
- A3.4.8 With the exception of competitors actually firing, and such range personnel as are necessary for the conduct of the match, the firing points and line must be kept clear at all times
- A3.4.9 Competitors are not permitted to interfere with the handling of targets by range personnel

### **A3.5 Disabled / Handicapped Competitors**

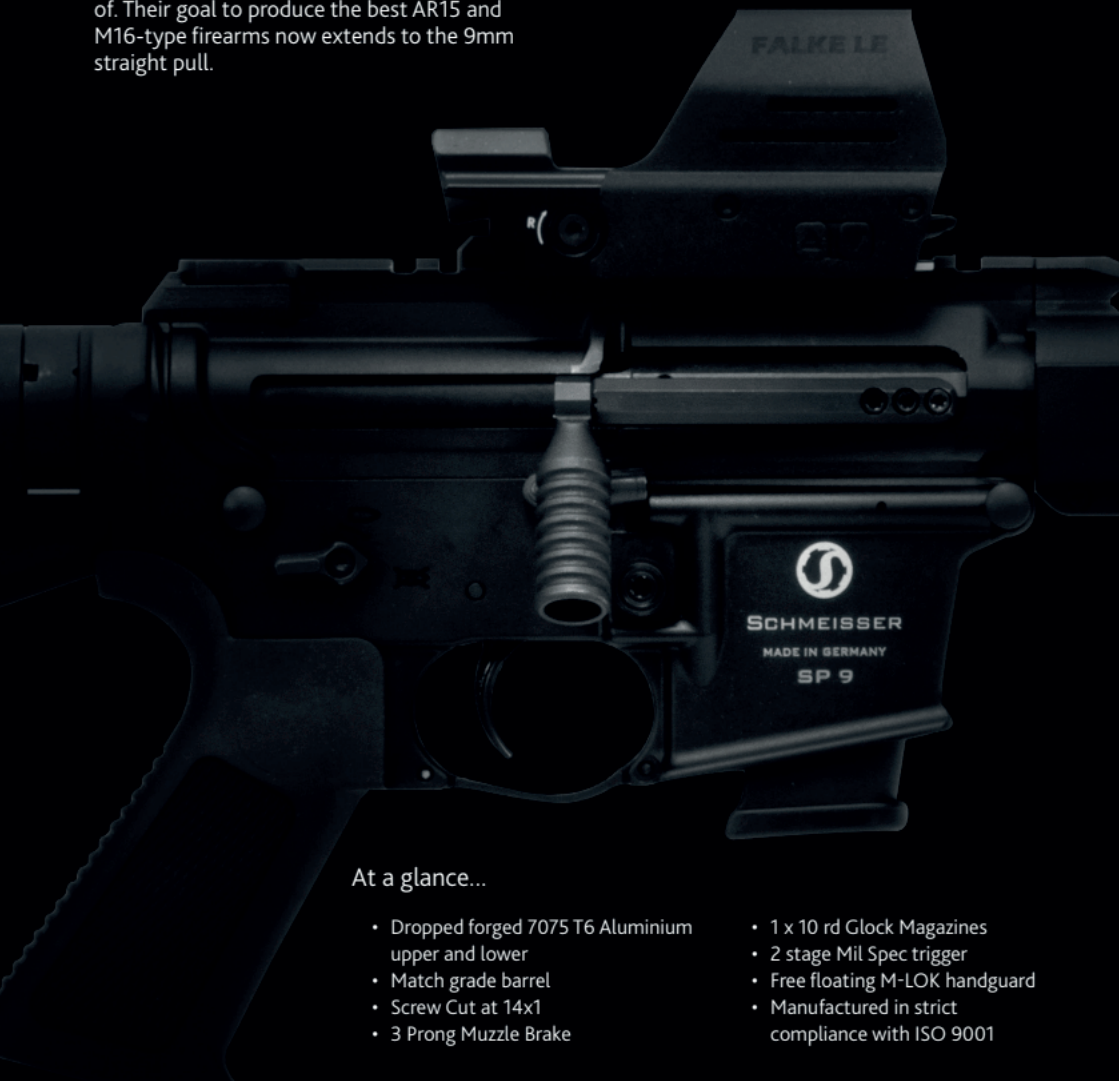
- A3.5.1 When entering a Meeting, a competitor who has a physical disability (temporary or permanent) which prevents the use of a position specified in the event conditions can apply to the Meeting Director for permission to use an alternative position or artificial support (A3.3.2). Such an application should be supported by medical evidence (e.g. a Doctor's note) whenever possible. The Meeting Director will determine which, if any alternative position(s) or artificial support the competitor will be allowed to use in which event(s) and will notify the competitor of the decision
- A3.5.2 It is the competitor's responsibility to inform the Range Crew of any approved alternative position before shooting the event. The competitor should also inform other competitors on the same line in order to avoid confusion during the event
- A3.5.3 The competitor will normally be allowed to adopt the next most difficult position applicable to the event. This will vary between events but may include:
- a.** Sitting instead of Prone
  - b.** Kneeling (either on two knees or on one knee without resting the elbow on the knee) instead of Sitting
  - c.** Standing (strong or weak shoulder/hand) instead of Kneeling, Sitting or Prone
  - d.** Kneeling (either on two knees or on one knee without resting the elbow on the knee) instead of Standing
- A3.5.4 Scores shot using alternative positions will count normally for the events concerned but will not count for records
- A3.5.5 If a competitor is only able to shoot from a wheelchair, the firearm must be fully supported by the competitor's arms which cannot themselves be supported by any part of the chair



# SCHMEISSER

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- Screw Cut at 14x1
- 3 Prong Muzzle Brake
- 1 x 10 rd Glock Magazines
- 2 stage Mil Spec trigger
- Free floating M-LOK handguard
- Manufactured in strict compliance with ISO 9001

## **A3.6 Malfunctions and Reshoots**

- A3.6.1 A disabled gallery rifle or pistol is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s). The fact that the sights may have been improperly adjusted does not constitute disablement
- A3.6.2 Any claim that a firearm has become disabled must be made immediately
- A3.6.3 Once a firearm has been declared disabled by the CRO it shall not be used again for live firing until the defect has been rectified and the firearm has been declared safe by the CRO. No competitor will be allowed a reshoot due to a disabled firearm
- A3.6.4 No competitor may change a firearm, or interchange parts of a firearm, during an event unless the firearm has become disabled (see A3.6.1). All shots fired up to the time that the disablement is confirmed will stand as part of the official score. Any replacement firearm used to continue an event must be of the same type (GRCF, GRSB, LBP or LBR) as the original
- A3.6.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO
- A3.6.6 When the firing of a string or series has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the string or series under the conditions of the event, the CRO will proceed as follows:
- a. Without being permitted to examine their targets, competitors in the detail who have been prevented from completing their string or series will be asked if they want to reshoot, or if they wish to accept their score as already fired
  - b. Those competitors who have elected to take their scores as already fired will have their targets scored in the normal way
  - c. Those competitors who have elected to reshoot will have their targets patched or replaced, and will then reshoot the entire string or series
- A3.6.7 Reasons for the procedure in A3.6.6 being required will not include malfunction of the firearm or ammunition but will include:
- a. Failure to allow the full time specified for the string or series
  - b. Failure of the targets to operate properly or uniformly for the entire string or series
  - c. Failure of the targets to remain in position on the frame
  - d. Damage to a target rendering proper aiming or scoring impossible
  - e. Cross-firing by another competitor
  - f. Appearance of an object in the line of fire which might constitute a hazard
  - g. An accident on the firing point
  - h. Any reason the RO/CRO deems an unacceptable interruption to the detail

- A3.6.8 If, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete their string or series than is provided for in the event conditions, the CRO will immediately order all such targets patched or replaced. These targets will not be scored. A complete new string or series will then be fired by the competitors who had extra time allowed
- A3.6.9 If, in the original string or series, some targets operated properly in accordance with the permitted time limit then all such targets will be scored in the normal manner and competitors who shot on those targets will not be required, nor permitted, to reshoot
- A3.6.10 In the case of some accident involving a competitor on the firing point, such as being hit by lead or powder residue, that competitor may stop firing. The competitor concerned will then have the choice of accepting the score already made in that Course of Fire, or may reshoot that course

### **A3.7 Penalties**

- A3.7.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section A4 of this Handbook (see A4.13) apply
- A3.7.2 In any competition, any RO may apply a Procedural Penalty to a GR&P competitor if they deem a procedural error to have been made by that competitor. The competitor may appeal such a decision to the Meeting Director
- A3.7.3 A Procedural Penalty will result in the deduction of one hit of the maximum possible score value for the target type. Such a penalty shall not be applied more than once for each match, stage or practice of an event
- A3.7.4 Potential procedural errors will depend on individual event conditions, but will include the following list which is neither exhaustive nor exclusive:
- a. Firing while placing a foot or part of foot over the firing line
  - b. Firing while placing a foot or part of a foot on the wrong side of the line behind a barricade
  - c. Firing from positions in the wrong order
  - d. Adopting an incorrect position
  - e. Firing too many shots in a position

## **A4 Discipline**

### **A4.1 Aliases**

- A4.1.1 No competitor may fire under an assumed name
- A4.1.2 No competitor may register, enter or shoot in an event in the name of another

### **A4.2 Score and classification falsification**

- A4.2.1 No competitor will falsify their score or classification, nor that of any other competitor, nor be an accessory thereto

**A4.3 Cross fires and excess hits**

A4.3.1 No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target and misses

**A4.4 Bribery**

A4.4.1 No person will offer a bribe of any kind to any of the range crew, statistical personnel or others nor be an accessory thereto

**A4.5 Disorderly conduct**

A4.5.1 Disorderly conduct or intoxication is strictly prohibited on the range

**A4.6 Wilful destruction of range equipment**

A4.6.1 No shooter shall cause any range equipment to become damaged through a deliberate act

**A4.7 Chronographing**

A4.7.1 As noted at A2.7.2, any RO may require any competitor's ammunition to be chronographed where range conditions allow and appropriate equipment is available. Any testing must itself be in accordance with the safety parameters of the range and the Meeting Director or other appropriate officials are responsible for supplying chronographic equipment

A4.7.2 If Chronograph testing takes place the following procedure will be used: Select three of the competitor's rounds at random. Fire all three rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes
- b. If two rounds exceed the limit, the test is repeated with three new rounds
- c. If all three rounds exceed the limit, the ammunition has failed

A4.7.3 If test b above is failed, fire three new rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes
- b. If two rounds exceed the limit, the ammunition has failed

A4.7.4 If the ammunition fails the chronograph test it may not be used. The competitor is disqualified from any events already shot using that ammunition

**A4.8 Refusal to obey**

A4.8.1 No person will refuse to obey instructions of the Meeting Director or any other official if instructions are given in the proper conduct of the office

**A4.9 Evasion of rules**

A4.9.1 No competitor will evade or attempt to evade or be an accessory to the evasion of any Rules or Conditions. Refusal of a competitor or meeting official to give testimony regarding facts known to them concerning violations or attempted violation of the Rules and Conditions will constitute being an accessory to the violation or attempted violation

#### **A4.10 Self-discipline**

A4.10.1 The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of range personnel to enforce discipline and the duty of competitors to assist in such enforcement

#### **A4.11 Safety violations**

A4.11.1 Serious safety violations are defined as follows:

- a. Pointing any firearm in an unsafe direction
- b. Discharging any shot that impacts anywhere other than the back stop behind the target line
- c. Dropping a loaded firearm
- d. Handling a firearm on the range while not under the direct instructions of a Range Officer
- e. Being under the influence of or consuming alcohol or drugs on the range while competing or officiating

#### **A4.12 Loud or abusive language**

A4.12.1 Loud and/or abusive language that disturbs the operation of the event or the competitors while firing is not permitted. Competitors, scorers and ROs will limit their conversation directly behind the firing line to official business. Verbal abuse by competitors or verbal abuse of competitors by range officials is grounds for Disqualification or replacement of those guilty of such action. Disturbance of shooters by spectators is likewise prohibited

#### **A4.13 Sanctions**

A4.13.1 A CRO will disqualify (see A4.14) a competitor from an event in which any serious safety violation (see A4.11.1) has occurred and submit a written report to the Meeting Director at the end of the period of shooting. The competitor may appeal such a decision to the Meeting Director

A4.13.2 The Meeting Director, upon proper presentation of evidence, may apply a Procedural Penalty to, Disqualify, or order the Expulsion (see A4.15) of any competitor for violation of Rules or Conditions, or for other conduct considered discreditable or unsafe. In the event of a disagreement on sanctions between meeting officials, the Meeting Director shall prevail

#### **A4.14 Disqualification**

A4.14.1 Competitors who are disqualified from an event are required to remove themselves and their equipment from the firing point immediately. Their scorecard must be handed to the RO and they will be awarded a zero score for that event. No refund of entry fees will be given

#### **A4.15 Expulsion**

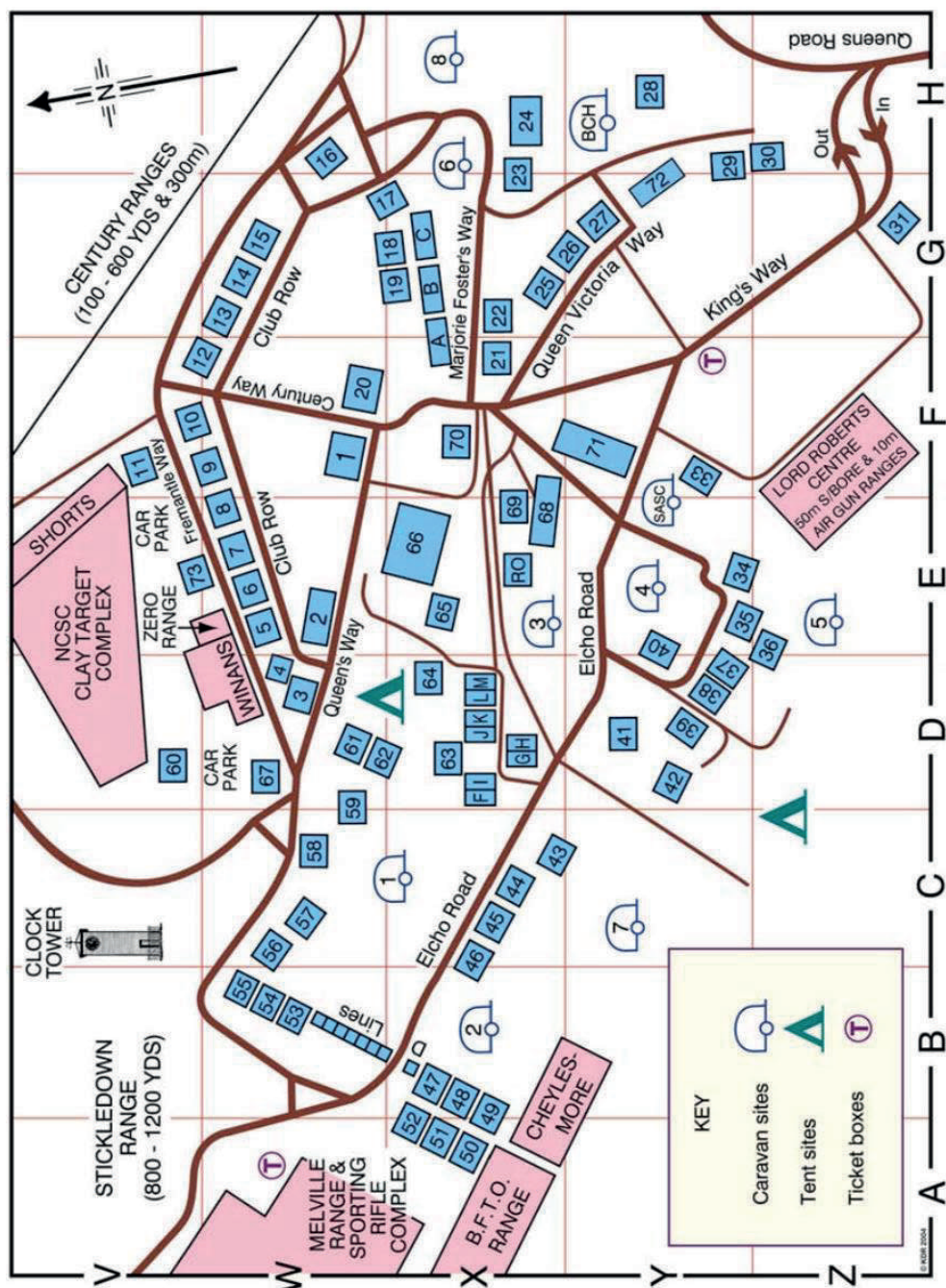
A4.15.1 Expelled competitors are disqualified from all events at the meeting. They are required to remove themselves and their equipment from the range complex and not to return for the remainder of the meeting. No refund of entry fees will be given. Details of all expulsions shall be reported to the disciplinary body of the National Rifle Association or the National Governing Body under whose auspices the meeting is run



## B - General Conditions

B1 General

B1.1 National Shooting Centre Map



## Map Index

<b>1</b> NRA Offices	FW	<b>42</b> Inns of Court	DY
<b>2</b> Exhibition Hut	EW	<b>43</b> HAC	CX
<b>3</b> ARA Officers Mess	DW	<b>44</b> Trethewey Lodge	CX
<b>4</b> ATSC Caretaker	DW	<b>45</b> The Spot (BDMP)	CX
<b>5</b> Surrey RA	EW	<b>46</b> The Hut	CX
<b>6</b> White Horse Lodge	EW	<b>47</b> Shindigs	BX
<b>7</b> Richardson Lodge	EW	<b>48</b> Hedgehog Hut	BX
<b>8</b> North London RC	EW	<b>49</b> Kangaroo Corner	BX
<b>9</b> Ibis RC	FW	<b>50</b> Mallabar (BFTO)	AX
<b>10</b> City RC	FV	<b>51</b> Imperial Lodge	AX
<b>11</b> Fat Tony's Snack Bar	FV	<b>52</b> Running Deer Hut	AX
<b>12</b> London & Middlesex RA	FW	<b>52</b> Elcho Lodge	BW
<b>13</b> The Cottage	GW	<b>54</b> Stickledown Lodge	BW
<b>14</b> Bunhill Lodge	GW	<b>55</b> Cottesloe Lodge	BW
<b>15</b> Artists RC	GW	<b>56</b> Clock Tower Lodge	CW
<b>16</b> British Commonwealth RC	HW	<b>57</b> Ranfurly Lodge	CW
<b>17</b> Anderby Lodge	GX	<b>58</b> William Evans Gunmakers	CW
<b>18</b> Broome Lodge	GX	<b>59</b> Bisley Sporting Ground	DW
<b>19</b> Woffington Lodge	GX	<b>60</b> National Clay Shooting Centre	DV
<b>20</b> Fultons / Welsh RA / SLRC /		<b>61</b> English VIII	DW
Ten Ring / Old Guildfordians	FW	<b>62</b> Wimbledon House	DW
<b>21</b> Lloyds TSB RC	FX	<b>63</b> Greshams School	DX
<b>22</b> Bullet Lodge	GX	<b>64</b> British Young Shooters Association	DX
<b>23</b> Erin	GX	<b>65</b> Marylebone R & PC (Dukka Hut)	EX
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<b>25</b> The Barn	GX	<b>67</b> Old Bisley Gun Club	DW
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<b>28</b> Camp Cottage	HY	<b>70</b> Derby Lodge (CCRS)	FX
<b>29</b> Hogleas Hall RC	HY	<b>71</b> NSRA Site 103	FY
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<b>33</b> St George's Lodge (LMRA)	FY		
<b>34</b> Royal Marines RA	EY	Huts	
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<b>36</b> Royal Air Force SAA	EZ	D Lines	BW
<b>37</b> RAF Dormitory	DY	F,G,H,I,J,K,L,M Lines	DX
<b>38</b> Dormitory 2	DY		
<b>39</b> The Menagerie	DY		
<b>40</b> Atholl Row	EY		
<b>41</b> Hythe Lodge (HQ ARA)	DY		

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## **B1.2 Purpose**

- B1.2.1 This Section defines the General Conditions which should normally be applied to all GR&P shooting. Unlike the Rules provided in Section A, any of the Conditions in this Section may be over-ridden by range-specific, meeting specific or event-specific conditions. Where the Conditions in this Section do apply, violation of them will result in the same disciplinary procedures as those applied to violation of the Section A Rules

## **B2 Officials**

### **B2.1 Duty to competitors**

- B2.1.1 It shall be the duty of all meeting officials to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall harass a competitor nor allow such practice by another official, other competitors or spectators. Should a competitor's equipment or demeanour warrant sanction, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the Rule or Condition under which the sanction is being applied
- B2.1.2 Meeting officials – particularly CROs and ROs – should be easily identifiable by competitors. This could be achieved, for example, by the use of high-visibility tabards and/or red clothing

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

- B2.2.1 The National Rifle Association or the National Governing Body or organisation under whose auspices the meeting is run shall appoint the MD
- B2.2.2 The MD has overall responsibility for the entire meeting. In particular, they are responsible for ensuring the safety and proper discipline of all meeting officials, competitors and spectators. They are also responsible for ensuring the efficient conduct of the meeting
- B2.2.3 Instructions from the MD for the operation of the meeting must be complied with by all persons on the range. The MD will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterised by absolute impartiality, firmness, courtesy and vigilance
- B2.2.4 In all matters relating to the meeting a decision by the MD is final
- B2.2.5 The MD may appoint a Deputy Meeting Director

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

- B2.3.1 A CRO will be assigned by the MD to run one or more specific events on a particular range. The CRO is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all ROs working under them and will ensure that they are familiar with all relevant Rules and Conditions, particularly including the relevant Event Conditions. They must be constantly alert, impartial in handling of competitors and courteous though firm. They will deal with any challenges, protests or disciplinary issues calmly and quietly at the firing line or by taking the competitor to one side. Any disturbance to or involvement of other competitors should be avoided

**B2.3.2** It is highly desirable that anyone appointed as a CRO has received formal training relevant to the role

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

**B2.4.1** Each RO is an assistant to the CRO for a particular range. An RO (sometimes referred to as a Safety Supervisor) is responsible for the safety and discipline of meeting officials, competitors and spectators in the part of the range to which they have been assigned. They will also supervise the scoring of targets. They are responsible for seeing that the competitor's equipment and position comply with the conditions for the particular event being fired.

It is their duty to be completely familiar with the meeting programme and with all relevant Rules and Conditions. They are to comply to the best of their ability with all instructions issued by the Meeting Director or CRO and will render all possible cooperation to other officials. They must be constantly alert, impartial in their handling of competitors and courteous though firm. Any challenges, protests or disciplinary issues should be raised immediately to the CRO

## **B2.5 Chief Statistical Officer (Chief Stats)**

**B2.5.1** Chief Stats is in charge of all statistical work in connection with the meeting except the actual recording of scores when this is done on the range. They are directly responsible to the Meeting Director. They are assisted by such additional Stats Officers as may be required

**B2.5.2** It is the duty of Chief Stats to:

- a. Maintain a list of competitors showing name, competitor number and classifications
- b. Prepare official scorecards
- c. Check addition on scorecards and correct totals
- d. Tabulate scores in decreasing score order, taking account of event tie-break rules
- e. Prepare and post interim, provisional and final results
- f. Produce a prize list
- g. Report to Meeting Director for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or scorecards
- h. Make required reports to the National Classification organiser within one week of the end of the event

## **B3 Competitor Duties**

### **B3.1 Discipline**

**B3.1.1** It is the duty of each competitor to cooperate with officials to enable the conduct of a safe and efficient meeting. Competitors are expected to promptly call the attention of meeting officials to any infraction of Rules or Conditions. Failure of a competitor to cooperate in such matters, or to give testimony when called upon to do so, may result in the competitor being considered as an accessory to the offence

- B3.2 Knowledge of meeting conditions**
- B3.2.1 It is the competitor's responsibility to be familiar with the Rules and Conditions which apply at the meeting and particularly to the events they have entered
- B3.3 Competitors will score**
- B3.3.1 Competitors will act as scorers when required to do so by a CRO or RO, except that no competitor is allowed to score their own target
- B3.4 Reporting at firing point**
- B3.4.1 For squadded events, competitors must report to the range at least 10 minutes before the time indicated on their squadding notice. They must proceed to the assigned firing points immediately when their squad is called by the CRO. All relevant equipment for that particular event must be ready and in good working order. Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line. Competitors are expected to shoot on the detail on which they are squadded - if you miss this detail it will be up to the Chief Range Officer whether you are allowed to shoot at a later time
- B3.5 Timing**
- B3.5.1 It is the competitor's responsibility to complete each string of shots within the time allowed by the Event Conditions. ROs will not announce the time during the firing
- B3.5.2 Unless otherwise specified in the event conditions, timing devices are permitted provided that they do not produce an audible signal
- B3.6 Delaying an event**
- B3.6.1 No competitor may delay the start of an event through tardiness in reporting or undue delay in preparing to fire
- B3.7 Loading**
- B3.7.1 No competitor will load a firearm except at the firing point and after the command to load has been given by the CRO
- B3.7.2 Some events require the competitor to reload their firearm within the target exposure time (e.g. 1500 Practice 4: 12 shots in 35 seconds including reload). It has become common practice for some competitors to reload with a live round in the chamber (e.g. shoot 5, reload with 6, shoot 7). This is allowed unless specifically prohibited by the course of fire (e.g. action required to be open while changing position). However, competitors should be aware that this may not be allowed when shooting GR&P events outside of the UK
- B3.7.3 Competitors may only load their firearm with ammunition that is on their person or on a bench where one is in use. Rounds may not be loaded from the ground, range bags, etc. Unless otherwise specified in the course of fire, once the range has been declared clear competitors may replenish rounds on their person and/or a bench in the time between the practices of an event

- B3.8 After finishing a Practice / Stage**
- B3.8.1 When a competitor has finished firing for a practice or stage they should unload their firearm, lock it open and stand with it pointed at the target line until it has been cleared by an RO
- B3.8.2 When the RO has cleared the firearm, they will tell the competitor what to do next. Depending on the firearm and the event being shot, the instruction might be to bag, case, holster or go muzzle-up
- B3.8.3 Even when the individual competitor has been cleared by an RO, they should NOT begin to pick up magazines, cases, etc. until the range has been declared safe by the CRO. They should also refrain from doing anything which could distract other competitors who may still be shooting
- B3.9 Re-Entries**
- B3.9.1 Some events, (e.g. McQueen, Mini McQueen, Steels) allow for multiple re-entries to achieve a higher score or faster time for the event and these may be made on the range or at reception. Re-entry may be permitted, depending on available range space, after the competitor has shot their match
- B4 Teams**
- B4.1 Team representation**
- B4.1.1 No competitor may be a member of more than one team in any given team event
- B4.2 Coaching in team events**
- B4.2.1 Coaching is permitted only in shoulder-to-shoulder team events and each competitor may have a coach. No optical devices other than binoculars may be used by the coach. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, etc.; but must control voice and actions so as not to disturb other competitors. The coach will not physically assist in loading, or in making sight corrections, or be positioned to serve as a windbreak
- B4.2.2 All scores shot as a member of a Team can be considered for individual records as long as that shooter was not coached during the match
- B5 Range Commands**
- B5.1 Firing line commands**
- B5.1.1 When ready to start firing an event, the CRO calls the squad to the firing line. Specific instructions particular to the event being shot will be clearly and consistently announced. If there are mixed firearm types on the firing line, any differences in Event Conditions between them will be emphasised
- B5.1.2 In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation (which are contained in the event conditions in Section C) all events will, as far as possible, have the same sequence of range commands:

- a. 'LOAD AND MAKE READY'
- b. 'ARE YOU READY?' Silence will be taken as agreement – any competitor who is not ready should call 'NOT READY' and raise one arm, after which the Chief Range Officer will confirm 'NOT READY CALLED' and wait for the competitor to sort things out before proceeding with another call of 'ARE YOU READY?'
- c. 'STAND BY' and the targets turn away (if turning targets are in use)  
There is then a delay of between 3 and 7 seconds (variable in some events)  
When the targets start to face the firing line, or when an audible signal is given, firing may commence
- d. When the targets turn away, or when an audible signal is given, firing must cease immediately. Even if a competitor is about to let off a carefully aimed shot they must hold fire. The CRO will give the order "UNLOAD AND SHOW CLEAR", after which the ROs will check to make sure that all firearms are unloaded and holstered or cased. The ROs will then report their part of the range clear to the CRO. When all ROs have reported clear, the CRO will declare the range clear and give permission for ROs and competitors to go forward in order to score and replace targets as necessary
- e. 'STOP, STOP, STOP' On hearing this command – at ANY point during the event – the competitor must cease shooting immediately, continue to point the gun in a safe direction, keep their finger away from the trigger and wait for further instructions. (Note that anyone on the range can, and should, call STOP STOP STOP if they become aware of a potential safety issue.)

## **B5.2 Repeating commands**

B5.2.1 An RO may repeat the CRO's commands, especially when those commands cannot be clearly heard by shooters under their supervision

## **B6 Positions**

### **B6.1 Ready position**

B6.1.1 The ready positions for GRSB and GRCE are:

- a. **45 degrees:** The rifle is loaded with a round in the chamber and held in both hands with the butt in the shoulder and the barrel pointing towards ground at an angle of 45 degrees
- b. **Parallel:** The rifle is loaded with a round in the chamber and held in both hands parallel to the ground, pointing at the target array, at waist height
- c. **Trail:** The rifle is loaded and held parallel to the ground in the strong hand only, arm extended. Normally for this start position the gun will have an empty breech, i.e. loaded but not made ready
- d. **Benched:** The rifle is loaded with a round in the chamber, parallel to the ground, pointing at the target array with the butt in the shoulder. The competitor's head must be upright, looking over the sight



- B6.1.2 The ready positions for LBP are:
- a. **45 degrees:** Loaded with a round in the chamber, slide forward, hammer cocked, held pointing towards the ground at an angle of 45 degrees
  - b. **Holstered Loaded:** Slide forward, hammer down, chamber empty, charged magazine inserted, in a holster. The competitor must stand erect with arms hanging at the sides. The competitor's hands may not touch the gun or holster before the signal to start firing
  - c. **Holstered Ready:** Slide forward with a round in the chamber, hammer cocked, safety catch applied, charged magazine inserted, in a holster. Otherwise as for B6.1.2(b) above
- B6.1.3 The ready positions for LBR are:
- a. **45 degrees:** Loaded and held pointing towards the ground at an angle of 45 degrees. Hammer may be cocked if course of fire allows single-action shooting for current stage/practice
  - b. **Holstered:** Loaded, hammer down, in a holster. The competitor must stand erect with arms hanging at the sides. The competitor's hands may not touch the gun or holster before the signal to start firing
- B6.2 Moving between positions**
- B6.2.1 The rules for each event are shown in the relevant event conditions. Some practices require the competitor to start in the standing position but then adopt a different (e.g. sitting, kneeling) position when the targets face to indicate the start of the practice. In such cases, the competitor should:
- a. Load but not make ready in the standing position
  - b. When a target faces, adopt the shooting position, then make ready and shoot
- B6.2.2 Some practices require the competitor to move between shooting positions during the practice (e.g. kneeling to sitting, sitting to standing). In such cases the gun must be empty and locked open, with any detachable magazine removed, when moving; LBRs must have the cylinder empty and open. NB this rule does not apply when changing a firearm between hands/shoulders during a practice
- B6.2.3 Failure to follow these rules will normally result in a procedural penalty (A3.7.4). However, if an RO believes the competitor acted unsafely then the competitor may be subject to disciplinary sanction (A4.13) instead
- B6.3 Prone**
- B6.3.1 The prone position is generally used with LBP and LBR, and then only on ranges where it is specifically permitted by range regulations. The body is extended on the ground parallel to the line of sight, head towards the target
- B6.3.2 The "roll-over" prone position may also be used as long as the body is extended on the ground generally parallel to the line of sight and the position does not interfere with another competitor
- B6.3.3 The revolver or pistol but may not touch the ground, but may be supported by one or both hands which may touch the ground, and which are extended towards the target



## **B6.4 Sitting**

B6.4.1 The buttocks must be on the ground. A hand may be extended to the rear for support and one or both knees may be raised. Elbows may not touch the ground and the back cannot rest on the ground. Arms or hands may be supported on or by the knees. The gun may be held by one or both hands, but may not be supported or steadied by either foot

## **B6.5 Kneeling**

B6.5.1 *Either* Kneeling on one knee, the other extended toward the target. The buttocks may be on a heel or the side of a foot but cannot touch the ground. One arm may be supported on the forward knee

B6.5.2 *Or* Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. The arms are extended without other support

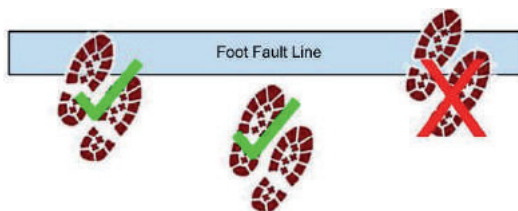
## **B6.6 Standing unsupported**

B6.6.1 Standing. All portions of the shooter's clothing, body and gun must be clear of artificial support

## **B6.7 Foot Fault Lines**

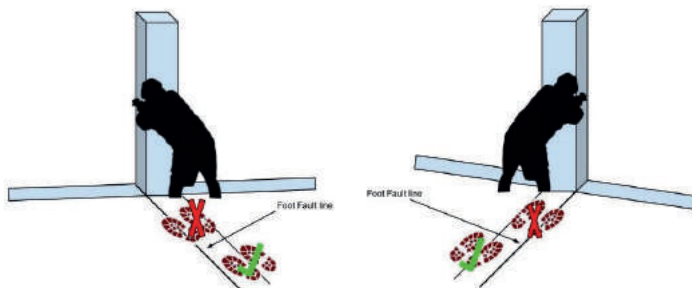
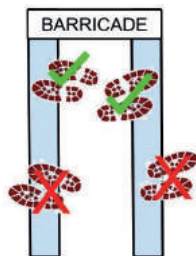
B6.7.1 Foot fault lines may be indicated by various means such as painted lines, ropes, batons, bars, posts or other types of markers. Depending on the event foot fault lines may be parallel and/or perpendicular to the target line

B6.7.2 In the case of any sort of marked line feet may be on the line but not extend past the outer edge of the line unless event conditions allow



## **B6.8 Using a barricade**

B6.8.1 The barricade should be placed on and essentially be part of the firing line. No part of the shooter's body (including hands) or equipment (except the gun) may be forward of the barricade unless event conditions allow. No part of the gun may touch the barricade unless event conditions allow. Perpendicular foot fault lines extend from the barricade perimetres to the rear and must be adhered to as described in B6.7



**B6.8.2** When shooting on the left of the barricade the gun must be held with the left hand and only the left trigger finger may be in the trigger guard. When shooting on the right of the barricade the gun must be held with the right hand and only the right trigger finger may be in the trigger guard. Either the shooting hand or the gun may be supported by the other hand; if the support hand is removed, it must still be possible to fire the gun

## **B6.9 Benched**

**B6.9.1** Competitors fire from a seated position using a bench or table. The fore-end of the rifle is supported by a bipod or a sand/bean bag. *As per para 213(a)(v) of the NRA Handbook:* a 'small bean bag' is a bag made of flexible material, containing only a homogeneous granular substance, and with maximum area of approximately 150mm x 100mm, maximum mean thickness 100mm (4"), and maximum weight 1kg. The butt of the rifle must be in the firer's shoulder and there can be no support between the butt and the table or bench

## **B6.10 Alternative Positions**

**B6.10.1** Competitors who are physically unable to adopt a position specified in a particular course of fire can apply to use an alternative position (see A3.5)

## **B6.11 Handguns – One or both hands**

**B6.10.1** Where strong/ weak/ right/ left hand is specified in the course of fire, the LBP/ LBR must be held in the specified hand. Unless the course of fire for an event specifies that one hand ONLY may be used, competitors may always use both hands to hold the gun if they wish to do so

## **B7 Firearm and Ammunition Malfunctions**

**B7.1** Unless otherwise specified in the event conditions, no reshoots will be allowed for defective firearms or ammunition, or for any other malfunction of the competitor's equipment. A competitor may clear stoppages or malfunctions, and may replace rounds which have been ejected or dropped, provided that all safety requirements and event conditions have been met. Completing a Course of Fire in this manner will not be regarded as a reshoot. No additional time will be allowed. A fully charged magazine may be used to substitute for dropped rounds, or in the case of a malfunction, regardless of the number of rounds already fired

## **B8 Scoring**

### **B8.1 When to score**

**B8.1.1** If an event is divided into stages, practices, matches or series then targets should usually be scored at the end of each stage, practice, match or series. If an event has a walkdown procedure, then scoring happens at the end of the event

**B8.1.2** After firing the required number of shots, upon command of the CRO, competitors may go forward and examine, but not touch, their targets

## **B8.2 Who can score**

- B8.2.1 Targets may be scored by an RO, a Stats officer or (when so directed by an RO) another competitor. No competitor may score their own target

## **B8.3 Where to score**

- B8.3.1 Targets may be scored on the target frames, behind the firing line or in the Statistical Office
- B8.3.2 When targets are scored before removal from the frame, the scorer records the hits and has the score accepted by the competitor, using the challenge process if necessary. Each target is then repaired or replaced by a new target

## **B8.4 How to score**

- B8.4.1 If the edge of a shot hole comes in contact with the scoring ring of a target, the shot is given the higher value (inward gauging)
- B8.4.2 A shot hole will be scored as a hit provided that it measures no more than one and a half ( $1\frac{1}{2}$ ) times the diameter of the bullet. Any shot hole which is more than  $1\frac{1}{2}$  times the diameter of the bullet will be scored as a miss
- B8.4.3 When a bullet enters a target from the back it will be scored as a miss
- B8.4.4 Hits outside the scoring rings are scored as misses
- B8.4.5 Any bullet which does not pass through the target will be scored as a miss
- B8.4.6 Hits on the wrong target will be scored as misses
- B8.4.7 A hole judged to be made by a ricochet bullet will be scored as a miss. However, a ricochet from another shooter will not affect the competitor's score

## **B8.5 Gauging**

- B8.5.1 A scoring overlay gauge may be used by any scorer to determine the value of close shots. Plug-type gauges may only be used by meeting officials. The plug type scoring gauge, if used, will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to a Jury (see B10.2)

## **B8.6 Early / late shots**

- B8.6.1 If any shots are fired at the target before the signal to commence firing (early shots) or after the signal to cease firing (late shots), the shots of highest value equal to the number fired in error will be scored as misses
- B8.6.2 Where a shot timer is used to give the signal to cease firing, any shot fired and recorded up to and including three-tenths (0.3) of a second after the signal to cease firing will be scored as a hit
- B8.6.3 All shots fired by the competitor after they take position at the firing point will be counted in their score, even if accidentally discharged, provided that they are not either early or late shots

## **B8.7 Too many / too few shots**

- B8.7.1 As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone anywhere other than through the assigned target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non visible shots on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it is scored in the higher-valued ring
- B8.7.2 If more than the required number of hits appears on the target, any shot which can be identified by the bullet hole as having been fired by some competitor other than the competitor assigned to that target, or as having been fired in a previous string, will be disregarded. If more than the required number of hits then remains on the target, the score given will be that for the required number of hits with the highest scoring values. If the competitor believes that the result achieved by using the highest scoring hits would result in an inappropriate reclassification, they may elect to have the required number of hits with the lowest scoring values recorded instead
- B8.7.3 If a competitor fires more than the prescribed number of shots through their own fault the lowest counting shots equal to the correct course of fire only will be counted
- B8.7.4 If a competitor fires less than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number fired and given a miss for each unfired shot

## **B8.8 Scorer's duties**

- B8.8.1 The scorer will call out the number of shots of each value for the competitor to record
- B8.8.2 At the end of the event, the scorer will:
- Ensure the competitor has fully completed the Stats portion of the scorecard (GRID, Name, all shot values for all practices)
  - Sign the card
  - Ensure the competitor signs the card
  - Ensure the competitor hands the card to the RO

## **B8.9 Competitor's duties**

- B8.9.1 The competitor will record on their scorecard the number of shots of each value as called by the scorer
- B8.9.2 At the end of the event, the competitor will:
- Fully complete the Stats portion of the scorecard (GRID, Name, all shot values for all practices), copying across from the Competitor portion of the card where necessary
  - Sign the card
  - Ensure the scorer signs the card
  - Hand the card to the RO for submission to the Statistical Office

## **B8.10      Scorecards**

- B8.10.1      A scorecard will be issued for each event entered. The majority of scorecards require only that the number of hits of each value be recorded – calculation of actual scores will be carried out by Stats. The Stats portion of each card must be completed, signed by both the competitor and a scorer, and handed to the RO for submission to Stats. When a competitor feels that a shot fired by themselves or by another competitor has been improperly evaluated or scored, they may make a challenge. Such a challenge must be made immediately upon announcement of the score and resolved on the range
- B8.10.2      Erasures on scorecards are not permitted. If correction is necessary, it must be made and initialled by the scorer. To make corrections, the scorer should draw a line through the incorrect figure and place the correct figure alongside

## **B9            Ties**

### **B9.1          Individual events**

- B9.1.1      The tie-break rules for each event are shown in the relevant Event Conditions

### **B9.2          Team events**

- B9.2.1      Ties in team events will be broken in the order shown below:
- a. By considering team score as though it was a single score fired by an individual. The same rules apply as those for an individual
  - b. By highest individual aggregate score
  - c. By second highest individual aggregate score
  - d. ... etc



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## **B10 Challenges and Protests**

### **B10.1 Challenges**

- B10.1.1 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 of the score. See B8.5 for use of gauges. No challenge will be accepted after the target has been handled by the shooter
- B10.1.2 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 B10.2) 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
- B10.1.3 When targets are scored in the Statistical Office, a recheck will be made by the Chief Statistical Officer (provided they have not previously scored or checked the target) and the Jury in that order
- B10.1.4 Competitors may challenge their own posted scores within a period specified for the particular event
- B10.1.5 The Meeting Director may challenge any competitor's score. Such challenge must be made within the challenge period and checked by a Jury

### **B10.2 Jury**

- B10.2.1 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

### **B10.3 Protests**

- B10.3.1 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)
- B10.3.2 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

### **B10.4 Challenges and protests in team events**

- B10.4.1 Team challenges and protests must be made by the Team Captain. Team members who believe they have reason to challenge or protest will state the facts to their Team Captain, who will make the official challenge or protest if they feel such action to be justified

## **B11**

## **Results**

### **B11.1**

#### **Posting results**

- B11.1.1 Interim results will be posted throughout the meeting. These may be used as the basis for challenges (see B10.1). Challenges to Interim results can be made at any time
- B11.1.2 Provisional results will be posted as soon as possible after the end of shooting at each Meeting, along with a deadline for challenges
- B11.1.3 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
- B11.1.4 Once the challenge deadline has expired, and any challenges have been addressed, Final results will be posted

### **B11.2**

#### **Changing final results**

- B11.2.1 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

### **B11.3**

#### **Prizes and Trophies**

- B11.3.1 Prizes will be awarded to first, second and third places in each event and class subject to the amount of scorecards received:
- a. 2 - 5 Scorecards = 1<sup>st</sup> Prize
  - b. 6 - 10 Scorecards = 1<sup>st</sup> & 2<sup>nd</sup> Prize
  - c. 11+ Scorecards = 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Prize
- B11.3.2 Prizes will only be awarded if two or more scorecards are submitted to Stats
- B11.3.3 In a classified event, any trophy will be awarded to the competitor with the highest score regardless of their classification

### **B11.4**

#### **Retention of scorecards**

- B11.4.1 Chief Stats will ensure that all completed scorecards are retained for 30 days after the end of the meeting



## **B12 Classifications**

### **B12.1 Classifications**

- B12.1.1 Classifications are earned each time you compete in a classified event, see Section C for details
- Classifications are specific for each gun type (GRSB, GRCF Standard, LBP and LBR) in the classified events. The class in which a competitor is placed depends on the highest score achieved in the three years prior to the current meeting. Prizelists for these events will be split based on classifications, so competitors of similar abilities will be competing against each other
- B12.1.2 There is no unclassified class. When a competitor shoots an event for the first time, their event score will determine their classification for that event going forward
- B12.1.3 The minimum qualifying scores for each class for each event are to be found in the relevant Course of Fire in Section C
- B12.1.4 A database of the results of all classified events will be maintained and revised as necessary
- B12.1.5 If you are unsure about your classification or Gallery Rifle ID number (GRID) you can check it via the on-line database at [www.galleryrifle.com](http://www.galleryrifle.com) or via the NRA. Please contact the NRA at [competitions@nra.org.uk](mailto:competitions@nra.org.uk)

### **B12.2 Classified event**

- B12.2.1 A fully classified event is one which follows all the relevant Rules and Conditions in this Handbook, and hence from which scores are counted for the purposes of updating classifications and records (see D2). Awards are given by class. If the classes are not fully used (e.g. two or more are combined for award purposes) this must be specified in the meeting conditions
- B12.2.2 A partially classified event is one which follows the Rules and Conditions in this Handbook but does not award prizes based on classification. Scores from such events will be used to update classifications and records
- B12.2.3 An event which varies from the Rules and Conditions in this Handbook in any way will not be used to update classifications or records.

### **B12.3 Competing in a higher class**

- B12.3.1 Any competitor may elect to compete in a specific event under a higher classification than that which they possess. The Statistical Office must be informed of this at the earliest opportunity

### **B12.4 Appeals**

- B12.4.1 Any competitor having reason to believe that are improperly classified may submit an appeal to the Meeting Director

## **B13 Range Standards**

### **B13.1 Firing line**

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

### **B13.2 Firing point**

B14.2.1 That part of the range provided for the competitor immediately to the rear of the firing line from which firing takes place. Each firing point is numbered to correspond with the target frames. It is recommended that each firing point has a minimum width of 1.8 metres

### **B13.3 Shelter**

B13.3.1 The firing points of outdoor ranges may be covered and enclosed on three sides, open toward the targets. There must be ample room for meeting officials to move freely to the rear of the shooters. This does not preclude the construction of ranges within areas surrounded or partially surrounded by safety walls

### **B13.4 Illumination**

B13.4.1 Ranges may be artificially illuminated

### **B13.5 Target numbers**

B13.5.1 Target numbers should always be used, where possible target frames should be numbered on alternating backgrounds of contrasting colours. The numbers will be large enough to be identified with the naked eye under ordinary light conditions from all shooting distances. Numbers must correspond in some way with the firing point numbers. Target numbers will be fixed in position so as to remain visible, from all shooting positions, when the targets are exposed

B13.5.2 No other markings of any kind are allowed on targets

### **B13.6 Event specific range equipment**

B13.6.1 Some events require specific items of range equipment – this is specified in the relevant event conditions

## **B14 Open Meetings**

### **B14.1 Definition**

B14.1.1 An Open GR&P meeting may be hosted by any shooting organisation on any suitable range

B14.1.2 To qualify as Open, the meeting must be advertised to the GR&P community and entries must be accepted from any GR&P shooter, subject only to any disciplinary restrictions, up to the available capacity of the meeting

B14.1.3 It is highly desirable, but not essential, for an Open meeting to be either fully classified (B12.2.1) or partially classified (B12.2.2)

B14.1.4 The scores achieved at an Open meeting should be submitted as soon as possible after the meeting so that national classifications and rankings can be updated promptly

B14.1.5 Meeting Directors of Open meetings should ensure that prize and / or medal awards are of reasonable quality, commensurate with the entry costs for the meeting

## C - Event Conditions

### C1 General

#### C1.1 Purpose

C1.1.1 This section of the Handbook describes the courses of fire for all the GR&P events shot competitively at national level in the UK

#### C1.2 Event Numbering

C1.2.1 Events are identified by a four-digit number. The first two digits define the event type and the second two define the gun type, as shown in the tables below

C1.2.2 Note that, for completeness, the tables include event and gun types which are sometimes used within GR&P meetings (particularly the annual Phoenix Meeting) but which do not fall within the governance of the GR&P discipline.

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# CALENDAR TWENTY TWENTY THREE

- 11/02 - The Cheshunt Open **Cheshunt RPC**  
11-12/03 - Target Shotgun Festival **Bisley**  
25-26/03 - Spring Action Weekend **Bisley**  
31/03-02/04 - JSPC Spring **Galashiels**  
15-16/04 - Budleigh Farm Steels **Budleigh Farm**  
22-23/04 - ATSC Open **Bisley**  
30/04 - Mattersey Open **Mattersey RPC**  
05-07/05 - Basildon Open **Basildon RPC**  
13/05 - The FDPC RFF **Shepton Mallet**  
25-28/05 - The Phoenix Meeting **Bisley**  
09-11/06 - Aberdeen Wapinschaw **Aberdeen FBGC**  
23-25/06 - The Derby Open **Derby RPC**  
30/6 - 02/07 - NASRPC Irish Open **MNSCI**  
07-09/07 - Scottish Open **Galashiels**  
08-09/07 - The IHAM **Bisley**  
13-16/07 - Imperial GR&P **Bisley**  
04-06/08 - The Welsh Open **Haverfordwest**  
19-20/08 - Derby Handgun Challenge **Derby RPC**  
02-03/09 - The GR&P Nationals **Bisley**  
12-14/09 - PSUK **Bisley**  
15-17/09 - JSPC Autumn **Galashiels**  
23/09 - The SLG Bisley Open **Bisley**  
30/09 - 01/10 - Target Shotgun Festival **Bisley**  
30/09 - 01/10 - Budleigh Farm RFF **Budleigh Farm**  
01/10 - CLSTSA LSR Open **Burnley RPC**  
21-22/10 - The Trafalgar **Bisley**  
28-29/10 - Autumn Action Weekend **Bisley**  
10-12/11 - BDMP German Open **Leitmar**

## Event Type











01	25m Precision
02	25m Precision Benched
03	50m Precision
04	50m Precision Benched
05	America Match
07	Timed & Precision 1
09	Timed & Precision 2
10	Timed & Precision 3
11	Multi-Target
13	Phoenix A
14	Multi-Target 3
15	1500
16	1020
17	Bianchi
18	WA 48
19	Advancing Target
20	Advancing Target Benched
21	Speed Steels
22	Speed Steels Benched
23	25m Timed
25	Sport Pistol
26	Rapid Fire Pistol
27	Standard Pistol
29	Grand
33	NRA Embassy Cup
34	Service Match
35	Action/Practical
38	Man v Man
39	Metallic Silhouettes
41	Classic
43	Granet
47	Imperial Silhouette
49	Surrenden
51	100 yards
53	100, 200 yards
55	200, 300 yards
56	Sporting Rifle Statics
57	100, 200, 300 yards
59	400, 500, 600 yards
61	800, 900 ,1000 yards
63	200m
65	McQueen
71	Clays

## Gun Type









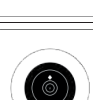


Gallery Rifle & Pistol	01	Gallery Rifle Smallbore (GRSB)
	02	Gallery Rifle Centrefire (GRCF) Standard
	03	Gallery Rifle Centrefire (GRCF) Open
	04	Gallery Rifle Centrefire (GRCF) Classic
	07	Gallery Rifle Smallbore (GRSB) Issued
Shotgun	21	Long Barrelled Pistol (LBP) Any sights
	22	Long Barrelled Revolver (LBR) Any sights
	23	Air Pistol (AP)
	24	Long Barrelled Pistol (LBP) Iron sights
	25	Long Barrelled Revolver (LBR) Iron sights
Muzzle Loading	30	Shotgun – Service (SGSV)
	31	Shotgun – Multi-Barrel (SGMB)
	34	Shotgun (SG)
	35	Shotgun – Manual (SGM)
	36	Shotgun – Semi-Auto (SGSA)
Long Range Pistol	37	Shotgun – Classic (SGC)
	41	Muzzle Loading Pistol (MLP)
	42	Muzzle Loading Revolver (MLR)
	43	Classic Revolver – Black Powder
	44	Classic Percussion
Fullbore Rifle	45	Classic Flintlock – Smoothbore
	46	Classic Flintlock – Rifled
	62	Hunter Class
	63	Free Pistol A
	65	Production Free Pistol A
Fullbore Rifle	66	Production Free Pistol B
	67	Allcomers Revolver
	68	Free Pistol
	69	Production Free Revolver
	80	Any
Fullbore Rifle	81	Service Rifle A pre 1955
	82	Service Rifle B pre 1955
	83	Service Rifle Open pre 1955
	84	Bolt Action Centrefire
	85	Sporting Rifle
Fullbore Rifle	86	F Class
	87	Black Powder Cartridge
	88	FTR Class Rifle
	90	Issued Sniper Rifle
	91	Service rifle post 1955 iron sights
Fullbore Rifle	92	Service Rifle post 1955 service optic
	93	Service Rifle post 1955 practical optic

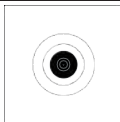
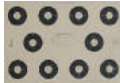

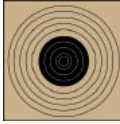





C1.3 Targets

C1.3.1 The Courses of Fire described later in this section utilise a wide variety of target types. These are illustrated below

5 of Diamonds		Each Diamond has the dimensions: 4.0-6.4"				
B1 Full size		<b>X</b> 2.1-3"	<b>10</b> 3.9-5.9"	<b>9</b> 7.9-11.8"	<b>8</b> 11.8-17.6"	<b>7</b> 15.9-25.8"
B1 Reduced		<b>X</b> 1.1-1.6"	<b>10</b> 1.9-2.9"	<b>9</b> 3.9-5.9"	<b>8</b> 5.8-8.8"	<b>7</b> 7.9-11.9"
D1		<b>X</b> 4"	<b>10</b> 8"	<b>8</b> 12"	<b>5</b> 18-30"	
D3		<b>X</b> 2"	<b>10</b> 4"	<b>8</b> 6"	<b>5</b> 9-15"	
DP1		<b>X</b> 1.7"	<b>5</b> 3.2"	<b>4</b> 6.3"	<b>3</b> 11.8"	<b>2</b> 17.8-30"
DP1 (half size)		<b>X</b> 0.8"	<b>5</b> 1.6"	<b>4</b> 3.2"	<b>3</b> 5.9"	<b>2</b> 8.9-15"
DP2		<b>X</b> 2" <b>6</b> 17.7-30"	<b>10</b> 3.3-5.8" <b>5</b> 17.7-30"	<b>9</b> 7.1-12"	<b>8</b> 10.7-17.8"	<b>7</b> 14.2-23.6"
DP2 (half size)		<b>X</b> 1" <b>6</b> 8.7-15"	<b>10</b> 1.7-2.9" <b>5</b> 8.7-15"	<b>9</b> 3.5-6"	<b>8</b> 4.5-8.9"	<b>7</b> 7.1-11.8"
DP14		<b>200x</b> <b>300x</b>	<b>V</b> 1" <b>V</b> 4.1"	<b>5</b> 4.1" <b>5</b> 6.1"	<b>4</b> 8.2" <b>4</b> 8.2"	<b>3</b> Rest <b>3</b> Rest



DP14 (scaled)		<b>V</b> 0.3"	<b>5</b> 0.9"	<b>4</b> 1.4"	<b>3</b> 1.9"		
F Class 500 yards		<b>V</b> 2.5"	<b>5</b> 5"	<b>4</b> 10"	<b>3</b> 15"	<b>2</b> 20"	<b>1</b> 25"
F Class 600 yards		<b>V</b> 3"	<b>5</b> 6"	<b>4</b> 12"	<b>3</b> 18"	<b>2</b> 24"	<b>1</b> 30"
F Class Long Range		<b>V</b> 5"	<b>5</b> 10"	<b>4</b> 20"	<b>3</b> 32"	<b>2</b> 44"	<b>1</b> 72"
IPSC Full Size		<b>A</b> 5.9-12.8"	<b>C</b> 11.8-17.7"	<b>D</b> 17.7-22.4"			
Melon		<b>10</b> 1.7-4.2"	<b>9</b> 2.8-10.2"	<b>8</b> 5.1-9.9"	<b>7</b> 7.4-9.1"	<b>6</b> 10.2-7.4"	
NRA GR5		<b>X</b> 0.4"	<b>10</b> 0.9"	<b>9</b> 1.9"	<b>8</b> 2.9"	<b>7</b> 3.9"	
NRA 300 yards		<b>V</b> 3.1"	<b>5</b> 5.1"	<b>4</b> 10.2"	<b>3</b> 15.3"	<b>2</b> 22"	
NRA 500 yards		<b>V</b> 6.1"	<b>5</b> 10.2"	<b>4</b> 26"	<b>3</b> 39"	<b>2</b> 52"	
NRA/ HBSA 500-600 yard Round Bull		<b>V</b> 10"	<b>5</b> 15"	<b>4</b> 36"	<b>3</b> 48"	<b>2</b> 72"	
NRA 600 yards		<b>V</b> 7.8"	<b>5</b> 13"	<b>4</b> 26"	<b>3</b> 39"	<b>2</b> 52"	

NRA Long Range (800 – 1000 yards)		<b>V</b> 14.4"	<b>5</b> 24"	<b>4</b> 48"	<b>3</b> 72"	<b>2</b> 96"	
NSRA 25 Yard Benchrest (2510BR15-18)		<b>X</b> 0.2cm <b>6</b> 4.2cm	<b>10</b> 1.3cm <b>5</b> 5.1cm	<b>9</b> 2.0cm	<b>8</b> 2.7cm	<b>7</b> 3.1cm	
PL7		<b>X</b> 1" <b>5</b> 11.8"	<b>10</b> 2" <b>4</b> 13.8	<b>9</b> 3.9" <b>3</b> 15.8"	<b>8</b> 5.8" <b>2</b> 17.7	<b>7</b> 7.8" <b>1</b> 19.7	<b>6</b> 9.8"
PL14		<b>X</b> 0.3" <b>5</b> 4.1"	<b>10</b> 0.6" <b>4</b> 4.8"	<b>9</b> 1.3" <b>3</b> 5.7"	<b>8</b> 2" <b>2</b> 6.3"	<b>7</b> 2.7" <b>1</b> 7"	<b>6</b> 3.4"
PL17		<b>X</b> 2" <b>6</b> 16.6"	<b>10</b> 4" <b>5</b> 19.2"	<b>9</b> 7.1"	<b>8</b> 10.2"	<b>7</b> 13.6"	
TP3		<b>5</b> 3.9" Main 1.9 Rapid	<b>4</b> 6.2-19" Main 3.9" Rapid	<b>3</b> 9.6-21.3"			
Fox DJV (standard)		<b>10</b> 3.5"	<b>9</b> 5.2"	<b>8</b> 6.7"	<b>3</b> 6.7-9.5"	<b>1</b> 6.7-12.6"	
Roe Buck DJV (modified)		<b>10</b> 2.5"	<b>9</b> 3.9"	<b>5</b> 5.9"			
Springbok SAHGCA		<b>10</b> 2-5.5"	<b>7</b> 5.7-6.3"	<b>3</b> 8.2-11.2"			





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Thursday 25<sup>th</sup> – Sunday 28<sup>th</sup> May 2023

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25m Classic  
25m Precision  
25m Timed  
50m Precision  
1020  
1500  
100/200/300 Yards  
400/500/600 Yards  
800/900/1000 Yards  
Advancing Target

America Match  
Bianchi  
Embassy Cup  
Grand  
Granet  
Imperial Silhouettes  
McQueen  
Mini McQueen  
Multi-Target  
Multi-Target 3

Phoenix A  
Practical Pistol Match  
Rapid Fire Pistol  
Speed Steel Challenge  
Sporting Statics  
Surrenden  
Timed & Precision 1  
Timed & Precision 2  
Timed & Precision 3  
WA48



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than 20 Points during  
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# GR&P Imperial

## Individual Programme 2023



### UNLIMITED EVENTS

**Thursday 13<sup>th</sup> – Sunday 16<sup>th</sup> July:** *Re-Shoot these competitions as many times as you like throughout the whole of the Meeting:*

<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>	<b>ML</b>
Advancing America	Advancing America	Advancing	Advancing	Advancing
Free	Free	Free	Free	
Granet	Granet	Granet	Granet	Granet
Police	Police	Police	Police	
Scott	Scott	Scott	Scott	
Service	Service	Service	Service	Service
Silhouette	Silhouette			

### SQUADEDDED EVENTS

**Saturday 16<sup>th</sup> – Sunday 17<sup>th</sup> July:**

*Please see the full Imperial Programme for exact dates and times:*

Service Match (GRCF), Police Match (GRCF),  
Gallery Rifle Smallbore Match (GRSB),  
Cotterill Trophy (AP/LBP), Scott Cup (GRCF),  
Granet Cup (GRCF), Silhouettes Cup (GRCF)



**For more details and to book your place for visit:**

[online.nra.org.uk/grp-imp-2023](https://online.nra.org.uk/grp-imp-2023)

## **25m Precision (0101-23)**

<b>Event Numbers:</b>	<b>0101:</b> GRSB	<b>0121:</b> LBP
	<b>0102:</b> GRCF	<b>0122:</b> LBR
	<b>0103:</b> GRCF Open	<b>0123:</b> AP
	<b>0104:</b> GRCF Classic	
<b>Targets:</b>	<b>GRSB:</b>	PL14
	<b>GRCF, AP, LBP, LBR:</b>	PL7
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	25 metres	
	This event takes approximately 45 minutes to complete	
	It requires 30 rounds plus sighters	
	The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **25m Precision Muzzle Loading (0141-42)**

<b>Event Numbers:</b>	<b>0141:</b> MLP	<b>0142:</b> MLR
<b>Targets:</b>	PL7	
<b>Sights:</b>	Iron sights (spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	25 metres This event takes approximately 45 minutes to complete It requires 15 rounds, with up to 5 sighters The maximum possible score is 150	
<b>Sighters:</b>	Up to 5 shots in 10 minutes	
<b>Practice 1, 2, 3:</b>	5 shots in 10 minutes	
<b>Notes:</b>	Scoring will be standard NRA inward gauging rules, i.e. shots touching a scoring ring are awarded the higher of the two values	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **25m Precision Benched (0201-04)**

<b>Event Numbers:</b>	<b>0201:</b> GRSB <b>0202:</b> GRCF	<b>0203:</b> GRCF Open <b>0204:</b> GRCF Classic
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF:</b>	NSRA 25 Yard Benchrest 2x NRA GR5
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Benched ( <i>see B6.9</i> )	
<b>Ready Position:</b>	Benched ( <i>see B6.1.1d</i> )	
<b>Course of Fire:</b>	25 metres This event takes approximately 45 minutes to complete It requires 30 rounds plus sighters The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes, 1 shot per diagram	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	



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## **50m Precision (0301-22)**

<b>Event Numbers:</b>	<b>0301:</b> GRSB	<b>0304:</b> GRCF Classic
	<b>0302:</b> GRCF	<b>0321:</b> LBP
	<b>0303:</b> GRCF Open	<b>0322:</b> LBR
<b>Targets:</b>	PL7	
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	50 metres	
	This event takes approximately 45 minutes to complete	
	It requires 30 rounds plus sighters	
	The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **50m Precision Muzzle Loading (0341-42)**

<b>Event Numbers:</b>	<b>0341:</b> MLP	<b>0342:</b> MLR
<b>Targets:</b>	PL7	
<b>Sights:</b>	Any iron (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	50 metres This event takes approximately 60 minutes to complete It requires 15 rounds, with up to 5 sighters The maximum possible score is 150	
<b>Sighters:</b>	Up to 5 shots in 10 minutes	
<b>Practice 1, 2, 3:</b>	5 shots in 10 minutes	
<b>Notes:</b>	Scoring will be standard NRA inward gauging rules, i.e. shots touching a scoring ring are awarded the higher of the two values	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	



## **50m Precision Benched (0401-04)**

<b>Event Numbers:</b>	<b>0401:</b> GRSB <b>0402:</b> GRCF	<b>0403:</b> GRCF Open <b>0404:</b> GRCF Classic
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF:</b>	NSRA 25 Yard Benchrest 2x NRA GR5
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Benched ( <i>see B6.9</i> )	
<b>Ready Position:</b>	Benched ( <i>see B6.1.1d</i> )	
<b>Course of Fire:</b>	50 metres This event takes approximately 45 minutes to complete It requires 30 rounds plus sighters The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes	
<b>Practice 1, 2, 3:</b>	10 shots in 5 minutes, 1 shot per diagram	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **America Match (0501-22)**

<b>Event Numbers:</b>	<b>0501:</b> GRSB <b>0502:</b> GRCF <b>0503:</b> GRCF Open	<b>0504:</b> GRCF Classic <b>0521:</b> LBP <b>0522:</b> LBR
<b>Targets:</b>	<b>GRSB</b> <b>GRCF, LBP, LBR:</b>	50m: PL7, 25m: NRA GR5 PL7
<b>Sights:</b>	Any (spotting scopes may also be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds plus sighters The maximum possible score is 300	
<b>Sighters:</b>	Unlimited shots in 5 minutes, 50 metres	
<b>Practice 1:</b>	50 metres, one series of 10 shots in 10 minutes	
<b>Practice 2:</b>	25 metres, two series of 5 shots in 30 seconds	
<b>Practice 3:</b>	25 metres, two series of 5 shots in 20 seconds	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'	
<b>Scoring:</b>	The target will be scored at the end of each Practice, and refreshed with a full size target	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:  <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 1, 3, 2 <b>c.</b> By the X count in each practice in the order 1, 3, 2	

## **Timed & Precision 1 (0701-25)**

<b>Event Numbers:</b>	<b>0701:</b> GRSB <b>0702:</b> GRCF <b>0703:</b> GRCF Open <b>0704:</b> GRCF Classic	<b>0721:</b> LBP - Any sights <b>0722:</b> LBR - Any sights <b>0724:</b> LBP - Iron sights <b>0725:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	DP2 (half size) DP2
<b>Sights:</b>	Any (see above)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes, to include reload	
<b>Practice 2:</b>	15 metres, 12 shots in two strings of 6 For each string, 6 appearances of 2 seconds with intervals of 5 seconds One shot only to be fired at each appearance The firearm must be returned to the ready position between appearances	
<b>Practice 3:</b>	10 metres, 6 shots in three strings of 2 The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots only to be fired at each appearance The firearm must be returned to the ready position between appearances	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS, LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores at each distance, commencing with the longest distance <b>c.</b> By the X count at each distance, commencing with the longest distance	
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing too many shots during an exposure	

**Classifications:**

The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	300	<b>X</b>	300.24	<b>X</b>	299 – 300	<b>X</b>	298 – 300
<b>A</b>	298 – 299	<b>A</b>	300.18 – 300.23	<b>A</b>	294 – 298	<b>A</b>	293 – 297
<b>B</b>	294 – 297	<b>B</b>	299 – 300.17	<b>B</b>	Up to 293	<b>B</b>	Up to 292
<b>C</b>	285 – 293	<b>C</b>	296 – 298				
<b>D</b>	Up to 284	<b>D</b>	Up to 295				

## **Timed & Precision 1 Air Pistol (0723)**

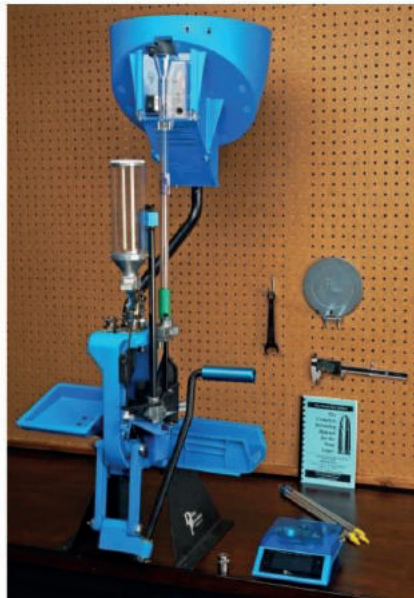
<b>Event Numbers:</b>	<b>0723:</b> AP (any 5 shot or more)
<b>Targets:</b>	DP2 (half size)
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, freestyle
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	15 metres, 12 shots in 2 minutes, to include reload
<b>Practice 2:</b>	10 metres, 12 shots in three strings of 4 The target will make 4 appearances of 2 seconds with intervals of about 5 seconds One shot only to be fired at each appearance
<b>Practice 3:</b>	7 metres, 6 shots in three strings of 2 The target will make 1 appearance of 3 seconds Two shots only to be fired at each appearance

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## **Timed & Precision 1 Shotgun (0731-36)**

<b>Event Numbers:</b>	<b>0731:</b> SGMB <b>0735:</b> SGM	<b>0736:</b> SGSA
<b>Targets:</b>	DP2	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes, to include reload of at least 6 rounds	
<b>Practice 2:</b>	15 metres, 12 shots in two strings of 6 The target will make 6 appearances of 2 seconds with intervals of about 5 seconds One shot only to be fired at each appearance The firearm must be returned to the ready position between appearances	
<b>Practice 3:</b>	10 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of about 5 seconds Two shots only to be fired at each appearance The firearm must be returned to the ready position between appearances	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores at each distance, commencing with the longest distance <b>c.</b> By the X count at each distance, commencing with the longest distance	
<b>Procedural penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing too many shots during an exposure	

## **Timed & Precision 1 Shotgun Classic (0737)**

<b>Event Numbers:</b>	<b>0737:</b> SGC
<b>Targets:</b>	DP2
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes, to include all reloading
<b>Practice 2:</b>	15 metres, 12 shots in 1 string of 12 shots The target will make 12 appearances of 2 seconds with intervals of 10 seconds One shot only to be fired at each appearance The firearm must be reloaded as required and returned to the ready position between appearances
<b>Practice 3:</b>	10 metres, 6 shots The target will make 6 appearances of 2 seconds with intervals of 10 seconds between appearances One shot only to be fired at each appearance, the shooter is to reload as required The firearm must be reloaded as required and returned to the ready position between appearances
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores at each distance, commencing with the longest distance</li><li>By the X count at each distance, commencing with the longest distance</li></ol>
<b>Procedural penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <ol style="list-style-type: none"><li>Firing too many shots during an exposure</li></ol>



## **Timed & Precision 1 Muzzle Loading (0742)**

<b>Event Numbers:</b>	<b>0742:</b> MLR (any 6 shot MLR, any propellant)
<b>Targets:</b>	DP2
<b>Sights:</b>	Any iron
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees, revolver loaded and capped, cocked or uncocked at shooter's preference
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 12 minutes, to include reload
<b>Practice 2:</b>	15 metres, 12 shots in two strings of 6 The target will make 6 appearances of 2 seconds with intervals of about 5 seconds One shot only to be fired at each appearance
<b>Practice 3:</b>	10 metres, 6 shots in three strings of 2 The target will make 3 appearances of 4 seconds with intervals of about 5 seconds Two shots only to be fired at each appearance
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li><b>a.</b> By the greatest number of Xs in the event</li><li><b>b.</b> By the scores at each distance, commencing with the longest distance</li><li><b>c.</b> By the X count at each distance, commencing with the longest distance</li></ul>

## Timed & Precision 2 (0901-25)

<b>Event Numbers:</b>	<b>0901:</b> GRSB	<b>0921:</b> LBP - Any sights
	<b>0902:</b> GRCF	<b>0922:</b> LBR - Any sights
	<b>0903:</b> GRCF Open	<b>0924:</b> LBP - Iron sights
	<b>0904:</b> GRCF Classic	<b>0925:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b>	DP2 (half size)
	<b>GRCF, LBP, LBR:</b>	DP2
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	Standing Unsupported, Standing Using Barricade, Kneeling, Sitting	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> 45 degrees	
	<b>LBP:</b> Holstered Loaded	
	<b>LBR:</b> Holstered	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 60 rounds The maximum possible score is 600	
<b>Practice 1:</b>	10 metres, 6 shots. This practice will be shot twice	
	<b>GRSB:</b> 5 seconds	
	<b>GRCF, LBP, LBR:</b> 8 seconds	
<b>Practice 2:</b>	50 metres, 24 shots:	
	<b>GRSB, GRCF:</b>	6 shots kneeling*
		6 shots sitting
		6 shots left shoulder standing unsupported
		6 shots right shoulder standing unsupported
	<b>LBP, LBR:</b>	6 shots kneeling* using barricade (or prone depending on range restrictions)
		6 shots sitting
		6 shots left hand standing using barricade, revolvers double action only
		6 shots right hand standing using barricade, revolvers double action only
	<b>GRSB, LBP:</b>	150 seconds
	<b>GRCF, LBR:</b>	180 seconds

<b>Practice 3:</b>	25 metres, 24 shots:
<b>GRSB, GRCF:</b>	6 shots kneeling* 6 shots sitting 6 shots right shoulder standing unsupported 6 shots left shoulder standing unsupported
<b>LBP, LBR:</b>	6 shots kneeling* 6 shots sitting 6 shots right hand standing using barricade, revolvers double action only 6 shots left hand standing using barricade, revolvers double action only
<b>GRSB, LBP:</b>	105 seconds
<b>GRCF, LBR:</b>	120 seconds

\* The competitor should only make ready once they are in the kneeling position

**Range Commands:**      **Practice 1:** "WITH SIX ROUNDS, RIFLES LOAD AND MAKE READY, HANDGUNS LOAD AND HOLSTER"

**Practices 2 & 3:** "WITH SIX ROUNDS, RIFLES LOAD BUT DO NOT MAKE READY, HANDGUNS LOAD AND HOLSTER"

**Loading:**      For each individual practice all ammunition for that practice must be carried on the competitor's person.  
When shooting with a revolver, **only one** speedloader may be used

**Equipment:**      When shooting this event with a LBP or LBR a holster **must** be used

**Range Equipment:**      A barricade will be provided for each competitor using a LBP or LBR for the standing with support position at both 25 and 50 metres. It should be a wooden post, square or rectangular in section, fixed on the firing line and sufficiently strong to remain immobile. It should ideally be at least 100mm square and two metres in height

**Ties:**      Tie breaking rules shall be applied in the order listed below:

- By the greatest number of Xs in the event
- By the scores at each distance, commencing with the longest distance
- By the X count at each distance, commencing with the longest distance

- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Moving between shooting positions during a practice without following the correct rules for this (B6.2)
  - b. Allowing part of the firearm to make contact with the barricade when firing
  - c. Touching any part of the barrel with either the firing hand or supporting hand when firing using the barricade

**Classifications:** The classification scores bands are as follows:

	<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>
<b>X</b>	587 – 600	<b>X</b>	597 – 600	<b>X</b>	587 – 600
<b>A</b>	572 – 586	<b>A</b>	587 – 596	<b>A</b>	572 – 586
<b>B</b>	Up to 571	<b>B</b>	Up to 586	<b>B</b>	Up to 571

### **Timed & Precision 3 (1021-22)**

<b>Event Numbers:</b>	<b>1021:</b> LBP	<b>1022:</b> LBR
<b>Targets:</b>	TP3	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Standing Using Barricade, Kneeling, Sitting	
<b>Ready Position:</b>	<b>Surrender Position:</b> standing, hands held either side of and at the level of the shooter's head, or touching the shooter's head <b>LBP:</b> Holstered Loaded, hammer down on an empty chamber <b>LBR:</b> Holstered, hammer down on an empty chamber	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 50 rounds The maximum possible score is 250  There is a maximum shooting time of 5 minutes 30 seconds allowed for the whole event. Each competitor will be supervised by a Range Officer with a timer to monitor their total shooting time  The timer is started when the targets appear for each practice and is stopped when the firearm is holstered at the end of each practice and hands are returned to the surrender position. The competitor may ask how much time remains once only during the whole event. Once the shooting time has elapsed, the competitor will be stopped	
<b>Practice 1:</b>	10 metres, 10 shots (including reload) in 15 seconds on main target, standing unsupported  On completion, holster empty firearm and return to Surrender Position; the RO will clear the firearm after the timer has been stopped	
<b>Practice 2:</b>	25 metres, 10 shots in an unlimited time on main target (subject to the maximum overall time of 5 minutes 30 seconds) Start in the Surrender Position with the firearm unloaded and holstered 5 shots right hand standing using barricade, LBR double action only 5 shots left hand standing using barricade, LBR double action only On completion, reload and holster with hammer down <b>on an empty chamber</b> and return to Surrender Position	

- Practice 3:** 25 metres, 10 shots in an unlimited time on main target (subject to the maximum overall time of 5 minutes 30 seconds)  
5 shots kneeling  
5 shots sitting  
On completion, reload and holster with hammer down **on an empty chamber** and return to Surrender Position
- Practice 4:** 20 metres, 5 shots in an unlimited time on main target (subject to the maximum overall time of 5 minutes 30 seconds), kneeling
- Practice 5:** 15 metres, 5 shots in 10 seconds on main target, standing unsupported  
On completion, reload and holster with hammer down **on an empty chamber** and return to Surrender Position
- Practice 6:** 10 metres, 10 shots in an unlimited time (subject to the maximum overall time of 5 minutes 30 seconds)  
5 shots on one ring target, standing unsupported, strong hand only (the weak hand can be used to rack the firearm and to clear jams)  
5 shots on the other ring target, standing unsupported  
On completion, holster empty firearm and return to Surrender Position; the RO will clear the firearm after the timer has been stopped
- Range Commands:** The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND HOLSTER'
- Loading:** All ammunition for the entire event must be carried on the competitor's person, either in a pocket or pouch. (i.e. belt loops, magazine pouches, etc. cannot be used). A pocket can be a pouch attached to a belt – as long as it's of loose fabric, a hand can physically fit inside and ammunition is loose within the pouch, it is acceptable. There should be no artificial inserts, sleeves, holders or stiffeners or any type of device that holds magazines inside or attached to the competitor's ammunition pockets  
The competitor may carry more ammunition than is required to complete the event, i.e. spare rounds, provided they are carried as specified above. When a competitor recharges a magazine, speedloader or moon-clip during a Practice, the firearm must first be holstered; it must be empty (no round in the chamber, no magazine inserted) when this is done

### Magazine, Speedloaders and Moon-Clips:

A maximum of two pistol magazines may be carried on the competitor during the event  
A maximum of one speedloader may be carried on the competitor during the event  
As many moon-clips as wanted may be carried on the competitor during the event  
A dropped round, magazine, moon-clip or speedloader may not be retrieved. The competitor may start Practice 1 with two charged magazines or moon-clips. For all other Practices, **only one active magazine or moon-clip may be in use (with no more than 5 rounds) at any time**

### Equipment:

A holster **must** be used  
The competitor may not use any form of timing device

### Range Equipment:

A barricade will be provided for the standing supported position at 25 metres for Practice 2. It should be a wooden post, square or rectangular in section, fixed on the firing line and sufficiently strong to remain immobile. It should ideally be at least 100mm square and two metres in height

### Scoring:

The target will be scored at the end of Practice 1 and at the end of Practice 6 but not at the end of Practices 2-5  
In scoring Practices 2-5, the highest scoring hits up to the correct number specified in the Course of Fire will count. Excess hits will be disregarded

### Ties:

Tie breaking rules shall be applied in the order listed below:  
**a.** By the highest score in Practice 6  
**b.** By the combined scores for Practices 2-5

### Procedural Penalties:

In addition to the usual procedural penalties, the following apply in this event:  
**a.** Moving between shooting positions during a practice without following the correct rules for this (B6.2)  
**b.** Allowing part of the firearm to make contact with the barricade when firing  
**c.** Touching any part of the barrel with either the firing hand or supporting hand when firing using the barricade



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## **Multi-Target (1101-25)**

<b>Event Numbers:</b>	<b>1101:</b> GRSB <b>1102:</b> GRCF <b>1103:</b> GRCF Open <b>1104:</b> GRCF Classic	<b>1121:</b> LBP - Any sights <b>1122:</b> LBR - Any sights <b>1124:</b> LBP - Iron sights <b>1125:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	DP1 (half size) DP1
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target	
<b>Practice 2:</b>	20 metres, 3 shots on each target in 10 seconds	
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures	
<b>Practice 4:</b>	10 metres, 3 shots on each target in 8 seconds	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS, LOAD AND MAKE READY'	
<b>Note:</b>	This event will normally be shot as a 'walk-through' and scored at the end, rather than being scored after each practice	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the highest bullet score on the left hand target <b>c.</b> By the highest number of Xs on the left hand target	
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing too many shots during an exposure <b>b.</b> Any shots on the wrong target	

**Classifications:**                      The classification scores bands are as follows:

GRSB		GRCF		LBP		LBR	
X	117 – 120	X	119 – 120	X	116 – 120	X	110 – 120
A	113 – 116	A	117 – 118	A	109 – 115	A	101 – 109
B	106 – 112	B	114 – 116	B	Up to 108	B	Up to 100
C	95 – 105	C	108 – 113				
D	Up to 94	D	Up to 107				

## **Multi-Target Shotgun (1135-36)**

<b>Event Numbers:</b>	<b>1135:</b> SGM	<b>1136:</b> SGSA
<b>Targets:</b>	DP1	
<b>Ammunition:</b>	Solid slug only	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target	
<b>Practice 2:</b>	20 metres, 3 shots on each target in 10 seconds	
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures	
<b>Practice 4:</b>	10 metres, 3 shots on each target in 8 seconds	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND MAKE READY'.	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the highest bullet score on the left hand target</li><li>By the highest number of Xs on the left hand target</li></ol>	
<b>Procedural penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <ol style="list-style-type: none"><li>Firing too many shots during an exposure</li><li>Any shots on the wrong target</li></ol>	

## **Multi-Target Muzzle Loading Revolver (1142)**

<b>Event Numbers:</b>	<b>1142:</b> MLR (any 6 shot MLR, any propellant)
<b>Targets:</b>	DP1
<b>Sights:</b>	Any
<b>Positions:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees, revolver loaded and capped, cocked or uncocked at shooter's preference
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 metres, 6 shots in 30 seconds, left hand target
<b>Practice 2:</b>	20 metres, 3 shots on each target in 20 seconds
<b>Practice 3:</b>	15 metres, 6 shots The target will make 3 appearances of 4 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures
<b>Practice 4:</b>	10 metres, 3 shots on each target in 15 seconds
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS, LOAD AND MAKE READY'
<b>Note:</b>	This event will normally be shot as a 'walk-through' and scored at the end, rather than being scored after each practice
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the highest bullet score on the left hand target</li><li>By the highest number of Xs on the left hand target</li></ol>
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <ol style="list-style-type: none"><li>Firing too many shots during an exposure</li><li>Any shots on the wrong target</li></ol>

## **Phoenix A (1301-25)**

<b>Event Numbers:</b>	<b>1301:</b> GRSB	<b>1321:</b> LBP - Any sights
	<b>1302:</b> GRCF	<b>1322:</b> LBR - Any sights
	<b>1303:</b> GRCF Open	<b>1324:</b> LBP - Iron sights
	<b>1304:</b> GRCF Classic	<b>1325:</b> LBR - Iron sights

<b>Targets:</b>	<b>GRSB:</b>	DP1 (half size)
	<b>GRCF, LBP, LBR:</b>	DP1

**Sights:** Any (see above)

**Positions:** Standing Unsupported

**Ready Position:** **GRSB, GRCF:** Trail  
**LBP:** Holstered Loaded  
**LBR:** Holstered

**Course of Fire:** This event takes approximately 45 minutes to complete  
It requires 40 rounds  
The maximum possible score is 200

**Practice 1:** 25 metres  
5 shots kneeling & 5 shots sitting

Start in the standing position. The targets will edge for 10 seconds, during which the competitor will adopt a kneeling position, make ready and take aim. The targets will then face for 10 seconds, during which the competitor will fire 5 shots at the left hand target. The targets will then edge for 10 seconds, during which time the competitor must adopt a sitting position and may then take aim while waiting for the target to face. The targets will reappear for a further 10 second exposure, and the competitor will fire 5 shots at the right hand target

Note: the competitor is allowed to move from the kneeling to sitting position as soon as they have fired their first 5 shots – there is no need to wait for the targets to edge

**Practice 2:** 20 metres  
10 shots standing unsupported

Start in the standing position at 25 metres. The targets will appear for 1 second. The competitor will then have 7 seconds to advance to 20 metres and make ready. The targets will then make 5 exposures of 3 seconds with an away time of 7 seconds. Two shots only to be fired at each exposure at the left hand target. The firearm must be held at 45 degrees between exposures

- Practice 3:** 15 metres  
10 shots standing unsupported
- Start in the standing position at 20m. The targets will appear for 10 seconds, during which the competitor will advance to 15m and fire one shot at each target. The targets will make 4 more exposures of 3 seconds with an away time of 7 seconds. Two shots to be fired at each exposure, one on each target. The firearm must be held at 45 degrees between exposures
- Practice 4:** 10 metres  
10 shots standing unsupported
- Start in the standing position at 15 metres. The targets will appear for 10 seconds, during which the competitor will advance to 10 metres and fire. There will be two more exposures of 5 seconds. The away time will be 7 seconds. Any number of shots, to a maximum of 10, may be fired during the practice but only 5 shots will be counted on each target. The firearm must be held at 45 degrees between exposures
- Range Commands:** The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD BUT DO NOT MAKE READY'
- Loading:** If by design the firearm is not capable of loading 10 rounds the competitor may load the remaining rounds after they have made ready or during the away times
- Equipment:** When shooting this event with an LBP or LBR a holster must be used
- Changing Positions:** Rifles and pistols must either have no round in the chamber or have the safety applied when moving between positions. Revolvers must have the chamber open. Movement between positions (kneeling to sitting) is only required in Practice 1
- Ties:** Tie breaking rules shall be applied in the order listed below:
- By the greatest number of Xs in the event
  - By the scores at each distance, commencing with the longest distance
  - By the X count at each distance, commencing with the longest distance

- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Firing too many shots during an exposure
  - b. Any shots on the wrong target
  - c. Moving forward with a round in the chamber
  - d. Moving between positions in Practice 1 with a round in the chamber but no safety catch applied

**Classifications:** The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	189 – 200	<b>X</b>	195 – 200	<b>X</b>	189 – 200	<b>X</b>	174 – 200
<b>A</b>	175 – 188	<b>A</b>	188 – 194	<b>A</b>	177 – 188	<b>A</b>	163 – 173
<b>B</b>	Up to 174	<b>B</b>	Up to 187	<b>B</b>	Up to 176	<b>B</b>	Up to 162

### **Multi-Target 3 (1401-22)**

<b>Event Numbers:</b>	<b>1401:</b> GRSB	<b>1404:</b> GRCF Classic
	<b>1402:</b> GRCF	<b>1421:</b> LBP
	<b>1403:</b> GRCF Open	<b>1422:</b> LBR
<b>Targets:</b>	<b>GRSB:</b>	DP1 (half size)
	<b>GRCF, LBP, LBR:</b>	DP1
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Kneeling, Sitting	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 48 rounds The maximum possible score is 240	

**Practice 1:** 50 metres, 18 shots in 120 seconds  
**Ready Position:** Standing, firearm aiming at target line  
6 shots kneeling on the left hand target\*  
6 shots sitting on the right hand target  
6 shots standing unsupported, 3 on each target

**Practice 2:** 25 metres  
12 shots standing unsupported  
  
The target will make four appearances of 5 seconds with intervals of 7 seconds  
Any number of shots may be fired at each exposure but only 6 shots will be counted on each target  
The firearm must be returned to the ready position between exposures

**Practice 3:** 15 metres  
12 shots standing unsupported  
  
The target will make three appearances of 3 seconds with intervals of 5 seconds  
Two shots to be fired at each appearance on the right hand target  
The firearm must be returned to the ready position between exposures  
The practice is then repeated using the left hand target

**Practice 4:** 10 metres  
6 shots standing unsupported  
3 shots on each target in 8 seconds

\* The competitor should only make ready once they are in the kneeling position



<b>Range Commands:</b>	<b>Practice 1:</b> "WITH SIX ROUNDS, LOAD BUT DO <b>NOT</b> MAKE READY" <b>Practices 2-4:</b> "WITH SIX ROUNDS LOAD AND MAKE READY"
<b>Reloading:</b>	After the initial order to load, all further loading must be with rounds taken from the competitor's pocket, cartridge belt, mechanical loader, special pouch or elsewhere on the competitor's person. Back-to-back magazines are permitted, as are rounds in pouches etc. on the gun. It is the competitor's responsibility to have sufficient ammunition in their possession to complete the match or event. A dropped round, magazine, moonclip or speedloader may not be retrieved
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li>a. By the greatest number of Xs in the event</li><li>b. By the scores at each distance, commencing with the longest distance</li><li>c. By the X count at each distance, commencing with the longest distance</li></ul>
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <ul style="list-style-type: none"><li>a. Firing too many shots during an exposure</li><li>b. Any shots on the wrong target</li><li>c. Moving between shooting positions during a practice without following the correct rules for this (B6.2)</li></ul>

## **1500 (1501-25)**

<b>Event Numbers:</b>	<b>1501:</b> GRSB <b>1502:</b> GRCF <b>1503:</b> GRCF Open <b>1504:</b> GRCF Classic	<b>1521:</b> LBP - Any sights <b>1522:</b> LBR - Any sights <b>1524:</b> LBP - Iron sights <b>1525:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	B1 Reduced B1 Full size
<b>Sights:</b>	Any (see above)	
<b>Positions:</b>	<b>GRSB, GRCF:</b> Standing Unsupported, Kneeling, Sitting <b>LBP, LBR:</b> Standing Unsupported, Standing using a Barricade, Kneeling, Sitting, Prone	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel <b>LBP:</b> Holstered Loaded <b>LBR:</b> Holstered	
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete It requires 150 rounds The maximum possible score is 1500	
<b>Practice 1:</b>	 <b>Stage 1:</b> 10 metres, 12 shots, including reloading, standing unsupported <b>Stage 2:</b> 15 metres, 12 shots, including reloading, standing unsupported  <b>GRSB, LBP, LBR:</b> 20 seconds ( <b>LBR:</b> double action only) <b>GRCF:</b> 30 seconds	
<b>Practice 2:</b>	25 metres, 18 shots in 90 seconds including reloading  <b>GRSB, GRCF:</b> 6 shots kneeling* 6 shots left shoulder standing unsupported 6 shots right shoulder standing unsupported  <b>LBP, LBR:</b> 6 shots kneeling* 6 shots left hand standing using barricade ( <b>LBR:</b> double action only) 6 shots right hand standing using barricade ( <b>LBR:</b> double action only)	

**Practice 3:** 50 metres, 24 shots in 165 seconds including reloading

**GRSB, GRCF:** 6 shots kneeling\*  
6 shots sitting  
6 shots left shoulder standing unsupported  
6 shots right shoulder standing unsupported

**LBP, LBR:** 6 shots sitting\*  
6 shots kneeling using barricade for support or prone (depending on range restrictions) \*\*  
6 shots left hand standing using barricade  
6 shots right hand standing using barricade

(**LBR:** single or double action)

**Practice 4:**

**Stage 1:** 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

**Stage 2:** 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

(**LBR:** double action only)

**Practice 5:**

**Stage 1:** 10 metres, 12 shots, standing unsupported

**GRSB, LBP, LBR:** 20 seconds

**GRCF:** 30 seconds

**Stage 2:** 25 metres, 18 shots in 90 seconds including reloading

**GRSB, GRCF:** 6 shots kneeling\*  
6 shots left shoulder standing unsupported  
6 shots right shoulder standing unsupported

**LBP, LBR:** 6 shots kneeling\*  
6 shots left hand standing using barricade  
(**LBR:** double action)  
6 shots right hand standing using barricade  
(**LBR:** double action)

**Stage 3:** 50 metres, 24 shots in 165 seconds including reloading

**GRSB, GRCF:** 6 shots kneeling\*  
6 shots sitting  
6 shots left shoulder standing unsupported  
6 shots right shoulder standing unsupported

**LBP, LBR:** 6 shots sitting\*  
6 shots kneeling using barricade for support or prone (depending on range restrictions) \*\*  
6 shots left hand standing using barricade  
6 shots right hand standing using barricade

(**LBR:** single or double action)

**Stage 4:** 25 metres, 6 shots in 12 seconds, standing unsupported

(**LBR:** double action only)

\* The competitor should only make ready once they are in the kneeling/ sitting position

\*\*When kneeling using the barricade for support, the competitor can ignore the foot-fault line extending to the rear of the barricade

**Range Commands:** **Practice 1, 4, 5 (Stage 1 & 4):** "WITH SIX ROUNDS, RIFLES LOAD AND MAKE READY, HANDGUNS LOAD AND HOLSTER"  
**Practices 2, 3, 5 (Stages 2 & 3):** "WITH SIX ROUNDS, RIFLES LOAD BUT DO **NOT** MAKE READY, HANDGUNS LOAD AND HOLSTER"

**Scoring:** The target will be scored at the end of Practice 1, 2, 3, 4 and at the end of Practice 5 Stage 2 and Stage 4

**Ties:** Tie breaking rules shall be applied in the order listed below:

- By the greatest number of Xs in the event
- By the greatest number of Xs in Matches 3 and 4 combined
- By the fewest misses in the event
- By the fewest number of shots of lowest value in that event
- By the fewest number of shots of the next lower value in the event

**Range Equipment:** A barricade will be provided for each competitor using an LBP or LBR for the standing supported position at both 25 and 50 metres. It should be a wooden post, square or rectangular in section, fixed on the firing line and sufficiently strong to remain immobile. It should ideally be at least 100mm square and two metres in height

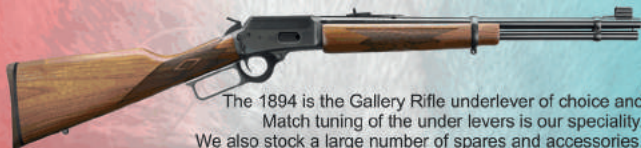
- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Moving between shooting positions during a practice without following the correct rules for this (B6.2)
  - b. Allowing part of an LBR or LBP to make contact with the barricade when firing
  - c. Touching any part of the LBR or LBP forward of the trigger guard with either the firing hand or supporting hand when using the barricade

**Classifications:** The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	1484 – 1500	<b>X</b>	1494 – 1500	<b>X</b>	1480 – 1500	<b>X</b>	1445 – 1500
<b>A</b>	1471 – 1483	<b>A</b>	1489 – 1493	<b>A</b>	1450 – 1479	<b>A</b>	1400 – 1444
<b>B</b>	1458 – 1470	<b>B</b>	1480 – 1488	<b>B</b>	Up to 1449	<b>B</b>	Up to 1399
<b>C</b>	1414 – 1457	<b>C</b>	1465 – 1479				
<b>D</b>	Up to 1413	<b>D</b>	Up to 1464				

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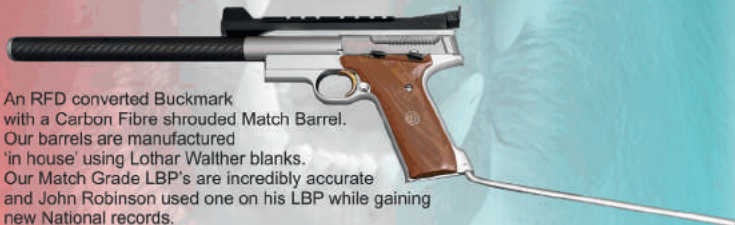
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**1020 (1601-22)**

**Event Numbers:**      **1601:** GRSB                      **1604:** GRCF Classic  
                                 **1602:** GRCF                      **1621:** LBP  
                                 **1603:** GRCF Open              **1622:** LBR

<b>Targets:</b>	<b>GRSB:</b>	B1 Reduced
	<b>GRCF, LBP, LBR:</b>	B1 Full size

**Sights:** Any

**Positions:** Standing Unsupported, Kneeling, Sitting

**Ready Position:** **GRSB, GRCF:** Parallel  
**LBP:** Holstered Loaded  
**LBR:** Holstered

**Course of Fire:** This event takes approximately 45 minutes to complete

It requires 102 rounds

The maximum possible score is 1020

### Practice 1:

**Stage 1:** 10 metres, 12 shots, including reloading, standing unsupported  
**Stage 2:** 15 metres, 12 shots, including reloading, standing unsupported

**GRSB, LBP, LBR:** 20 seconds (**LBR:** double action only)  
**GRCF:** 30 seconds

**Practice 2:** 25 metres, 18 shots in 90 seconds including reloading

6 shots kneeling\*

6 shots left shoulder / hand standing unsupported

6 shots right shoulder / hand standing unsupported

**(LBR: double action only)**

### Practice 3:

**Stage 1:** 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

**Stage 2:** 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

**LBR:** (double action only)

<b>Practice 4:</b>	25 metres, 24 shots in 165 seconds including reloading
<b>GRSB, GRCF:</b>	6 shots kneeling* 6 shots sitting 6 shots left shoulder standing unsupported 6 shots right shoulder standing unsupported
<b>LBP, LBR:</b>	6 shots sitting* 6 shots kneeling 6 shots left hand standing 6 shots right hand standing  (LBR: single or double action)

**Practice 5:**

<b>Stage 1:</b>	25 metres, 6 shots in 12 seconds, standing unsupported
<b>Stage 2:</b>	25 metres, 6 shots in 12 seconds, standing unsupported
<b>LBR:</b>	(double action only)

\* The competitor should only make ready once they are in the kneeling/ sitting position

<b>Range Commands:</b>	<b>Practice 1, 3, 5:</b> "WITH SIX ROUNDS, RIFLES LOAD AND MAKE READY, HANDGUNS LOAD AND HOLSTER"  <b>Practices 2, 4:</b> "WITH SIX ROUNDS, RIFLES LOAD BUT DO <b>NOT</b> MAKE READY, HANDGUNS LOAD AND HOLSTER"
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<b>Scoring:</b>	The target will be scored at the end of each Practice
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<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: a. By the greatest number of Xs overall b. By the score in each Practice in reverse order (i.e. 5, 4, 3, 2, 1) c. By the X count in each Practice in reverse order
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<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply: a. Moving between shooting positions during a practice without following the correct rules for this (B6.2)
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<b>Classifications:</b>	The classification scores bands are as follows:
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	<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>
<b>X</b>	1016 – 1020	<b>X</b>	1019 – 1020	<b>X</b>	1012 – 1020	<b>X</b>	1000 – 1020
<b>A</b>	1000 – 1015	<b>A</b>	1013 – 1018	<b>A</b>	998 – 1011	<b>A</b>	970 – 999
<b>B</b>	Up to 99	<b>B</b>	Up to 1012	<b>B</b>	Up to 977	<b>B</b>	Up to 969



## **Bianchi (1701-25)**

<b>Event Numbers:</b>	<b>1701:</b> GRSB	<b>1721:</b> LBP - Any sights
	<b>1702:</b> GRCF	<b>1722:</b> LBR - Any sights
	<b>1703:</b> GRCF Open	<b>1724:</b> LBP - Iron sights
	<b>1704:</b> GRCF Classic	<b>1725:</b> LBR - Iron sights
<b>Targets:</b>	<b>GRSB:</b>	D3, 4 inch plates
	<b>GRCF, LBP, LBR:</b>	D1, 8 inch plates
<b>Sights:</b>	Any (see above). Any number of sighting systems may be used on the same gun provided they remain fixed in place throughout all four matches of the event	
<b>Positions:</b>	Standing Unsupported, Standing Using Barricade, Kneeling and Sitting. Prone in the Practical and Falling Plate matches (where range regulations allow); the butt of the revolver or pistol may touch the ground	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel	
	<b>LBP:</b> Holstered Ready. Both hands at the same height as the head or, for the Barricade Match, with both palms flat against the barricade	
	<b>LBR:</b> Holstered. Both hands at the same height as the head or, for the Barricade Match, with both palms flat against the barricade	
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete	
	It requires 192 rounds	
	The maximum possible score is 1920	
	Different conditions apply to each of the four types of firearm; these are shown under each match and referenced to each type. The standard event for all championship meetings, which qualifies for classifications and record scores, consists of the <b>Practical Match</b> , the <b>Falling Plate Match</b> , the <b>Barricade Match</b> and the <b>Moving Target Match</b>	
	These can be shot in any order	
	When one of the standard matches cannot be shot due to range limitations, the alternative matches (Los Alamitos and Rapid Fire) may be shot instead. In this case the event does not count towards classifications (even if it is shot in classes) or record scores	

**Practical Match (inc. 25m modified):** This match is fired standing unsupported, kneeling, sitting or prone

<b>Stage 1:</b>	10 metres	3 seconds	1 shot on each target
		4 seconds	2 shots on each target
		8 seconds	3 shots on each target
		<b>LBP, LBR:</b> Weak hand freestyle <b>GRSB, GRCF:</b> Weak shoulder	
<b>Stage 2:</b>	15 metres	4 seconds	1 shot on each target
		5 seconds	2 shots on each target
		6 seconds	3 shots on each target
<b>Stage 3:</b>	25 (20) metres	5 (4) seconds	1 shot on each target
		6 (5) seconds	2 shots on each target
		7 (6) seconds	3 shots on each target
<b>Stage 4:</b>	35 (25) metres	6 (5) seconds	1 shot on each target
		8 (6) seconds	2 shots on each target
		10 (7) seconds	3 shots on each target

**Falling Plate Match:** This match is fired standing unsupported, kneeling, sitting or prone. Only plates that fall within the time limit will count for score

<b>Stage 1:</b>	10 metres	6 seconds	1 shot on each plate
		6 seconds	1 shot on each plate
<b>Stage 2:</b>	15 metres	7 seconds	1 shot on each plate
		7 seconds	1 shot on each plate
<b>Stage 3:</b>	20 metres	8 seconds	1 shot on each plate
		8 seconds	1 shot on each plate
<b>Stage 4:</b>	25 metres	9 seconds	1 shot on each plate
		9 seconds	1 shot on each plate

<b>Barricade Match:</b>	This match is fired standing, supported by the barricade. The gun may touch the barricade. See B6.7 & B6.8		
<b>Stage 1:</b>	10 metres	6 seconds 6 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 2:</b>	15 metres	7 seconds 7 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 3:</b>	25 metres	8 seconds 8 seconds	6 shots on a target from one side 6 shots on the other target from the other side
<b>Stage 4:</b>	35 metres	9 seconds 9 seconds	6 shots on a target from one side 6 shots on the other target from the other side

**Moving Target Match:** This match is fired standing unsupported

<b>Stage 1:</b>	10 metres	6 seconds 6 seconds	6 shots, target R > L 6 shots, target L > R
<b>Stage 2:</b>	15 metres	6 seconds 6 seconds	6 shots, target R > L 6 shots, target L > R
<b>Stage 3:</b>	20 metres	6 seconds 6 seconds 6 seconds 6 seconds	3 shots, target R > L 3 shots, target L > R 3 shots, target R > L 3 shots, target L > R
<b>Stage 4:</b>	25 metres	6 seconds 6 seconds 6 seconds 6 seconds	3 shots, target R > L 3 shots, target L > R 3 shots, target R > L 3 shots, target L > R

## The Unsupported Standard Match:

This match is fired standing unsupported, kneeling, sitting or prone

<b>Stage 1:</b>	10 metres	6 seconds	2 shots on each target, strong hand or strong shoulder
		6 seconds	2 shots on each target, weak hand or weak shoulder
<b>Stage 2:</b>	15 metres	7 seconds	2 shots on each target, strong hand, strong hand or strong shoulder
		7 seconds	2 shots on each target, weak hand freestyle or weak shoulder
<b>Stage 3:</b>	20 metres	8 seconds	2 shots on each target, strong hand or strong shoulder
		8 seconds	2 shots on each target, weak hand or weak shoulder
<b>Stage 4:</b>	25 metres	9 seconds	2 shots on each target, strong hand or strong shoulder
		9 seconds	2 shots on each target, weak hand or weak shoulder

## Alternative Moving Target Match – Los Alamitos Match (modified):

Stages 1-5 of this match are shot standing unsupported. Stage 6 is shot standing behind the barricade taking full account of shooting area boundaries (see B6.7, B6.8). Start for LBP, LBR: from the holster, with hands above shoulders

<b>Stage 1:</b>	10 metres	2.5 seconds	2 shots on centre target
		2.5 seconds	2 shots on right target
		2.5 seconds	2 shots on left target
	3 exposures of 2.5 secs, 10 secs away time		
	<b>LBP:</b> re-holster between exposures, safety re-applied		
	<b>LBR:</b> re-holster between exposures		

<b>Stage 2:</b>	10 metres	6 seconds	2 shots on each target
<b>LBP, LBR:</b> Strong hand only (i.e. NOT supported by weak hand)			
<b>GRCF, GRSB:</b> Strong shoulder			

<b>Stage 3:</b>	10 metres	10 seconds	2 shots on each target
	<b>LBP, LBR:</b> Strong hand only (i.e. NOT supported by weak hand) <b>GRCF, GRSB:</b> Strong shoulder		
<b>Stage 4:</b>	10 metres	18 seconds	2 shots on each target freestyle
	<b>GRSB, LBP, LBR:</b> Reload <b>GRCF:</b> Reload with a minimum of 2 rounds		
			2 further shots on each target
	<b>GRSB, GRCF:</b> Weak shoulder <b>LBP, LBR:</b> Weak hand (i.e. can be supported by strong hand)		
<b>Stage 5:</b>	15 metres	8 seconds	2 shots on each target
<b>Stage 6:</b>	25 metres	10 seconds	2 shots on each target, right side of barricade
			<b>Reload</b>
		10 seconds	2 shots on each target, left side of barricade, <i>shot from behind the barricade, conditions as per barricade match</i>

### Alternative of Falling Plates Match – Rapid Fire Match (modified):

This match is shot standing unsupported

<b>Stage 1:</b>	25 metres	10 seconds 10 seconds 10 seconds	1 shot on each target 1, 3, 5 1 shot on each target 1 shot on each target
<b>Stage 2:</b>	25 metres	8 seconds 8 seconds	1 shot on each target 1 shot on each target
<b>Stage 3:</b>	25 metres	5 seconds 5 seconds	1 shot on each target 1 shot on each target

<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'
<b>Ties:</b>	<p>Tie breaking rules shall be applied in the order listed below:</p> <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the highest score in the Moving Target Match</li><li>By the highest score in the Falling Plate Match</li><li>By the highest score in the Barricade Match</li><li>By the highest score in the Practical Match</li></ol>
<b>Target Positions:</b>	<p><b>Practical Match:</b> Two targets, 4½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Falling Plate Match:</b> Six 8 inch (GRCF, LBP, LBR) or six 4 inch (GRSB) plates placed at 20 inch centres and about 4 feet from the ground to the bottom edge</p> <p><b>Barricade Match:</b> Two targets, 7½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Moving Target Match:</b> One target, about 6 feet to the top of the target</p> <p><b>Unsupported Standard Match:</b> Three targets, 2.5 feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Los Alamitos Match:</b> Three targets, 2½ feet from centre to centre and about 6 feet to the top of the targets</p> <p><b>Rapid Fire Match:</b> Five targets, 3 feet from centre to centre and about 6 feet to the top of the targets</p>
<b>Range Equipment:</b>	<p><b>Barricade:</b> 6 feet high, 2 feet wide, with an up to infinite foot long firing area behind the barricade for the shooter</p> <p><b>Moving Target:</b> The target will move from concealment behind a cover, travel 60 feet in 6 seconds and disappear behind another cover</p> <p><b>Firing area:</b> For the Moving Target Match there will be a clearly marked 3 foot square firing area at each distance at the centre of the 60 foot run of the target</p>

- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Lowering the hands from the start position before the start signal
  - b. Removing the hands from the barricade before the start signal
  - c. Firing a shot while a part of the foot is outside the designated firing area
  - d. Firing a shot in the Moving Target Match which penetrates the cover on either side

**Classifications:** The classification scores bands are as follows:

<b>GRSB</b>		<b>GRCF</b>		<b>LBP</b>		<b>LBR</b>	
<b>X</b>	1836 – 1920	<b>X</b>	1890 – 1920	<b>X</b>	1895 – 1920	<b>X</b>	1825 – 1920
<b>A</b>	1701 – 1835	<b>A</b>	1801 – 1889	<b>A</b>	1750 – 1894	<b>A</b>	1750 – 1824
<b>B</b>	Up to 1700	<b>B</b>	Up to 1800	<b>B</b>	Up to 1749	<b>B</b>	Up to 1749

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## **WA48 (1821-22)**

<b>Event Numbers:</b>	<b>1821:</b> LBP	<b>1822:</b> LBR
<b>Targets:</b>	B1	
<b>Sights:</b>	Any	
<b>Positions:</b>	Standing Unsupported, Standing Using Barricade, Kneeling Using Barricade, Sitting	
<b>Ready Position:</b>	<b>LBP:</b> Holstered Loaded <b>LBR:</b> Holstered	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 48 rounds The maximum possible score is 480  LBRs must be fired double action throughout	
<b>Practice 1:</b>	7 metres, 6 shots in 8 seconds, standing unsupported, strong hand only. (Note: LBPs will be racked using the weak hand before engaging the target; the weak hand may also be used to clear jams)	
<b>Practice 2:</b>	10 metres, 12 shots in 20 seconds, including reloading, standing unsupported	
<b>Practice 3:</b>	15 metres, 12 shots in 20 seconds, including reloading, standing unsupported	
<b>Practice 4:</b>	25 metres, 18 shots in 90 seconds 6 shots, kneeling using barricade 6 shots left hand, standing using barricade 6 shots right hand, standing using barricade	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH SIX ROUNDS LOAD AND HOLSTER'	
<b>Scoring:</b>	The target will be scored at the end of Practice 2 and 4 only	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs overall <b>b.</b> By the score in Practice 3 & 4 <b>c.</b> By the X count in Practice 3 & 4	
<b>Range Equipment:</b>	A barricade will be provided for each competitor for the standing supported position at 25 metres. It should be a wooden post, square or rectangular in section, fixed on the firing line and sufficiently strong to remain immobile. It should, ideally, be at least 100mm square and two metres in height	

- Procedural Penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a.** Firing any shot which is not strong-hand-only in Stage 1
  - b.** Moving between shooting positions during a practice without following the correct rules for this (B6.2)
  - c.** Allowing part of an LBR or LBP to make contact with the barricade when firing
  - d.** Touching any part of the barrel of an LPB and LBR with either the firing hand or supporting hand when using the barricade

## **Advancing Target (1901-25)**

<b>Event Numbers:</b>	<b>1901:</b> GRSB <b>1902:</b> GRCF <b>1903:</b> GRCF Open <b>1904:</b> GRCF Classic	<b>1921:</b> LBP - Any sights <b>1922:</b> LBR - Any sights <b>1924:</b> LBP - Iron sights <b>1925:</b> LBR - Iron sights		
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF, LBP, LBR:</b>	DP1 (half size) DP1		
<b>Sights:</b>	Any (see above)			
<b>Position:</b>	Standing Unsupported			
<b>Ready Position:</b>	45 degrees			
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 6 identical Practices <b>GRSB:</b> It requires 60 rounds <b>GRSB:</b> The maximum possible score is 300 <b>GRCF, LBP, LBR:</b> It requires 36 rounds <b>GRCF, LBP, LBR:</b> The maximum possible score is 180			
<b>Practice 1 - 6:</b>	Target will advance from 25 to 10 metres in about 10 seconds, then turn away  <b>GRSB:</b> 10 rounds to be fired while the target is facing <b>GRCF, LBP, LBR:</b> 6 rounds to be fired while the target is facing			
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'			
<b>Range Equipment:</b>	A target carrier capable of advancing from 25m to the firing line at an even pace. The target will start faced and will advance from 25m to 10m in 10 seconds. The target will edge at the 10m point			
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores for each practice, commencing with the final practice and working backwards <b>c.</b> By the X count for each practice, commencing with the final practice and working backwards			
<b>Classifications:</b>	The classification scores bands are as follows:			
	<b>GRSB</b>	<b>GRCF</b>	<b>LBP</b>	<b>LBR</b>
<b>X</b>	289 – 300	<b>X</b> 180	<b>X</b> 177 – 180	<b>X</b> 174 – 180
<b>A</b>	282 – 288	<b>A</b> 178 – 179	<b>A</b> 169 – 176	<b>A</b> 163 – 173
<b>B</b>	269 – 281	<b>B</b> 175 – 177	<b>B</b> Up to 168	<b>B</b> Up to 162
<b>C</b>	250 – 268	<b>C</b> 169 – 174		
<b>D</b>	Up to 249	<b>D</b> Up to 168		

## **Advancing Target Muzzle Loading Revolver (1942)**

<b>Event Numbers:</b>	<b>1942:</b> MLR (any 5 shot or more MLR, any propellant)
<b>Targets:</b>	DP1
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees, revolver loaded and capped
<b>Course of Fire:</b>	<p>This event takes approximately 30 minutes to complete</p> <p>It consists of 3 identical Practices</p> <p>It requires 15 rounds</p> <p>The maximum possible score is 75</p>
<b>Practice 1 - 3:</b>	<p>Target will advance from 25 to 10 metres in about 10 seconds, then turn away</p> <p>5 rounds to be fired while the target is facing</p>
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'
<b>Range Equipment:</b>	A target carrier capable of advancing from 25 metres to the firing line at an even pace. The target will start faced and will advance from 25 metres to 10 metres in 10 seconds. The target will edge at the 10 metre point
<b>Ties:</b>	<p>Tie breaking rules shall be applied in the order listed below:</p> <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores for each practice, commencing with the final practice and working backwards</li><li>By the X count for each practice, commencing with the final practice and working backwards</li></ol>

## **Advancing Target Benched (2001-04)**

<b>Event Numbers:</b>	<b>2001:</b> GRSB <b>2002:</b> GRCF	<b>2003:</b> GRCF Open <b>2004:</b> GRCF Classic
<b>Targets:</b>	<b>GRSB:</b> <b>GRCF:</b>	DP1 (half size) DP1
<b>Sights:</b>	Any (see above)	
<b>Position:</b>	Benched ( <i>see B6.9</i> )	
<b>Ready Position:</b>	Benched ( <i>see B6.1.1d</i> )	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 6 identical Practices <b>GRSB:</b> It requires 60 rounds <b>GRSB:</b> The maximum possible score is 300 <b>GRCF:</b> It requires 36 rounds <b>GRCF:</b> The maximum possible score is 180	
<b>Practice 1 - 6:</b>	Target will advance from 25 to 10 metres in about 10 seconds, then turn away  <b>GRSB:</b> 10 rounds to be fired while the target is facing <b>GRCF:</b> 6 rounds to be fired while the target is facing	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Range Equipment:</b>	A target carrier capable of advancing from 25m to the firing line at an even pace. The target will start faced and will advance from 25m to 10m in 10 seconds. The target will edge at the 10m point	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores for each practice, commencing with the final practice and working backwards <b>c.</b> By the X count for each practice, commencing with the final practice and working backwards	

## **Speed Steels Challenge (2101-22)**

<b>Event Numbers:</b>	<b>2101:</b> GRSB	<b>2104:</b> GRCF Classic
	<b>2102:</b> GRCF	<b>2121:</b> LBP
	<b>2103:</b> GRCF Open	<b>2122:</b> LBR
<b>Targets:</b>	Four round steel plates up to 18 inch diameter and one rectangular steel plate up to 18 x 24 inch per stage	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	<b>GRSB, GRCF:</b> Parallel or 45 degrees <b>LBP, LBR:</b> 45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 5 Practices, each with a unique layout It requires a minimum of 75 rounds No jacketed bullets of any type are allowed	
<b>Practice 1 - 5:</b>	3 runs on each stage with the fastest 2 runs from each stage to count, maximum of 30 seconds recordable for any one run. Distance to plates 15-30m  On the audible start, the competitor will engage the 4 round steels with a minimum of 1 round on each in any order and then the rectangular stop-plate, which must be engaged last	
<b>Range Commands:</b>	The general rules apply. However, each stage of this event operates independently with one shooter and one RO. Having made sure that the range is clear, the CRO gives the ROs permission to proceed and each RO will then issue the command 'LOAD AND MAKE READY' to the shooter on their stage. Note that the competitor may load with any number of rounds	
<b>Procedural Penalties:</b>	If the rectangular stop-plate is hit before all 4 of the round steels have been hit, the time for that run is recorded as 30 seconds	
<b>Ties:</b>	Tie breaking rules shall be applied according to the fastest run on any stage	
<b>Note:</b>	A competitor may shoot this event as many times as they wish; the highest achieved score during the meeting will count	

## **Speed Steels Challenge Benched (2201-04)**

<b>Event Numbers:</b>	<b>2201:</b> GRSB <b>2202:</b> GRCF	<b>2203:</b> GRCF Open <b>2204:</b> GRCF Classic
<b>Targets:</b>	Four round steel plates up to 18 inch diameter and one rectangular steel plate up to 18 x 24 inch per stage	
<b>Sights:</b>	Any	
<b>Position:</b>	Benched ( <i>see B6.9</i> )	
<b>Ready Position:</b>	Benched ( <i>see B6.1.1d</i> )	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 5 Practices, each with a unique layout It requires a minimum of 75 rounds No jacketed bullets of any type are allowed	
<b>Practice 1 - 5:</b>	3 runs on each stage with the fastest 2 runs from each stage to count, maximum of 30 seconds recordable for any one run. Distance to plates 15-30m  On the audible start, the competitor will engage the 4 round steels with a minimum of 1 round on each in any order and then the rectangular stop-plate, which must be engaged last	
<b>Range Commands:</b>	The general rules apply. However, each stage of this event operates independently with one shooter and one RO. Having made sure that the range is clear, the CRO gives the ROs permission to proceed and each RO will then issue the command 'LOAD AND MAKE READY' to the shooter on their stage. Note that the competitor may load with any number of rounds	
<b>Procedural Penalties:</b>	If the rectangular stop-plate is hit before all 4 of the round steels have been hit, the time for that run is recorded as 30 seconds	
<b>Ties:</b>	Tie breaking rules shall be applied according to the fastest run on any stage	
<b>Note:</b>	A competitor may shoot this event as many times as they wish; the highest achieved score during the meeting will count	

## **25m Timed (2301)**

<b>Event Numbers:</b>	<b>2301:</b> GRSB
<b>Targets:</b>	PL14
<b>Sights:</b>	Any (Spotting scopes may be used)
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 35 rounds The maximum possible score is 300
<b>Sighters:</b>	5 shots in 150 seconds
<b>Practice 1:</b>	25 metres, two series of 5 shots in 150 seconds
<b>Practice 2:</b>	25 metres, two series of 5 shots in 20 seconds
<b>Practice 3:</b>	25 metres, two series of 5 shots in 10 seconds
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 10 shots on each target)
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores in each practice in the order 3, 2, 1</li><li>By the X count in each practice in the order 3, 2, 1</li></ol>



## **25m Timed Muzzle Loading Revolver (2342)**

<b>Event Numbers:</b>	<b>2342:</b> MLR (any 5 shot or more MLR, any propellant)
<b>Targets:</b>	PL7
<b>Sights:</b>	Any iron
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees, revolver loaded and capped
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 15 rounds The maximum possible score is 150
<b>Sighters:</b>	5 shots in 180 seconds
<b>Practice 1:</b>	25 metres, 5 shots in 180 seconds
<b>Practice 2:</b>	25 metres, 5 shots in 180 seconds
<b>Practice 3:</b>	25 metres, 5 shots in 20 seconds
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 5 shots on each target)
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores in each practice in the order 3, 2, 1</li><li>By the X count in each practice in the order 3, 2, 1</li></ol>

## **Sport Pistol (2521)**

<b>Event Numbers:</b>	<b>2521:</b> LBP (multi-shot)	
<b>Targets:</b>	<b>Precision:</b>	PL7
	<b>Rapid:</b>	PL17
<b>Sights:</b>	Any colour iron (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 120 minutes to complete It requires 70 rounds The maximum possible score is 600	
<b>Sighters:</b>	<b>Precision:</b>	5 shots in 6 minutes
	<b>Rapid:</b>	5 shots, one shot fired at each appearance
<b>Practice 1-3 (Precision):</b>	25 metres, two series of 5 shots in 6 minutes	
<b>Practice 4-6 (Rapid):</b>	25 metres, two series of 5 shots	
	During each series the target appears 5 times, each time for 3 seconds with an away time of 7 seconds between each appearance; 1 shot only to be fired at each exposure	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets are scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunctions Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Xs in the event	
	<b>b.</b> By the scores in each practice in the order 6, 5, 4, 3, 2, 1	
	<b>c.</b> By the X count in each practice in the order 6, 5, 4, 3, 2, 1	

## **NRA Rapid Fire Pistol (2621-22)**

<b>Event Numbers:</b>	<b>2621:</b> LBP	<b>2622:</b> LBR
<b>Targets:</b>	5x PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported, strong hand only	
<b>Ready Position:</b>	45 degrees Competitors must return to the ready position between each series of 5 shots	
<b>Course of Fire:</b>	This event takes approximately 20 minutes to complete It requires 35 rounds The maximum possible score is 300	
<b>Sighters:</b>	5 shots in 10 seconds, one shot per target	
<b>Practice 1:</b>	25 metres, two series of 5 shots in 10 seconds, 1 shot per target	
<b>Practice 2:</b>	25 metres, two series of 5 shots in 8 seconds, 1 shot per target	
<b>Practice 3:</b>	25 metres, two series of 5 shots in 6 seconds, 1 shot per target	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets will be scored at the end of the match, inward gauging. If there are more than 6 shots on any target, only the highest 6 will count	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores on each target in the order 5, 4, 3, 2, 1 <b>c.</b> By the X count on each target in the order 5, 4, 3, 2, 1	
<b>Procedural Penalties:</b>	In addition to the usual procedural penalties, the following apply in this event: <b>a.</b> Firing more than 5 shots in a string – one penalty per additional shot fired	

## **Standard Pistol (2721)**

<b>Event Numbers:</b>	<b>2721:</b> LBP (multi-shot)
<b>Targets:</b>	PL7
<b>Sights:</b>	Any colour iron (Spotting scopes may be used)
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 90 minutes to complete It requires 60 rounds The maximum possible score is 600
<b>Sighters:</b>	5 shots in 150 seconds
<b>Practice 1-2:</b>	25 metres, two series of 5 shots in 150 seconds
<b>Practice 3-4:</b>	25 metres, two series of 5 shots in 20 seconds
<b>Practice 5-6:</b>	25 metres, two series of 5 shots in 10 seconds
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li><b>a.</b> By the greatest number of Xs in the event</li><li><b>b.</b> By the scores in each practice in the order 6, 5, 4, 3, 2, 1</li><li><b>c.</b> By the X count in each practice in the order 6, 5, 4, 3, 2, 1</li></ul>

## **The Grand (2901)**

<b>Event Numbers:</b>	<b>2901:</b> GRSB
<b>Targets:</b>	DP2 (half size), Melon, 5 of Diamonds
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, Sitting, Kneeling
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 100 rounds The maximum possible score is 1000
<b>Practice 1:</b>	
<b>Stage 1:</b>	25 metres, 10 shots on DP2 target, standing unsupported 3 exposures of 4 seconds, any number of shots may be fired during each exposure
<b>Stage 2:</b>	25 metres, 10 shots on DP2 target, kneeling 3 exposures of 4 seconds, any number of shots may be fired during each exposure
<b>Practice 2:</b>	25 metres, 10 shots in 8 seconds on Melon target, sitting
<b>Practice 3:</b>	
<b>Stage 1:</b>	25 metres, 10 shots in 12 seconds on 5 of Diamonds target, standing unsupported 2 shots on each diamond
<b>Stage 2:</b>	25 metres, 10 shots in 12 seconds on 5 of Diamonds target, kneeling 2 shots on each diamond
<b>Practice 4:</b>	
<b>Stage 1:</b>	50 metres, 10 shots on DP2 target, standing unsupported 3 exposures of 6 seconds, any number of shots may be fired during each exposure
<b>Stage 2:</b>	50 metres, 10 shots on DP2 target, kneeling 3 exposures of 6 seconds, any number of shots may be fired during each exposure
<b>Practice 5:</b>	50 metres, 10 shots in 9 seconds on Melon target, sitting

**Practice 6:**

**Stage 1:** 50 metres, 10 shots in 15 seconds on 5 of Diamonds target,  
standing unsupported  
2 shots on each diamond

**Stage 2:** 50 metres, 10 shots in 15 seconds on 5 of Diamonds target,  
kneeling  
2 shots on each diamond

**Range Commands:** The CRO will direct the shooters to adopt the relevant position for the Practice/Stage. Once all shooters are in position, the CRO will give the command 'WITH TEN ROUNDS, LOAD AND MAKE READY'

**Scoring:** In addition to the general rules, each miss in Practices 3 and 6 incurs a 10 point penalty

**Ties:** Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs in the event
- b. By the scores in each Practice in the order 6, 5, 4, 3, 2, 1
- c. By the X count in each Practise 4, then in Practice 1

## **NRA Embassy Cup (3335-36)**

<b>Event Numbers:</b>	<b>3335:</b> SGM	<b>3336:</b> SGSA
<b>Targets:</b>	2x IPSC Full size	
<b>Sights:</b>	Any	
<b>Ammunition:</b>	Solid Slug	
<b>Position:</b>	Standing Unsupported, Kneeling, Sitting, Prone	
<b>Ready Position:</b>	Parallel	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 metres, 8 rounds in 20 seconds  Start with a minimum of 4 rounds loaded 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, prone	
<b>Practice 2:</b>	20 metres, 8 rounds in 20 seconds  Start with a minimum of 4 rounds loaded 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, sitting	
<b>Practice 3:</b>	15 metres, 8 rounds in 20 seconds  Start with a minimum of 4 rounds loaded 2 rounds fired at each target, standing unsupported Reload with a minimum of 4 rounds 2 rounds fired at each target, kneeling	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the C.R.O. commands 'WITH AT LEAST 4 ROUNDS LOAD AND MAKE READY', the competitor can then load 4 or more rounds.	
<b>Loading:</b>	Initial Loading can be from any source of ammunition	

- Ties:** Tie breaking rules shall be applied in the order listed below:
- a. By the greatest number of As in the event
  - b. By the scores at each distance, commencing with the longest distance
  - c. By the A count at each distance, commencing with the longest distance

- Procedural penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Firing too many shots during an exposure.
  - b. Any shots on the wrong target
  - c. Not reloading with four or more rounds
  - d. Changing position before reloading



## **Service Match (3430)**

<b>Event Numbers:</b>	<b>3430:</b> SGSV	<b>3434:</b> SG
<b>Targets:</b>	2x DP1	
<b>Ammunition:</b>	Solid Slug only	
<b>Sights:</b>	As per class	
<b>Positions:</b>	Standing unsupported and kneeling	
<b>Ready Position:</b>	45 Degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 24 rounds The maximum possible score is 120	
<b>Practice 1:</b>	25 metres – 8 shots The target will make 4 double exposures of 3 seconds face, 6 seconds away, 3 seconds face. The first shot in each double exposure must be fired from the standing position and the second shot from the kneeling position. After each double exposure the competitor is to revert to the standing ready position. All shots are to be fired on the left hand target. The interval between pairs of exposures is 6 seconds.	
<b>Practice 2:</b>	50 metres – 8 shots The target will make 4 exposures of 5 seconds with a 4 second away time. 2 shots are to be fired on the right hand target from the standing position. Competitors must return to the standing ready position between exposures.	
<b>Practice 3:</b>	50 metres - 8 shots The target will make 2 appearances of 8 seconds with an away time of 5 seconds. 4 shots to be fired on the left hand target from a standing position on the first exposure, 4 shots to be fired on the right hand target from a kneeling position on the second exposure. Competitors may adopt the kneeling position after the first exposure but must remain in the ready position until the target is exposed.	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH EIGHT ROUNDS LOAD AND MAKE READY'	

- Ties:** Tie breaking rules shall be applied in the order listed below:
- a.** By the greatest number of Xs in the event
  - b.** By the scores at each distance, commencing with the longest distance
  - c.** By the X count at each distance, commencing with the longest distance
  - d.** In the event of a maximum score and equal X counts at all distances, by outward gauging

- Procedural penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a.** Firing too many shots during an exposure
  - b.** Any shots on the wrong target

## **Man v Man (3801, 3821-22)**

<b>Event Numbers:</b>	<b>3801:</b> GRSB <b>3821:</b> LBP	<b>3822:</b> LBR
<b>Targets:</b>	Up to 5 targets and one stop target, which fall when hit	
<b>Sights:</b>	Any	
<b>Ammunition:</b>	Centrefire: (lead only, no jacketed bullets allowed) Bullet weight over 200 grains: maximum velocity 1000 ft/sec Bullet weight 200 grains or less: maximum velocity 1200 ft/sec Smallbore: maximum velocity 1300 feet per second	
<b>Holster:</b>	No tie down devices allowed	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	As dictated by match conditions	
<b>Generic Course of Fire:</b>	<p>This event is shot on a knockout basis, competitors shoot each round in pairs</p> <p>It takes up to two hours to complete a complete 16 man J ladder</p> <p>It is shot at distances from 10 to 20 metres</p> <p>At the start signal, the competitor moves forward to the firing point and places the can on the post. If the can is dropped it may not be retrieved and the run is lost</p> <p>Draw the gun and engage the first three targets in the order specified until all fall</p> <p>After a compulsory reload, engage the stop plate until it falls. A reload must be made before engaging the stop plate even if a reload has already been made in the Course of Fire</p> <p>The stop plates overlap – the winner is the competitor whose stop plate is underneath the opponent's stop plate. Competitors are expected to complete the Course of Fire</p> <p>The competitors change sides after each run</p> <p>The best of three runs wins the round</p> <p>There is no allowance for malfunctions</p> <p>No competitor will be eliminated until two rounds are lost</p> <p>Competitors are required to remain to the end of the event and assist with resetting plates</p>	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	

- Loading:** All ammunition must be carried on the competitor's person and not in the hand. Any dropped magazines or speedloaders may not be retrieved  
A reload requires:
- GRSB/LBP:** A magazine to be removed entirely from the firearm and a fresh magazine fully inserted and locked. Magazines that are clipped together, e.g. back to back or side by side, may not be reinserted – a fresh magazine must be taken from the competitor's person
- LBR:** Fired cases and unfired rounds to be removed from the gun and at least one round loaded, taken from the competitor's person
- Range Equipment:** As dictated by match conditions
- Procedural Penalties:** There is no numerical score in this event, so Procedural Penalties are not handled in the usual way. Instead, a competitor automatically loses any run in which they receive a Procedural Penalty. In addition to the standard reasons for such a penalty, the following may apply in this event:
- a. Incorrect start position
  - b. Failing to place the can on the post before drawing the gun
  - c. Engaging the plates in the wrong order
  - d. Engaging the stop target before all the other targets have fallen or before reloading
  - e. Retrieving a dropped magazine, speedloader or can from anywhere
  - f. Engaging any target belonging to the other competitor

## **Metallic Silhouettes (3901)**

<b>Event Numbers:</b>	<b>3901:</b> GRSB
<b>Targets:</b>	2 sets of 5 miniature animal shaped steel targets at each of the following distances: 40 yards Chickens 60 yards Pigs 77 yards Turkeys 100 yards Rams
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	Parallel
<b>Course of Fire:</b>	<p>This event takes approximately 60 minutes to complete It requires 40 rounds (plus sighters if allowed) The maximum possible score is 40</p> <p>The 5 targets in each set must be engaged from left to right in order, within 2½ minutes, 1 shot allowed at each target Targets must fall to score Targets which fall out of the correct order do not score This is repeated to make a total of 10 shots at each distance and repeated for each distance Reloading between each 5 shot series must be completed within 30 seconds</p>
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS LOAD AND MAKE READY'
<b>Equipment:</b>	A competitor may wear any shooting vest which complies with IMSSU rules

## **25m Classic Muzzle Loading (4143-46)**

<b>Event Numbers:</b>	<b>4143:</b> MLR (BP only)	<b>4145:</b> MLP (Smoothbore)
	<b>4144:</b> MLP (Percussion)	<b>4146:</b> MLP (Rifled)
<b>Targets:</b>	PL7	
<b>Sights:</b>	Iron	
<b>Position:</b>	Standing Unsupported, one hand only	
<b>Ready Position:</b>	Unloaded	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 13 rounds The maximum possible score is 130	
<b>Practice 1:</b>	25 metres, 13 shots in 30 minutes	
<b>Scoring:</b>	Best 10 shots to count. Gauging will be by MLAGB rules, i.e. shot has to be at least half across scoring ring to achieve higher value	
<b>Ties:</b>	The X ring will be scored as well in order to resolve tie-breaks	

## **Granet (4301-22)**

<b>Event Numbers:</b>	<b>4301:</b> GRSB	<b>4304:</b> GRCF Classic
	<b>4302:</b> GRCF	<b>4321:</b> LBP
	<b>4303:</b> GRCF Open	<b>4322:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Sighters:</b>	5 exposures of 3 seconds with away time of 7 seconds. 1 shot to be fired at each exposure	
<b>Practice 1-3:</b>	25 metres, two series of 5 shots 5 exposures of 3 seconds with away time of 7 seconds. 1 shot to be fired at each exposure	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **Imperial Silhouettes (4701-22)**

<b>Event Numbers:</b>	<b>4701:</b> GRSB <b>4702:</b> GRCF <b>4703:</b> GRCF Open	<b>4704:</b> GRCF Classic <b>4721:</b> LBP <b>4722:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any (Spotting scopes may be used)	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds The maximum possible score is 300	
<b>Sighters:</b>	1 series of 5 shots <b>GRCF:</b> 12 seconds <b>GRSB, LBP, LBR:</b> 10 seconds	
<b>Practice 1:</b>	25 metres, two series of 5 shots <b>GRCF:</b> 12 seconds <b>GRSB, LBP, LBR:</b> 10 seconds	
<b>Practice 2:</b>	25 metres, two series of 5 shots <b>GRCF:</b> 10 seconds <b>GRSB, LBP, LBR:</b> 8 seconds	
<b>Practice 3:</b>	25 metres, two series of 5 shots <b>GRCF:</b> 8 seconds <b>GRSB, LBP, LBR:</b> 6 seconds	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'WITH FIVE ROUNDS, LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	



## **Surrenden (4901-22)**

<b>Event Numbers:</b>	<b>4901:</b> GRSB <b>4902:</b> GRCF <b>4903:</b> GRCF Open	<b>4904:</b> GRCF Classic <b>4921:</b> LBP <b>4922:</b> LBR
<b>Targets:</b>	PL17	
<b>Sights:</b>	Any	
<b>Position:</b>	Standing Unsupported	
<b>Ready Position:</b>	45 degrees	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete <b>GRSB, GRCF, LBP:</b> It requires 30 rounds <b>GRSB, GRCF, LBP:</b> The maximum possible score is 300, less time taken in seconds <b>LBR:</b> It requires 18 rounds <b>LBR:</b> The maximum possible score is 180, less time taken in seconds	
<b>Practice 1-3:</b>	25 metres, 10 shot series, (6 shot series LBR) against the clock When the targets face a stopwatch will be started and it will be stopped at the tenth (sixth) shot. The time in seconds, <b>rounded up</b> to the next whole second, will be deducted from the score for that practice	
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the CRO commands 'LOAD AND MAKE READY'	
<b>Scoring:</b>	Targets will be scored at the end of each practice (i.e. there will be 10 shots on each target, 6 for LBR)	
<b>Malfunction Allowed:</b>	There are no malfunction allowances in this event	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1	

## **100 Yards Muzzle Loading (5142)**

<b>Event Numbers:</b>	<b>5142:</b> MLR (BP only)
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Open iron
<b>Position:</b>	Kneeling, Sitting, Seated in a Flying Machine or Prone
<b>Course of Fire:</b>	This event takes approximately 20 minutes to complete It requires 10 rounds, plus 2 sighters The maximum possible score is 50
<b>Sighting Shots:</b>	2 sighters, individually marked back
<b>Practice 1:</b>	5 shots in 30 seconds
<b>Practice 2:</b>	5 shots in 30 seconds

## **100 Yards Shotgun (5134)**

<b>Event Numbers:</b>	<b>5134:</b> SG
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Any
<b>Position:</b>	Standing unsupported
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus 2 sighters The maximum possible score is 50
<b>Sighting Shots:</b>	2 non-convertible sighters in two minutes
<b>Practice 1:</b>	100 yards, 2 strings of 5 shots in 30 seconds
<b>Range Commands:</b>	The general rules apply with the addition of the following initial command. Having made sure that the range is clear, the RCO commands 'LOAD AND MAKE READY' 'WHEN YOUR TARGET APPEARS, CARRY ON'.
<b>Notes:</b>	In Team matches where scores are not concurrent with individual events a spotter may assist the competitor by observing fall of sighting shots. They may do so from on or behind the firing point using magnifying sighting equipment If the fall of shot is undetermined or uncertain the competitor may opt to convert up to 2 scoring shots to sighters. These additional sighters will NOT count for score. Failure to achieve a hit with at least 1 sighting shot will result in the competitor being asked to withdraw from that stage of the match
<b>Procedural penalties:</b>	<b>a.</b> Shooting on the wrong target

## **100/200 Yards (5301-21)**

<b>Event Numbers:</b>	<b>5301:</b> GRSB	<b>5321:</b> LBP
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	Any	
<b>Position:</b>	<b>GRSB:</b> Standing unsupported, Kneeling or Sitting <b>LBP:</b> Sitting, Seated in a Flying Machine or Prone	
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus 4 sighters The maximum possible score is 100	
<b>Practice 1:</b>	100 yards, 2 non-convertible sighters in two minutes, followed by 2 strings of 5 shots in 30 seconds <b>GRSB:</b> standing unsupported	
<b>Practice 2:</b>	200 yards, 2 convertible sighters and 10 to count in 12 minutes <b>GRSB:</b> kneeling or sitting	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Vs in the event <b>b.</b> By the score in each Practice starting with the longest distance <b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance	

## **100/200 Yards Muzzle Loading (5342)**

<b>Event Numbers:</b>	<b>5342:</b> MLR (BP only)
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Open iron
<b>Position:</b>	Kneeling, Sitting, Seated in a Flying Machine or Prone
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus 4 sighters The maximum possible score is 100
<b>Sighting Shots:</b>	<b>100 yards:</b> 2 sighters, individually marked back <b>200 yards:</b> 2 convertible sighters
<b>Practice 1:</b>	100 yards, 2 strings of 5 shots each in 30 seconds
<b>Practice 2:</b>	200 yards, 10 shots to count in 25 minutes
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <b>a.</b> By the greatest number of Vs in the event <b>b.</b> By the score in each Practice starting with the longest distance <b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance

## **200/300 Yards (5563-66)**

<b>Event Numbers:</b>	<b>5563:</b> Free Pistol A <b>5565:</b> Production Free Pistol A <b>5566:</b> Production Free Pistol B
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Scoped
<b>Position:</b>	Sitting, Seated in a Flying Machine or Prone
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 20 rounds, plus 4 sighters The maximum possible score is 100
<b>Practice 1:</b>	200 yards, 2 convertible sighters and 10 to count in 12 minutes
<b>Practice 2:</b>	300 yards, 2 convertible sighters and 10 to count in 12 minutes
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ul style="list-style-type: none"><li><b>a.</b> By the greatest number of Vs in the event</li><li><b>b.</b> By the score in each Practice starting with the longest distance</li><li><b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance</li></ul>

## **IGRF Limited Bolt Action Rifle (B) (5684)**

<b>Event Numbers:</b>	<b>5684:</b> Bolt Action Centrefire Rifle
	Bolt action centrefire rifles only. Minimum calibre of 6mm/.243 up to any calibre that complies with range limitations of the venue at which the event is being hosted. Maximum weight of rifle including sights and all fitted accessories is 6.5kg. Adjustable cheek-piece and butt-plate permitted. Muzzle brakes are not permitted. Sound moderators are permitted, provided that the total weight of rifle outfit including the sound moderator complies with 6.5kg limit. Bipods and all other accessories must remain fitted to the rifle for the entire duration of the match. The use of slings is prohibited
<b>Targets:</b>	B1 or B1 Modified
<b>Position:</b>	Standing Unsupported, Sitting, Prone with bipod
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 36 rounds The maximum possible score is 360
<b>Sighting Shots:</b>	No sighting shots at any distance
<b>Practice 1:</b>	100 yards, Standing Unsupported. 12 shots in 5 minutes to include mandatory reload
<b>Practice 2:</b>	200 yards, Sitting. 12 shots in 5 minutes to include mandatory reload
<b>Practice 3:</b>	300 yards, Prone from bipod. 12 shots in 5 minutes to include mandatory reload
<b>Scoring:</b>	Scoring rings – X, 10, 9, 8, 7 - any hits on the black part of the target outside the scoring rings will score a 6
<b>Ties:</b>	To be decided on total X count, if this is not conclusive, count back at Practice 1, then Practice 2 then Practice 3 in that order
<b>Notes:</b>	Shooters will be ordered to load with up to 6 rounds, make ready and adopt the specified position. Scores will be communicated to the FP and spotting discs shown for 30 seconds IGRF Limited Bolt Action (B) is an adapted version of the event for use on ranges with 'rising' targets and butt markers (e.g. such as at Bisley UK) where limitations on available range space and time constraints are also factored in

## **Sporting Rifle Statics (5685)**

<b>Event Numbers:</b>	<b>5685:</b> Sporting Rifle
	Calibre legal for large deer species in England. Minimum calibre .240 and minimum muzzle energy 1700 f/lb. Maximum weight, including sights and all attachments, 6.5kg. Height adjustable cheek pieces are allowed. Fully adjustable butt plates are not allowed
<b>Targets:</b>	100 yards: Modified DJV Roe Buck 200 yards: Standard DJV Fox 300 yards: SAHGCA Springbok
<b>Sights:</b>	Any
<b>Position:</b>	<b>Prone:</b> a small bag or bipod may be used as a front rest, a flat bag may be used to support the hand only at the rear and must not be in contact with the stock.  <b>Sitting and Standing:</b> single or double crossed sticks may be used to support the front of the rifle only (single sticks must have only one point of contact with the ground; double crossed sticks must have only two contact points with the ground and a single contact point with the rifle)
<b>Course of Fire:</b>	This event takes approximately 75 minutes per distance to complete It requires 30 rounds The maximum possible score is 300
<b>Sighting Shots:</b>	No sighting shots at any distance
<b>Practice 1:</b>	100 yards, 5 shots in 90 seconds prone, followed by 5 shots in 90 seconds sitting
<b>Practice 2:</b>	200 yards, 5 shots in 90 seconds sitting, followed by 5 shots in 90 seconds standing
<b>Practice 3:</b>	300 yards, 10 shots in 5 minutes prone
<b>Note:</b>	No coaching is allowed

## **100/200/300 Yards (5702-04, 5762-83, 5791-93)**

<b>Event Numbers:</b>	<b>5702:</b> GRCF	<b>5781:</b> SR(a) Pre-1955
	<b>5703:</b> GRCF Open	<b>5782:</b> SR(b) Pre-1955
	<b>5704:</b> GRCF Classic	<b>5783:</b> SR Open Pre-1955
	<b>5762:</b> Hunter Class	<b>5791:</b> SR Post-1955 Iron Sights
	<b>5767:</b> Allcomer Revolver	<b>5792:</b> SR Post-1955 Service Optic
		<b>5793:</b> SR Post-1955 Practical Optic
<b>Targets:</b>	NRA 300 yards	
<b>Sights:</b>	<b>5702, 5703, 5704, 5783:</b> Any	
	<b>5762, 5793:</b> Scoped	
	<b>5767:</b> Open iron	
	<b>5781, 5782, 5791:</b> Iron	
	<b>5792:</b> Scoped – 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine	
	<b>Rifle:</b> Standing Unsupported, Kneeling or Sitting, Prone	
<b>Course of Fire:</b>	This event takes approximately 60 minutes (per detail) to complete	
	It requires 30 rounds, plus 6 sighters	
	The maximum possible score is 150	
<b>Practice 1:</b>	100 yards, standing unsupported, 2 non-convertible sighters in two minutes individually marked back, followed by 2 strings of 5 shots each in 30 seconds	
<b>Practice 2:</b>	200 yards, kneeling or sitting, 2 convertible sighters, followed by 10 shots to count in 12 minutes	
<b>Practice 3:</b>	300 yards, prone, 2 convertible sighters, followed by 10 shots to count in 12 minutes	
	<b>5702, 5703, 5704:</b> Shot from sandbag or bipod	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Vs in the event	
	<b>b.</b> By the score in each Practice starting with the longest distance	
	<b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance	



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## **100/200/300 Yards Sporting (5785)**

<b>Event Numbers:</b>	<b>5785:</b> Any Centrefire rifle suitable for deer, vermin or pest control; any calibre within the range safety certificate
<b>Targets:</b>	NRA 300 yards
<b>Sights:</b>	Any
<b>Position:</b>	Prone, and Standing Supported by a single or a double crossed stick with a single point of contact with the rifle, quad sticks may not be used.
<b>Course of Fire:</b>	This event takes approximately 60 minutes (per detail) to complete It requires 30 rounds, plus 6 sighters The maximum possible score is 150
<b>Practice 1:</b>	100 yards, standing supported, 2 non-convertible sighters in two minutes individually marked back, followed by 2 strings of 5 shots each in 30 seconds
<b>Practice 2:</b>	200 yards, standing supported, 2 convertible sighters, followed by 10 shots to count in 12 minutes
<b>Practice 3:</b>	300 yards, prone, 2 convertible sighters, followed by 10 shots to count in 12 minutes
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Vs in the event</li><li>By the score in each Practice starting with the longest distance</li><li>By the greatest number of Vs in each Practice starting with the longest distance</li></ol>

## **400/500/600 Yards (5968-83, 5991-93)**

<b>Event Numbers:</b>	<b>5968:</b> Free Pistol	<b>5983:</b> SR Open Pre-1955
	<b>5969:</b> Production Free Pistol	<b>5991:</b> SR Post-1955 Iron Sights
	<b>5981:</b> SR(a) Pre-1955	<b>5992:</b> SR Post-1955 Service Optic
	<b>5982:</b> SR(b) Pre-1955	<b>5993:</b> SR Post-1955 Practical Optic
<b>Targets:</b>	<b>5968, 5969, 5991, 5992, 5993:</b> NRA 500 yard target at 400 and 500 yards, NRA 600 yard target at 600 yards <b>5981, 5982, 5983:</b> NRA/HBSA 500-600x	
<b>Sights:</b>	<b>5968, 5969, 5993:</b> Scoped	
	<b>5981, 5982, 5991:</b> Iron sights	
	<b>5983:</b> Any	
	<b>5992:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine <b>Rifle:</b> Prone	
<b>Course of Fire:</b>	This event takes approximately 60 minutes (per detail) to complete It requires 30 rounds, plus 6 sighters The maximum possible score is 150	
<b>Practice 1:</b>	400 yards, 2 convertible sighters, followed by 10 shots in 15 minutes	
<b>Practice 2:</b>	500 yards, 2 convertible sighters, followed by 10 shots in 15 minutes	
<b>Practice 3:</b>	600 yards, 2 convertible sighters, followed by 10 shots in 15 minutes	
<b>Notes:</b>	Shot under NRA conditions	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Vs in the event	
	<b>b.</b> By the score in each Practice starting with the longest distance	
	<b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance	

## **400/500/600 Yards F Class (5986, 5988)**

<b>Event Numbers:</b>	<b>5986:</b> F Open	<b>5988:</b> FTR
<b>Targets:</b>	Standard F Class 500 yard target at 400x and 500x, F Class 600 yard target at 600x	
<b>Sights:</b>	Scoped	
<b>Position:</b>	Prone	
<b>Course of Fire:</b>	This event takes approximately 60 minutes (per detail) to complete It requires 45 rounds, plus 6 sighters The maximum possible score is 225	
<b>Practice 1:</b>	400 yards, 2 convertible sighters, followed by 15 shots in 15 minutes	
<b>Practice 2:</b>	500 yards, 2 convertible sighters, followed by 15 shots in 15 minutes	
<b>Practice 3:</b>	600 yards, 2 convertible sighters, followed by 15 shots in 15 minutes	
<b>Notes:</b>	Shot under NRA conditions	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Vs in the event</li><li>By the score in each Practice starting with the longest distance</li><li>By the greatest number of Vs in each Practice starting with the longest distance</li></ol>	

## **400/500/600 Yards Black Powder (5987)**

<b>Event Numbers:</b>	<b>5987: Black Powder Cartridge</b>  Any single shot black powder cartridge rifle of pre-1896 manufacture or commercially available reproduction thereof (not bolt action) Commercially manufactured black powder only, any lead or lead alloy bullet that is cast or swaged, lubed or paper patched (no metallic wads, gas checks, or jacketed bullets) One of sling, wrist-rest or cross-sticks allowed
<b>Targets:</b>	Standard NRA Target
<b>Sights:</b>	Period correct, non-click adjustable open iron sights - no optical sights or aids of any type
<b>Position:</b>	Prone
<b>Course of Fire:</b>	This event takes approximately 60 minutes (per detail) to complete It requires 30 rounds, plus 6 sighters The maximum possible score is 150
<b>Practice 1:</b>	400 yards, 2 convertible sighters, followed by 10 shots in 15 minutes. 1 fouling shot per barrel is permitted at RO discretion
<b>Practice 2:</b>	500 yards, 2 convertible sighters followed by 10 shots in 15 minutes
<b>Practice 3:</b>	600 yards, 2 convertible sighters followed by 10 shots in 15 minutes
<b>Notes:</b>	Shot under NRA conditions. Ties will be decided by the greatest number of V bulls. If still a tie, counting back will be by the totals in order of distance, commencing with the longest. See Rule 507 in the Bisley 'Bible'
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Vs in the event</li><li>By the score in each Practice starting with the longest distance</li><li>By the greatest number of Vs in each Practice starting with the longest distance</li></ol>

## **800/900/1000 Yards (6168-83, 6191-93)**

<b>Event Numbers:</b>	<b>6168:</b> Free Pistol	<b>6191:</b> SR Post-1955 Iron sights
	<b>6181:</b> SR(a) Pre-1955	<b>6192:</b> SR Post-1955 Service Optic
	<b>6182:</b> SR(b) Pre-1955	<b>6193:</b> SR Post-1955 Practical Optic
	<b>6183:</b> SR Open Pre-1955	
<b>Targets:</b>	NRA Long Range Target	
<b>Sights:</b>	<b>6168, 6193:</b> Scoped	
	<b>6181, 6182, 6191:</b> Iron sights	
	<b>6183:</b> Any	
	<b>6192:</b> Scoped - 4.5x max	
<b>Position:</b>	<b>Pistol:</b> Sitting or Seated in a Flying Machine	
	<b>Rifle:</b> Prone	
<b>Course of Fire:</b>	This event takes approximately 90 minutes (per detail) to complete	
	It requires 30 rounds, plus 6 sighters	
	The maximum possible score is 150	
<b>Practice 1:</b>	800 yards, 2 convertible sighters, followed by 10 shots in 20 minutes	
<b>Practice 2:</b>	900 yards, 2 convertible sighters, followed by 10 shots in 20 minutes	
<b>Practice 3:</b>	1000 yards, 2 convertible sighters, followed by 10 shots in 20 minutes	
<b>Notes:</b>	Shot under NRA conditions	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below:	
	<b>a.</b> By the greatest number of Vs in the event	
	<b>b.</b> By the score in each Practice starting with the longest distance	
	<b>c.</b> By the greatest number of Vs in each Practice starting with the longest distance	

## **800/900/1000 Yards F Class (6186, 6188)**

<b>Event Numbers:</b>	<b>6186:</b> F Open	<b>6188:</b> FTR
<b>Targets:</b>	F Class Long Range target	
<b>Sights:</b>	Scoped	
<b>Position:</b>	Prone	
<b>Course of Fire:</b>	This event takes approximately 90 minutes (per detail) to complete It requires 45 rounds, plus 6 sighters The maximum possible score is 225	
<b>Practice 1:</b>	800 yards, 2 convertible sighters, followed by and 15 shots in 20 minutes	
<b>Practice 2:</b>	900 yards, 2 convertible sighters, followed by 15 shots in 20 minutes	
<b>Practice 3:</b>	1000 yards, 2 convertible sighters, followed by 15 shots in 20 minutes	
<b>Notes:</b>	Shot under NRA conditions	
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Vs in the event</li><li>By the score in each Practice starting with the longest distance</li><li>By the greatest number of Vs in each Practice starting with the longest distance</li></ol>	

## **800/900/1000 Yards Black Powder (6187)**

<b>Event Numbers:</b>	<b>6187:</b> Black Powder Cartridge  Any single shot black powder cartridge rifle of Pre-1896 manufacture or commercially available reproduction thereof (not bolt action) Commercially manufactured black powder only, any lead or lead alloy bullet that is cast or swaged, lubed or paper patched (no metallic wads, gas checks, or jacketed bullets) One of sling, wrist-rest or cross-sticks allowed
<b>Targets:</b>	NRA Long Range Target
<b>Sights:</b>	Period correct, non-click adjustable open iron sights - no optical sights or aids of any type
<b>Position:</b>	Prone
<b>Course of Fire:</b>	This event takes approximately 90 minutes (per detail) to complete It requires 30 rounds, plus 6 sighters The maximum possible score is 150
<b>Practice 1:</b>	800 yards, 2 convertible sighters, followed by 10 shots in 20 minutes. 1 fouling shot per barrel is permitted at RO discretion
<b>Practice 2:</b>	900 yards, 2 convertible sighters, followed by 10 shots in 20 minutes
<b>Practice 3:</b>	1000 yards, 2 convertible sighters, followed by 10 shots in 20 minutes
<b>Notes:</b>	Shot under NRA conditions
<b>Ties:</b>	Tie breaking rules shall be applied in the order listed below: <ol style="list-style-type: none"><li>By the greatest number of Vs in the event</li><li>By the score in each Practice starting with the longest distance</li><li>By the greatest number of Vs in each Practice starting with the longest</li></ol>



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## **200 Yards (6301-93)**

<b>Event Numbers:</b>	<b>6301:</b> GRSB	<b>6382:</b> SR(b) Pre-1955
	<b>6302:</b> GRCF	<b>6383:</b> SR Open Pre-1955
	<b>6303:</b> GRCF Open	<b>6391:</b> SR Post-1955 Iron Sights
	<b>6304:</b> GRCF Classic	<b>6392:</b> SR Post-1955 Service Optic
	<b>6380:</b> Any Fullbore Rifle	<b>6393:</b> SR Post-1955 Practical Optic
	<b>6381:</b> SR(a) Pre-1955	
<b>Targets:</b>	DP1 (new) on screen	
<b>Sights:</b>	<b>6380, 6383, 6393:</b> Any	
	<b>6381, 6382, 6391:</b> Open Iron	
	<b>6392:</b> Scoped - 4.5x max	
<b>Position:</b>	Prone and Sitting	
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete	
	It requires 40 rounds, plus 2 sighters	
	The maximum possible score is 200	
<b>Sighters:</b>	2 non-convertible sighters in 2 minutes	
<b>Practice 1:</b>	10 shots in 3 minutes, prone	
<b>Practice 2:</b>	10 shots in 1 minute, prone	
<b>Practice 3:</b>	10 shots in 3 minutes, sitting	
<b>Practice 4:</b>	10 shots in 1 minute, sitting	
<b>Notes:</b>	Shooters will have 2 minutes to complete their sighting shots	
	Shooting jackets may be worn so long as they are not done up and not attached to any sling	
	<b>6381, 6382:</b> Single point slings and shooting gloves are not permitted	
<b>Ties:</b>	Ties will be counted out in the order Practice 4, 3, 2, 1	

## Mini McQueen (6501-6507)

<b>Event Numbers:</b>	<b>6501:</b> GRSB	<b>6507:</b> GRSB Issued
<b>Targets:</b>	Scaled DP14	
<b>Sights:</b>	Telescopic sights with a magnification of at least x9 are recommended for this event	
<b>Position:</b>	Seated at a bench. The fore-end may be supported by a bipod or small bean bag. A small soft bean bag may be used as a rear support – rigid types are not permitted	
<b>Rest:</b>	<i>As per para 213(a)(v) of the NRA Handbook: a 'small bean bag' is a bag made of flexible material, containing only a homogeneous granular substance, and with maximum area of approximately 150mm x 100mm, maximum mean thickness 100mm (4"), and maximum weight 1kg</i>	
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus 5 sighters The maximum possible score is 50	
<b>Practice 1:</b>	<i>5 non-convertible sighters on separate sighting target. If the shooter cannot form a satisfactory centred group on the sighting target, the RO may not permit them to shoot the course of fire in order to avoid risk of damage to the equipment</i>  50 metres, the target will make 10 exposures of 3 seconds, with irregular intervals varying between 10 and 20 seconds. Each appearance of the target will be in a different random place. One shot to be fired at each appearance	
<b>Notes:</b>	Scores of 50.5 and above must fire again, as an extra tie shoot. Competitors may shoot this event as many times as they wish; the highest achieved score during the meeting will count. Reshoots will be available on the range.	
<b>Classifications:</b>	The classification scores bands are as follows:  <b>GRSB</b> <b>X</b> 50.6 <b>A</b> 49 – 50.5 <b>B</b> Up to 48	

## McQueen (6580, 6590)

<b>Event Numbers:</b>	<b>6580:</b> Any Scoped Rifle <b>6590:</b> Issued Sniper Rifle
<b>Targets:</b>	DP14 (200 yard scoring)
<b>Position:</b>	Prone, a small soft bean bag may be used as rear support – rigid types are not permitted
<b>Rest:</b>	<i>As per para 213(a)(v) of the NRA Handbook:</i> a ‘small bean bag’ is a bag made of flexible material, containing only a homogeneous granular substance, and with maximum area of approximately 150mm x 100mm, maximum mean thickness 100mm (4”), and maximum weight 1kg  Bipods are permitted
<b>Course of Fire:</b>	This event takes approximately 15 minutes to complete It requires 10 rounds, plus 2 sighters The maximum possible score is 50
<b>Practice 1:</b>	2 non-convertible sighters individually marked back. The target will make 10 exposures of 3 seconds, with irregular intervals varying between 10 and 20 seconds. Each appearance of the target will be in a different random place. One shot to be fired at each appearance
<b>Notes:</b>	Scores of 50.5 and above must fire again, as an extra tie shoot. Competitors may shoot this event as many times as they wish; the highest achieved score during the meeting will count. Reshoots will be available on the range. Competitors with disabilities which prevent them from shooting prone may, on application to Shooting Division, be permitted to shoot seated at a table. If providing their own table, it must be of conventional design and be capable of being moved and erected by a single person. NRA benches may be used if they are present on the firing point. The rifle must be supported in the same way as if being used in the prone position, i.e. with a sandbag rest and/or bipod

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# NATIONAL RIFLE ASSOCIATION



## 26<sup>th</sup> Phoenix Meeting 2023

An Annual Celebration of Shooting Sports  
25<sup>th</sup> – 28th May 2023



## **C2.1 International and Club Teams**

- C2.1.1 Open to teams of five shooters nominated by a recognised National Shooting Organisation in their own country or from recognised local club teams respectively. 'Scratch' teams with members from different nations or from different clubs (for club teams) are specifically not permitted. The team entry must be made and the team members declared before the start of the meeting. Each shooter must enter the appropriate individual event; the score will carry forward to contribute to the overall team score (i.e. the event is not shot separately for a team score). The top four scores will count. Each member of the team can shoot at any time during the meeting. Gold medals will be awarded to all members of the winning team in each event only. There are two International and Club team events in the Phoenix Meeting. One is an aggregate of Timed & Precision 1 GRSB (0701) and Multi-Target GRSB (1101); the other is an aggregate of the two equivalent GRCF events (0702 & 1102)

## **C2.2 Phoenix International Match**

- C2.2.1 Teams of five from the member countries of the International Gallery Rifle Federation (IGRF) are invited to compete in the Phoenix International Match. The competition will consist of a full 1500 GRCF and GRSB.

## **C2.3 Prizes, Trophies and Grand Master Medals**

- C2.3.1 Meeting medals will be awarded to first, second and third places in each event subject to the number of entries in each event:

<b>1 Entry:</b>	No medal awarded
<b>2-5 Entries:</b>	Gold medal will be awarded
<b>6-10 Entries:</b>	Gold and silver medals will be awarded
<b>11+ Entries:</b>	Gold, silver and bronze medals will be awarded

- C2.3.2 Medals will be awarded by class for classified events. Trophies are also awarded to the winners of some events
- C2.3.3 Prizegiving will be held at 1800 on the Sunday of the Phoenix Meeting, gold medals and trophies will be awarded; silver and bronze medals will be sent out by post
- C2.3.4 Gold, silver and bronze Standard Scores are set for most events at the Phoenix Meeting – see Standards for more details. A competitor will be eligible for a Grand Master medal on accumulating a minimum of 20 points at an individual Meeting:
- |                         |          |
|-------------------------|----------|
| <b>Gold standard:</b>   | 5 points |
| <b>Silver standard:</b> | 3 points |
| <b>Bronze standard:</b> | 1 point  |

Grand Master medals will be posted out to competitors after the Meeting



# NATIONAL RIFLE ASSOCIATION



## Imperial GR&P Meeting 2023

13<sup>th</sup> – 18<sup>th</sup> July 2023



### **C3 The Imperial Meeting**

#### **C3.1 Firearms & Sights**

C3.1.1 Competitions are available for the following gun types:

**Gallery Rifle Centrefire (GRCF)**  
**Gallery Rifle Smallbore (GRSB)**  
**Long Barrelled Revolver (LBR)**  
**Long Barrelled Pistol (LBP)**  
**Muzzle Loading Pistol (MLP)**  
**Muzzle Loading Revolver (MLR)**

#### **C3.2 Competitions**

C3.2.1 **Unlimited Matches:** Available for unlimited re-entry throughout the meeting

Events available:

**Advancing Target**  
**America Match**  
**Free Gallery Rifle/Pistol**  
**Granet**  
**Police** (Timed & Precision 1)  
**Scott**  
**Service** (Multi-Target)  
**Silhouettes**

*See match details in section C4.6*

Competitors can re-enter Unlimited Matches any number of times throughout the Meeting

C3.2.2 Results are produced from a competitor's single highest scorecard

C3.2.3 **The Grand Aggregate:** Grand Aggregate prizes are awarded to the competitors whose scores in the Unlimited Matches make up the highest aggregates in GRCF, GRSB, LBP, LBR and MLR

Individual Grand Aggregates comprise the following Unlimited Matches:

**GRCF, GRSB:** Advancing Target, America Match, Granet, Police, Scott, Service, Silhouette  
**LBP, LBR:** Advancing Target, Granet, Police, Scott, Service  
**MLR:** Advancing Target, Granet, Scott

One card for each event within the aggregate must be pre-nominated before shooting, and cannot be re-shot

The same Firearm must be used throughout the Aggregate

For all firearm types, any sights are permitted

Nominated cards will also count for Unlimited Match scores but not Team Competitions



- C3.2.4 **Trophy Competitions:** Contested on Saturday and Sunday. Events available:
- The Gallery Rifle Match (GRCF)**
  - The Granet Cup (GRCF)**
  - The Gallery Rifle Smallbore Match (GRSB)**
  - The Man v Man Match**
  - The Police Match (GRCF)** (Timed & Precision 1)
  - The Scott Cup (GRCF)**
  - The Service Match (GRCF)** (Multi-Target)
  - The Silhouettes Cup (GRCF)**
- C3.2.5 **Team Matches:** Teams are comprised of four shooters, whose scores are combined to form the Team result
- Shooters must pre-nominate a team card to be counted towards their team score. The team card will not affect the individual's Unlimited competition standings, nor count towards their HPS totals, and will not accrue standards points towards a Grandmaster medal
- C3.2.6 Team matches for NRA Affiliated clubs or Units of HM Forces:
- Advancing Target (GRCF):** Advancing Target
  - The Beaufoy (GRCF):** Scott & Granet
  - The BFAPA (GRSB):** One America Match
  - The Lord Salisbury (GRSB):** One Scott, One Granet
  - The Mander Trophy (GRCF):** One Police card
- C3.2.7 Team matches for any University or College within such a University in the British Isles:
- The Fairbairn Cup (GRCF):** One Advancing Target Card
  - The McGivern Cup (GRSB):** One Silhouette card
  - The Peel Cup (GRCF):** One Police card
  - Universities Team (GRCF):** One Scott one Granet card
- C3.2.8 Team matches restricted to Oxford and Cambridge University:
- The Oxford Cambridge Match (GRCF):** One Scott, One Granet card
- C3.3 Malfunctions**
- C3.3.1 Malfunction allowances are generally not permitted for any events in the meeting. However in the LBP Grand Aggregate and the GRSB Grand Aggregate one malfunction allowance per aggregate can be claimed. The claim must be witnessed and agreed by the Range Officer and entered on the score card. In the case of a malfunction allowance being claimed the complete stage of the match must be reshot
- C3.4 Scoring & Ties**
- C3.4.1 Scoring will take place by Range Officers or by fellow competitors under the supervision of Range Officers. Scoring is standard NRA inward gauging for all events including MLP and MLR
- C3.4.2 Any match specific ties will be defined as part of that match procedure
- C3.4.3 **Team Scorecards:** In addition to the individual shooter's team scorecard, Captains must submit the Team Claim Card containing all of the team members' scores, names and competitor numbers

- C3.5 Awards**
- C3.5.1 Unlimited Matches:** The highest individual scorecard in each event will receive:  
**1<sup>st</sup> Place:** NRA Gold Medal  
**Subsequent places:** Subject to Prize List D (*see appendix XIII of the NRA Handbook*)
- C3.5.2 Grand Master Medal:** Gold, silver and bronze standard scores are set for most Unlimited events at the Imperial Meeting. Once a competitor achieves a given standard, they will receive the following amount of points:  
**Gold standard:** 5 points  
**Silver standard:** 3 points  
**Bronze standard:** 1 point
- A competitor will receive a Grand Master Medal (Standard NRA Medal) on accumulating the following amount of points:  
**Gold Grand Master:** 30 points  
**Silver Grand Master:** 25 points  
**Bronze Grand Master:** 20 points
- Competitors will be sent the corresponding Medal after the event
- C3.5.3 Highest Possible Score (HPS):** Competitors who make the highest possible score in an individual medal or squadded competition or stage comprising ten or more shots are entitled to receive a souvenir HPS cross as described below:
- |           |                        |
|-----------|------------------------|
| 1 or 2    | A Bronze HPS Cross     |
| 3 or 4    | A Silver HPS Cross     |
| 5 or 6    | A Gold HPS Cross       |
| 7 or more | An Enamelled HPS Cross |
- Unlimited:**
- |                               |                      |            |
|-------------------------------|----------------------|------------|
| Advancing Target Medals       | One target           | (12 shots) |
| America Match                 | One stage            | (10 shots) |
| 50 metres Free Medals         | One stage            | (10 shots) |
| Granet Medals                 | One stage            | (10 shots) |
| Police Medals (T&P 1)         | 25m or 15m target    | (12 shots) |
| Scott Medals                  | One stage            | (10 shots) |
| Service Medals (Multi-Target) | Left or Right target | (12 shots) |
| Imperial Silhouettes Medals   | All three cards      | (15 shots) |
- Squadded:**
- |                               |                      |            |
|-------------------------------|----------------------|------------|
| Gallery Rifle Match           | One stage            | (10 shots) |
| Gallery Rifle Smallbore Match | One stage            | (10 shots) |
| Police Match (T&P 1)          | 25m or 15m target    | (12 shots) |
| Scott Cup                     | One stage            | (10 shots) |
| Service Match (Multi-Target)  | Left or Right target | (12 shots) |
| Silhouettes Cup               | One stage            | (10 shots) |

**Advancing Target Unlimited**

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR, MLR</b>
<b>Targets:</b>	2x DP1, <b>GRSB:</b> DP1 ½
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR, MLR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It consists of 4 identical Practices ( <b>MLR:</b> 3 Practices) It requires 24 rounds ( <b>MLR:</b> 18 rounds) The maximum possible score is 240 ( <b>MLR:</b> 180)
<b>Practice 1 - 3:</b>	Target will advance from 25 to 10 metres in about 10 seconds, then turn away. 3 rounds to be fired at each target, engaging the left hand target first, while the target is facing
<b>Practice 4:</b>	<b>GRCF, GRSB, LBP, LBR:</b> Target will advance from 25 to 10 metres in about 10 seconds, then turn away. 3 rounds to be fired at each target while the target is facing
<b>Scoring:</b>	Scoring will take place at the end of the event
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: a. By the greatest number of Xs overall b. The score on the left hand target c. The X count on the left hand target

**Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	120	119	118
<b>GRSB</b>	117	115	110
<b>LBP</b>	118	116	114
<b>LBR</b>	114	111	108
<b>MLR</b>	65	60	55

## **America Match Unlimited**

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR</b>
<b>Targets:</b>	<b>GRCF, LBP, LBR:</b> PL7, <b>GRSB:</b> PL7 at 50m, GR5 at 25m
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 45 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Sighters:</b>	50 metres, unlimited shots in 5 minutes
<b>Practice 1:</b>	50 metres, 10 shots in 10 minutes
<b>Practice 2:</b>	25 metres, two series of 5 shots, each in 30 seconds
<b>Practice 3:</b>	25 metres, two series of 5 shots, each in 20 seconds
<b>Scoring:</b>	Scoring will take place at the end of each Practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 1, 3, 2 <b>c.</b> By X the X count in each practice in the order 1, 3, 2

### **Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	285	280	275
<b>GRSB</b>	282	275	270
<b>LBP</b>	265	255	245
<b>LBR</b>	260	250	240

## Free Gallery Unlimited

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds The maximum possible score is 200
<b>Sighters:</b>	50 metres, 5 shots in 5 minutes
<b>Practice 1:</b>	50 metres, two series of 10 shots, each in 10 minutes
<b>Scoring:</b>	Scoring will take place at the end of each series of ten shots
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event

### **Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	180	175	170
<b>GRSB</b>	190	185	180
<b>LBP</b>	165	150	140
<b>LBR</b>	165	150	140

## **Granet Unlimited**

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR, MLP/MLR</b>
<b>Targets:</b>	<b>PL17</b>
<b>Sights:</b>	<b>Any</b>
<b>Position:</b>	<b>Standing Unsupported</b> <b>LBP, LBR:</b> May be held and fired with both hands <b>MLR:</b> to be shot one handed only, can be re-cocked with the free hand
<b>Ready Position:</b>	<b>45 degrees</b>
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds, <b>MLP/MLR:</b> 10 rounds The maximum possible score is 200, <b>MLP/MLR:</b> 100
<b>Practice 1:</b>	25 metres, four series of 5 shots <b>MLP/MLR:</b> 25 metres, two series of 5 shots  For each series, 5 appearances of 3 seconds with intervals of 7 seconds One shot only to be fired at each appearance
<b>Scoring:</b>	Scoring will take place at the end of each series of ten shots
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the score in order: series 1+2, series 3+4

### **Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	198	197	196
<b>GRSB</b>	199	198	197
<b>LBP</b>	195	193	190
<b>LBR</b>	193	185	180
<b>MLR</b>	75	70	65

**Police Unlimited**  
*[Timed & Precision 1]*

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR, MLR</b>
<b>Targets:</b>	DP2, <b>GRSB:</b> DP2 ½
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR, MLR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Practice 1:</b>	25 metres, 12 shots in 2 minutes (including reloading) <b>MLR:</b> 25 metres, 12 shots in 12 minutes (including reloading)
<b>Practice 2:</b>	15 metres, two series of 12 shots For each series, 6 appearances of 2 seconds with intervals of about 5 seconds One shot only to be fired at each appearance Time will be given between each series to reload The firearm must be returned to the ready position before each appearance
<b>Practice 3:</b>	10 metres, one series of 6 shots For the series, 3 appearances of 3 seconds ( <b>MLR:</b> 4 seconds) with intervals of about 5 seconds Two shots only to be fired at each appearance The firearm must be returned to the ready position before each appearance
<b>Scoring:</b>	Scoring will take place at the end of each practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"> <li>a. By the greatest number of Xs in the event</li> <li>b. By the scores at each distance commencing at longest distance</li> <li>c. By the X count at each distance commencing with longest distance</li> </ul>

**Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	300	299	298
<b>GRSB</b>	300	295	291
<b>LBP</b>	298	295	290
<b>LBR</b>	295	292	288
<b>MLR</b>	295	290	285

## Scott Unlimited

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR, MLP/MLR</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands <b>MLP/MLR:</b> To be shot one handed, may be re-cocked with free hand
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 20 rounds, <b>MLP/MLR:</b> 10 rounds The maximum possible score is 200, <b>MLP/MLR:</b> 100
<b>Practice 1:</b>	25 metres, two series of 10 shots, each in 10 minutes <b>MLP/MLR:</b> 25 metres, two series of 5 shots, each in 10 minutes
<b>Scoring:</b>	Scoring will take place at the end of each series of ten shots
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each series in the order 1, 2
<b>Grand Master Qualifying Score:</b>	

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	196	191	186
<b>GRSB</b>	196	191	186
<b>LBP</b>	190	185	180
<b>LBR</b>	186	182	179
<b>MLR</b>	85	80	75



## Service Unlimited

*[Multi-Target]*

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR, MLR</b>
<b>Targets:</b>	DP1, <b>GRSB:</b> DP1 ½
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR, MLR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target <b>MLR:</b> 25 metres, 6 shots in 20 seconds, left hand target
<b>Practice 2:</b>	20 metres, 6 shots in 10 seconds, three on each target <b>MLR:</b> 20 metres, 6 shots in 15 seconds, three on each target
<b>Practice 3:</b>	15 metres, 6 shots, right hand target The target will make 3 appearances of 3 seconds ( <b>MLR:</b> 4 seconds) with intervals of 5 seconds Two shots to be fired at each appearance Rifles and pistols must be returned to the ready position before each exposure
<b>Practice 4:</b>	10 metres, 6 shots in 8 seconds, three on each target <b>MLR:</b> 10 metres, 6 shots in 12 seconds, three on each target
<b>Scoring:</b>	Scoring will take place at the end of each practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the highest score on the left-hand target <b>c.</b> By the highest X count on the left-hand target

### **Grand Master Qualifying Score:**

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	116	113	110
<b>GRSB</b>	116	113	109
<b>LBP</b>	115	110	105
<b>LBR</b>	115	110	105
<b>MLR</b>	105	100	95

## Silhouettes Unlimited

<b>Firearms:</b>	<b>GRCF, GRSB, LBP, LBR</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported <b>LBP, LBR:</b> May be held and fired with both hands
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 15 rounds The maximum possible score is 150
<b>Practice 1:</b>	25 metres, 5 shots in 12 seconds <b>GRSB:</b> 25 metres, 5 shots in 10 seconds
<b>Practice 2:</b>	25 metres, 5 shots in 10 seconds <b>GRSB:</b> 25 metres, 5 shots in 8 seconds
<b>Practice 3:</b>	25 metres, 5 shots in 8 seconds <b>GRSB:</b> 25 metres, 5 shots in 6 seconds
<b>Scoring:</b>	Scoring will take place at the end of the event
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each practice in the order 3, 2, 1 <b>c.</b> By the X count in each practice in the order 3, 2, 1

### Grand Master Qualifying Score:

	<b>Gold (5 Points)</b>	<b>Silver (3 Points)</b>	<b>Bronze (1 Point)</b>
<b>GRCF</b>	148	143	141
<b>GRSB</b>	149	143	141
<b>LBP</b>	145	140	135
<b>LBR</b>	140	135	130

### C3.7 Imperial Squadded Trophy Event Conditions

#### The Cotterill Trophy

<b>Firearms:</b>	<b>AP, LBP:</b> Any Air Pistol that complies with ISSF rules
<b>Targets:</b>	<b>Precision:</b> PL7, <b>Rapid Fire:</b> PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported, must be fired single handed
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 60 rounds (plus sights) The maximum possible score is 600
<b>Sighters:</b>	<b>Precision:</b> 5 shots in 5 minutes, <b>Rapid Fire:</b> 5 shots in 5 minutes
<b>Practice 1 - Precision:</b>	25 metres, three series of 10 shots in 10 minutes
<b>Practice 2 – Timed:</b>	25 metres, six series of 5 shots  During each series the target will make five appearances, each of 3 seconds, with intervals of 7 seconds between appearances One shot only to be fired during each appearance
<b>Scoring:</b>	Scoring will take place after each ten shots
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"><li><b>a.</b> By the greatest number of Xs in the event</li><li><b>b.</b> By the highest score on the last target of practice 2</li><li><b>c.</b> If still tied, continue to compare scores working from last target to the first, until the tie is broken</li></ul>

## **The Gallery Rifle Match**

<b>Firearms:</b>	<b>GRCF, GRCF Classic</b>
<b>Conditions:</b>	To be awarded to the competitors whose scores in the Granet Cup and the Scott Cup make up the highest aggregates

## **The Gallery Rifle Smallbore Match**

<b>Firearms:</b>	<b>GRSB</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 60 minutes to complete It requires 60 rounds (plus sighters) The maximum possible score is 300
<b>Sighters:</b>	5 shots in 150 seconds
<b>Practice 1 - Precision:</b>	25 metres, four series of 5 shots in 150 seconds
<b>Practice 2 - Timed:</b>	25 metres, four series of 5 shots in 20 seconds
<b>Practice 3 - Rapid:</b>	25 metres, four series of 5 shots in 10 seconds
<b>Scoring:</b>	Scoring will take place after every 10 shots
<b>Ties:</b>	All ties will be broken by: <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores in each practice in the order 3, 2, 1</li><li>By the X count in each practice in the order 3, 2, 1</li></ol>

## The Granet Cup

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds (plus sighters) The maximum possible score is 300
<b>Sighters:</b>	5 shots in 5 minutes
<b>Practice 1:</b>	25 metres, six series of 5 shots  During each series the target will make five appearances, each of 3 seconds, with intervals of 7 seconds between appearances One shot only to be fired during each appearance The rifle must be returned to the ready position between appearances
<b>Scoring:</b>	Scoring will take place after each ten shots
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the score in order: series 1+2, series 3+4, series 5+6

**The Police Match**  
*[Timed & Precision 1 Match]*

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	DP2
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	<p>This event takes approximately 30 minutes to complete</p> <p>It requires 30 rounds</p> <p>The maximum possible score is 300</p>
<b>Practice 1:</b>	25 metres, 12 shots in 120 seconds (including reloading)
<b>Practice 2:</b>	<p>15 metres, two series of 6 shots</p> <p>During each series the target will make six appearances, each of 2 seconds, with intervals of 5 seconds between appearances</p> <p>One shot only to be fired during each appearance</p> <p>Time will be given between series to reload</p> <p>The rifle must be returned to the ready position between appearances</p>
<b>Practice 3:</b>	<p>10 metres, one series of 6 shots</p> <p>During the series the target will make three appearances, each of 3 seconds, with intervals of 5 seconds between appearances</p> <p>Two shots to be fired during each appearance</p> <p>The rifle must be returned to the ready position between appearances</p>
<b>Scoring:</b>	Scoring will take place after each practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	<p>All ties will be broken by:</p> <ol style="list-style-type: none"><li>By the greatest number of Xs in the event</li><li>By the scores at each distance commencing at longest distance</li><li>By the X count at each distance commencing with longest distance</li></ol>

## **The Scott Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL7
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees. The rifle must be returned to the ready position between appearances
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300
<b>Sighters:</b>	5 shots in 5 minutes
<b>Practice:</b>	25 metres, three series of 10 shots in 10 minutes
<b>Scoring:</b>	Scoring will take place after each series of ten shots
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <b>a.</b> By the greatest number of Xs in the event <b>b.</b> By the scores in each series in the order 3, 2, 1

**The Service Match**  
*[Multi-Target Match]*

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	DP1
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120
<b>Practice 1:</b>	25 metres, 6 shots in 15 seconds, left hand target
<b>Practice 2:</b>	20 metres, 6 shots in 10 seconds, three on each target
<b>Practice 3:</b>	15 metres, 6 shots, right hand target The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance Rifles and pistols must be returned to the ready position before each exposure
<b>Practice 4:</b>	10 metres, 6 shots in 8 seconds, three on each target
<b>Scoring:</b>	Scoring will take place at the end of each practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"><li>a. By the greatest number of Xs in the event</li><li>b. By the highest score on the left hand target</li><li>c. By the X count on the left hand target</li></ul>



## **The Silhouette Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Targets:</b>	PL17
<b>Sights:</b>	Any
<b>Position:</b>	Standing Unsupported
<b>Ready Position:</b>	45 degrees
<b>Course of Fire:</b>	This event takes approximately 30 minutes to complete It requires 30 rounds (plus sighters) The maximum possible score is 300
<b>Sighters:</b>	5 shots in 12 seconds
<b>Practice 1:</b>	25 metres, two series of 5 shots in 12 seconds
<b>Practice 2:</b>	25 metres, two series of 5 shots in 10 seconds
<b>Practice 3:</b>	25 metres, two series of 5 shots in 8 seconds
<b>Scoring:</b>	Scoring will take place at the end of each practice
<b>Malfunctions:</b>	No allowances for gun malfunctions will be permitted
<b>Ties:</b>	All ties will be broken by: <ul style="list-style-type: none"><li>a. By the greatest number of Xs in the event</li><li>b. By the scores in each practice in the order 3, 2, 1</li><li>c. By the X count in each practice in the order 3, 2, 1</li></ul>

**Advancing Target Team**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any rifle or pistol club affiliated to the NRA or Unit of HM Forces
<b>Cards to shoot:</b>	1x Advancing Target Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals
<b>Second Prize:</b>	Four NRA Silver medals, if entries exceed five

**Beaufoy Gallery Rifle Team**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any rifle or pistol club affiliated to the NRA or Unit of HM Forces
<b>Cards to shoot:</b>	1x Granet Unlimited, and 1x Scott Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals

**BFAPA Team Match**

<b>Firearms:</b>	<b>GRSB</b>
<b>Teams:</b>	Teams of four from any rifle or pistol club affiliated to the NRA or Unit of HM Forces
<b>Cards to shoot:</b>	1x America Match Unlimited card per shooter
<b>First Prize:</b>	Four NRA Gold Medals
<b>Second Prize:</b>	Four NRA Silver medals, if entries exceed five

**Fairburn Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any university in the British Isles or from any college within such a university. Each competitor must be a current member of the university or have been so during the preceding term
<b>Cards to shoot:</b>	1x Advancing Target Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals

### **Lord Salisbury Team**

<b>Firearms:</b>	<b>GRSB</b>
<b>Teams:</b>	Teams of four from any rifle or pistol club affiliated to the NRA or Unit of HM Forces
<b>Cards to shoot:</b>	1x Granet Unlimited, and 1x Scott Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals
<b>Second Prize:</b>	Four NRA Silver medals, if entries exceed five

### **Mander Trophy**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any rifle or pistol club affiliated to the NRA or Unit of HM Forces
<b>Cards to shoot:</b>	1x Police Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals
<b>Second Prize:</b>	Four NRA Silver medals, if entries exceed five

### **McGivern Cup**

<b>Firearms:</b>	<b>GRSB</b>
<b>Teams:</b>	Teams of four from any university in the British Isles or from any college within such a university. Each competitor must be a current member of the university or have been so during the preceding term
<b>Cards to shoot:</b>	1x Silhouette Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals

### **Oxford & Cambridge Match**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four eligible to shoot in the Chancellors (TR Team Match), from the University of Oxford and the University of Cambridge
<b>Cards to shoot:</b>	1x Granet Unlimited, and 1x Scott Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals

## **Peel Cup**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any university in the British Isles or from any college within such a university. Each competitor must be a current member of the university or have been so during the preceding term
<b>Cards to shoot:</b>	1x Police Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals

## **Universities Team Aggregate**

<b>Firearms:</b>	<b>GRCF</b>
<b>Teams:</b>	Teams of four from any university in the British Isles or from any college within such a university. Each competitor must be a current member of the university or have been so during the preceding term
<b>Cards to shoot:</b>	1x Granet Unlimited, and 1x Scott Unlimited card per shooter
<b>First Prize:</b>	A Challenge Cup and four NRA Gold Medals



# **NATIONAL RIFLE ASSOCIATION**

## **Gallery Rifle National Open Championship 2023**

2<sup>nd</sup> – 3<sup>rd</sup> September 2023



#### **C4.1 Home Countries Match**

- C4.1.1 The format of the competition shall be as independent GRSB and GRCF T&P1 and MT matches shot in a single head-to-head competition, with an overall aggregate for the main trophy
- C4.1.2 Individual prizes may be awarded for the individual GRSB/GRCF matches
- C4.1.3 Competing team members shall be current members of their respective Home Country shooting associations
- C4.1.4 Teams shall comprise a maximum of 10 individual shooters for each country with 5 per GRSB & GRCF team [with 4 individual scores per team to count]
- C4.1.5 Where countries cannot raise a team of 10 individual shooters, a minimum of 8 individual shooters will be allowed, with 4 per GRSB and GRCF team
- C4.1.6 Any derogations below the 8 individual shooters, where the numbers in each team may have to be made up by allowing individuals to shoot for both the GRSB & GRCF teams, will be at the discretion of the Meeting Director, and in agreement with the respective team captains. The team score in this instance may not be counted towards the overall aggregate
- C4.1.7 Teams should be declared as far as practical in advance of the meeting and MUST be declared before any team member shoots the relevant event(s)
- C4.1.8 Teams can nominate reserves in advance, but can only substitute them on the day of the match with the approval of the MD
- C4.1.9 An independent MD shall be appointed to oversee each Home Countries Match. This person shall not be actively representing their home country at the time of the respective match
- C4.1.10 Each country shall nominate a non-shooting scorer to assist with the resolution of any contested scores/cards
- C4.1.11 The date and time for the prizegiving is dependent upon the location of the match, and is to be agreed by the MD and the competition organiser
- C4.1.12 Separate LBP and LBR Home Countries matches may also be shot. These will follow the conditions above except that they will be concurrent with the relevant individual events, i.e. the teams will not shoot shoulder-to-shoulder

## D - Standards & Records

D1

### Phoenix Standards

#### 25m Precision

	Gold	Silver	Bronze
0101	275	270	265
0102	296	293	289
0103	296	293	289
0104	295	290	285
0121	285	281	276
0122	285	280	275
0123	- No standards awarded -		
0141	137	130	120
0142	130	125	120

#### 25m Precision Benchched

	Gold	Silver	Bronze
0201	New event – No standards yet		
0202	New event – No standards yet		
0203	New event – No standards yet		
0204	New event – No standards yet		

#### 50m Precision

	Gold	Silver	Bronze
0301	288	284	280
0302	275	270	265
0303	275	270	265
0304	270	265	260
0321	255	240	220
0322	255	215	210
0341	110	105	100
0342	110	100	90

#### 50m Precision Benchched

	Gold	Silver	Bronze
0401	New event – No standards yet		
0402	New event – No standards yet		
0403	New event – No standards yet		
0404	New event – No standards yet		

### **America Match**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0501</b>	282	275	270
<b>0502</b>	285	280	275
<b>0503</b>	285	280	275
<b>0504</b>	280	275	270
<b>0521</b>	265	255	245
<b>0522</b>	260	250	240

### **Timed & Precision 1**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>0701</b>	<b>X</b>	300.16	300	299
<b>0701</b>	<b>A</b>	300	298	296
<b>0701</b>	<b>B</b>	298	295	292
<b>0701</b>	<b>C</b>	294	290	286
<b>0701</b>	<b>D</b>	285	282	278
<b>0702</b>	<b>X</b>	300.28	300.25	300.20
<b>0702</b>	<b>A</b>	300.24	300.21	300.18
<b>0702</b>	<b>B</b>	300.18	300.15	300
<b>0702</b>	<b>C</b>	299.18	299	298
<b>0702</b>	<b>D</b>	296	295	294
<b>0703</b>		300	299	298
<b>0704</b>		300.20	300	299
<b>0721</b>	<b>X</b>	300	299	298
<b>0721</b>	<b>A</b>	299	296	294
<b>0721</b>	<b>B</b>	294	290	288
<b>0722</b>	<b>X</b>	300	299	298
<b>0722</b>	<b>A</b>	298	295	293
<b>0722</b>	<b>B</b>	293	286	280
<b>0723</b>		290	285	280
<b>0724</b>		295	292	290
<b>0725</b>		295	292	290
<b>0735</b>		296	293	290
<b>0736</b>		297	295	293
<b>0737</b>		296	293	290
<b>0742</b>		290	285	280



## **Timed & Precision 2**

	Classification	Gold	Silver	Bronze
0901	X	594	592	590
0901	A	587	580	570
0901	B	572	555	545
0902	X	596	594	592
0902	A	597	593	590
0902	B	587	580	570
0903		590	585	580
0904		580	575	570
0921	X	590	587	584
0921	A	587	575	560
0921	B	572	550	545
0922		565	550	540

## **T&P3**

	Gold	Silver	Bronze
1021	246	244	242
1022	236	232	228

## **Multi-Target**

	Classification	Gold	Silver	Bronze
1101	X	119	117	116
1101	A	117	115	112
1101	B	113	110	108
1101	C	106	104	100
1101	D	95	92	88
1102	X	120	119	118
1102	A	119	118	116
1102	B	117	116	114
1102	C	114	112	110
1102	D	108	104	100
1103		116	114	112
1104		116	114	112
1121	X	118	117	116
1121	A	116	112	109
1121	B	109	103	99
1122	X	116	114	112
1122	A	110	108	105
1122	B	101	99	95
1124		112	107	102
1125		112	107	102
1135		112	108	104
1136		112	108	104
1142		105	100	95

### **Phoenix A**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1301</b>	<b>X</b>	196	193	190
<b>1301</b>	<b>A</b>	189	185	180
<b>1301</b>	<b>B</b>	175	170	165
<b>1302</b>	<b>X</b>	199	198	197
<b>1302</b>	<b>A</b>	195	190	185
<b>1302</b>	<b>B</b>	188	183	180
<b>1303</b>		188	185	180
<b>1304</b>		188	185	180
<b>1321</b>	<b>X</b>	195	190	185
<b>1321</b>	<b>A</b>	189	185	180
<b>1321</b>	<b>B</b>	177	175	170
<b>1322</b>	<b>X</b>	185	180	175
<b>1322</b>	<b>A</b>	174	171	168
<b>1322</b>	<b>B</b>	163	155	150

### **Multi-Target 3**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1401</b>	220	215	212
<b>1402</b>	227	223	220
<b>1403</b>	227	223	220
<b>1404</b>	215	200	190
<b>1421</b>	220	210	200
<b>1422</b>	200	185	175

### **1500**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1501</b>	<b>X</b>	1488	1483	1478
<b>1501</b>	<b>A</b>	1484	1470	1460
<b>1501</b>	<b>B</b>	1471	1460	1450
<b>1501</b>	<b>C</b>	1458	1430	1415
<b>1501</b>	<b>D</b>	1414	1365	1355
<b>1502</b>	<b>X</b>	1496	1494	1492
<b>1502</b>	<b>A</b>	1494	1490	1488
<b>1502</b>	<b>B</b>	1489	1485	1480
<b>1502</b>	<b>C</b>	1480	1470	1460
<b>1502</b>	<b>D</b>	1465	1440	1430
<b>1503</b>		1490	1488	1485
<b>1504</b>		1480	1475	1470
<b>1521</b>	<b>X</b>	1490	1488	1486
<b>1521</b>	<b>A</b>	1480	1475	1460
<b>1521</b>	<b>B</b>	1450	1420	1400
<b>1522</b>	<b>X</b>	1485	1465	1460
<b>1522</b>	<b>A</b>	1445	1430	1420
<b>1522</b>	<b>B</b>	1400	1380	1360
<b>1524</b>		1445	1435	1425
<b>1525</b>		1445	1435	1425

### **1020**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1601</b>	<b>X</b>	1018	1017	1016
<b>1601</b>	<b>A</b>	1016	1014	1012
<b>1601</b>	<b>B</b>	1000	998	996
<b>1602</b>	<b>X</b>	1020	1019	1018
<b>1602</b>	<b>A</b>	1019	1018	1017
<b>1602</b>	<b>B</b>	1013	1011	1009
<b>1603</b>		1020	1016	1014
<b>1604</b>		1016	1014	1012
<b>1621</b>	<b>X</b>	1020	1016	1014
<b>1621</b>	<b>A</b>	1012	1008	1004
<b>1621</b>	<b>B</b>	998	994	990
<b>1622</b>	<b>X</b>	1010	1002	996
<b>1622</b>	<b>A</b>	1000	990	980
<b>1622</b>	<b>B</b>	970	960	950

### **Bianchi**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1701</b>	<b>X</b>	1900	1880	1860
<b>1701</b>	<b>A</b>	1836	1800	1780
<b>1701</b>	<b>B</b>	1701	1680	1660
<b>1702</b>	<b>X</b>	1915	1905	1896
<b>1702</b>	<b>A</b>	1890	1870	1850
<b>1702</b>	<b>B</b>	1855	1840	1820
<b>1703</b>		1860	1855	1850
<b>1704</b>		1840	1830	1820
<b>1721</b>	<b>X</b>	1905	1900	1895
<b>1721</b>	<b>A</b>	1895	1840	1830
<b>1721</b>	<b>B</b>	1750	1725	1700
<b>1722</b>	<b>X</b>	1900	1880	1860
<b>1722</b>	<b>A</b>	1825	1800	1775
<b>1722</b>	<b>B</b>	1750	1725	1700

### **WA 48**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>1821</b>	480	478	475
<b>1822</b>	474	470	465

### **Advancing Target**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
1901	X	294	292	290
1901	A	289	286	284
1901	B	282	277	274
1901	C	269	268	264
1901	D	250	245	240
1902	X	180.20	180.10	179
1902	A	180	179	178
1902	B	178	176	175
1902	C	175	173	171
1902	D	169	166	162
1903		178	175	173
1904		178	175	173
1921	X	180	179	178
1921	A	177	174	170
1921	B	169	165	160
1922	X	179	178	177
1922	A	174	170	165
1922	B	163	160	156
1924		174	168	164
1925		174	172	170
1942		65	60	55

### **Advancing Target Benched**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
2001	<i>New event – No standards yet</i>		
2002	<i>New event – No standards yet</i>		
2003	<i>New event – No standards yet</i>		
2004	<i>New event – No standards yet</i>		

### **Speed Steels Challenge**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
2101	27s	29s	31s
2102	37s	39s	41s
2103	37s	39s	41s
2104	39s	41s	43s
2121	33s	36s	40s
2122	40s	43s	46s

### **The Grand**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>2901</b>	830	750	700

### **NRA Embassy Cup**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>3335</b>	116	114	112
<b>3336</b>	119	117	115

### **25m Classic Muzzle Loading**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4143</b>	95	91	87
<b>4144</b>	95	93	91
<b>4145</b>	85	83	80
<b>4146</b>	90	88	85

### **Granet**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4301</b>	300	299	297
<b>4302</b>	299	297	295
<b>4303</b>	295	290	285
<b>4304</b>	297	295	292

### **Imperial Silhouettes**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4701</b>	300.20	300	299
<b>4702</b>	298	296	294
<b>4703</b>	295	290	285
<b>4704</b>	295	293	290

### **Surrenden**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>4902</b>	260	255	250
<b>4903</b>	260	257	254
<b>4904</b>	245	240	235

### **100 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5142</b>	27	24	20

### **100/200 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5301</b>	80	78	75
<b>5321</b>	88	82	78
<b>5334</b>	40	38	35
<b>5342</b>	38	35	30

### **200/300 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5563</b>	98	96	94
<b>5565</b>	96	93	90
<b>5566</b>	82	79	75

### **100/200/300 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5702</b>	105	100	95
<b>5703</b>	107	103	99
<b>5704</b>	94	88	80
<b>5762</b>	90	85	80
<b>5767</b>	95	90	85
<b>5781</b>	107	99	91
<b>5782</b>	90	85	80
<b>5783</b>	118	111	103
<b>5785</b>	145	141	136
<b>5791</b>	80	75	70
<b>5792</b>	136	130	125
<b>5793</b>	130	122	114

### **400/500/600 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>5968</b>	144	142	140
<b>5969</b>	135	130	125
<b>5981</b>	130	125	120
<b>5982</b>	110	105	100
<b>5983</b>	145	135	130
<b>5986</b>	218	215	212
<b>5987</b>	125	120	115
<b>5988</b>	215	205	195
<b>5991</b>	130	125	120
<b>5992</b>	145	140	135
<b>5993</b>	148	146	144

### **800/900/1000 Yards**

	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>6168</b>	211	208	203
<b>6181</b>	160	150	140
<b>6182</b>	150	145	135
<b>6183</b>	180	170	160
<b>6186</b>	220	215	210
<b>6187</b>	100	92	83
<b>6188</b>	210	200	190
<b>6191</b>	85	80	75
<b>6192</b>	180	170	160
<b>6193</b>	200	190	180

### **McQueen**

	<b>Classification</b>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>
<b>6501</b>	<b>X</b>	50.7	50.4	50
	<b>A</b>	50.6	50	49
	<b>B</b>	49	48	47
<b>6507</b>		50.5	50	49
<b>6580</b>		50.5	50.2	49
<b>6590</b>		50.5	50	48



NATIONAL RIFLE ASSOCIATION

## Phoenix 2023 Trade Fair

FRIDAY 26<sup>TH</sup> - SUNDAY 28<sup>TH</sup> MAY

OPENING TIMES:

FRIDAY & SATURDAY: 8AM - 6PM

SUNDAY: 8AM - 4PM

**FREE ENTRY**



OVER 50 EXHIBITORS

LOCATED IN THE PAVILION BALLROOM,  
VERANDA AND BACK ROOM

OUTDOOR CONCESSION STANDS

MULTI-DISCIPLINE COMPETITIONS



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National Rifle Association, Bisley, Brookwood, Surrey, GU24 0PB



## **D2 National & Phoenix Records**

### **D2.1 Overview**

D2.1.1 Two types of record are maintained:

- a. National Records [NR]: These are maintained only for the classified events. National records can be set at any fully or partially classified meeting in the United Kingdom
- b. Phoenix Records [PR]: These are maintained for all events shot at the annual Phoenix meeting. Phoenix Meeting Records are shown for all events, except where event conditions have changed in the current year

### **D2.2 Qualifying scores**

D2.2.1 In order for records to be recognized, reports of the scores must be submitted to the classification organiser by the Chief Statistical Officer of the meeting in which they were fired

D2.2.2 Scores fired during re-entry events cannot be used to establish records

D2.2.3 Scores must be complete scores for an entire event. Practice, match or stage scores, or scores for only part of an event, will not be used for records

D2.2.4 Scores must be fired in accordance with the standard conditions for the event. Any score fired with any change in conditions, e.g. being coached as part of a team (see B4.2) or using an alternative position (see A3.5), will not be considered for records

## **25m Precision (0101-42)**

<b>Record Score:</b>	<b>0101:</b> 288.09	Johan Griesel, 2014	[PR]
	290.13	Keith Edwards, 2012	[NR]
	<b>0102:</b> 300.20	Flippie van Tonder, 2015	[PR]
	300.22	Keith Edwards, 2013	[NR]
	<b>0103:</b> 299.19	Adam Chapman, 2017	[PR]
	300.24	Colin Hudson, 2018	[NR]
	<b>0104:</b> 298.19	Martin Benton, 2013	[PR]
	299.14	Les Pearson, 2015	[NR]
	<b>0121:</b> 291.10	Jonnie Cormie, 2021	[PR]
	291.12	Steve Lane, 2022	[NR]
	<b>0122:</b> 296.12	Charles Sears, 2006	[PR]
	296.12	Charles Sears, 2006	[NR]
	<b>0123:</b> 283.03	Dave Berry, 2019	[PR]
	<b>0141:</b> 145.03	David Erskine, 2012	[PR]
	<b>0142:</b> 140.00	D. Robinson, 2000	[PR]

### **50m Precision (0301-42)**

<b>Record Score:</b>	<b>0301:</b> 292.10	Andy Ferrara, 2007	[PR]
	297.14	Colin Hudson, 2017	[NR]
<b>0302:</b>	291.08	Herb Teachy, 2010	[PR]
	291.08	Herb Teachy, 2010	[NR]
<b>0303:</b>	285.08	Adam Chapman, 2017	[PR]
	293.10	Colin Hudson, 2018	[NR]
<b>0304:</b>	280.04	Kjell Middleton, 2012	[PR]
	280.04	Kjell Middleton, 2012	[NR]
<b>0321:</b>	280.04	Mick Gault, 2007	[PR]
	280.04	Mick Gault, 2007	[NR]
<b>0322:</b>	256.02	William Horne, 2006	[PR]
	266.04	Adam Chapman, 2015	[NR]
<b>0341:</b>	128.00	Les Pearson, 2003	[PR]
<b>0342:</b>	129.01	John Emmerson, 2002	[PR]

### **America Match (0501-22)**

<b>Record Score:</b>	<b>0501:</b> 291.10	Derek Morris, 2021	[PR]
	296.09	Norman Veitch, 2015	[NR]
<b>0502:</b>	293.13	Terry Fry, 2013	[PR]
	293.19	Peter Watts, 2009	[NR]
<b>0503:</b>	289.15	Adam Chapman, 2015	[PR]
	296.10	Adam Chapman, 2015	[NR]
<b>0504:</b>	282.10	Ian Grant, 2015	[PR]
	286.06	Alan Whittle, 2010	[NR]
<b>0521:</b>	279.05	Steve Lane, 2021	[PR]
	289.07	Ryan Wiggins, 2021	[NR]
<b>0522:</b>	269.02	Dave Berry, 2018	[PR]
	269.02	Dave Berry, 2018	[NR]

### **Timed & Precision 1 (0701-42)**

<b>Record Score:</b>	<b>0701:</b> 300.23	John Robinson, 2014	[PR]
	300.25	Gwyn Roberts, 2007	[NR]
<b>0702:</b>	300.29	Taff Wilcox, 2011; John Robinson, 2014	[PR]
	300.30	Gwyn Roberts, 2007; Dave Hackett, 2016	[NR]
<b>0703:</b>	300.29	Adam Chapman, 2016	[PR]
	300.29	Adam Chapman, 2016	[NR]
<b>0704:</b>	300.25	Matt Peppitt, 2015	[PR]
	300.29	Matt Peppitt, 2016	[NR]
<b>0721:</b>	300.18	Steve Lane, 2022	[PR]
	300.23	Peter Watts, 2018; Steve Lane, 2022	[NR]
<b>0722:</b>	300.17	Charles Sears, 2006	[PR]
	300.21	Marek Pawlik, 2019	[NR]
<b>0723:</b>	296.10	Richard Russell, 2012	[PR]
<b>0724:</b>	299.12	William Horne, 2018	[PR]
	300.19	Phil Cowling, 2016	[NR]
<b>0725:</b>	300.17	William Horne 2018	[PR]
	300.17	William Horne 2018	[NR]
<b>0735:</b>	300.20	Paul Stockill, 2014	[PR]
<b>0736:</b>	300.17	John Chambers, 2016	[PR]
<b>0737:</b>	300.23	James Wilson, 2017	[PR]
<b>0742:</b>	299.08	Dave Berry, 2012	[PR]

### **Timed & Precision 2 (0901-22)**

<b>Record Score:</b>	<b>0901:</b> 596.39	John Robinson, 2014	[PR]
	598.25	John Robinson, 2011	[NR]
<b>0902:</b>	600.44	Gwyn Roberts, 2010	[PR]
	600.47	John Robinson, 2013	[NR]
<b>0903:</b>	595.29	Terry Fry, 2014	[PR]
	596.27	Richard Sutcliffe, 2012	[NR]
<b>0904:</b>	588.18	Matt Peppitt, 2014	[PR]
	595.32	John Robinson, 2021	[NR]
<b>0921:</b>	597.34	John Robinson, 2016	[PR]
	599.34	John Robinson, 2017	[NR]
<b>0922:</b>	590.27	Layne Chisholm, 2006	[PR]
	595.32	John Robinson, 2018	[NR]

### **Timed & Precision 3 (1021-22)**

Record Score:	<b>1021:</b> 242.00	Paul Lacey, 2021	[PR]
	249.00	Clive Ferguson, 2014	[NR]
	<b>1022:</b> 239.00	Paul Lacey, 2021	[PR]
	245.00	Peter Watts, 2008	[NR]

### **Multi-Target (1101-42)**

Record Score:	<b>1101:</b> 120.19	Jonny Cormie, 2016	[PR]
	120.19	Jonny Cormie, 2016	[NR]
	<b>1102:</b> 120.21	Gwyn Roberts, 2013; Peter Watts, 2016	[PR]
	120.22	Gerry Betteridge, 2018	[NR]
	<b>1103:</b> 118.16	Dale Foster, 2018	[PR]
	120.21	Norman Veitch, 2015	[NR]
	<b>1104:</b> 119.16	Mick Tedesco, Matt Peppitt, 2016	[PR]
	120.14	Alan Podevin, 2020	[NR]
	<b>1121:</b> 118.14	Steve Lane, 2022	[PR]
	120.16	Steve Lane, 2020	[NR]
	<b>1122:</b> 117.00	Phil Cowling, 2005	[PR]
	118.13	Greg Rastall, 2012	[NR]
	<b>1124:</b> 117.13	William Horne, 2016	[PR]
	117.13	William Horne, 2016	[NR]
	<b>1125:</b> 116.11	Phil Cowling, 2015	[PR]
	118.15	Phil Cowling, 2016	[NR]
	<b>1135:</b> 115.10	Rob Sanders, 2021	[PR]
	<b>1136:</b> 118.15	Adam Chapman, 2021	[PR]
	<b>1142:</b> 111.09	Dave Berry, 2017	[PR]

### **Phoenix A (1301-22)**

Record Score:	<b>1301:</b> 197.28	John Robinson, 2010	[PR]
	200.24	Norman Veitch, 2017	[NR]
	<b>1302:</b> 200.35	Gwyn Roberts, 2016	[PR]
	200.35	Gwyn Roberts, 2016	[NR]
	<b>1303:</b> 199.17	Steve Lamb, 2012	[PR]
	199.29	Norman Veitch, 2016	[NR]
	<b>1304:</b> 195.18	Keith Kilvington, 2021	[PR]
	197.23	Keith Kilvington, 2019	[NR]
	<b>1321:</b> 199.24	Steve Lane, 2019	[PR]
	199.24	Steve Lane, 2019	[NR]
	<b>1322:</b> 189.00	Graham Trimmer, 2009	[PR]
	189.11	Dave Green, 2014	[NR]

### **Multi-Target 3 (1401-22)**

<b>Record Score:</b>	<b>1401:</b> 223.15	David Hackett, 2012	[PR]
	<b>1402:</b> 232.24	Peter Watts, 2015	[PR]
	<b>1403:</b> 227.21	Dale Foster, 2018	[PR]
	<b>1404:</b> 216.20	Meik Waldvogt, 2016	[PR]
	<b>1421:</b> 220.20	Clive Ferguson, 2012	[PR]
	<b>1422:</b> 200.11	Peter Watts, 2012	[PR]

### **The 1500 (1501-25)**

<b>Record Score:</b>	<b>1501:</b> 1493.111	John Robinson, 2004	[PR]
	1496.128	John Robinson, 2005	[NR]
	<b>1502:</b> 1500.122	Gwyn Roberts, 2011	[PR]
	1500.129	Gwyn Roberts, 2003	[NR]
	<b>1503:</b> 1496.115	John Robinson, 2017	[PR]
	1497.125	Richard Sutcliffe, 2016	[NR]
	<b>1504:</b> 1493.107	Rob Wheeler, 2022	[PR]
	1493.107	Rob Wheeler, 2022	[NR]
	<b>1521:</b> 1497.113	John Robinson, 2018	[PR]
	1497.113	John Robinson, 2018	[NR]
	<b>1522:</b> 1490.102	John Robinson, 2018	[PR]
	1492.103	John Robinson, 2019	[NR]
	<b>1524:</b> 1465.67	Jake Mossom, 2021	[PR]
	1477.69	John Robinson, 2021	[NR]
	<b>1525:</b> 1464.71	John Robinson, 2021	[PR]
	1464.71	John Robinson, 2021	[NR]

### **The 1020 (1601-22)**

<b>Record Score:</b>	<b>1601:</b> 1020.81	Daniel Blagojevic, 2022	[PR]
	1020.82	John Robinson, 2021	[NR]
	<b>1602:</b> 1020.89	John Robinson, 2021	[NR]
	1020.82	Norman Veitch, 2018	[NR]
	<b>1603:</b> 1019.89	Richard Sutcliffe, 2016	[PR]
	1020.95	Norman Veitch, 2016	[NR]
	<b>1604:</b> 1017.78	Keith Kilvington, 2018	[PR]
	1020.91	John Robinson, 2021	[NR]
	<b>1621:</b> 1016.67	Steve Lane, 2022	[PR]
	1020.81	Steve Lane, 2019	[NR]
	<b>1622:</b> 1005.61	Phil Cowling, 2017	[PR]
	1017.56	Phil Cowling, 2015	[NR]

### **Bianchi (1701-22)**

<b>Record Score:</b>	<b>1701:</b> 1918.155	Gwyn Roberts, 2009	[PR]
	1918.155	Gwyn Roberts, 2009	[NR]
	<b>1702:</b> 1920.165	Chris West, 2012	[PR]
	1920.165	Chris West, 2012	[NR]
	<b>1703:</b> 1913.167	Chris West, 2012	[PR]
	1916.168	Paul Hunter, 2010; Chris West, 2013	[NR]
	<b>1704:</b> 1837.120	Alan Whittle, 2011	[PR]
	1838.143	Chris Lewis, 2010	[NR]
	<b>1721:</b> 1918.159	Layne Chisholm, 2011	[PR]
	1920.163	Gwyn Roberts, 2013	[NR]
	<b>1722:</b> 1911.000	Mel Beard, 2007	[PR]
	1918.153	Gwyn Roberts, 2013	[NR]

### **WA 48 (1821-22)**

<b>Record Score:</b>	<b>1821:</b> 480.38	Neil Francis, 2021	[PR]
	480.45	Steve Lane, 2021	[NR]
	<b>1822:</b> 476.28	Phil Cowling, 2018	[PR]
	479.27	Paul Lacey, 2019	[NR]

### **Advancing Target (1901-42)**

<b>Record Score:</b>	<b>1901:</b> 297.00	John Robinson, 2007	[PR]
	298.40	Gary Bowden, 2021	[NR]
	<b>1902:</b> 180.34	David Guest, 2015; Keith Kilvington, 2022	[PR]
	180.34	David Guest, 2015	[NR]
	<b>1903:</b> 180.31	David Owens, 2014	[PR]
	180.31	David Owens, 2014	[NR]
	<b>1904:</b> 180.24	Alan Whittle, 2012	[PR]
	180.29	Mick Tedesco, 2010	[NR]
	<b>1921:</b> 180.30	David Owens, 2016	[PR]
	180.30	Mike Chinery, 2015	[NR]
	<b>1922:</b> 180.25	Morné van Dalen, 2012	[PR]
	180.25	Morné van Dalen, 2012	[NR]
	<b>1924:</b> 179.17	Phil Cowling, 2016	[PR]
	179.21	Phil Cowling, 2015	[NR]
	<b>1925:</b> 179.27	William Horne, 2015	[PR]
	179.27	William Horne, 2015	[NR]
	<b>1942:</b> 71.07	Dave Berry, 2016	[PR]

### **25m Timed (2301-42)**

<b>Record Score:</b>	<b>2301:</b> 272.06	Glenn Gordon, 2011	[PR]
	<b>2342:</b> 143.00	James West, 2004	[PR]

### **NRA Rapid Fire (2601-42)**

<b>Record Score:</b>	<b>2621:</b> 288.06	Steve Lane, 2021	[PR]
	291.12	Steve Lane, 2019	[NR]
	<b>2622:</b> 222.01	David Fergusson, 2019	[PR]
	256.02	Glenn Gordon, 2019	[NR]

### **The Grand (2901)**

<b>Record Score:</b>	<b>2901:</b> 989.12	Phil Winnall, 2001	[PR]
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### **NRA Embassy Cup (3335-36)**

<b>Record Score:</b>	<b>3335:</b> 119	David Payne, 2012; John Chambers, 2016	[PR]
	<b>3336:</b> 120	John Chambers, 2014; David Pollock, 2016	[PR]

### **Metallic Silhouettes (3901)**

<b>Record Score:</b>	<b>3901:</b> 28	Andrew Spong, 2008	[PR]
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### **25m Classic (4143-46)**

<b>Record Score:</b>	<b>4143:</b> 96	R Everit, 2000	[PR]
	<b>4144:</b> 98	John Emmerson, 2013	[PR]
	<b>4145:</b> 94	Nick Harvey, 2004	[PR]
	<b>4146:</b> 97	Nick Harvey, 2004	[PR]

### **The Granet (4301-04)**

<b>Record Score:</b>	<b>4301:</b> 300.24	Noel Thompson, 2013	[PR]
	<b>4302:</b> 300.22	Lee Townsend, 2021	[PR]
	<b>4303:</b> 299.21	Adam Chapman 2017	[PR]
	<b>4304:</b> 298.22	Martin Benton, 2013	[PR]

### **Imperial Silhouettes (4701-04)**

<b>Record Score:</b>	<b>4701:</b> 300.28	Jonny Cormie, 2016	[PR]
	<b>4702:</b> 300.19	Steve Lamb, 2011	[PR]
	<b>4703:</b> 298.19	Adam Chapman, 2016	[PR]
	<b>4704:</b> 298.17	Keith Kilvington, 2022	[PR]

### **Surrenden (4902-04)**

<b>Record Score:</b>	<b>4902:</b> 262.13	Jeff Kehoe, 2017	[PR]
	<b>4903:</b> 267.18	Adam Chapman, 2016	[PR]
	<b>4904:</b> 252.10	Keith Kilvington, 2021	[PR]

### **100 yds (5134-42)**

<b>Record Score:</b>	<b>5134:</b> 35.01	Glenn Isaacs, 2021	[PR]
	<b>5142:</b> 38.00	Mark Luther, 2021	[PR]

### **100/200 yds (5301-42)**

<b>Record Score:</b>	<b>5301:</b> 89.04	Colin Hudson, 2016	[PR]
	<b>5321:</b> 98.12	Phil Milnes, 2021	[PR]
	<b>5334:</b> 50.00	P. Hathaway-Jones, J. Kehoe 2016	[PR]
	<b>5342:</b> 50.00	Granville Thomas, 2016	[PR]

### **200/300 yds (5563-66)**

<b>Record Score:</b>	<b>5563:</b> 100.14	Peter Collins, 2016	[PR]
	<b>5565:</b> 97.06	Paul Griffiths, 2018	[PR]
	<b>5566:</b> 89.03	Paul Griffiths, 2016	[PR]

### **100/200/300 yds (5685)**

<b>Record Score:</b>	<b>5685:</b> 291.00	Barend Verster, 2018	[PR]
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### **100/200/300 yds (5702-93)**

<b>Record Score:</b>	<b>5702:</b> 117.04	Dave Holt, 2017	[PR]
	<b>5703:</b> 131.06	Colin Hudson, 2017	[PR]
	<b>5704:</b> 95.01	Julie Robinshaw, 2018	[PR]
	<b>5762:</b> 96.01	Mark Luther, 2017	[PR]
	<b>5767:</b> 111.03	Paul Griffiths, 2016	[PR]
	<b>5781:</b> 128.05	William Ellis, 2017	[PR]
	<b>5782:</b> 105.02	Colin Hudson, 2017	[PR]
	<b>5783:</b> 160.06	Steven Voak, 2016	[PR]
	<b>5785:</b> 148.17	Myles Robinson, 2018	[PR]
	<b>5791:</b> 133.11	Williams Ellis, 2021	[PR]
	<b>5792:</b> 139.07	Bill Ellis, 2017	[PR]
	<b>5793:</b> 135.09	Lisa Bagley, 2017	[PR]



### **400/500/600 yds (5968-93)**

<b>Record Score:</b>	<b>5968:</b> 150.22	Peter Collins, 2014	[PR]
	<b>5969:</b> 140.10	Philip Milnes, 2018	[PR]
	<b>5981:</b> 136.06	William Ellis, 2017	[PR]
	<b>5982:</b> 129.06	Mark Silver, 2017	[PR]
	<b>5983:</b> 149.16	Bruce Ellis, 2017	[PR]
	<b>5986:</b> 224.28	Patrick Allen, 2021	[PR]
	<b>5987:</b> 135.07	Michael Haselgrove, 2021	[PR]
	<b>5988:</b> 221.14	Simon Gambling, 2021	[PR]
	<b>5991:</b> 139.10	Bruce Ellis, 2016	[PR]
	<b>5992:</b> 148.16	John Chambers, 2017	[PR]
	<b>5993:</b> 150.27	Frances Graham, 2017	[PR]

### **800/900/1000 yds (6168-93)**

<b>Record Score:</b>	<b>6168:</b> 145.13	Bob Harris, 2022	[PR]
	<b>6181:</b> 83.3	Graham Porter, 2022	[PR]
	<b>6182:</b> 68.1	Malcolm Johnston, 2022	[PR]
	<b>6183:</b>		
	<b>6186:</b> 221.16	Ian Boxall, 2016	[PR]
	<b>6187:</b> 120.04	Mark Silver, 2016	[PR]
	<b>6188:</b> 225.33	Asad Wahid, 2018	[PR]
	<b>6191:</b>		
	<b>6192:</b>		
	<b>6193:</b> 147.16	Steve East, 2022	[PR]

### **200 Yards (6301-04)**

<b>Record Score:</b>	<b>6301:</b> 150.0	Brian Reacher, 2018	[NR]
	<b>6302:</b> 132.0	Peter Lomas, 2017	[NR]
	<b>6303:</b> 132.0	Peter Lomas, 2018	[NR]
	<b>6304:</b> 79.0	Neil Francis, 2022	[NR]

### **McQueen (6501, 6507, 6580, 6590)**

<b>Record Score:</b>	<b>6501:</b> 50.10	Dave McGill, 2021	[PR]
	<b>6507:</b> 49.06	Jeremy Derenne, 2021	[PR]
	<b>6580:</b> 50.08	Chris McGill, Stuart Doyle, 2016/17	[PR]
	<b>6590:</b> 50.06	Peter Radcliffe; David Nash, 2018	[PR]

## Notes

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