

# SECTION 9

## Police Sport UK Open Rifle and Pistol Championships – Bisley General Conditions of Entry

### Legal liability

All persons attending these Championships are reminded of their statutory liability in respect of their possession and handling of firearms and ammunition. Competitors are required to make a declaration on the entry form that they are entitled to use the type and class of firearm for the competition(s) that they enter by virtue of their membership of a Home Office approved Club, or other authority. Acceptance of an entry is conditional on the declarations being signed by each competitor. The Organising Committee reserves the right to examine this authorization and refuse to accept an entry where this cannot be proven. The NRA Safe Shooting Scheme applies to all firearms used on M.o.D Ranges, including Bisley, with the exception of single shot .22 firearms and air guns. **All competitors, unless exempted, are required to possess a Certificate of Safety and Competence**, without which we cannot allow them to shoot in the Championships.

### Rules for each Competition

It is the intention of the Police Sport UK Shooting Section Committee that the competitions provided at these Championships will be conducted under the published rules of the respective National Governing Bodies, (*NGB's*), of the relevant discipline; i.e. NSRA, NRA, ISSF, MLAGB, etc., **particularly with regard to the safety rules and range conduct**. The course of fire for each event will generally be in accordance with those in common usage by those NGB's at their respective National or International Championships, but the Committee reserves the right to introduce specific rules, change the usual course of fire, or introduce new courses of fire for any of the events if considered necessary for the efficient running of the Meeting or the enjoyment of the Competitors. For the convenience of Competitors the relevant sections of the NGB rules are reproduced below. These extracts are not intended to supersede those rules unless specifically mentioned. The Shooting Section General Rules applies to all matters not covered by the specific competition rules.

### Eligibility for Police Sport UK Championships

All events are 'Open' to the general public. Shooting Section Trophies and other specified awards may only be awarded to Competitors who meet the eligibility criteria set out in the General Rules (\*\* precis below). Police Sport UK record scores or Championship Status may only be achieved by those similarly eligible, but Record scores for the Bisley Meeting may be achieved by any competitor, and will be separately listed.

### Entries

Entries must be made on the official entry form, but this may be copied, faxed, or downloaded from the Police Sport UK Shooting Section website. Only one entry is allowed for each competitor for the purposes of the Open meeting or the Police Sport UK Shooting Championships.

### Data Protection Act / GDPR Notice

Data on entrants will be held on a personal computer by the Police Sport UK Shooting Section, for the purposes of maintaining its Register of Competitors and the publishing of results. This data will only comprise a Name, Club or Police Service, contact telephone or Email address, and the scores achieved. The Competition Organiser is the designated representative under the Act. By entering the Championships and signing the entry form you are giving consent for the Section to keep and use information about you for this purpose. The entry-forms containing your details will be retained in their original form for a period of 2 years after the Championships. Results will be maintained by electronic means indefinitely for the purposes of future reference and maintaining historical records, and as such they will be displayed on the Section website and/or distributed to interested parties. The website display will be confined to a table of results showing a Name, Club or Police Service, and scores achieved for each competition entered. Individuals who do not wish their full name to be displayed on the website must indicate this in the appropriate place on the entry form. In this case, results will display initials and Club or Police Service only.

## Squadding Notices and Score Cards

All Competitors will be issued with a **squadding notice** which will state their Name, Competitor Number, day, time and range for all competitions entered. Firing points will be allocated by the Range Officer(s) on arrival at the range. It will be the responsibility of each competitor to arrive at the range at the allotted time otherwise the event may only be fired at the discretion of the Range Officer if there is a firing point available. A colour coded **score-card** will be issued for each competition entered. At the conclusion of each shoot it will be the responsibility of each competitor to ensure that their score cards are correctly signed, witnessed, and returned to the Range Officer or Championship Statistics Office.

## Classification and Reclassification

Competitors in competitions 1, 2, 8, 9, 12, and 13 must declare a current average, and will be placed in the classes as follows:

Discipline / Class	A	B	C
<b>Full Bore Rifle:</b>	136 and over	135 and under	
<i>Note</i>	Averages are to be based on scores achieved in 30 shot competitions at 300, 500 & 600 yards		
<b>Small Bore Rifle:</b>	98.0 and over	95.5 to 97.9	Remainder
<i>Note</i>	Averages must be submitted to one decimal place, and be calculated from the best 10 of the last 12 short-range PSUK, County or Club Leagues recorded		
<b>Air Rifle:</b>	550 and over	Remainder	
<i>Note</i>	Averages must be based on the scores achieved in the best five, out of the last six courses of fire <i>NB:</i> a 'course of fire' is an entire 60 shot, or 40 shot match, as appropriate		
<b>Air Pistol:</b>	530 and over	Remainder	
<i>Note</i>	Average calculation – as for Air Rifle.		

Competitors failing to submit an average will be placed in Class A

The Committee reserves the right to reclassify any competitor if considered in the interests of fair competition. In Competitions where a declaration of an average score is required, those not stating this on the entry-form will be placed in the highest class available. Competitors achieving the top three places in classes 'B' or 'C' will be promoted to the next highest class for the following year.

Current members of all Police Sport UK representative Squads **must** enter in class A for their particular discipline.

## Posting of Results, Challenges and Protests

In events which run throughout the Championships, scores will be posted at regular intervals at Championship Reception and at the Lord Roberts Centre. These will be regularly updated and marked "PROVISIONAL" until such time as all score cards have been returned by competitors, which must be no later than 2.00pm on Thursday. These result sheets will then be posted showing "FINAL RESULT".

For events which take place in a single relay or detail, scorecards must be returned to the Championship Statistics office immediately after the conclusion of the competition. Result sheets will be posted as soon as practicable after the scores have been collated. All such result sheets will show the time of publication, and show "FINAL RESULT". After the Meeting has closed, all results will be available for downloading from the Shooting Section Website – [www.psuks shooting.org](http://www.psuks shooting.org)

**Challenges:** In all competitions where scores are recorded on the range, competitors must check the scores and additions carefully before signing them. Only challenges concerning incorrect addition may be made to Championship Stats. Office, as challenges concerning the scoring value of a shot cannot be resolved subsequently. Scores recorded on electronic targets may not be challenged except immediately after the shot is fired, in accordance with ISSF rules. **No challenges will be accepted after TWO HOURS of the publication of the competition Final Results, or 3.00pm on Thursday.**

**Verbal protests:** These may be made and decided on the ranges immediately by the Range Conducting Officer. If the protest is resolved to the satisfaction of all concerned then no further action is necessary, no protest fee is payable, and a brief report of the circumstances may be made by the RCO to the Organising Committee if considered justified.

**Written protests:** If a Shooter or Team Official does not agree with the decisions of a Range Officer or Championship Officials in matters concerning breaches or interpretation of the competition rules or on any other matter that is likely to have an effect on the results of any competition, then a written protest must be submitted on a form obtainable at Championship Reception. This written protest must be received by the Championship Organising Committee no later than ONE HOUR after the matter in question, and a fee of £10.00 is payable. A shooter or team official has the right to submit a written protest without making a verbal protest. A Jury comprising three members of the Police Sport UK Shooting Section Committee will consider all written appeals, which will be decided by a majority vote. The decision, giving reasons, will be notified in writing.

If there is disagreement with the Jury decision, the matter may be appealed to a Jury of Appeal. Such appeals must be submitted in writing by the Shooter or his/her representative no later than TWO HOURS after the Jury decision has been announced, and a further fee of £10.00 is payable. In special circumstances the period for submitting an appeal may be extended by up to 12 hours, but in any event no later than 3.00pm on the final day of the Championships. The Jury of Appeal will comprise three members of the Championship Committee, or other persons holding recognised judging qualifications or the requisite experience, if available, who were not on the original Jury. Decisions of the Jury of Appeal will be notified in writing, and may not be further appealed. If the protest or subsequent appeal is upheld, all fees will be returned.

### **Electronic targets – adhesive labels**

Adhesive labels will be issued in lieu of score cards for competitions fired on electronic targets. Only one label may be attached to each printer strip, with the exception of competitions 14 and 16 where the first 40 shots of competitions 13 and 15 are concurrent with women's competitions, in which case both labels must be used.

**For self-squadded air gun events** there will be no designated Range Officer in attendance throughout the time that the range is available for shooting. Therefore, NSRA postal league rules will apply in that labels must be affixed to the top of the printer-strip and witnessed by signing across the label by the NSRA Duty Manager, another competitor, or other appropriate witness before shooting commences. At the conclusion of the shoot Competitors must sign their print-outs and ensure that they are returned to the Statistics Office situated at the rear of the Malcolm Cooper Range.

**For squadded 50m events** competitors must have their labels ready for collection by the Range Officers before the start of each relay. These labels will be attached to the printer-strips by the Range Officers. Competitors should check and sign the printouts at the conclusion of each shooting series.

### **Re-Shoots**

If range space permits, certain events may be re-fired for personal satisfaction. **This may only be done after the relevant competition has been fired.** This Rule is intended to prevent limited range space being used to the detriment of the actual competition, and Competitors having a full-course practice shoot immediately before their participation in the competition. Re-Shoots will not be permitted if this is to the detriment of competitors wishing to shoot their Championship event. **Scores achieved in a re-shoot will not count towards any competition.** Re-entry may be made by application to the Championship Reception or Range Officer and by payment of a fee which will reflect the cost of targets and range hire. A specially marked score card will be issued, which need not be returned to Stats. A 'Sweepstake' competition for re-shoots *may* be run if the number of entries in each event justifies it. Notices will be displayed in Championship Reception if this is the case.

### **Team Competitions**

Team entries for specified competitions may be made on the entry form or at the meeting. **Team members must be nominated on a card obtainable at Championship Reception, before any of those individuals has fired their first sighting shot.** All Team events will be for teams of **THREE** shooters. Team competitions are open to Police and non-police teams, but all members of each team must be bona-fide members of the specific Club or Police Service that is stated on their entry-form. Teams representing a particular Police Service must wholly comprise serving or

retired personnel from that Service. Applying the same principle, entries from non-police teams must all be bona-fide members of a specified Club, and not representing NGB's or Associations, such as ESSU, SSRA, etc. Teams may include police and non-police competitors if they are all members of the same Club, but Championship trophies will only be awarded to the highest scoring team composed solely of eligible\* competitors. There are no restrictions on the number of teams that may be entered in each event. **All team members must enter the appropriate individual event** and the scores so obtained will be concurrent with the team score. No competitor may shoot for more than one team in the same competition.

### Substitutes in Team Competitions

Where it becomes necessary to change the composition of a previously nominated team, this may be done by completing a new team nomination form, **provided that neither the originally nominated team member, nor the substitute, has fired their first sighting shot.**

### Allocation of Prizes

Prizes will be awarded in accordance with the number of entries received for each competition, as shown below. There will be no supplementary awards or prizes, other than the Police Sport UK trophies if eligible\*.

<i>Less than 6 entries</i>	1 <sup>st</sup> place only
<i>More than 5 but less than 12 entries</i>	1 <sup>st</sup> and 2 <sup>nd</sup> place
<i>More than 11 entries</i>	1 <sup>st</sup> , 2 <sup>nd</sup> and 3 <sup>rd</sup> place

Further prizes will be allocated as a percentage of the total entries.

Where a competition is shot in classes, awards will be made in each class in accordance with the above. The number of prizes in each Team competition will be allocated in accordance with the same criteria used for Individual competitions, but each member of a successful team will receive an award.

### Eligibility for Police Sport UK Trophies \*\*

The FULL definition of eligibility is published within Police Sport UK Rules (Constitution – May 2017) but to precis: - Serving officers; specials; police staff and those affected by TUPE (they will know who they are!); retired officers and retired police staff PLUS certain Agency Staff/Detention Officers who fulfil *additional* criteria – all of whom are members of their respective Sports Clubs / Associations - shall be eligible to participate in any event promoted by Police Sport UK (and thus may hold Police Sport UK Trophies)

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## INDIVIDUAL COMPETITIONS

Competition	1	Full bore Rifle (Short Range - 300, 500, 600 yards)	
Competition	2	Full bore Rifle (Long Range - 900, 1000 yards)	
Competition	3	Full bore Rifle Aggregate (comps 1 & 2)	
Competition	4	Full bore Rifle (F Class Short Range)	
Competition	5	Full bore Rifle (F Class Long Range)	
Competition	6	Full bore Rifle F Class Aggregate (comps 4 & 5)	
Competition	7	Full Bore Rifle (TR & F Class) 2+15 @ 500y	
Competition	8	Practical Rifle – iron and optical sights	
Competition	9	Small bore Rifle (120 shots at 50 metres)	
Competition	10	Small bore Rifle (60 shots at 50 metres)	
Competition	11	Small bore Rifle Aggregate (comps 9 and 10)	
Competition	12	Small bore Rifle 3 x 40 shots Kneeling, Prone and Standing at 50 metres	
Competition	13	ISSF Air Rifle	
Competition	14	ISSF Air Rifle Ladies match	
Competition	15	ISSF Air Pistol	
Competition	16	ISSF Air Pistol Ladies match	
Competition	17	ISSF 50 metre Pistol (formerly Free Pistol)	
Competition	18	Advancing Target - Gallery Rifle	[GRCF]
Competition	19	Advancing Target - Lightweight Sport Rifle	[GRSB]
Competition	20	McQueen Rifle Competition	
Competition	21	Sport Pistol	
Competition	22	Gallery Rifle CF & SB - Multi Target Match	[GRCF/GRSB]
Competition	23	Gallery Rifle CF & SB - Timed and Precision 1	[GRCF/GRSB]
Competition	24	Gallery Rifle CF & SB - 25 metre Precision	[GRCF/GRSB]
Competition	25	Black Powder - Bow Street Runner match	
Competition	26	Black Powder – The 1862 match	
Competition	27	Black Powder - 25m Free Percussion Revolver	
Competition	28	Black Powder - 25m Percussion single-shot Pistol	
Competition	29	Target Shotgun “1” – Birdshot Standards event	
Competition	30	Target Shotgun “2” – Buckshot Standards event	
Competition	31	Target Shotgun – Trenchard (Timed & Precision)	
Competition	32	Target Shotgun – Sydney Street	
Competition	33	Target Shotgun - Historic	

## TEAM COMPETITIONS

Competition	1T	Full bore Rifle (Short Range)	
Competition	2T	Full bore Rifle (Long Range)	
Competition	4T	Full bore Rifle (F Class – Short Range)	
Competition	5T	Full bore Rifle (F Class – Long Range)	
Competition	8T	Practical Rifle (open)	
Competition	9T	Small bore Rifle (120 shot match)	
Competition	10T	Small bore Rifle (60 shot match)	
Competition	24T CF	Gallery Rifle - 25 metre Precision	
Competition	24T SB	Lightweight Sport Rifle - 25 metre Precision	
Competition	25T	Black Powder Bow Street Runner	
Competition	26T	Black Powder The 1862 Match	

# Competition Rules and Conditions

## Competition 1 - Full bore Rifle (Short Range)

- 1.1 **Rule Authority**  
National Rifle Association Rules for Target Rifles, (*as shown in current 'Bisley Bible'*), will apply.
- 1.2 **Safety Rules**
  - 1.2.1 A Competitor using a bolt-action rifle must at all times either carry it with the breech open and a breech flag clearly inserted, or with the bolt removed from the rifle, except during the process of firing a shot.
  - 1.2.2 Immediately after firing at every distance each register keeper is responsible for checking the firer's rifle (both chamber and body) is clear. The firer is primarily responsible for ensuring his rifle has been cleared before leaving the firing point.
- 1.3 **Firearms permitted**  
Target Rifles as per NRA definition
- 1.4 **Ammunition**  
As Per NRA Rules for Target Rifles (ie: 155Gr)
- 1.5 **Targets and shot values**  
Standard (NRA) TR targets scaled to the appropriate range. Standard TR shot-values will apply.
- 1.6 **Target Marking and Score Indication**  
Targets will be scored and indicated to the shooter by the method used by the NRA at the Imperial Meeting. Shots will be indicated by the insertion of a fluorescent disc in the most recent shot-hole. Previous shot holes will be pasted over. Communication with the butts will be by the use of two-way radios, using the standard NRA message system.
- 1.7 **Course of Fire**  
To be fired at 300, 500 and 600 yards on Century Range.
  - 1.7.1 Number of shots: 36, consisting of 2 sighting shots and 10 shots to count at each distance. Sighters may be converted.
- 1.8 **Classification**  
To be fired in two classes. There will be a concurrent team event.
- 1.9 **Competition Procedure**
  - 1.9.1 Competitors must present themselves to the Chief Range Officer at the Firing point 15 minutes before the time specified on their start card, when individual targets will be allocated. Any competitor who is not ready at the allocated firing point at the correct time may forfeit their right to shoot.
  - 1.9.2 The Range Conducting Officer, whose decision is final, will resolve any disputes or difficulties.
  - 1.9.3 Competitors will place themselves to the left of the peg denoting their target. Generally they will be squadded three to a target and may arrange their position on the point by mutual agreement. Competitors will fire single shots in rotation, commencing with the right-hand man, followed by the centre man and so on.
  - 1.9.4 Score cards will be exchanged between competitors on each target, so that the shooter in the centre and on the left of a group of three records scores of the shooter to his right. The shooter on the far right records scores of the one on the far left of the group.
  - 1.9.5 The NRA will be requested to provide Butt markers, for which a supplement to the entry fee will be applied. In the event that the NRA is unable to supply sufficient markers Competitors will be required to perform butt-marking duties for the alternate relay.
  - 1.9.6 In the event of a target failure the range officer may transfer a competitor to another target.
  - 1.9.7 The time allowed to a competitor in which to fire a shot shall be 45 seconds. The time allowed starts from the order to commence until the time the target is cleared and available in the case of all subsequent shots.

1.9.8 Triggers may be tested at the discretion of the Range Officer, and in particular when a score likely to be in the prize list has been made.

1.10 **Malfunctions**

No allowance will be made for poor shots caused by a defective firearm but in the event of a misfire, another cartridge may be used.

**Competition 2 - Full bore Rifle (Long Range)**

2.1 With the following variations/additions, all Rules in Competition 1 will apply.

2.2 **Course of Fire**

To be fired at 900 and 1,000 yards on Stickledown Range.

2.2.1 Number of shots: 24, consisting of 2 sighting shots and 10 shots to count at each distance. Sighters may be converted.

**Competition 3 - Full bore Rifle Aggregate**

3.1 **Classification**

Individual entry - one entry per competitor. To be fired in two classes

3.1.1 The winner will be the competitor with the highest aggregate score obtained in Competitions 1 and 2.

**Competition 4 - F Class (Short Range)**

4.1 With the following amendments/additions, all Rules in Competition 1 will apply.

4.2 **Rule Authority**

ICFRA Rules in respect of 'F class' rifles will apply.

4.3 **Additional Safety Rules**

A Competitor using a Self Loading Rifle must carry it 'unloaded', i.e. no magazine engaged, no round in the chamber, working parts forward, not "cocked and locked" with safety catch engaged. All other firearms must be carried in a manner such that they are clearly able to be seen to be unloaded, as appropriate for the type and make.

4.4 **Firearms permitted**

The current ICFRA definition of F class rifles, as permitted to be fired at Bisley.

4.5 **Ammunition**

May be commercial or hand loaded, but loaded in a manner consistent with the ammunition industry's accepted standards; must be safe to fire in the rifle for which it is intended and must meet in all respects the limitations of the range regulations (e.g. calibre, velocity, muzzle energy, etc.). Bisley is 3275 fps. Calibre restriction to 8mm

4.6 **Classification**

To be fired in two single classes, alongside competition 1, as follows:

4.6.1 **F Class OPEN Rifle is:**

- a) Any Rifle Chambered up to 8mm which complies with NRA rules
- b) May be shot off a front rest or bipod plus back bag
- c) Any scope or sighting method may be used
- d) Ammunition must comply with the Muzzle velocity and energy rules which are laid down in the NRA Range Regulations (2 c. i to iii)
- e) Rifle weight including Bipod if used must not exceed 10Kg (22 lbs)

4.6.2 **F Class/TR Rifle is:**

- a) Any Rifle Chambered in UNMODIFIED .308 Win/7.62mm or .223 Remington/5.56mm
- b) Must be shot off a bi-pod only, plus back bag, or a sling
- c) Any scope or sighting method may be used.
- d) Factory or hand loaded ammo may be used, but must comply with the Muzzle velocity and energy rules which are laid down in the NRA Range Regulations (2 c. i to iii)
- e) Rifle weight including Bipod must not exceed 8.25 Kg (18.15 lbs.)

#### 4.7 **Targets and Scoring**

4.7.1 Targets will be as defined by ICFRA, scaled to the appropriate range

4.7.2 Competitors MUST declare that their rifles conform to the definition of F-Class T/R, *as shown in rule 4.5*, on their score-cards, and inform the Range Officer, or they will be placed in the 'Open' class.

#### **Competition 5 - F Class (Long Range)**

5 With the following variations, all Rules in Competition 4 will apply

##### 5.1 **Course of Fire**

To be fired at 900 and 1,000 yards on Stickledown Range.

##### 5.2 **Targets and Scoring**

As for short-range.

#### **Competition 6 - F Class Rifle Aggregate**

##### 6.1 **Classification**

Individual entry - one entry per competitor. To be fired in two classes

6.1.1 The winner will be the competitor with the highest aggregate score obtained in Competitions 4 and 5.

#### **Competition 7 - TR & F Class Rifle**

7.1 With the following variations, Rules in Competitions 1 and 4 will apply

##### 7.2 **Firearms Permitted**

Dependent upon the firearm used, the respective rules will apply

*T/R Full Bore* As Per Rule 1.3

*F Class Open* As Per Rule 4.6.1

*F Class T/R* As Per Rule 4.6.2

##### 7.3 **Course of Fire**

2 Sighters and 15 shots to count at 500y on Century Range.

#### **Competition 8 - Practical Rifle**

##### 8.1 **Rule Authority**

NRA Rules in respect of Practical Rifle events will apply.

##### 8.2 **Safety rules**

See rules 1.2 or 4.2 as applies to the type of firearm being used.

##### 8.3 **Firearms permitted**

Any manually operated rifle may be used, but this must comply with Muzzle velocity and energy rules which are laid down in the NRA Technical rules.

##### 8.4 **Course of fire**

The actual course of fire will be revealed on the day, and is likely to be different from that used in the previous year. Competitors will need to provide themselves with up to 100 rounds each.

##### 8.5 **Classification**

To be fired in two classes: Iron sights and Optical sights.

##### 8.6 **Competition Procedure**

8.6.1 All competitors will attend a briefing on the firing point at Short Siberia at 8.30am, and be divided into two relays. The course of fire and timing for each stage will be explained at this time

8.6.2 Targets appropriate to the specific course of fire will be used.

8.6.3 Competitors will be required to perform butt-marking duties for the alternate relay.

## Competition 9 - Small bore Rifle 50 Metres: 120 shot match

### 9.1 Rule Authority

ISSF Rules will apply, as per the current ISSF rulebook, except 8.1.1 below

9.1.1 There will be NO clothing or formal equipment control, but competitors will be expected to conform to the spirit of the ISSF rules, such that no advantage may be gained from their clothing.

9.1.2 If decimal scoring is not available ISSF rules will be applied for tie-breaking, based initially on inner-tens.

### 9.2 Safety Rules

9.2.1 Only single-shot rifles may be used. All rifles must be carried with the breech open and a breech flag clearly inserted, or with the bolt or action removed.

9.2.2 If a competitor leaves the firing point for any reason, then a breech flag must be inserted in the rifle to indicate that it is in a 'safe' condition. Rifles must not be left with the bolt or action in a closed condition.

9.2.3 Shots must not be deliberately fired at anything other than the targets, such as for barrel-warming purposes.

### 9.3 Targets

9.3.1 Sius Ascor electronic targetry systems will be used. A full explanation of the use of the equipment will be given to those unfamiliar with it.

9.3.2 Each competitor will use an individual hand controller to select the zoom mode.

### 9.4 Course of fire

To be fired at 50metres on the Malcolm Cooper Range, Lord Roberts Centre.

9.4.1 Number of shots - 120, fired as two 60 shot, 50 minute relays with the scores aggregated. Each 50 minute relay will be preceded by a 15 minute preparation AND sighting period. (See also Rule 8.6.5)

### 9.5 Classification

To be shot as an open event in three classes.

9.5.1 The Team event will be unclassified, ex 3600 points. (Teams of three x 1200)

### 9.6 Competition Procedure

9.6.1 Adhesive labels will be issued for each of the 60-shot series. These will be collected by the Range officers before the start of each relay and affixed to the top of each printout. Scores are recorded automatically on this printout, which should be checked and signed by each competitor before leaving the firing point.

9.6.2 There will be 5 relays available during Wednesday, and a further three on Thursday morning. The two relays may be fired on different days. Competitors must nominate their preferred start time for each relay on the entry-form.

9.6.3 Any competitor knowingly firing or receiving a cross-shot should notify the Range Officer BEFORE FIRING ANOTHER SHOT.

9.6.4 Any spurious score indication, such as 3 or below, which cannot be accounted for on the white surround, should be notified to the Range Officer BEFORE FIRING ANOTHER SHOT.

9.6.5 Timing - There will be a 15 minute preparation AND sighting period before the start of each relay. Sighting targets will be visible 15 minutes before the preparation/sighting period commences. Once competitors have been called to the firing line they may handle their rifles, dry fire and carry out holding and sighting exercises, but rifles must NOT be loaded until the command "PREPARATION AND SIGHTING TIME - START" is given.

After the command "STOP" targets will be reset. A maximum time of 50 minutes is allowed to complete the course of fire/match shots.

9.6.6 Competitors are permitted to leave the firing point during each relay, with the permission of the Range Officer, but must do so with courtesy to others still shooting. All other persons on the range must not

engage in any activity which is likely to disturb those still shooting.

#### 9.7 **Geoff Partridge Trophy**

The top eligible\* competitor from Class 'C' who does not feature in the awards list in this Competition will be the winner of the Geoff Partridge Silver Tray.

#### **Competition 10 - Small bore Rifle 50 Metres: 60 shot match**

With the following variation all rules in competition 9 will apply

##### 10.1 **Course of fire**

60 shots fired in one 50 minute relay.

Each 50 minute relay will be preceded by a 15 minute preparation AND sighting period.

(See also Rule 8.6.5)

#### **Competition 11 - Small bore Rifle Aggregate**

##### 11.1 **Classification**

Individual entry - one entry per competitor. To be fired in three classes

11.1.1 The winner will be the competitor with the highest aggregate score obtained in Competitions 9 and 10.

11.2 **The NSRA silver medal** will be awarded to the highest scoring eligible\* competitor who has not won this medal before.

#### **Competition 12 - Small bore Rifle – 3 x 40 KPS** (Standard ISSF procedure applies)

With the following variations/additions, all Rules in Competition 9 will apply

##### 12.1.1 **Course of fire**

To be fired at 50metres on the Malcolm Cooper Range, Lord Roberts Centre.

12.1.2 Number of shots - 120, with 40 shots fired in each of the kneeling, prone and standing positions and in that order

##### 12.2 **Classification**

This will be fired as an Open, (unclassified), event. Female competitors must complete the full course of fire, as there is no 3 x 20 competition.

##### 12.3 **Competition Procedure**

12.3.1 A combined 15 minute Preparation and sighting period will be provided before MATCH firing commences for the Kneeling Position (1<sup>st</sup> Stage).

Competitors are permitted to change their targets to sighting only AFTER they have COMPLETED the kneeling or prone positions. Unlimited sighting shots are permitted before starting MATCH shots in the prone or standing positions.

NO ADDITIONAL TIME is allowed for these sighting shots

12.3.2 2 hours and 45 minutes (165 minutes) is allowed to complete all three positions and will incorporate the changeover/transition between the three positions and all sighting shots

#### **Competition 13 - ISSF Air Rifle**

##### 13.1 **Rule Authority**

ISSF Rules will apply, as per the current ISSF rulebook, except 13.1.1

13.1.1 There will be NO clothing or formal equipment control, but competitors will be expected to conform to the spirit of the ISSF rules, such that no advantage may be gained from their clothing.

##### 13.2 **Safety Rules**

The standard range safety rules in respect of the safe carriage and use of air rifles must be observed at all times.

##### 13.3 **Firearms Permitted**

Only .177/4.5mm calibre single-shot air rifles may be used, which are NOT required to be certificated under Sec.1 Firearms Act.

*Updated: Aug 2018*

#### 13.4 **Targets**

13.4.1 Sius Ascor electronic targetry systems will be used.

13.4.2 Each competitor will use an individual hand controller to select the zoom mode and to commence the match series.

#### 13.5 **Course of fire**

Self Squadded. To be fired at 10metres in Hall 'A' at the Lord Roberts Centre.

13.5.1 Number of shots - 60, fired on Sius Ascor electronic targets. Maximum time allowed: 1hr 15minutes.

13.5.2 Timing - There will be a 15 minute preparation AND sighting period before the start of each relay. Sighting targets will be visible 15 minutes before the preparation/sighting period commences. Once competitors have been called to the firing line they may handle their rifles, dry fire and carry out holding and sighting exercises, but rifles must NOT be loaded until the command "PREPARATION AND SIGHTING TIME - START" is given.

After the command "STOP" targets will be reset. A maximum time of (1h15m) 75 minutes is allowed to complete the course of fire/match shots.

#### 13.6 **Classification**

This will be fired as an open event, in classes. Averages over 550 ex 600 (91.7) will be placed in 'A' Class, the remainder will be placed in 'B' Class.

#### 13.7 **Competition Procedure**

13.7.1 Sius Ascor electronic targetry systems will be used.

13.7.2 As there is no Range Officer allocated to the Air Gun Range, each competitor will have an individual hand controller with which to select the zoom mode, and to commence the match series.

13.7.3 Once the first match shot has been fired, return to sighters is prohibited. No other shots or discharge of air through the gun is allowed once the match series has commenced, but dry firing is permitted.

13.7.4 Vouchers will be issued for range usage, which must be handed to NSRA Reception to gain access to the range. These vouchers will allow a maximum of 2 hours range usage per lane. Do NOT shoot beyond the time allowed.

13.7.5 The range will be available for use by the general public. Competitors in the Championships DO NOT have priority use of any range available, and must be prepared to return at a later time if necessary.

13.7.6 This competition will be self squadding, and can be shot at any time that the range is open for public use, but printouts must be submitted to Stats as soon as possible after completion, and in any event no later than 1.00pm on Thursday.

13.7.7 Adhesive labels will be issued for the 60 shot series. These must be completed and affixed to the top of the printout. The Range Officer or NSRA Duty Manager must witness that this has been done by signing across the label BEFORE SHOOTING COMMENCES. Scores are recorded automatically on this printout, which must be checked and signed by each competitor before leaving the firing point.

### **Competition 14 - ISSF Air Rifle Women**

With the following variations/additions, all Rules in Competition 13 will apply

#### 14.1 **Course of fire**

The first 40 shots of competition 12 will count for this competition.

#### 14.2 **Time allowed**

50 minutes. If a competitor intends to complete the full 60 shots for competition 13 then the first 40 shots must be completed in this time.

## Competition 15 - ISSF Air Pistol

With the following variations/additions, all Rules and procedure in Competition 13 will apply

### 15.1 **Firearms permitted**

Only .177/4.5mm calibre air pistols may be used, which are NOT required to be certificated under s.1 Firearms Act.

15.1.1 Although there will be no formal Equipment Control, pistols must comply with ISSF Rules, and may be checked on the range. Shoes and other clothing must comply with the spirit of ISSF rules.

### 15.2 **Safety Rules**

15.2.1 The standard range safety rules in respect of the safe carriage and use of air pistols must be observed at all times

15.2.2 Only one (1) pellet may be loaded at a time. If multi-shot pistols are used, the magazine may only be loaded with a single pellet.

### 15.3 **Classification**

This will be fired as an open event, in classes. Averages over 530 ex 600 (88.3) will be placed in 'A' Class, the remainder will be placed in 'B' Class.

## Competition 16 - ISSF Air Pistol Women

With the following variations/additions, all Rules in Competition 15 will apply

### 16.1 **Course of fire**

The first 40 shots of competition 15 will count for this competition.

### 16.2 **Time allowed**

50 minutes. If a competitor intends to complete the full 60 shots for competition 15, then the first 40 shots must be completed in this time.

## Competition 17 - ISSF 50 metre pistol (*formerly free pistol*)

### 17.1 **Rule Authority**

ISSF Rules will apply, as per the current ISSF rulebook, except 17.1.1 below

17.1.1 There will be NO clothing or formal equipment control, but competitors will be expected to conform to the spirit of the ISSF rules, such that no advantage may be gained from their clothing.

17.1.2 Current ISSF rules will be applied for tie-breaking, based initially on inner-tens.

### 17.2 **Safety Rules**

17.2.1 Only single-shot .22RF pistols may be used. These should be compliant with current UK Legislation. When 'on range' all pistols must be carried with the breech open and a breech flag clearly inserted, or with the action removed. Off range, pistols should be 'cased' or 'boxed'.

17.2.2 If a competitor leaves the firing point for any reason, then a breech flag must be inserted in the pistol to indicate that it is in a 'safe' condition. Pistols must not be left with the action in a closed condition.

17.2.3 Shots must not be deliberately fired at anything other than the targets, such as for barrel-warming purposes.

### 17.3 **Targets**

17.3.1 Sius Ascor electronic targetry systems will be used. A full explanation of the use of the equipment will be given to those unfamiliar with it.

17.3.2 Each competitor will use an individual hand controller to select the zoom mode.

### 17.4 **Course of fire**

To be fired at 50metres on the Malcolm Cooper Range, Lord Roberts Centre.

17.4.1 Number of shots - 60.

Time allowed – 1 hr 30 mins

- 17.4.2 Timing - There will be a 15 minute preparation AND sighting period before the start of each relay. Sighting targets will be visible 15 minutes before the preparation/sighting period commences. Once competitors have been called to the firing line they may handle their pistols, dry fire and carry out holding and sighting exercises, but pistols must NOT be loaded until the command "PREPARATION AND SIGHTING TIME - START" is given.  
After the command "STOP" targets will be reset. A maximum time of 90 minutes is allowed to complete the course of fire/match shots.

### **Competition 18 - Advancing Target – Gallery Rifle (GRCF)**

- 18.1 **Rule Authority**  
NRA rules apply, as per the current NRA Rulebook
- 18.2 **Firearm permitted**  
Any Gallery Rifle, (as per NRA definition), with a calibre from .23" up to .455".  
Any sights may be used
- 18.3 **Course of fire**  
18.3.1 Six series of six shots per series, making a total of 36 shots.  
18.3.2 In each series the target will advance from 25 to 10 metres in 10 seconds before turning away, during which time six shots are to be fired.
- 18.4 **Targets**  
1 x DP1 (or equivalent PSUK targets)
- 18.5 **Competition Procedure**  
18.5.1 Shooters must stand unsupported, and adopt the 'Ready' position on the command 'ATTENTION'.  
18.5.2 **The 'Ready' Position**  
The butt of the rifle must be held in the shoulder and the barrel pointing downward at an angle of not greater than 45 degrees from the vertical, but must not be pointed at the ground within the forward edge of the firing point. The gun must be held stationary in this position whilst waiting for the target to appear or start to move.

### **Competition 19 - Advancing Target – Lightweight Sport Rifle (LSR or GRSB)**

With the following variations/additions, all Rules in Competition 18 will apply

- 19.1 **Firearms permitted**  
Only LSR, (as per NSRA definition), GRSB (as per NRA definition), or .22 air rifles.
- 19.2 **Targets**  
1 x DP1a (or equivalent PSUK targets)
- 19.3 **Course of fire**  
19.3.1 Six series of ten shots per series, making a total of 60 shots.  
19.3.2 In each series the target will advance from 25 to 10 metres in 10 seconds before turning away, during which time ten shots are to be fired.

### **Competition 20 – McQueen Rifle Competition**

- 20.1 **Rule authority**  
NRA rules as applies to McQueen competitions
- 20.2 **Firearms permitted**  
Any rifle fitted with iron or optic sights, that complies with NRA muzzle velocity and energy rules which are laid down in the NRA Technical rules.

- 20.3 **Classification**  
To be fired in two classes – Iron or Optical. The class of rifle that you are using must be declared to the Range Officer before you commence shooting.
- 20.4 **Ammunition**  
See 4.5
- 20.5 **Position**  
Prone, using a sandbag rest or bipod if desired.
- 20.6 **Course of Fire**  
Two sighting shots with 10 to count
- 20.7 **Target**  
1 NRA DP14/4 Scoring V, 5, 4
- 20.8 **Competition Procedure**  
Two sighting shots will be permitted at a special 4' target. No additional practice shots will be permitted. The rifle will then be made ready with ten rounds
- 20.8.1 The target will make ten appearances of three seconds, with irregular intervals varying between five and twenty seconds. Each appearance of the target, (over cover and at loop-holes), will be at a different place on the special 'McQueen Castle'. The sequence will be random and varied for each competitor.
- 20.8.2 One shot only to be fired at each appearance
- 20.8.3 After firing competitors will be asked if they have any protests. These must be made before scores are read out.
- 20.8.4 In the event of a tie a shoot off will take place. A sequence of one shot per competitor will be fired until the tie is broken.

## Competition 21 – Sport Pistol

- 21.1 **Rule Authority**  
ISSF rules as applies to the Centre fire pistol match.
- 21.2 **Safety Rules**
- 21.2.1 Guns are not to be uncased without the express permission of the Range Officer.
- 21.2.2 When not in the designated shooting booth, the magazine is to be removed if possible. Special care must be taken when this cannot be done. The action must be opened with the breech exposed, and a breech flag inserted where possible, (or the gun is to be carried in a case or sleeve).
- 21.2.3 On the command "STOP, UNLOAD", magazines must be removed and emptied, rifles must be uncocked with the action to the rear, and proved to the Range Officer. They must then be placed in a rack or on the bench and **NOT TOUCHED** until the next command to LOAD is given.
- 21.3 **Firearms permitted**  
Any multi-shot Long Barrel Pistol, Air Pistol, Muzzle Loading Pistol or Muzzle Loading Revolver using any propellant, (Including Patriots), fitted with open sights. Maximum caliber 9.65mm  
NOTE: ISSF Rules require a single-handed grip, NOT a two-handed 'combat' stance.
- 21.3.1 Only 'open' or iron sights are permitted. No optical or laser aiming devices are allowed.
- 21.4 **Targets**  
PL7 precision stage, PL17 for rapid-fire stage. Targets will be patched after each series of 5, and refaced at

the discretion of the Scorer.

## 21.5 Scoring

Shots will be scored and recorded immediately on the individual score card provided. Inner 10's will be recorded for the purposes of tie-breaking. All disputes as to shot values must be resolved at this time as there can be no appeal afterwards. Owing to the fact that many different calibres may be used, all scoring will be by 'inward gauging' using a plug-gauge or transparent template with a flange or ring diameter of 9.63mm. If the outer edge of the gauge or template touches a scoring-ring, the higher value will be awarded. An 11mm 'skid-gauge' will be used to determine if any elongated shot holes are allowable.

## 21.6 Course of Fire

To be fired at 25metres on Melville Range  
30 shots to be fired in two stages of 15, as follows:

<u>Precision Series:</u>	<u>Rapid Series:</u>
a) 1 sighting series of 5 shots in 5 minutes	a) 1 sighting series of 5 shots, 1 shot per 3 second exposure, 7 seconds edge
b) 3 series of 5 shots in 5 minutes	b) 3 series of 5 shots, 1 shot per 3 second exposure, 7 seconds edge

## 21.7 Classification

To be fired as an Open, (unclassified), event.

## 21.8 Competition Procedure

21.8.1 The Chief Range Officer will ensure that no persons are forward of the firing point, and call the shooters to the firing line. Only after this has been done may the shooters handle their guns. All further range commands are the responsibility of the Chief Range Officer, and will be given by him

21.8.2 At the start of each Sighting, Precision and Rapid series, there will be a 1 minute 'loading time'. All shooters must load and be ready to shoot within a time of 1 (one) minute.

21.8.3 After one minute and on the command "ATTENTION" firearms must be lowered to the 'Ready' position and the targets will edge. Shooting starts when the target turns to face the shooter. In the Rapid stage, pistols are to be lowered to the Ready position in between each exposure of the target.

21.8.4 **Sighting Series:** There will be a single sighting series before each of the Precision and Rapid series. Timings will be the same time as for the respective following series.

21.8.5 **Precision series:** When the target is faced towards the shooter it will remain stationary for five (5) minutes, during which time five shots are to be fired. This will be repeated for three further competition series.

21.8.6 **Rapid series:** Within seven seconds of the targets being edged they will face towards the shooter for three seconds during which time a single shot is to be fired. Targets will then edge for seven seconds before turning again. Shooters must fire one shot at each of five target exposures. This will be repeated for three further competition series.

21.8.7 At the conclusion of each series shooters must remain in their bays until all guns have been checked and declared "Clear" by the RCO's, who will indicate this to the CRO. They must then be benched or placed in a rack and not touched until the next command to load is given.

21.8.8 Only after the CRO has declared "Range Safe" may the targets be faced and personnel allowed forwards to check/score/reface targets.

21.8.9 There will be no 'Shoot Off'. Ties will be broken by the number of 10's scored in the rapid fire stage.

- 21.9 **Range Commands** (*ISSF range commands will be used*)
- 21.9.1 **“FOR THE SIGHTING / FIRST / NEXT COMPETITION SERIES, LOAD”**: Shooters must load their magazines and be ready to fire in one minute.
- 21.9.2 **“ATTENTION”** : Targets are immediately edged. Shooting time commences when the targets are faced towards the shooter.
- 21.9.3 **“STOP, UNLOAD”** : Shooters must not fire if they have any loaded rounds remaining. Guns and magazines must be unloaded and placed on the bench to wait checking by the Range Officer. If any malfunctions occur see the procedure in 21.11.
- 21.9.4 **“RANGE SAFE”** : Only after this has been declared by the Chief Range Office may Personnel be allowed forwards of the firing-line.
- 21.10 **The ‘Ready’ Position**  
The pistol must be held in one hand with the barrel pointing downward at an angle of not greater than 45 degrees from the vertical, but must not be pointed at the ground within the forward edge of the firing point. The gun must be held stationary in this position whilst waiting for the target to appear or start to move.
- 21.11 **Malfunctions**  
If a malfunction occurs during a series the shooter must retain hold of the gun, keeping it pointing down range, and raise his free hand to indicate this to the Range Officer. The R.O will examine the gun and decide if the malfunction is ‘allowable’ or not. Shooters may attempt to clear a malfunction and continue to shoot within the time remaining but if unsuccessful any such attempt will result in the malfunction being declared ‘non-allowable’.
- 21.11.1 If ‘allowable’, the shooter may complete that series in the same time stage with the following regular series. The final series will be fired when all other shooters have completed that time stage. The remaining shots must be fired at the first series of target appearances.
- 21.11.2 If ‘non-allowable’ every shot that is not fired will be recorded as a miss, (zero). No re-fire or completion time is permitted. Only the value of the shots fired will be credited to the shooter. The shooter may continue to shoot the remainder of the event.

## Competition 22 – Multi Target

### Firearms permitted

GRCF - Gallery Rifle Centre Fire / GRSB – Gallery Rifle SmallBore (LSR)

~~LBP – Long Barrel Pistol / LBR – Long Barrel Revolver~~

- 22.1 **Rule Authority**  
NRA rules in respect of Gallery Rifle events will apply.  
(Gallery Rifle Handbook – Can be downloaded from NRA website)
- 22.2.1 **Targets**  
GRSB: 2 x DP1 (Half Size)  
GRCF, ~~LBP, LBR~~ : 2 x DP1
- 22.2.2 **Sights**  
Any – except laser which project directly onto the target.
- 22.2.3 **Positions**  
Standing unsupported

- 22.2.4 **Ready Position**  
45 degrees
- 22.3 **Course of Fire**  
This event takes approximately 30 minutes to complete  
It requires 24 rounds  
The maximum possible score is 120
- 22.4.1 **Practice 1**  
25 metres  
6 shots in 15 seconds on the left hand target
- 22.4.2 **Practice 2**  
20 metres  
3 shots on each target in 10 seconds
- 22.4.3 **Practice 3**  
15 metres  
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
- 22.4.4 **Practice 4**  
10 metres  
3 shots on each target in 8 seconds
- 22.5 **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'
- 22.6 **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 number of 5s, 4s, 3s, 2s  
c. By the highest bullet score on the left hand target  
d. By the highest number of Xs on the left hand target  
e. In the event of a maximum score and equal X counts at all distances, by outward gauging
- 22.7 **Procedural penalties – event specific**  
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
- 22.8 **Safety Rules**  
On the command "STOP, UNLOAD", the rifle will be proved by removing the magazine and racking the lever or bolt at least twice, leaving the breech open for inspection.

## Competition 23 – Timed and Precision 1

### Firearms permitted

GRCF - Gallery Rifle Centre Fire / GRSB – Gallery Rifle SmallBore (LSR)

~~LBP – Long Barrel Pistol / LBR – Long Barrel Revolver~~

- 23.1 **Rule Authority**  
NRA rules in respect of Gallery Rifle events will apply.  
(Gallery Rifle Handbook – Can be downloaded from NRA website)
- 23.2.1 **Targets**
- |   |                     |
|---|---------------------|
| GRSB:                                   | 1 x DP2 (Half Size) |
| GRCF, <del>LBP</del> , <del>LBR</del> : | 2 x DP2             |

- 23.2.2 **Sights**  
Any – except laser which project directly onto the target.
- 23.2.3 **Positions**  
Standing unsupported
- 23.2.4 **Ready Position**  
45 degrees
- 23.3 **Course of Fire**  
This event takes approximately 30 minutes to complete  
It requires 30 rounds  
The maximum possible score is 300
- 23.4.1 **Practice 1**  
25 metres – 12 shots in 2 (two) minutes – to include a reload
- 23.4.2 **Practice 2**  
15 metres – 12 shots in two strings of six  
For each string, 6 appearances of 2 seconds with intervals of 5 seconds.  
One shot only to fired at each appearance.  
The firearm must be returned to the ‘Ready Position’ between appearances
- 23.4.3 **Practice 3**  
10 metres – 6 shots  
The target will make three appearances of 3 (three) 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
- 23.5 **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’
- 23.6 **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
- 23.7 **Procedural penalties – event specific**  
In addition to the usual procedural penalties, the following apply in this event:  
a. Firing too many shots during an exposure
- 23.8 **Safety Rules.**  
On the command “STOP, UNLOAD” the rifle will be proved by removing the magazine and racking the lever/bolt at least twice, leaving the breech open for inspection.

## Competition 24 – 25 Metre Precision

### Firearms permitted

GRCF - Gallery Rifle Centre Fire / GRSB – Gallery Rifle SmallBore (LSR)

~~LBP – Long Barrel Pistol / LBR – Long Barrel Revolver~~

- 24.1 **Rule Authority**  
NRA rules in respect of Gallery Rifle events will apply.  
(Gallery Rifle Handbook – Can be downloaded from NRA website)
- 24.2.1 **Targets**
- |   |          |
|---|----------|
| GRSB:                                   | 1 x PL14 |
| GRCF, <del>LBP</del> , <del>LBR</del> : | 1 x PL7  |

- 24.2.2 **Sights**  
Any (spotting 'scopes may also be used).
- 24.2.3 **Positions**  
Standing unsupported
- 24.2.4 **Ready Position**  
45 degrees
- 24.3 **Course of Fire**  
This event is shot at 25 metres and it takes approximately 45 minutes to complete  
It requires 30 rounds plus sighters (unlimited)  
The maximum possible score is 300
- 24.4.1 **Sighters**  
Unlimited shots in 5 minutes
- 24.4.2 **Practice 1, 2, 3**  
10 shots in 5 minutes
- 24.5 **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'
- 24.6 **Ties**  
Tie breaking rules shall be applied in the order listed below:  
a. By the greatest number of Xs in the event  
b. By the scores in each practice in the order 3, 2, 1  
c. By the X count in each practice in the order 3, 2, 1
- 24.7 **Safety Rules**  
On the command "STOP, UNLOAD", the rifle will be proved by removing the magazine and racking the lever or bolt at least twice, leaving the breech open for inspection.

### **Competition 25 – Black Powder: Bow Street Runner match**

- 25.1 **Rule Authority**  
Muzzle Loaders Association of GB rules, & where appropriate, the NRA rules will apply when required.
- 25.2 **Safety Rules**
- 25.2.1 **No uncovered containers of black powder, used for carriage and storage, to be at the firing point during competition.**
- 25.2.2 Loading of all black powder firearms will be from phials or similar single-charge containers only. Flasks containing powder must be removed from the firing point prior to capping the firearm. All phials or containers must be charged prior to arriving on the range. Competitors on the range awaiting the start of their competition may only charge their phials in a safe area designated by the Range Officer.
- 25.2.3 Eye and ear protection is mandatory. Eye protection can be of any type which would include, prescription glasses, shooting glasses, or safety glasses. Tints are allowed. Side protection is recommended. Ear protection should be of any commercially available type.
- 25.2.4 **No smoking will be permitted on or near the firing point.**
- 25.2.5 On conclusion of each stage, pistols to be demonstrated clear by the shooter to the range staff.
- 25.2.6 At the end of the competition, pistols are to be demonstrated clear by the competitor to range staff, prior to boxing, bagging or removing from the range.
- 25.2.7 In the event of an unclearable malfunction, cylinders to be removed from a revolver, and nipple to be removed from a single shot pistol prior to removing from the range.

- 25.3 Movement of pistols on range whilst LOADED to a designated target distance, will be with the barrels held parallel to the ground pointing towards the target area. When returning to the loading bench with an UNLOADED pistol, the barrel will be held in the vertical position. In the event of an unclearable malfunction on completion of a series, that competitor will remain on the firing point until all the others have returned and benched cleared pistols. The shooter will then be escorted back to the loading bench by a Range Conducting Officer when attempts to clear the pistol will take place prior to the next series.
- 25.3.1 **Firearm Permitted** - Any suitable and safe percussion revolver.
- 25.4 In an original pistol, only black powder may be used. Black powder, Pyrodex or similar smokeless propellant may be used in modern reproduction pistols.
- 25.5 **Targets**  
A single PAA or DP2 target will be supplied for each shooter.
- 25.6 **Course of Fire.**  
30 shots fired in three stages, as follows:
- |          |           |  |
|----------|-----------|--|
| Stage 1: | 25 metres | 12 shots in 12 minutes, to include reloads, starting with a loaded pistol. |
| Stage 2: | 15 metres | 12 shots in 2 series of 6, one shot per 2 second exposure, 5 seconds edge. |
| Stage 3: | 10 metres | 6 shots, two shots per 4 second exposure, 5 seconds edge.                  |
- 25.7 **Classification** - To be fired as an Open, (unclassified), event.
- 25.7.1 **Competition Rules and Procedure**
- 25.7.2 Competitors must present themselves to the Chief Range Officer at the Firing point 15 minutes before the time specified on their start card, when individual targets will be allocated. Any competitor who is not ready at the allocated firing point at the correct time may forfeit their right to shoot.
- 25.7.3 Scoring will be to the calibre used. Inward gauging applies.
- 25.7.4 The competition is to be fired from the standing position, unsupported.
- 25.7.5 One or two-handed grip may be used.
- 25.7.6 Revolvers may be cocked or uncocked, at the shooters preference.
- 25.7.7 A competitor who, at any time between receiving the order to load and the order to commence firing, discharges his firearm will not be allowed a replacement shot. Any hit that may be made on his target as a result of this shot will not be counted. He may also be cautioned or disqualified by the RCO if the conduct was deemed to be dangerous.
- 25.7.8 **The READY position** will be with the pistol held at 45 degrees to the ground.
- 25.7.9 There is no malfunction allowance.
- 25.7.10 Timing - 1 hour maximum to complete the entire course of fire.

#### Competition 26 – Black Powder: The 1862 match

© see below

**ALL SAFETY RULES IN *Competition 21* ABOVE WILL APPLY UNLESS SPECIFICALLY STATED OTHERWISE BELOW**

**Black powder, Black powder substitute, or Nitro powder may be used. (no nitro option in single shot)**

**Loading will be from pre-prepared phials of powder for black powder or substitute, prepared prior to arriving on range. There will be no delays to allow phials to be prepared on range.**

#### **REVOLVER (1862 Match)**

- 26.1 **Course of Fire**  
2 x 10 shots at 25 metres with a maximum score of 200:  
the shooter will start with an empty pistol placed on the bench.  
REVOLVER TO BE LOADED WITH 5 SHOTS ONLY

- 26.2 The competition starts when the target edges for 5 minutes, at which time the competitor can load the pistol. (capping off prior to the competition is encouraged)
- 26.2.1 The target will face after the five minutes. The competitor may choose to shoot with both hands or single handed as preferred.
- 26.2.2 The target will face for 6 minutes. Five shots will be fired and then the pistol reloaded before a further five shots are taken. The remaining time for the next five shots depends on the skill in loading and speed of the shooter.
- 26.2.3 On completion of the first stage the targets will be edged and the range officer will announce "Are there any undischarged rounds" any remaining shots will be placed into the bank.
- 26.2.4 The course of fire will then be repeated until all twenty shots are fired.
- 26.2.5 On completion of the course of fire, the range officer will announce "Shooters demonstrate pistols clear to range staff." This places the onus on the shooters to show the pistols are clear before benching or boxing the pistols.
- 26.3 **Targets**  
Each competitor will be supplied with two PL17 targets

#### **SINGLE SHOT PISTOL (1862 Match)**

- 26.4 **Course of Fire**  
2 x 5 shots at 25 metres with a maximum score of 100:  
the shooter will start with an empty pistol placed on the bench.  
**It is recommended that the pistol is capped off or flashed off before the start.**
- 26.5 The competition starts when the target edges for five minutes and the pistol can be loaded and the shooter makes ready.
- 26.5.1 This discipline will be shot single handed.
- 26.5.2 The target will then face for 6 minutes when the five shots will be taken. On completion of the series any undischarged rounds will be placed into the bank.
- 26.5.3 This will then be repeated to complete the 10 shot series.
- 26.5.4 On completion of the second series, the competitor will demonstrate the pistol clear to range staff before benching or boxing the pistol.
- 26.6 **Targets**  
Each competitor will be supplied with one PL17 target

*©1862 Match: John Emmerson, Doug Glaister, & Police Sport UK – Jan 2017*

#### **Competition 27 – Black Powder: 25m Free Percussion Revolver**

With the following variations/additions, all Rules in Competition 25 will apply

- 27.1 **Targets**  
A single PL7 target will be supplied for each shooter.
- 27.2 **Course of Fire**  
13 shots fired at 25 metres in 30 minutes, with the best 10 to count.
- 27.3 **Competition Rules and Procedure**
- 27.3.1 A one-handed grip must be used.
- 27.3.2 One fouling shot, which must be notified to the RCO, may be fired off the target within the 30 minutes allowed.

27.3.3 Shots to be 50% over line to score high. An approved gauge will be used to determine this.

### Competition 28 – Black Powder: 25m Percussion Single Shot Pistol

With the following variation, all Rules in Competition 27 will apply

#### 28.1 Firearms permitted

Any single shot percussion pistol of original or modern design, which can only be loaded from the muzzle. Original pistols can only use black powder.

**Target shotgun events. Rules are taken from the National Target Shotgun Association (Approved Courses of Fire), Handbook ©NTSA 2017 <http://targetshotgun.org.uk/ntsa-approved-courses-of.pdf>**

### Competition 29 – Target Shotgun “1” : (formerly Birdshot Standards event)

#### 29.1 General Briefing

The Birdshot Standards competition can be made up of any number of matches. Each match is worth 60 points. The total score of the matches shot will determine the overall Champion.

#### 29.2 Safety Rules

Guns may only be loaded when at the firing point, pointing towards the targets, and on command of the Range Officer.

29.2.1 The shooter must indicate to the Range Officer if there are any unfired rounds remaining in the gun at the end of each series.

#### 29.3 Targets

12 metal plates (2 rows of 6)

#### 29.4 Ammunition

24 rounds of Birdshot ammunition only

#### 29.5 Firearms permitted

You may use any shotgun with any sights. However, anyone using a magazine fed shotgun or a section 2 shotgun may have different set times in some of the matches and will be scored separately.

29.5.1 A maximum of six rounds may be loaded for each series. **(Unless otherwise instructed)**

29.5.2 The start position for each of the matches is – gun held in two hands at waist level and parallel to the ground. The start condition will be determined by the course of fire. Any match which begins with a loaded start will specify the number of rounds in the gun. Any rounds loaded in excess of that specified will be penalised with a procedural error penalty.

29.5.3 Each match has a set time and a set number of rounds that may be fired. Overshots will be penalised by a procedural error penalty.

29.5.4 The time will be controlled by par time on the shot timer. The RO will determine how many plates have fallen within the set time. Their decision is final

29.5.5 You will be given a briefing before each match, please listen carefully to what you are required to do, if you do not understand then ask the RO for clarification before you shoot.

29.5.6 Each plate is worth 5 points.  
No miss penalties

Maximum score per match is 60 points; per competition 120 points

29.6 **Please check your score sheet and sign before being submitted to stats.**

29.7 **Course of Fire** [*Match No's are taken directly from the NTSA Rules to avoid confusion*]

29.8 **RANGE COMMANDS**

**LOAD**

“Make Ready” (Unloaded start)

“Load and Make Ready” (If a loaded start)

“Are you ready?”

“Stand by”

Start signal – may be a beep, whistle or horn

**UNLOAD**

“If you are finished, unload and show clear”

“If clear, hammer down and open action”

“Range clear”

29.9 **Match 1 3 – 2 – 1**

Practice 1 – Unloaded Start (Option 3) – shoot 2 targets in 3.5 seconds.

Practice 2 – Loaded Start (Option 2) – shoot 4 targets in 3.5 seconds.

Practice 3 – Loaded Start (Option 1) – shoot 6 targets in 3.5 seconds.

**Section 2 =10 seconds**

29.10 **Match 2 Load 1 / 2**

Practice 1 – Unloaded start (Option 3) – shoot 6 targets, load 1 shoot 1 in 14 seconds.

Practice 2 – Unloaded start (Option 3) – shoot 6 targets, load 2 shoot 2 in 14 seconds.

**Section 2 = 20 seconds**

**Competition 30 – Target Shotgun “2” : (formerly Buckshot Standards event)**

30.1 **Course of Fire.**

6 IPSC Mini Targets

12 rounds of 9 ball Buckshot, shot at 15m & 10 m.

Targets scored at the conclusion of each practice.

30.2 **Safety Rules**

30.2.1 Guns may only be loaded when at the firing point, pointing towards the targets, and on command of the Range Officer.

30.2.2 A maximum of six rounds may be loaded for each series.

30.2.3 The shooter must indicate to the Range Officer if there are any unfired rounds remaining in the gun at the end of each series.

30.3 **Range Commands.**

“With 6 rounds load and make ready”

“You may check and adjust your sights.”

“Targets Away”

“Are you ready?”

“Stand By”

“If you are finished, unload and show clear”

“If clear, hammer down and open action”

“Range Clear”

30.4 **Start Position.**  
Gun held in two hands at waist level and parallel to the ground. Safety **Must** be applied.

30.5 **Scoring**  
Highest scoring hits on each target. Maximum Score = 120 points.

30.6.1 **Practice 1 - 15 Metres**  
1 round on each target. Freestyle in a time of 9 seconds.

30.6.2 **Practice 2 - 10 Metres**  
1 round on each target. Freestyle in a fixed time of 7 seconds.

### Competition 31 – Target Shotgun : Trenchard (NTSA Timed & Precision)

31.1 **Firearms permitted**  
Any 12-bore shotgun with slug ammunition. Note that participants must be able to possess slug ammunition as shown on their personal firearms certificate. Likewise, if using a S.1 Shotgun, authority to possess must also be shown on their FAC. Any sights are permitted.

#### 31.2 **Safety Rules**

31.2.1 Guns may only be loaded when at the firing point, pointing towards the targets, and on command of the Range Officer.

31.2.2 A maximum of six rounds may be loaded for each series.

31.2.3 The shooter must indicate to the Range Officer if there are any unfired rounds remaining in the gun at the end of each series.

#### 31.3 **Targets**

1 x DP2 (or equivalent PSUK targets)  
Requires 30 rounds of slug, shot at 25/30m, 20m & 15m

#### 31.4 **Target Scoring**

The targets will be scored after each Practice. Maximum score 300 points

31.5 **Range Commands**

'With 6 rounds, load and make ready.'	'If you are finished, unload and show clear.'
'You may check and adjust your sights'	'If clear, hammer down and open action.'
'Targets away'	
'Are you ready?'	'Range Clear'
'Stand By'	

31.6 **Start Position** – Loaded with 6 rounds only.  
Gun held in two hands at waist level and parallel to the ground

#### 31.7 **Course of Fire**

31.7.1 **Practice 1: 25/30m** 12 shots to be fired in two minutes to include reload

31.7.2 **Practice 2: 20 m** Targets will make 6 appearances of 2 seconds with an away time of 5 seconds. One shot to be fired on each appearance. Gun must return to start position after each appearance. **Repeated.**

31.7.3 **Practice 3: 15 m** Targets will make 3 appearances of 3 seconds with an away time of 5 seconds. Two shots to be fired on each appearance. Gun must return to start position after each appearance

## Competition 32 – Target Shotgun : Sydney Street event (NTSA “Multi Target”)

- 32.1 **Firearms permitted**  
Any 12-bore shotgun with slug ammunition. Note that participants must be able to possess slug ammunition as shown on their personal firearms certificate. Likewise, if using a S.1. Shotgun, authority to possess must also be shown on their FAC. Any sights are permitted.
- 32.2 **25/30 Metre Course of Fire**  
**2 DP1 targets requiring 24 rounds of slug, shot at 25/30m, 25m, 20m & 15 m.**  
**Targets scored at the conclusion of all four practices.**  
**Maximum score = 120 points.**
- 32.3 **Range Commands.**  
“With 6 rounds load and make ready.” “If you are finished, unload and show clear”  
“You may check and adjust your sights.” “If clear, hammer down and open action”  
“Targets Away” “Range Clear”  
“Are you ready?”  
“Stand By”
- 32.4 **Start Position** – Loaded with 6 rounds only.  
Gun held in two hands at waist level and parallel to the ground.  
Safety may be applied.
- 32.5 **Practice 1 – 30/25 Metres**  
6 Shots in 15 seconds on your left-hand target.
- 32.6 **Practice 2 - 25 Metres**  
3 Shots on each target in 10 Seconds
- 32.7 **Practice 3 - 20 Metres**  
Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.  
Two shots to be fired on your right-hand target on each appearance.  
Gun must return to start position after each appearance of the targets.
- 32.8 **Practice 4 - 15 Metres**  
3 Shots on each target in 8 Seconds

## Competition 33 – Target Shotgun : Historic [NTSA – Historic Multi Target – Double Barrelled]

- 33.1 **25 Metre Course of Fire**  
**2 DP1 targets requiring 24 rounds of slug, shot at 25/30m, 25m, 20m & 15 m.**  
**Targets scored at the conclusion of all four practices.**  
**Maximum Score = 120 points.**
- 33.2 **Range Commands.**  
“With 2 rounds load and make ready.” “If you are finished, unload and show clear”  
“You may check and adjust your sights.” “If clear, hammer down and open action”  
“Targets Away” “Range Clear”  
“Are you ready?”  
“Stand By”
- 33.3 **Start Position** – Loaded with 2 rounds only.  
Gun held in two hands at waist level and parallel to the ground.  
Safety may be applied.

- 33.4 **Practice 1 – 25/30 Metres**  
6 Rounds in 30 seconds on your left-hand target.
- 33.5 **Practice 2 - 25 Metres**  
3 Shots on each target in 30 Seconds
- 33.6 **Practice 3 - 20 Metres**  
Targets will make 3 appearances of 3 seconds with an away time of 5 seconds.  
Two shots to be fired on your right-hand target on each appearance.  
Gun will be reloaded before each appearance.
- 33.7 **Practice 4 - 15 Metres**  
3 Rounds on each target in 30 Seconds

- End -