



NATIONAL RIFLE ASSOCIATION



**Target Shotgun
Handbook 2023**

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The Target Shotgun Handbook



NATIONAL RIFLE ASSOCIATION

Volume 5 of the NRA Handbook

Version 1.6: 2023 Edition

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

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Version History

1.0	First Draft for approval by Shooting Committee	26 January 2013
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1.2	Minor changes to A2.2 and A3.1	6 February 2016
1.3	Addition of separate class for Iron Sighted shotguns	17 February 2017
1.4	Clarification of terms and addition of notes re RSO	10 February 2018
1.5	Addition of new classes of shotgun, new match	22 February 2020
1.6	Design of handbook brought into line with volumes 4, 6 and 7	5 February 2021

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2023 Handbook Edits

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

- *There are no edits to the 2023 edition*

Introduction

Target Shotgun includes any event that involves the use of a shotgun for the purposes of competition, specifically excluding quarry shooting and clay shooting which is well served by the CPSA etc.

The governing body for Target Shotgun shooting in the UK is the National Rifle Association (NRA).

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

- A. Rules.** These Rules always apply to Target Shotgun (TS) shooting conducted under NRA auspices.
- B. General Conditions.** This section describes the conditions which apply to all TS shooting unless any of these conditions are over-ridden by range-specific, meeting-specific or event-specific conditions.
- C. Event Conditions.** The TS event numbering scheme is explained in this section, which also describes the courses of fire for all TS events shot at national level within the UK.

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 PDF format) for download from the NRA website.

All Target Shotgun meeting organisers, range crew, coaches, instructors, 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 Target Shotgun meetings.

Any questions or comments on the Handbook should be directed to the NRA's Target Shotgun representative: James Harris by e-mail (targetshotgun@nra.org.uk), 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 govern all use of shotguns under NRA auspices and will be strictly enforced at all Target Shotgun 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 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 Firearms and Ammunition

A2.1 General

- A2.1.1 Firearms that conform to the definitions and dimensions set out in the Firearms Acts (as amended) are generally eligible subject to special conditions set out below. They fall into the categories described and will compete in separate events, unless specifically allowed by the event conditions

A2.2 Target Shotguns

- A2.2.1 Target Shotguns are divided into one general classification and 5 types:-

Any Shotgun (SG): Any Shotgun

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

A2.2.2 All Target Shotguns must comply with the following:

- a. **Calibre:** Any calibre between .410" and 10 bore that complies with range orders and event conditions
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of Chief Range Officer
- c. **Slings:** The use of slings is permitted
- d. **Sights:** Any sights that comply with the event conditions
- e. **Safety Catches:** If the firearm is designed to have one it must be fitted and in working order

A2.3 Triggers and hammer action

A2.3.1 **Standard:** A shotgun fitted with an internal hammer which is reset by either the operation of the gun or by the opening of a break barrel gun

A2.3.2 **Hammer-guns:** A shotgun of the type specified in SGC or SGMB fitted with external hammer(s) must be used as follows:

- a. The hammers may be cocked with either hand
- b. It is not permitted to change firing positions with a hammer action gun cocked
- c. Where a hammer action gun is used that does not have a safety catch it must commence the stage with the hammers un-cocked or at the half cock position

A2.4 Ammunition

A2.4.1 Ammunition will comply with the relevant range or event conditions and event organisers may dictate what types may be used in specific competitions. 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 or knock down steel targets or break frangible targets where required. Shots which do not pass through paper/card targets and their backing boards will be scored as misses as will steel targets not knocked down and frangible targets not broken/penetrated. Ammunition for use in tubular magazines must be of a design safe to use in that type of magazine. Any Range officer (RO) or RCO/Safety Supervisor may inspect a competitor's ammunition at any time to check that it is safe and suitable for use in the intended firearm and may demand that it be withdrawn if believed not to be so

- A2.4.2 All ammunition must be within the limits set out in the range safety certificate for the venue of a competition. Any RO may require a competitor's ammunition to be tested to ensure compliance. Limits on muzzle velocity and muzzle energy for ammunition may be enforced by testing with a chronograph where range conditions allow and appropriate equipment is available. For clarity the term range in relation to TS is an area used for discharging of firearms the operation of which is governed by a set of standing orders provided by the responsible authority. The responsible authority can be the landowner, club that is in possession of the property on a permanent or temporary basis or on individual who has the right to shoot on that ground
- A2.4.3 It is prohibited to shoot metal targets with steel, tungsten or brass based shot
- A2.4.4 It is prohibited to commence an event or part thereof while being in possession of ammunition which could breach the safety template for that event or part thereof. For the avoidance of doubt possession is taken to mean, loaded in or attached to the firearm(s), in belts or magazines or in pockets of clothing being worn etc. It does not include ammunition in range bags etc
- A2.4.5 The use of encapsulated shot, shot that been bonded together by means of adhesives or other binding agents and shot that is in the opinion of the RCO not free to disperse after discharge from the barrel is prohibited

A2.5 Chokes

- A2.5.1 Rifled chokes or other accessories to the firearm designed or intended to impart spin to the projectile are not permitted

A3 Conduct of Shooting

The safety rules at Section 52 of Volume 1 of the NRA Handbook apply. NRA Rule 101 (precedence of rules) applies.

A3.1 Safety

- A3.1.1 All competitors and other personnel on the range and within 25m of the firing point are required to wear eye (e.g. shatterproof glasses) and adequate ear protection (e.g. earplugs)
- A3.1.2 All Shooting will comply with the range standing orders as written by the person/entity legally responsible for the conduct of shooting on that range. Where shooting takes place other than on certified ranges the landowner or party responsible for the shoot (i.e. host club or person designated by them) will be the final arbiter of the conduct of shooting
- A3.1.2.1 An Association, Club, group of persons or individual intending to shoot on a range or improvised Target Shotgun layout must appoint a Range Officer (RO) who will be present while shooting is in progress and whose responsibility it is to ensure that firing is conducted in a safe manner and in accordance with the safety rules in this Handbook. Self-supervision of TS courses of fire that involve movement is not permitted at Bisley; self-supervision is not permitted on MoD ranges

- A3.1.3 No competitor may touch an uncased firearm except one that has been proved clear and has a safety flag inserted and then only to case / uncase, move to the firing line or to the safety area. All Shotguns are to be carried vertically (within reason) muzzle down. Shotguns may be transported around the range as long as they are unloaded, muzzle down, with a safety flag inserted. For the avoidance of doubt no ammunition or detachable magazines may be fitted/attached to the shotgun except when under the supervision of an RO
- A3.1.4 No competitor may load a firearm until ordered to do so by an RO on the firing point. Detachable magazines and speed-loaders may be pre-charged but must not be inserted in the firearm until the order to load has been given
- A3.1.5 During competition or practice the muzzles of all firearms must at all times be pointed downrange in a safe direction as defined in the safety briefing. For the avoidance of any doubt the maximum lateral angle within which the shotgun may be pointed is 45 degrees unless prior written permission has been granted after submission of a risk assessment and WDA template to the range safety supervisor. Further, on any range which has a Restricted Danger Area (including No Danger Area ranges) firearms must only be pointed within the dimensions of the Danger Area. An RDA will most commonly be found on a gallery range where a lateral limit of 200 mils (11.25 degrees) will apply. Pointing or permitting persons to point shotguns outside such lateral arc limits is deemed unsafe and transgressors will be subject to disciplinary procedure
- A3.1.6 When moving around the range during an event under the control of a Range Officer, firearms must be carried in accordance with the written stage briefing or event conditions
- A3.1.7 When not on the firing point all firearms must be in the following condition: Unloaded, chamber flag inserted and placed muzzle down in racks or laid on the ground pointing in a safe direction designated by the RO or boxed /cased
- A3.1.8 No firearm is to be boxed or cased on the firing point unless it has been proved clear by an RO
- A3.1.11 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. No one may unload or move off the firing point until instructed to do so
- A3.1.12 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
- A3.1.13 If a misfire is suspected the shooter will carry out the appropriate remedial actions. If they suspect that the barrel may be obstructed they are to cease firing and notify the RO. 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

- A3.1.14 The minimum distances for the engagement of hard targets is as follows:
- a. 5m Birdshot (up to UK size 4)
 - b. 10m Small Game (sizes above UK no 4 to include Buckshot of max size OO)
 - c. 25m Solid Slug

These distances are the minimum that may be imposed and where required by range orders or after assessment by the responsible person the minimum engagement distances may be increased. (See A3.1.2)

- A3.1.15 Protective glasses must be worn at all times when engaging hard targets- if they become dislodged during the event the shooter must stop firing and adjust them, failure to do so when instructed by the RO will result in disciplinary measures. (see A 4.11)

A3.2 Clothing and Equipment

- A3.2.1 Clothing should be 'normal street type' 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

- A3.2.2 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director

- A3.2.3 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, Assistant Meeting Director or any range official shall have the right to examine any competitor's equipment

- A3.2.4 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

A3.3 Range Procedures

- A3.3.1 Unless a firearm has become disabled (as defined in **A3.4**) during the course of any event:
- a. No competitor may change a firearm.
 - b. No competitor may add, remove or interchange any major part of a firearm.
 - c. No competitor may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification, lens covers etc. on sights may be adjusted or modified during the course of an event)

- A3.3.2 During a course of fire a round or magazine may be retrieved from the ground if dropped, or taken from the competitor's equipment if on the ground, provided that doing so does not breach range safety or event conditions. Competitors may not leave the firing point for this purpose

- A3.3.3 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
- A3.3.4 Where prohibited by the event conditions no more rounds may be loaded or fired during an event than are required
- A3.3.5 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 24 hours 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
- A3.3.6 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
- A3.3.7 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. Competitors using the roll-over prone position or other unusual positions (supine etc) must declare their intent, so that this can be facilitated without interfering with other competitors
- A3.3.8 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. Competitors are not permitted to interfere with the handling of targets by range personnel

A3.4 Disabled / Handicapped Competitors

- A3.4.1 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 may apply to the Meeting Director for permission to use an alternative position. 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) the competitor will be allowed to use in which event(s) and will notify the competitor of the decision
- A3.4.2 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

- A3.4.3 The competitor will typically 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 instead of Sitting
 - c. Standing (strong or weak shoulder/hand) instead of Kneeling, Sitting or Prone
 - d. Kneeling Unsupported instead of Standing

A3.4.4 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

A3.5 Malfunctions and Reshoots

A3.5.1 A disabled shotgun is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s)

A3.5.2 Any claim that a firearm has become disabled must be made immediately. The fact that the sights may have been improperly adjusted does not constitute disablement

A3.5.3 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

A3.5.4 No competitor may change a firearm, or interchange parts of a firearm, during an event unless the firearm has become disabled (see A3.5.1). 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 (action, calibre, sights and configuration) as the original

A3.5.5 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO

A3.5.6 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

- A3.5.7 Reasons for the procedure in A3.5.6 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 or targets rendering proper aiming or scoring impossible
 - e. Cross-firing by another competitor
 - f. Appearance of some 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
- A3.5.8 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
- A3.5.9 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
- A3.5.10 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

A3.6 Penalties

- A3.6.1 In the event of a breach of these rules, the disciplinary sanctions specified in Section A4 of this Handbook (see A4.13) apply
- A3.6.2 In any competition, any RO may apply a Procedural Penalty to a TS 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
- A3.6.3 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 unless specified by the event conditions or written stage briefing
- A3.6.4 Potential procedural errors will depend on individual event conditions, but will include the following 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. Failing to comply with the stage briefing
- f. Firing while placing a part of the body if proscribed in the event conditions or stage briefing (excepting A3.3.6) on the wrong side of a fault line
- g. Coaching a shooter while they are engaged in a practice or stage will result in one procedural penalty being applied to both the shooter and coach (except where specifically allowed in the event conditions)
- h. 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 or fire more than the permitted 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 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
- A 4.7.2 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 Safety violations include the following:
- a. Pointing a firearm, whether loaded or unloaded, in an unsafe direction. An unsafe direction includes any direction up range (i.e. more than 45 degrees away from the target line or as specified in the safety briefing) or in the direction of another person or in any direction where if a shot were fired it would land outside the defined range danger area
 - b. Discharging any shot that impacts anywhere other than the danger area or is otherwise deemed unsafe in the range orders
 - c. Dropping a firearm loaded or not once permission to load has been given
 - d. Handling a firearm, whether loaded or unloaded, while not under the direct instructions of an RO, when the range has not been declared clear and / or there are persons down range except when acting in accordance with A 3.1.3. or where specified in event 35
 - e. The consumption of alcohol or drugs during the hours of shooting
 - f. Handling ammunition or loaded magazines in a Safety Area
 - g. Loading, firing or being in possession of ammunition on the firing point that if used would breach the safety template for that event or stage (see A.2.5.4)
 - h. discharging any shots after the unload command or while loading/reloading
 - i. Failing to replace eye protection when directed to do so
 - j. ***Failing to keep the fingers clear of the trigger whilst loading, unloading, clearing malfunctions/misfires/stoppages or while moving/changing position. For the avoidance of any doubt the fingers must be visibly outside the trigger guard, the RO's decision is final***

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 safety violation has occurred (see A4.11.1). 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 score for the event will be deleted. 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

B - General Conditions

B1 General

B1.1 Purpose

B1.1.1 This Section defines the General Conditions which should normally be applied to all TS 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 that 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

B2.2 Meeting Director

B2.2.1 The National Rifle Association shall appoint the Meeting Director

B2.2.2 The Meeting Director 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 Meeting Director for the operation of the meeting must be complied with by all persons on the range. The Meeting Director will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterized by absolute impartiality, firmness, courtesy and constant vigilance

B2.2.4 In all matters relating to the meeting, a decision by the Meeting Director is final

B2.2.5 The Meeting Director may appoint a Deputy Meeting Director

B2.3 Chief Range Officer (CRO)

B2.3.1 A CRO will be assigned by the Meeting Director 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. While there is no requirement for them to be a certified RCO/RSO it is best practice that they are and they must hold a certificate of competency for the type of firearm in use

B2.4 Range Officer (RO)

B2.4.1 Each RO is an assistant to the CRO for a particular range. An RO 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. While there is no requirement for them to be a certified RCO/RSO they should be competent and fully briefed by the CRO responsible for the range in use and hold a certificate of competency for the type of firearm in use

B2.5 Safety Supervisor (SS)

B2.5.1 Where required by event conditions or for reasons of personnel logistics competitors or non-shooting volunteers may be designated "Safety Supervisors". Their role is to assist the RO by verifying that competitors comply with any safety regulations and have carried out the unload procedure correctly. They may also assist in duties such as timing, scoring, patching and scrutinising of competitor equipment but may not impose sanctions on competitors. Any infractions of event conditions that they observe must be brought to the immediate attention of the CRO who will deal with the matter as required. For the purposes of this handbook the term RO also applies to Safety Supervisors. While there is no requirement for them to be a certified RCO/RSO they should be competent and fully briefed by the CRO responsible for the range in use and hold a certificate of competency for the type of firearm in use

B2.6 Chief Statistical Officer (Chief Stats)

B2.6.1 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

B2.6.2 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 order of merit
- 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 Competitors' Duties

B3.1 Discipline

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 Competitors should arrive at the range in plenty of time for the start of the event and 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

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/unloading

- 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 RO. When instructed to load the competitor will first ensure that the safety catch is applied and may not disengage it until the appropriate command has been given by the RO
- B3.7.2 On the command “Unload” the competitor will apply the safety catch before unloading their firearm. If the action type is such that this will prevent them from unloading then it may be disengaged
- B3.7.3 The following table is provided as an aide to RO’s and competitors when carrying out an unload and gun clear inspection. Unless specified in the relevant column the procedures for Semi-auto guns with integral tube magazines are to be followed

At all times the firearm is to be kept pointing in a safe direction and must not be lowered to more than 45 degrees from horizontal

	Semi-Auto with tubular magazine	Semi-Auto with detachable box magazine	Manual Action with tubular magazine	Break barrel or single shot
1	Apply safety catch			Open action and extract rounds if non- ejector
2	Empty magazine by either cycling cartridges through action or releasing from magazine via loading port	Detach magazine		
3	Open action to extract round from chamber			
4	Lock or hold action open			
5	Present to RO for inspection			
6	RO to look for presence of follower in magazine tube and absence of ammunition in chamber or action	RO to ensure magazine is removed and chamber / action is clear		
7	RO to call “ <i>flag in, gun down</i> ” and tap competitors shoulder/leg to indicate to whom they are referring			
8	Competitor to insert chamber flag or mag block			

B3.8 Leaving the firing point

- B3.8.1 It is the competitor's duty to ensure that their firearm has been checked clear by an RO and has a chamber flag inserted before leaving the firing point
- B3.8.2 The competitor should ensure that all of their equipment is removed promptly in readiness for the next detail – this includes the removal of any debris (e.g. spent cases)

B4 Teams

B4.1 Team representation

- B4.1.1 No competitor may be a member of more than one team in any given team event

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. After the initial commands for loading and preparation have been given, the CRO asks 'ARE YOU READY?'
 - b. Any competitor who is not ready or whose target is not in order will immediately raise their arm and call 'NOT READY'. The CRO will immediately state 'NOT READY CALLED' and then investigate and correct the difficulty (or direct an RO to do so)
 - c. When the difficulty has been corrected, or in the absence of a "NOT READY" call, the CRO will call the precursor command applicable (Standby, Watch and Shoot etc) and the targets will turn away (if turning targets are in use)
- B5.1.3 There is then a delay of approximately 3 seconds (this may vary in some events)
- B5.1.4 When the targets start to face the firing line, or when an audible signal is given, firing may commence
- B5.1.5 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. On completion of a stage or competition the CRO will give the order "UNLOAD AND SHOW CLEAR", after which the ROs will check to make sure that all shotguns are unloaded; chamber flags have been inserted and are held vertically muzzle down. 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

B5.2 Repeating commands

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

B5.3 Table of commands

The following table of commands is not exhaustive and unless specified in the event conditions the RCO should select those that are most appropriate to the competitor actions required. If no suitable command is defined the RCO may use their own provided it is clear, concise and explained to the competitors before the event commences

Command	Context	Action
<i>Shooter to the line (or detail)</i>	Precursor to an event or detail	Shooter(s) retrieve guns from rack and take position on the firing line. Removal of flags or manipulation of actions etc. is not permitted, shotguns to be held vertically muzzle down
<i>Test and Adjust</i>	Only to be given when it would be safe to carry out live firing	Shooters to bring gun horizontal and may remove flags, test actions, turn on sights, take sight pictures (if permitted by event conditions) and carry out other preparatory actions. They may NOT load the gun or insert magazines
<i>Prepare</i>	For unloaded starts only	The shooter(s) will adopt the starting position and await further instructions
<i>With "X" rounds...</i>	Where the number of rounds to be loaded at the start is restricted	The shooter will load no more rounds than specified by the CRO after the load command is given
<i>Load</i>	This is only for competitions/stages where the action is closed on an empty chamber but the magazine is charged (Bargrave Deane etc.)	The shooter will close action on an empty chamber leaving the hammer cocked and safety catch applied they may insert the magazine or charge an integral magazine
<i>Load and Make ready</i>	This is only for competitions/stages where the gun starts loaded AND made ready	The shooter(s) may insert a round into the chamber, close the action and with the safety catch applied charge the magazine etc.
<i>Make ready</i>	For use only after the load command has been used and the shooters are on the firing point after a run down etc. and NOT acting independently of RO instructions	The shooter(s) are to cycle the action to chamber a live round- the safety catch is to remain applied

<i>Are you ready?</i>	This is to confirm if all competitors are ready to commence the event/stage	If the competitor is not ready to commence firing they are to indicate by raising their trigger hand and calling “Not Ready”
<i>Not ready</i>	Response by competitor if not ready to commence-	The CRO or delegate will investigate the problem and rectify if possible. If the shooter cannot continue the gun is to be cleared and they are to retire from the detail
<i>Not ready called</i>	Acknowledgement that a competitor is not ready	The competitors are to standby for further instructions while the problem is rectified. Once completed the command cycle will recommence from “Are you ready?”
<i>Standby</i>	Final warning prior to the audible or visual start signal	The shooter(s) will prepare to commence firing on the start signal that follows- safety catches must remain applied
<i>Watch and shoot- watch and shoot</i>	Final warning prior to commencement of shooting when turning, snap , ETR and flash targets etc. are used	The Shooter(s) may disengage safety catches and engage their targets as they appear
<i>Watch out- watch out</i>	Final warning prior to commencement actions on appearance of targets- for run downs etc.	On the appearance of the targets the shooter(s) will advance to the firing point and / or assume the firing position before disengaging safeties and engaging targets
<i>Stop Stop Stop</i>	Emergency use only When immediate cessation of firing is required for safety reasons	All shooter(s) are to cease firing immediately, ensure their fingers are well clear of the trigger, keep the firearm aimed at the targets/backstop and await further instructions
<i>Ground arms</i>	Emergency use only When it is required to clear the firing point immediately for safety reasons	All shooter(s) are to immediately place their guns on the ground pointing in the direction of the backstop and step back from the firing point
<i>Unload and show clear</i>	After the completion of a fixed time event or series of exposures	The Shooter(s) are to apply the safety catch, unload the gun and present it for inspection to the RO
<i>If you have finished unload and show clear</i>	When it appears the shooter has completed all firing on an unlimited time event	The Shooter(s) are to apply the safety catch, unload the gun and present it for inspection to the RO

<i>Flag in , gun down</i>	to be given by RO or delegate once they have inspected each individual's gun and is to be accompanied by touching the competitor whose gun has been cleared. This command will be NOT be given to a line or detail	Once the RO has visually inspected the gun the flag is to be inserted and then pointed vertically, muzzle down. (actions may be closed on the flag) (there is no requirement to drop the hammer and then re-open the gun)
<i>ROs show clear</i>	Range administration	ROs to indicate that they have cleared the shooters by raising their arm
<i>Is the line clear?</i>	Range administration	If any person has not had their gun cleared they are to answer "Not Clear" and remain on the firing point
<i>Clear the firing point</i>	Range administration- only to be given after the command "is the line clear" AND no responses have been given	Shooter(s) are to vacate the firing point and place their guns in the rack etc.
<i>Forward Score and Patch</i>	Only to be given after the firing point has been cleared	Targets are to be scored and patched/reset as required
<i>Make safe</i>	Not normally used in Shotgun events	The shooter(s) will apply safety catch, unload the gun and after proving clear to the RO will close the action on an empty chamber and replace or re-charge the magazine

B6 Positions

B6.1 Ready position

B6.1.1 The ready positions for TS are:

- a. **Ready Alert/45 degrees:** The gun loaded and held in both hands with the butt in shoulder and barrel pointing towards ground at an angle of 45 degrees
- b. **Parallel:** The gun loaded and held in both hands parallel to the ground, pointing at the target array, at waist height
- c. **Trail:** The shooter is standing erect facing the targets square on, the gun is prepared in accordance with the event conditions and held in one hand around the point of balance, arm extended by the side. It is specifically prohibited to hold the gun by any pistol grip or at any point behind the trigger
- d. **As briefed:** The gun is prepared in accordance with the stage brief; the shooter will adopt the start position as described in the briefing

In all TS events the safety catch will be applied prior to the start signal and may only be disengaged on the start signal unless otherwise stated in the stage/practice briefing. For events that use Electronic Turning Targets etc. the safety catch may be disengaged on the issuance of the “*watch and shoot*” commands. The RO may require the competitor to adjust their stance or grip to comply with event conditions, this is not subject to appeal unless to accord with A3.4

B6.2 Moving between positions

B6.2.1 The rules for each event are shown in the relevant event conditions

B6.3 Prone

B6.3.1 The prone position may not be used on ranges where it is specifically prohibited by range regulations.. Persons wishing to shoot roll-over prone or supine must obtain permission from the RO/RSO/RCO prior to commencing the detail. Bipods may not be used except in event 35

B6.3.2 The body is extended on the ground parallel to the line of sight, head towards the target or alternatively the “roll-over” prone position may also be used provided that the body is extended on the ground generally perpendicular to the line of fire, the position does not interfere with another competitor and the position is permitted under the event conditions. Alternative prone positions are permitted where allowed by event conditions

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. Arms may be supported on the knee. The gun may be held by one or both hands. No part of the body above the waist or part of the firearm may touch the ground

B6.5.2 *Or* Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. The gun may be held by one or both hands. No part of the body above the waist or part of the firearm may touch the ground

B6.5.3 Kneeling unsupported is either on two knees or on one knee without resting the arm(s) or gun on the knee

B6.6 Standing unsupported

B6.6.1 Standing with gun held by one or both hands. All portions of the shooter’s clothing, body and gun must be clear of artificial support

B6.6.2 The use of bipods, shooting sticks, monopods or artificial supports is prohibited for all shotgun shooting except event 35

B6.7 Standing using barricade for support

B6.7.1 When using a barricade the shooter may adopt any hold on the gun that they wish to but may not alter or adjust the barricade in any way. Note that only where permitted under event conditions may competitors make use of props, screens or barricades or other range structures to support themselves when shooting

B7 Firearm and Ammunition Malfunctions

B7.7.1 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 loaded magazine may be used to substitute for dropped rounds or in the case of a malfunction

B8 Scoring

B8.1 When to score

B8.1.1 If an event is divided into stages, practices, matches or series then targets should be scored at the end of each stage, practice, match or series

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

B8.2 Who can score

B8.2.1 Targets may be scored by an RO, a Stats officer or 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 twice the diameter of the projectile. Any shot hole which is more than-twice the diameter of the projectile will be scored as a miss except where otherwise stated in the event conditions

B8.4.3 When a projectile 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 projectile 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 will be scored as a miss. Evidence of a ricochet may include mud or splinters thrown up by the round
- B8.4.8 Any hole judged to be made by a wad will be scored as a miss; the CRO's decision is final
- B8.4.9 Any frangible target that is broken, cracked or displays visible signs of impact will be scored as a hit. In respect of hits on thrown clays the RO or scorers decision is final
- B8.4.10 All metal targets must fall or be overturned to score; in the event that self resetting targets are used the RO or scorer's decision is final. Targets that twist or rotate to present a smaller aspect will be reset and the competitor allowed to re-shoot that stage, practice, match or series again unless briefed otherwise and the RO or RCO has indicated to the firer that the target has been hit. Hard targets that self indicate when hit must do so consistently, where so briefed the competitor may request the RO or scorer call the hits during shooting

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 (e.g. if a competitor fires 2 early/late shots they will lose the 2 highest scoring shot-holes on their target)
- B8.6.2 Where a shot timer is used to give the signal to cease firing, any shot fired after the signal to cease firing will be scored as a miss

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 projectile 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 fewer than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number fired and given a miss for each unfired shot
- B8.7.4 Where holes in the target are deemed by the RO to be caused by wads they will not score for hits or penalties as the case may be

B8.8 Scorer's duties

B8.8.1 The scorer will:

- a. Record on the scorecard the number of hits of each value at the end of each practice / match / stage
- b. If required, calculate and record on the scorecard the total score for each practice / match / stage and for the overall event
- c. Sign the card
- d. Have the competitor sign the card

B8.9 Competitor's duties

B8.9.1 The competitor will:

- a. Review the shots on the target and compare the recorded hits on the scorecard with the target at the end of each practice / match / stage
- b. Review the scorecard for complete entries and accuracy of the hits recorded, making sure that they are of the correct value and that the required number of hits are listed at the end of the practice / match / stage
- c. At the end of the overall event:
 - Either:* Sign the scorecard if the hits and shot values are properly evaluated and recorded, acknowledging acceptance of the score as it appears on the scorecard
 - Or:* Write "challenged" in place of the signature if a shot(s) value is questionable or if there is another reason to challenge. After the challenge procedure is completed, ensure the scorecard is signed by the range official, then sign it
 - Then:* Submit the scorecard to the Statistical Office

B8.10 Scorecards

- B8.10.1 Scorecards will be prepared by the Statistical Office and delivered to the competitor who will hand the scorecard over to the scorer at the appropriate time
- 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

B8.11 Scoring Methods

- B8.11.1 Unless otherwise stated in the event conditions scoring will be by points accrued less penalties
- B8.11.2 Alternative scoring methods are as follows:
 - a. **Comstock:** The total number of points accrued is divided by the time taken to complete the stage by the competitor. The results for all competitors are then compared and the total number of stage points awarded to the competitor is based on the ratio of their indicator relative to the highest scoring competitor as a percentage, where the competitor with the highest points/time ratio is awarded all the available points for the stage
 - b. **Fixed time:** The total number of points accrued within the time limit is awarded to the competitor. No penalties will be applied for missing or not shooting at targets and any shots fired after the time limit will not be scored
 - c. **Limited rounds:** The competitor may only fire the number of rounds stipulated in the briefing. The total number of points accrued is divided by the time taken to complete the stage and ranked as per B8.11.3- Comstock
 - d. **Fixed time & rounds:** The total number of points accrued during the specified time is awarded to the competitor. Procedural penalties will be subtracted from the total number of points awarded, shots fired after time will not be scored
 - e. **Time Plus:** The total time taken by the competitor to complete the stage is recorded and the relevant time penalties for procedural or other penalties are added on. The competitor with the lowest overall time wins the stage
 - f. **Hit Factor:** The total number of points accrued is divided by the time taken to complete the stage; the competitors are then ranked in descending order with the competitor achieving the highest hit factor winning that stage
- B8.11.3 Match scoring: The Meeting Director may use any of the methods above to calculate an overall match winner provided that all methods are applied equitably to all competitors. A combination of scoring methods can be used within the same match. The Meeting Director may either score competitors separately by division/class or compile one overall list from which the individual division/class winners are determined

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 scores

B9.2.1 Ties by teams in 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.

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 their 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.** As and when practical, Chief Stats will produce and post results for competitors who have completed the event. These may be used as the basis for challenges (see B10.1)
- B11.1.2 **Provisional results.** As soon as possible after all competitors have completed the event, Chief Stats will produce and post a full set of results. Following the posting of these provisional results, competitors will have a specified period within which they may make challenges. This period will be displayed with the provisional results
- B11.1.3 **Final results.** Final results will be produced and posted by Chief Stats Officer once the provisional result challenge period has expired. These results will be used as the basis for the award of prizes

B11.2 Correction of result errors

- B11.2.1 Chief Stats will correct errors which may come to the attention of the Stats Office prior to the publication of the final results

B11.3 Changing final results

- B11.3.1 The final results shall not be changed except on authority of the Meeting Director. Such changes may arise from:
- 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

B11.4 Prizes and Trophies

- B11.4.1 Prizes will be awarded to first, second and third places in each event and class subject to entries. If there are five or fewer entries only a first place prize will be awarded. If there are six to ten entries a second place prize will be awarded. If there are eleven or more entries a third place prize will be awarded
- B11.4.2 Should there be only one entry in any event or class no prize will be awarded

B11.4.3 In a classified event, any trophy will be awarded to the competitor with the highest score regardless of their classification

B11.5 Retention of records

B11.5.1 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 A database of the results of all classified events will be maintained for Timed and Precision, Multi-Target, NRA Embassy Cup, 100 & 200 yards

B12.1.2 Classifications are earned separately for each gun type in the classified events. The class in which a competitor is placed depends on the highest score achieved prior to the current event. The classifications are revised as necessary after each classified event

B12.1.3 There is no unclassified class. If a competitor shoots an event for the first time, their event score will determine their classification for that event

B12.1.4 Competitor classifications for TS events may be published on the NRA website

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 B13). 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 be considered unclassified. Scores from such events will not be used to update classifications or records

B12.3 Competing in a higher class

B12.3.1 Any competitor may elect, before firing, to compete under a higher classification than that which they possess. Anyone who so elects must fire in the higher class throughout the meeting and not revert to the lower classification for any event in the meeting

B12.4 Appeals

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

B12.5 Team classification

B12.5.1 Teams are classified by computing the “team average” based on the classification of each firing member of the team. To compute this “team average” the key in the table for the different classes will be used and the team total divided by number of firing members of the team, rounding to the nearest whole number. The “team average” will establish classification of the team but will not affect in any way the individual classification of team members

Team Table

Class	Points
X	5
A	4
B	3
C	2
D	1

B13 Record Scores

B13.1 Types of record

B13.1.1 Two types of record are maintained:

- a. **National Records.** 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.** These are maintained for all events shot at the annual Phoenix meeting

B13.2 Qualifying scores

B13.2.1 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

B13.2.2 Scores fired during re-entry events cannot be used to establish records

B13.2.3 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

B13.2.4 Scores must be fired in individual events

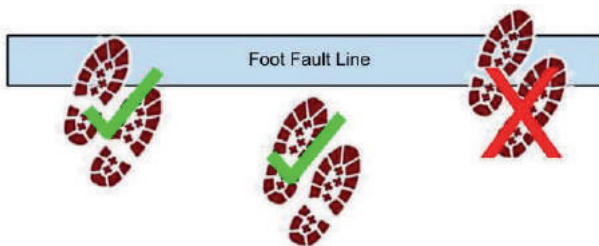
B14 Range Standards – *not applicable to event 35*

B14.1 Firing line

B14.1.1 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

B14.2 Foot Fault Lines

- B14.2.1 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
- B14.2.2 Unless specified in the event briefing, feet may be on but not beyond any foot faults



B14.3 Firing point

- B14.3.1 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

B14.4 Shelter

- B14.4.1 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

B14.5 Illumination

- B14.5.1 Ranges may be artificially illuminated

B14.6 Target numbers

- B14.6.1 Where target numbers are used, target frames will 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. Numbers must correspond 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
- B14.6.2 During events 7 and 11 only a competitor may place on their target one distinguishing mark with a maximum diameter of 100mm. It may only be placed in the extreme top right or top left corner of the backing board

B14.7 Event specific range equipment

- B14.7.1 Some events require specific items of range equipment – this is specified in the relevant event conditions. No competitor may interfere or adjust range equipment without the permission of the CRO. If in the opinion of the CRO any such equipment malfunctions or becomes unreliable the matter is to be brought to the attention of the Meeting Director immediately who will then advise on corrective or alternative measures to be used

C - Event Conditions

C1 General

C1.1 Purpose

C1.1.1 This section of the Handbook describes the courses of fire for all the Target Shotgun 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

Event Type

07	Timed & Precision 1
11	Multi-Target
21	Speed Steels Challenge
33	NRA Embassy Cup
34	Service Match
35	Action/Practical
38	Man v Man
51	100 yards
53	100, 200 yards
	Snooker
	Skittles
	BDMP Embassy Cup
	Shield Skittles
	Shield Clays
	Shield el Precedente
	The Rossendale 50m
	The Bargrave Deane SG





Gun Type

30	Shotgun – Service (SGSV)
31	Shotgun – Multi-Barrel (SGMB)
34	Shotgun – Any (SG)
35	Shotgun – Manual (SGM)
36	Shotgun – Semi-Auto (SGSA)
37	Shotgun – Classic (SGC)
38	Shotgun – Manual Iron Sights (SGMI)
37	Shotgun – Semi-Auto Iron Sights (SGSAI)

(Only those events currently shot in parallel with the Phoenix or GR&P meetings, SAW, GRNC and AAW are fully numbered)

C1.3 Targets

C1.3.1 The courses of fire described later in this section utilise a wide variety of target types, Classified competitions must be shot using the specified targets, club and informal practice may be carried out using alternatives if the specified targets are not available Only targets approved for use by the NRA may be used at the NSC Bisley

DP1		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP2		X 2" 6 17.7-30"	10 3.3-5.8" 5 17.7-30"	9 7.1-12"	8 10.7-17.8"	7 14.2-23.6"
IPSC Full Size		A 5.9-12.8"	C 11.8-17.7"	D 17.7-22.4"		
NRA 300 yards		V 3.1"	5 5.1"	4 10.2"	3 15.3"	2 22"



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Timed & Precision 1 Shotgun (0731-36)

Event Numbers:	0730: SGSV 0731: SGMB 0735: SGM	0736: SGSA 0738: SGMI 0739: SGSAI
Targets:	1x DP2	
Ammunition:	Solid Slug only	
Sights:	Any	
Positions:	Standing unsupported	
Ready Position:	Ready alert/45 Degrees	
Course of Fire:	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
Practice 1:	25 metres, 12 shots in 2 minutes, to include a reload of at least 6 rounds	
Practice 2:	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	
Practice 3:	10 metres, 6 shots 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	
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 SIX 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	
Procedural penalties:	In addition to the usual procedural penalties, the following apply in this event: a. Firing too many shots during an exposure	

Timed & Precision 1 Shotgun Classic (0737)

- Event Numbers:** 0737: SGC
- Targets:** 1x DP2
- Ammunition type:** Solid Slug only
- Sights:** Any
- Positions:** Standing unsupported
- Ready Position:** Ready alert/45 degrees
- Course of Fire:** This event takes approximately 30 minutes to complete
It requires 30 rounds
The maximum possible score is 300
- Practice 1:** 25 metres, 12 shots in 2 minutes, to include all reloading
- Practice 2:** 15 metres, 12 shots
In 1 string of 12 shots
For each string, 12 appearance 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
- Practice 3:** 10 metres, 6 shots
In 1 string of 6 shots
For each string 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
- Range Commands:** 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 '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
- Procedural penalties:** In addition to the usual procedural penalties, the following apply in this event:
- a. Firing too many shots during an exposure

Multi-Target Shotgun (1130-39)

Event Numbers:	1130: SGSV 1135: SGM 1136: SGSA	1138: SGMI 1139: SGSAI
Targets:	2x DP1	
Ammunition type:	Solid Slug only	
Sights:	Any	
Positions:	Standing unsupported	
Ready Position:	45 degrees	
Course of Fire:	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
Practice 1:	25 metres, 6 shots in 15 seconds on the left hand target	
Practice 2:	20 metres, 3 shots on each target in 10 seconds	
Practice 3:	15 metres, 6 shots The target will make 3 x 3 second appearances with intervals of 5 seconds 2 shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures	
Practice 4:	10 metres, 6 shots (3 on each target) in 8 seconds	
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 SIX 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 highest bullet score on the left hand target c. By the highest number of Xs on the left hand target	
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	

Speed Steel Challenge (2134)

- Event Numbers:** 2134: SG
- Targets:** A minimum of 6 metal plate targets that fall when hit or otherwise indicate hits
- Distances:** 7 to 15m for Birdshot
25 to 50m for Solid Slug
- Sights:** Any
- Positions:** Standing unsupported
- Ready Position:** Ready alert/45 degrees
- Course of Fire:** The course of fire will be dependent on the facilities available.
- Stages:** 3 or 5 runs (depending on match conditions) on each stage.
The slowest run shall be discounted and the remaining times added to give the total time
Maximum of 30 seconds recordable for any one run
- Range Commands:** 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. Once the competitor is ready the RO will then issue the command 'ARE YOU READY.....STANDBY'
- Procedural penalties:**
- a. If the stop plate is hit before all other targets are shot then the competitor will incur a 10 second penalty
 - b. Loading more rounds than the number of targets prior to the start signal will incur a 5 second penalty
 - c. Missed targets will incur a 5 second penalty
- Ties:** Tie breaking rules shall be applied in the order listed below:
- a. Fastest run on any stage



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ELIMINATOR BORE CLEANER							Recommended for MOST Cleaning Situations Example: Moderately Fouled Rifle /Pistol Bores
CARBON REMOVER							Recommended for HEAVY Carbon Fouling Example: AR Bolt, AR Carrier, Revolver Cylinder, Neglected Gun
COPPER REMOVER							Recommended for HEAVY Copper Fouling Example: Barrel Break-In, High Round Count, Neglected Gun
RIFLE BLEND							Recommended for Lead, Wax & Carbon Fouling Example: Rimfire Rifles/Pistols, Cast Lead
SHOTGUN BLEND							Recommended for Plastic, Lead & Carbon Fouling Example: All Shotguns
BLACK POWDER							Recommended for Carbon & Corrosive Fouling Example: All Black Powder & Inline Rifles/Pistols
Chameleon Gel							Recommended for SEVERE Fouling & Maintenance Example: Fouling In Throat Area, Carbon Rings, Every 500 Rounds
MOLY MAGIC							Recommended for HEAVY Moly Fouling Example: Use in Conjunction with a Bore Cleaner
BLAST DEGREASER / CLEANER							Recommended for Removing Carbon, Oil & Grease Example: Trigger Groups, Actions

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NRA Embassy Cup (3330-39)

Event Numbers:	3330: SGSV 3335: SGM 3336: SGSA	3338: SGM I 3339: SGSA I
Targets:	2x IPSC Targets	
Ammunition type:	Solid Slug only	
Sights:	Any	
Positions:	Standing unsupported, Prone, Sitting, & Kneeling	
Ready Position:	Parallel	
Course of Fire:	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
Practice 1	25 metres, 2 shots on each target standing unsupported Mandatory reload of at least 4 rounds before 2 shots on each target prone in 20 seconds	
Practice 2	20 metres, 2 shots on each target standing unsupported Mandatory reload of at least 4 rounds before 2 shots on each target sitting in 20 seconds	
Practice 3	15 metres, 2 shots on each target standing unsupported Mandatory reload of at least 4 rounds before 2 shots on each target kneeling in 20 seconds	
Range Commands:	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.	
Loading:	Initial Loading can be from any source of ammunition	
Reloading:	All rounds to be used for reloading must be carried on the person of the competitor	
Scoring:	Where any competitor achieves the highest possible score, their targets must be removed from the backing boards, labelled and passed to Stats.	

- 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)

Event Numbers:	3430: SGSV	3434: SG
Targets:	2x DP1	
Ammunition:	Solid Slug only	
Sights:	As per class	
Positions:	Standing unsupported and kneeling	
Ready Position:	45 Degrees	
Course of Fire:	This event takes approximately 45 minutes to complete It requires 24 rounds The maximum possible score is 120	
Practice 1:	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.	
Practice 2:	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.	
Practice 3:	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.	
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 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

Action/Practical (35XX)

Events and competitions under event 35 are restricted practices and will only be permitted at the National Shooting Centre Bisley at the discretion of the Chief Executive once all approval procedures have been completed. For further guidance contact the discipline representative. For the avoidance of doubt all events using Shotguns taking place at the NSC must adhere to the rules and conditions imparted in this handbook (excluding the NCSC and BSG/BGC)

Event 35 conditions are subject to internal review and will be published once approved.

Man v Man (3834-36)

Event Numbers:	3834: SG 3835: SGM	3836: SGSA
Targets:	Suitable falling or reactive targets, the final target is to be of a different design, size or colour to the initial targets.	
Sights:	Any	
Ammunition:	As permitted by range orders or event conditions	
Positions:	Standing unsupported	
Ready Position:	Shotgun prepared and placed securely at the starting position on the firing point, in accordance with stage briefing, competitor standing upright at least 5m behind the firing point holding a can	
Course of Fire:	<p>It takes up to two hours to complete a complete if using a 16 person J ladder</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, retrieves their gun and engages the initial targets until they fall or react.</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>If the stop plates overlap – the winner is the competitor whose stop plate is underneath the opponent’s stop plate.</p> <p>Competitors change sides after each run if competing in pairs</p> <p>The best of three runs will win the round</p> <p>There is no allowance for malfunctions</p> <p>If run in pairs, the competitor whose final target falls or reacts first wins</p> <p>If timed the fastest person to complete a run wins</p> <p>Competitors are required to remain to the end of the event and assist with resetting plates</p>	
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 AND MAKE READY’	
Loading:	<p>All ammunition must be carried on the competitor’s person and not in the hand. Any dropped magazines or speedloaders may not be retrieved</p> <p>A reload requires at least one round to be retrieved from the shooters pockets or equipment belt and loaded into the magazine</p>	

- Range equipment:**
- A can and kick bar at the start line for each competitor
 - A post for each competitor at the firing point
 - A chair behind the firing line for each competitor waiting for the next round
 - A waiting area for competitors and their equipment
- 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 apply in this event:
- a.** Incorrect start position
 - b.** Failing to place the can on the post before retrieving 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

100 Yards Shotgun (5134)

Event Numbers:	5134: SG
Targets:	NRA 300 yards
Sights:	Any
Position:	Standing unsupported
Ready Position:	Standing, 45 degrees
Course of Fire:	This event takes approximately 15 minutes to complete It requires 10 rounds, plus 2 non-convertible sighters The maximum possible score is 50
Practice 1:	100 yards, 2 non-convertible sighters in two minutes, followed by 2 strings of 5 shots in 30 seconds
Range Commands:	The general rules apply with the addition of the following initial command. On completion of the sighting shots the RCO commands 'LOAD AND MAKE READY' 'WHEN YOUR TARGET APPEARS, CARRY ON'
Loading and Reloading:	Loading and Reloading can be from any source of ammunition
Coaching:	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
Procedural penalties:	<ol style="list-style-type: none">a. Shooting on the wrong target

100/200 Yards Shotgun (5334)

- Event Numbers:** 5334: SG
- Targets:** NRA 300 yards
- Ammunition Type:** Solid Slug only
- Sights:** Any
- Positions:** 100 yards: Standing unsupported
200 yards: Sitting or Kneeling
- Ready Position:** 100 yds: Standing, 45 degrees
200 yds: Any
- Course of Fire:** This event takes approximately 90 minutes to complete
It requires 24 rounds, plus 4 sighters
The maximum possible score is 100
- Practice 1:** 100 yards 12 shots standing un-supported
2 compulsory non-convertible sighting shots individually marked back, followed by 2 strings of 5 shots each in 30 seconds
- Practice 2:** 200 yards 12 shots sitting or kneeling
2 compulsory non-convertible sighting shots individually marked back, followed by 1 string of 10 shots in 12 minutes
- Range Commands:** The general rules apply with the addition of the following initial command. On completion of the sighting shots the RCO commands 'LOAD AND MAKE READY' 'WHEN YOUR TARGET APPEARS, CARRY ON'
- Loading and Reloading:** Loading and Reloading can be from any source of ammunition
- Scoring:** Scores will be relayed by radio back to the firing point. The competitor must record their target number and position left or right. Scoring must be performed by another person on the firing line at 200 yards
- Coaching:** 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.
- Procedural penalties:**
- a. Shooting on the wrong target

Snooker

Shotguns may be subdivided into divisions as required by the match director

Targets:	<p>Metal plates that fall when hit or frangible targets on posts painted the appropriate colour</p> <p>Six in red, and one of each in the following; yellow, green, brown blue, pink, black</p>
Sights:	<p>Any</p>
Ammunition:	<p>Bird shot or slug as specified for that particular event</p>
Positions:	<p>Standing unsupported</p>
Ready Position:	<p>Ready alert/45 degrees, made ready with 6 rounds</p>
Course of Fire:	<p>This event can be shot at 7 to 25 metres</p> <p>This event takes approximately 5 minutes per person to complete</p> <p>It requires 12 rounds</p> <p>The maximum score is 33</p> <p>The red targets are set at approximately 7 metres in a line parallel to the firing point at 1m intervals</p> <p>The coloured targets are set up at equal spacing from approximately 8 metres to up to approximately 15 metres at a 45 degree angle to the firing point, yellow target closest- black furthest away</p> <p>When using solid slug on metal targets the targets are to be erected in locations that comply with the range orders and conditions of A3.1.14</p>
Practice 1:	<p>On the audible start signal the competitor must engage the targets as follows; first a red target until fallen then another colour target then a red target until fallen then another colour target and so on until all the targets are down or the fixed time comes to an end.</p> <p>The coloured targets must be shot in the correct sequence (Yellow first)</p> <p>If the competitor misses a coloured target they must engage a red target until fallen before engaging another coloured plate.</p> <p>Time allowed: 20 seconds</p>
Loading:	<p>All rounds loaded must be carried on the person of the competitor. The competitor may not start touching ammunition</p>

Scoring: Each red target knocked down counts as 1 point
The other coloured targets count as:

- a.** Yellow = 2
- b.** Green = 3
- c.** Brown = 4
- d.** Blue = 5
- e.** Pink = 6
- f.** Black = 7

Range equipment: A suitable timing device
Targets as required
Shooting box

Procedural penalties: A coloured plate shot out of sequence i.e. not after a red target will count as a miss

Skittles

Targets:	10x Ten Pin Bowling Pins
Ammunition Type:	Solid Slug
Sights:	Any
Position:	Standing unsupported
Ready Position:	Parallel
Course of Fire:	<p>This event takes approximately 5 minutes or less per each individual competitor run including reset.</p> <p>It requires 2 runs per round.</p> <p>It can be run as:</p> <p>A straight knock out.</p> <p>On a 'J' Ladder</p> <p>A Ten Pin Bowling Match</p>
Practice 1:	20 metres, 2 shots in unlimited time in the event that the first shot overturns all the skittles a fresh bank of targets will be prepared for the competitors 2 nd shot
Range Commands:	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 'IN YOUR OWN TIME CARRY ON'
Loading:	Loading can be from any source of ammunition
Range equipment:	Ten pin bowling pins and a raised level base or table (2' – 3')
Procedural penalties:	Engaging the targets with ammunition other than Solid Slug will result in disqualification from competition
Scoring:	1 point will be awarded for each pin that is knocked over, if all pins are knocked over with the first shot a 5 point bonus is awarded and the shooter may use their second round for another attempt on a new bank of targets

BDMP Embassy Cup (Match 17)

Event Numbers:	**35: SGM	**36: SGSA
Targets:	2x IPSC Target	
Ammunition type:	Solid Slug	
Sights:	Any	
Gun types:	In accordance with BDMP rules detachable magazines and fore end pistol grips are not permitted	
Positions:	As defined in the match procedures	
Ready Position:	Parallel	
Course of Fire:	This event takes approximately 75 minutes to complete It requires 48 rounds The maximum possible score is 240	
Procedure:	All shooters on the detail will come to the line and prepare. Starting at one end the RO will run each shooter through the first practice at each distance recording their time and proving them clear before moving to the next shooter. The start position is with an unloaded gun held in both hands at waist level, gun butt touching the body, barrel in line with the targets, trigger guard down and safety catch applied. On the audible start signal the shooter will load with as many rounds as they wish and shoot in accordance with the briefings below. Each practice will be scored and patched after all shooters have been proved clear.	
Practice 1:	At 25m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds and then 2 shots standing per target	
Practice 2:	At 25m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds after shooting standing and then 2 shots prone per target	
Practice 3:	At 20m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds after shooting and then 2 shots standing per target	
Practice 4:	At 20m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds after shooting standing and then 2 shots sitting per target	
Practice 5:	At 15m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds after shooting and then 2 shots standing per target	
Practice 6:	At 15m after the start signal load and fire 2 shots standing per target, reload with minimum of 4 rounds after shooting standing and then 2 shots kneeling per target	

Range Commands:	<i>Shooters to the line, shooter XXX prepare, are you ready?, Standby, If you have finished unload and show clear</i>
Loading:	Loading may only be from belts, bags or pockets etc. no rounds may be recovered from the ground or boxes placed on the ground
Reloading:	All rounds to be used for reloading must be carried on the person of the competitor
Scoring:	<p>Comstock- overall time limit of 90 seconds per practice</p> <p>On the audible start signal the competitor will engage the target as per the practice requirements up to a maximum of 90 seconds. Shooters exceeding the 90 seconds will be stopped and the stage scored as zero.</p> <p>Each practice will be scored individually with the targets patched/refaced as required. The hit factors for all the practices will be added up for each shooter to give a match hit factor and the shooters overall score will be ranked relative to the shooter with the highest hit factor.</p> <p>A-Zone =5 points C-Zone= 3 points D-Zone = 1 point Misses = minus 10 points Additional shots will be scored as misses</p>
Malfunctions:	Shooters may attempt to rectify any malfunctions that occur after the start signal but must at all times keep their guns pointing at the backstop and their fingers outside the trigger guard, failure to do so will result in disqualification. If a malfunction cannot be rectified within the 90 second time limit the stage will score as a DNF (zero score)
Procedural penalties:	<p>10 point penalty</p> <p>Firing extra shots will incur 1 penalty per shot</p> <p>Stepping outside or touching the ground outside the firing box/area</p> <p>Removing the safety catch before the start signal</p> <p>Changing position before the start signal</p> <p>Shooting from the wrong position</p> <p>Shooting positions in the wrong order</p> <p>Procedural penalties will be applied to the score achieved during the practice in which they were committed.</p>

Disqualification:

Dropped gun

ND

Finger on trigger while loading or clearing a stoppage/malfunction or while moving/changing position

Shots fired outside the bullet catcher, during loading or unloading, before the start signal, while changing position

(Exceptions only if caused by gun malfunction that can be demonstrated to CRO)

Definitions:

Start position: Standing, unloaded gun held horizontally at waist (belt) pointing at the targets and safety **on**. Only the soles of the feet may touch the ground

Standing: Only the soles may touch the ground and no other means of support is permitted

Lying/Prone: In line with gun pointing at the targets, head towards targets behind the firing line (rollover **prone or supine positions are not allowed**)

Sitting: Both buttocks on the ground

Kneeling: One or both knees in contact with the ground, the buttocks may not touch the ground

Shield Skittles

Event Numbers:	**34: SG
Targets:	5x number 10 pin bowling pins
Ammunition Type:	Solid Slug
Sights:	Any
Positions:	Any
Ready Position:	Varies
Practice 1:	At 10m the shooter will load with 8 rounds only and start holding gun in the strong hand trail position
Practice 2:	At 15m the shooter will start in the strong hand trail position in either of the start boxes with an unloaded gun. On the audible start signal they will engage all targets loading only one round before firing each time (load 1 shoot1). They must move to the other box after each shot fired, failure to do so will result in a procedural penalty per shot fired.
Practice 3:	At 20m the shooter will load with 8 rounds only and start in the strong hand trail position
Range Commands:	The general rules apply
Loading:	Loading can be from any source carried on the person
Range equipment:	5 number skittles set on posts approximately 3' above ground at approximately 4" centres 1 shooting box at 10m 2 shooting boxes at 15m spaced 7m apart parallel to the firing line 1 shooting box at 20m
Procedural penalties:	Engaging the targets with ammunition other than Solid Slug will result disqualification from competition. Firing more than 8 shots per practice will incur 1 procedural penalty per shot fired. Firing whilst outside a box will incur 1 procedural penalty per shot fired.
Scoring method:	Comstock- each practice may be scored separately as individual stages as part of a larger match or the times and scores added together to give an overall match time/score.

Shield Clays

Event Numbers:	**34: SG
Targets:	15 clay pigeons
Ammunition Type:	Solid Slug
Sights:	Any
Positions:	Any
Ready Position:	Varies
Course of Fire:	It requires 24 rounds
Practice 1:	At 20m the shooter will load with 8 rounds only and start with the gun placed on a tyre in front of them pointing downrange safety catch applied. The shooter will start kneeling (both knees on the ground) hands on head with fingers interlocked. On the start signal they will shoot 5 clays from within the shooting box.
Practice 2:	At 15m the shooter will start standing holding the gun in both hands at waist height parallel to the ground. On the start signal they will shoot 5 clay pigeons from within the shooting box.
Practice 3:	At 10m the shooter will start standing holding the gun in the weak hand trail position loaded with a maximum of 8 rounds. On the start signal they will shoot 5 clay pigeons from the weak shoulder only.
Range Commands:	As required
Loading:	Loading can be from any source carried on the person
Range equipment:	15 number clay pigeons suspended from a wooden frame in 3 banks of 5, each bank of targets is to be clearly distinguishable. 3 shooting boxes
Procedural penalties:	Engaging the targets with ammunition other than Solid Slug will result disqualification from competition. Firing more than 8 shots per practice will incur 1 penalty per shot fired. Firing whilst outside a box will incur 1 penalty per shot fired. Firing from the wrong shoulder will incur 1 penalty per shot fired
Scoring method:	Comstock- each practice may be scored separately as individual stages as part of a larger match or the times and scores added together to give an overall match time/score.

Shield “el Precedente”

Event Numbers:	**34: SG
Targets:	5x IPSC Metric Targets
Ammunition Type:	Solid Slug
Sights:	Any
Positions:	Standing unsupported
Ready Position:	Weak hand trail, gun loaded and made safe
Course of Fire:	It requires 10 rounds The maximum possible score is 50
Practice 1:	At 20m the shooter will load with 5 rounds only and start with the gun held in strong hand trail pointing down range, the competitor will commence the stage facing up range. On the start signal they will fire 1 round at each target before reloading with a maximum of 5 rounds and fire 1 round at each target
Range Commands:	As required
Loading:	Loading can be from any source carried on the person
Range equipment:	5 target holders 1 shooting box Shot timer/stop watch
Procedural penalties:	Firing more than 10 rounds will incur 1 penalty per shot fired. Firing whilst outside a box will incur 1 penalty per shot fired.
Scoring method:	Comstock

The Rossendale 50m

Event Numbers:	**34: SG
Targets:	2x number IPSC classic targets 4x number pepper poppers or 10" square falling plates The targets are to be arrayed with the IPSC targets at 4' centres placed 6' from the metal targets. The metal targets are to be at 3' centres between the paper targets. All targets are to be at the same distance from the shooting box and with the highest scoring zones level with the widest points of the metal targets
Ammunition Type:	Solid Slug
Sights:	Any
Positions:	Any
Ready Position:	Standing, unloaded gun in strong hand trail
Practice 1:	At 100m the shooter will start standing with their unloaded gun held in the strong hand trail position and their heels touching the rear of the shooting box. After the start signal they may assume any shooting position within the shooting box, only forward movement is permitted. A competitor may not retreat to recover ammunition or for any other reason.
Range Commands:	As required
Loading:	Loading can be from any source carried on the person
Range equipment:	2x number IPSC targets 4x number pepper poppers or 10" metal plates 1x shooting box that is 90 to 100m from the target line Shot timer
Procedural penalties:	Firing whilst outside the box will incur 1 penalty per shot fired.
Scoring:	Comstock

The Bargrave Deane SG

Event Numbers:	**34: SG
Targets:	10x frangible targets or reactive metal plates 6" square per team
Ammunition Type:	Solid Slug for frangible targets Birdshot for metal plates or frangible targets All competitors must use the same ammunition type
Sights:	Any
Positions:	Standing unsupported
Ready Position:	Loaded but not made ready, gun at trail in the strong hand
Course of Fire:	Teams of two shooters will compete in heats against another team
Practice 1:	Shotguns will be loaded with a maximum of 5 rounds, the action forwards but not made ready. On the start signal the teams will run 50 yds to the firing point and engage their targets within 30 seconds. The winning team will be the one that: a) Hits all its targets in the shortest time b) Hits the greater number of targets c) Expends the least number of rounds if an equal number of targets are hit by both teams within the time limit
Range Commands:	As required, once a team has knocked down/broken all its targets the command cease fire will be given or a whistle blown signalling that all shooting must cease.
Loading:	Loading can be from any source of ammunition
Range equipment:	2 pairs of 10 targets – which can be frangible targets at 15yds or 6"square reactive metal plates at 15 yds. They are to be spaced in 2 lines, 10 ft apart, at 3ft centres between 2 and 4 feet from the ground. If not shot in heats then a stopwatch or shot-timer may be used to record the fastest time
Procedural penalties:	Shots fired after the stop cease fire will result in a hit target being deducted from the score irrespective of whether the shot hit a target or not. Making ready before reaching the firing point will result in disqualification of the individual and a zero score for the team.

History and background information

Target shotgun is not a new discipline. Shotguns have been used for target shooting since they were first made, but it is only recently that there has been a move to formalise some of the rules and event conditions. The use of shotguns at the NSC Bisley was promoted in the first decade of this century by enthusiasts from many clubs without whom this “new” discipline would not have moved forwards. The reader will note that many of the competitions listed herein are based on existing events that have been modified to suit the use of Shotguns. It is intended that as events evolve and are invented that they are included in this handbook to provide a ready guide for clubs and individuals. To that end should any club or individual wish to submit for consideration any event that they think is suitable for inclusion the Target Shotgun Sub-committee would be pleased to receive details via the address given. Further information about target shotgun is available from the discipline representative or online in many of the free shooting forums:

four4islands.org

www.full-bore.co.uk

Within “Target Shotgun” various sub divisions exist, while the list below is not exhaustive and is very broadly scripted it may be of use to the novice.

Target Shotgun- any event that involves the use of a shotgun for the purposes of competition, specifically excluding quarry shooting and clay shooting which is well served by the CPSA etc or niche events such as those covered by BWSS.

GR&P Shotgun- a subset of target shotgun where events are carried out broadly in line with the GR&P rule book with minor amendments to suit the firearms and ammunition types used i.e. T&P 1, Multi-Target, etc

Action Shotgun- a subset of Target shotgun where the stages/events are designed using disparate and non-repeated target arrangements and stage conditions to test accuracy and proficiency with a shotgun.

Practical Shotgun- a subset of Action Shotgun where the stages/events are designed to test accuracy and proficiency with a shotgun under conditions that replicate, insofar as possible, those that they may experienced in a non- competitive environment .i.e. simulated quarry shooting, stalking etc.

IPSC Shotgun- a subset of Practical Shotgun, stages and events held in line with the principles of practical shooting and rulebook(s) as promulgated by the IPSC, though not sanctioned by them.

Sanctioned IPSC shotgun- a subset of IPSC shotgun where events are approved by IPSC and subject to rules and conditions particular to them. (This falls outside the remit of the NRA and is included only for information purposes).

Historic- minor categorisation for differentiating events described above where only shotguns of a certain vintage may be used.

Multi-gun- competitions that require the competitor to use more than one firearm during any one scoring period. This may include shotguns.

2, 3 or 4 gun- competitions that require the competitor to use more than one type of firearm during separate scoring periods to count towards a single total score. This may include shotguns.

While researching the event histories it became apparent that the event formerly known as the Embassy Cup was not in line with the original practice (as detailed in BDMP Embassy Cup – Match 17). To avoid confusion it was renamed the NRA Embassy Cup but the conditions remain the same.

JS Harris 1st January 2013

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