






V1 (2025) Multi-Target 3			Gun type	GRSB	GRCF	Handguns		
Time:	45 mins	Distances:	50, 25, 15 & 10m	1401	1402	1421 LBP		
Course of Fire			Box Settings		1403 Open	1422 LBR		
					1404 Classic			
Practice 1	50m 18 shots in 120s. Ready Position: Standing, rifles parallel, handguns 45 degrees. Competitor may only make ready after they've adopted the kneeling position. 6 shots kneeling, left-hand target 6 shots sitting, right-hand target 6 shots standing unsupported, 3 on each target Score & reface		120s with 5s away time.	Target				Event not offered separately for iron sights
				Sights	Any – as per gun type			
				Rounds/Max Score	48 / 240			
				Ready Position	Practice 1 – Standing, rifles parallel, handguns 45 degrees Practices 2, 3 & 4 - 45 degrees			
Practice 2	25m 12 shots standing unsupported. The targets will make 4 appearances of 5s with intervals of 7s. 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. Score & reface		4 appearances of 5s with 7s away time	Position	Kneeling, sitting, standing unsupported			
Practice 3	15m 12 shots standing unsupported. Targets will make 3 appearances of 3s with intervals of 5s. 2 shots to be fired at each appearance on the right-hand target. The firearm must be returned to the ready position between exposures. Repeat practice on left-hand target. Score & reface		3 appearances of 3s with 5s away time	Penalties	Firing too many shots per exposure, any shots on the wrong target, moving between positions incorrectly (B6.2 P33)			
Prac 4	10m 6 shots standing unsupported. 3 shots on each target. Score, cards completed & collected		8s with 5s away time.	Range Commands				
<ul style="list-style-type: none"> • “SHOOTERS TO THE LINE” “UNBAG AND SHOW CLEAR” – ROs check each firearm is clear • CRO reads out the Course of Fire and checks understanding. • “CHECK AND ADJUST” – shooters may check their firearms and adjust their sights onto the target • Having checked that the range is clear and shooters appear ready, the CRO commands: Practice 1 - “CLOSE ACTIONS, WITH SIX ROUNDS LOAD, BUT DO NOT MAKE READY.” Practice 2, 3 & 4 - “ WITH SIX ROUNDS LOAD AND MAKE READY.” Having given time to load, the CRO commands “ARE YOU READY?” Silence will be taken as agreement – any competitor who is not ready may raise one arm or call “NOT READY” ; the CRO will confirm “NOT READY CALLED” and repeat until silence. • “STAND BY” See each practice for target turn pattern. Where the targets do not turn, a whistle may be blown (or other audible signal made) to signal the start and end of each target exposure. • At the end of each practice the CRO will command “UNLOAD AND SHOW CLEAR”. After checking, firearms are bagged or holstered. • When all ROs have reported clear, the CRO will command “RANGE IS SAFE” and give permission to ROs and competitors to go forward in order to score and replace targets as necessary. Competitors must not start picking up their gear until this command is given. • “STOP, STOP, STOP” – On hearing this command all competitors must cease shooting immediately and keep the gun pointing 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 any potential safety issue. 								
Notes:								
<ol style="list-style-type: none"> 1. This is a complex event and it is essential that the CRO reads out the course of fire immediately before each practice and checks competitor understanding. 2. After the initial order to load for Practice 1, 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 firearm. It is the competitor's responsibility to have sufficient ammunition in their possession to complete the whole event. Any round, magazine, moonclip or speedloader dropped or placed on the ground may not be retrieved. 3. In an exception to the usual reloading rule, rounds may be added to a tube magazine which already has rounds in it PROVIDED that there is no live round in the chamber when this is done. 								