



NATIONAL RIFLE ASSOCIATION



Classic & Historic Handbook 2020

The Classic & Historic Handbook

“In The Spirit of the Original”



NATIONAL RIFLE ASSOCIATION

Volume 7 of the NRA Handbook

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

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

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

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

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

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

The Governing Body for the shooting of Muzzle Loading firearms is the Muzzle Loaders Association of Great Britain.

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

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

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

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

Aims and Objectives of Historic Shooting

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

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

Historic shooting needs to balance several objectives:

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

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

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

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

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

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

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

1. The aim of shooting historical firearms is to promote an informed interest in the use and preservation of arms through enjoyable and stimulating interaction and competition. This includes an aim of maintaining a valid reason for the legal possession of working firearms of historic value.
2. Safety must be at the core of all we do. Competition conditions must take due account of this and reflect current range practice and abilities of the shooters.
3. Competitive use of historic firearms should be based on matches using comparable firearms from the same historic era so that the abilities of the shooter rather than the firearm forms the significant variable.
4. When considering deviations and modifications to a firearm, due consideration needs to be taken of the intent and consequence of the modification. Modifications which are intended to maintain the safe or continuing operation of a firearm, but which do not significantly improve the performance of the arm as originally manufactured should be accepted as part of the normal maintenance. Modifications which significantly improve the performance of the specific firearms when compared to the original design may be deemed to have moved the firearm to another class.
5. Owners of historic firearms should be encouraged to preserve their property as a significant element of firearms heritage. Competition should not encourage owners of historic firearms to modify and/or adapt original pieces for reasons other than the maintenance and preservation of the firearm in its original configuration and capability.

6. Matches should be as inclusive as possible, and the classification scheme constructed in such a way as to offer competition to any firearm that is safe and within capacity of the ranges available. Classes should be constructed in hierarchies so that if a specific firearm does not fall into a class, then an alternative class should be available. There should always be an open class within each discipline where this is relevant. Where possible, competitions for equivalent modern firearms should be accommodated for comparison purposes.
7. Due consideration needs to be taken of the number of firearms that exist within a class when considering limiting factors. A class definition needs to be broad enough to attract sufficient entries to create a meaningful competition.
8. Reproduction firearms built to the same performance and characteristics of original designs should always be considered equivalent for shooting competitions. Limiting competition to original firearms encourages counterfeiting or the inappropriate use of historic artefacts, neither of which is helpful in maintaining a firearms heritage. We must be vigilant in our condemnation of fraud and fakery and must never condone the passing off modern reproductions as original pieces.
9. Restrictions on the use of firearm features within a class may be imposed to facilitate fair competition and to limit variation to the lowest common denominator. Limits on the number of rounds permitted in a firearm at any one time and the zeroing of windage sights are examples of this.
10. Class definitions and limitations should be explicit, logical, simple to define and implement in practice. It should be easy to do the right thing, and hard to cheat the system. Ideally Class definitions should not depend on specialist knowledge or arcane descriptions.

1. Rules & Conditions

- 1.1 **Discipline:** The Meeting is conducted “In Accordance With The Spirit of the Original” and NRA Range Orders & Rules (see NRA Handbook) and it is expected that competitors will conduct themselves in accordance with these.
- 1.2 **Disability:** Any competitor who requires dispensation from any rule on the grounds of disability, infirmity, or ill health is invited to apply before taking part in a Meeting. In particular, competitors who require a modified or non-compliant rest or support to enable them to shoot should make a case for dispensation.
- 1.3 **Protests:** You will be asked to sign for any query satisfactorily resolved on the Range by the Range Officer or Wing Officer.
- 1.4 **Rifle Slings and Rests:** Several levels of support are permitted, depending on the type of match. Use of slings and rests are to be in line with historical practices and in general modern shooting methods should not be employed where this would not have been the practice at the time the firearms were in general use. Dispensation is available on the grounds of disability, see Para 1.2 above. Specific instructions regarding the use of slings and rests are associated with the matches concerned, however the following principles should be adhered to:
 - 1.4.1 Service “Deliberate Application of Fire” events are to be shot in the “Unsupported” position. This means that only elbows may touch the ground forward of the shoulders. A sling, if fitted, may be used, but must be attached to both forward and rear attachment points only and be of the type issued for the firearm in use.
 - 1.4.2 Service “Rapid” and “Snap” are to be shot in the “Prone unsupported” position, however a sling may not be used.
 - 1.4.3 Sniping events may be shot using slings or a rest from a prepared position. A sling, if used should be of a design contemporary to the firearm and in its original configuration.
 - 1.4.4 The “Buffalo Matches” (253,254) shot at 600x permit the use of “Cross Sticks” which is an adjustable rest made from two wooden sticks joined with a slip joint in the form of a pair of dividers. They are only permitted in these matches.
 - 1.4.5 With the exception of cross sticks (1.4.4) a rest, if permitted, should only be used to support the wrist or forearm. The firearm should not touch the ground or the rest but should be supported by the hand of the firer.
 - 1.4.6 Bipods may only be used where express permission is included in the match conditions.

1.5 Dress Historical shooting must not be confused with military re-enactment and, although it is perfectly acceptable to wear individual items of military clothing, the wearing of complete uniform, particularly showing insignia, is not appropriate. Competitions are often observed and photographed by the media and members of the public. The opportunities for misrepresenting our activities by showing images of uniformed civilians carrying and using firearms are too great a risk at present. The wearing of badges or patches expressing radical or political views also risks presenting the activity in the wrong light.

1.5.1 Shooting Jackets, Elbow / Shoulder Pads: Competitors must comply with NRA Handbook Rule 203; no adjustable straps etc. may be used to give undue support. See also rule 132 NRA Handbook. For Service Rifle Matches supportive shooting jackets may be worn but unfastened. Detachable elbow and shoulder pads may be worn. Weather appropriate outdoor clothing of any sort may be worn, however the limitations on wearing Military Uniform as expressed in Para 1.5 must be adhered to.

1.5.2 Gloves: A glove may not extend more than 2" (50mm) above the wrist, and be conventional in design. Local protection may be worn e.g. thumb stall to prevent "loaders thumb" in the rapid matches. Gloves must not interfere with the safe operation of the firearm.

1.6 Optical Aids: Spectacles or lens(es), including those specifically designed for shooting sports and contact lenses, may be worn provided that if a lens is incorporated in an aperture sight any combination of lenses must be of a similar prescription to that the competitor would wear in everyday use (NRA rule 206 applies).

1.6.1 Orthoptics: (Any iris device mounted on spectacles or item of dress) are permitted in all matches provided they conform with above.

1.7 Slip on Recoil Pads/ Butt Extenders: May be used to extend the length of a stock. It may not give any other advantage e.g. also act as a cheek piece. The permanent alteration of historic firearms to suit the individual shooter is not to be encouraged.

1.8 Sights: Sights should conform wherever possible to the original type fitted to or used with the firearm. Replacement sights should not confer any additional advantage. For the purposes of these regulations, the following definitions apply:

1.8.1 Open Sight These sights typically have a notch and foresight, with the top of the sight open. They may be fixed or adjustable for range.

1.8.2 Aperture Sight These sights consist of a rear aperture and a foresight. These sights are usually adjustable for range.

1.8.3 Optical Sight These sights utilise optical methods to either magnify the target image, increase the apparent sight base or to bring the target and the aiming point into the same focal plane. An individual sight may incorporate one or more of these features.

1.8.4 Target Sight This refers to an open or more usually aperture sight with both vertical range adjustment and lateral adjustment to compensate for wind.

1.8.5 “As Issued” Sight This refers to the sight that would have normally been fitted to a military firearm when issued. For “military” events, if an as-issued sight is adjustable laterally for wind, the lateral adjustment must be centred and not used during the competition if lateral zero can be obtained by means of the front sight. If the lateral adjustment is the only practical manner to obtain a lateral zero, the lateral adjustment must be left in the zeroed position and not adjusted before or during the competition. Reproduction or commercial replacement sights of the same pattern as the service issue item may be used, however they must not offer any advantage to shooting over the original pattern.

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

2 Safety Procedures

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

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

2.2.1 Gallery Ranges : Max MV – 2145fps 654m/s Max ME 1494 ftlb 2027J

2.2.2 Open Ranges: Max MV – 3280fps 1000m/s Max ME 3319 ftlb 4500J

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

2.3.1 Breech Loading Arms: No round may be placed on the loading platform, or in the firearm, or a charged magazine attached, or fired, until authorised to do so by the RCO. The breech must not be closed or opened on a live round if the barrel is elevated more than 70 mils/3° above the target centre line.

2.3.2 Muzzle Loading Arms: Muzzle loading arms are to be loaded in a designated area from pre-loaded charge containers. The use of powder flasks or the presence of open containers of propellant is expressly forbidden in the range area. Flintlocks are not to be primed or percussion caps fitted until the firer is on the firing point and the barrel of the firearm is not elevated more than 70 mils/ 3° above the target centre line.

2.4 Unloading: All firearms must be positively cleared of live ammunition and the fact confirmed to the range conducting officer before the shooter leaves the firing point. Care must be taken to ensure that the magazine is empty and that the feed path from the magazine to the chamber is clear of live rounds.

2.5 After Unloading: Off the firing point all firearms must be either be cased or have an indicator flag fitted to prove the firearm is clear. The design of the flag will depend on the firearm but must clearly indicate that the arm is in a safe, unloaded state. Flintlocks must be carried with the pan open, the cock lowered and with a flag/marked ram rod down the barrel if not cased.

2.6 Malfunctions & Misfires: For ANY malfunction: keep firearm pointing at target, raise a free hand and wait for RO's instructions. Firearms are to remain pointed at the target for at least 30 seconds from the last attempt to fire before any attempt is made to open the breech. If the firearms is loaded with Black Powder, a delay of 1 minute is to be used. For all malfunctions and misfires the shot will be allowed with replacement rounds as required. Snaps, Doubles & Rapid Fire Matches the RO will give a free re-shoot subject to time & space.

2.7 Downloaded Ammunition: Full-bore ammunition that has been loaded with a reduced charge to enable a high-power firearm to be used on restricted muzzle energy ranges are not to be used for competition. The use of chamber adaptors to utilise lower powered rounds is permissible with the approval of the Range Staff.

2.8 Unloading Equipment. Shooters using muzzle loading firearms must ensure that they have with them the necessary equipment to unload their firearms in the event it should be required. This equipment must only be used on the direction of the RCO.

3. Classes & Ammunition

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

GUIDE TO DATELINE & DESIGN PERIODS		
A firearm may always be used in a match for a later period unless disallowed in the Match List		
PERIOD	DATELINE	EXAMPLE
Muzzle Loading	Pre 1874 Flintlock & percussion	Matches 100 – 120
Vintage	Pre-1891 Black powder only	Matches 200 – 254
Carbine	Pre-1961	Matches 300 – 361
Classic	Pre-1919	Matches 400 – 472
Veteran	1919 – 1945	Matches 500 – 544
Open	Any pre-1961 design	Matches 600 – 669
Transitional	1946-1960	Matches 710 – 722
Gallery Rifle & Pistol	Multiple eras (<i>see specific notes</i>)	Matches 801 – 898

- 3.1 Muzzle Loading:** Pre 1874 design Flintlock & percussion. Capping breech-loaders are eligible but not modern 'straight line' patterns.
- 3.2 Vintage:** Pre-1891 design Black powder only. Breech loaders only unless permission is given.
- 3.3 Carbine:** Max OAL 40.5 inches CF rifle or specified Carbine loads. No pistol calibres.
- 3.4 Classic:** Pre-1919, CF unless stated otherwise.
- 3.5 Veteran:** Designs between 1919 and 1945, Dated at BOTH ends, CF unless stated otherwise. Rifles No4 Mk2, 1/2 and 1/3 are deemed to be Veteran.
- 3.6 Any:** Any design prior to 1961, CF unless stated otherwise
- 3.7 Transitional Target Rifle:** First generation target rifle built on pre-1961 design. 7.62x51 NATO.
- 3.8 SR(b):** Classic or Veteran Service rifle fitted with Target rear sight and issue foresight. .303 British.
- 3.9 Sniper:** A military rifle fitted with an optical sight designed for sniping.
- 3.10 Gallery Rifle & Pistol:** These matches contain further sub-classifications:
- 3.10.1 Gallery Rifle** - Pre-1961 designs, pistol calibre cartridge, open or aperture sights, fired standing, no slings
- 3.10.2 Pistol** - 19th Century pattern, Single shot muzzle loading, open sights. Various ignition systems. Sub Classes:
- 3.10.2.1** Smooth bore barrel
- 3.10.2.2** Rifled barrel
- 3.10.3 Standard Revolver** - Basic 19th Century black powder Percussion design with fixed open sights and standard grips.

3.10.4 Target Revolver - As standard but allowing adjustable sights, match barrels, modified grips and nitro conversions.

3.10.5 Pocket Revolver – Size limited to height + length less than 15inches.

3.11 Ammunition: Ammunition is specified in several ways, including size and ignition:

3.11.1 Miniature: Rim fire not exceeding .23" (5.84mm), or the following **low power** centre fire rounds: .297"/.230" short and long. .310 Cadet

Max MV 1705 ft/s (520m/s)

Max ME 475 ft-lb (645J)

3.11.2 Small: Under 0.33" (8.38mm).

3.11.3 Medium: Between 0.33" (8.38mm) and 0.476" (12.09mm) with a design ME less than 3319 ft/lbf(4500J). Specifically excluded rounds include:.45/75 Winchester, .40/90 Sharps, .360" Gibbs, .375" H&H Magnum all of which are classified as small.

3.11.4 Large: Rounds with a calibre greater than .476" (12.09mm) with a design ME less than 3319 ft-lb (4500J). Specifically excluded rounds include: .500" Nitro Express which is classified as medium bore.

3.11.5 RF: Refers to Rimfire ammunition

Max MV Less than 1735 ft/s (529 m/s)

Max ME Less than 210 ft-lb (285J)

3.11.6 Rook & Rabbit: Refers to a range of centrefire low energy rounds intended for small game including .380Long, .360 No5, .310 Greener, .295/.300, .297/.250, .297/.230, .32WCF

Max MV less than 1705 ft/s (520m/s)

Max ME less than 475 ft-lb (645J)

3.11.7 Pistol Calibre: Centrefire pistol ammunition, typically straight sided and of low to medium velocity designed for use in handguns.

Max MV less than 1379 ft/s (420 m/s),

Max ME less than 1032 ft-lb (1400J)

3.11.8 ML: Muzzle loading ammunition should be matched to the firearm, and comply with the following criterion:

Projectile: Plain lead ball or conical bullet

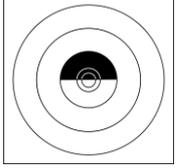
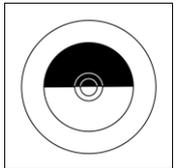
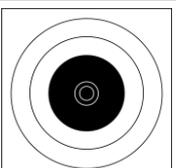
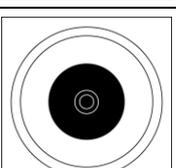
Propellant: Black Powder or Black Powder Substitute

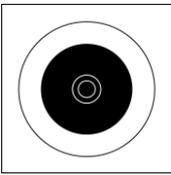
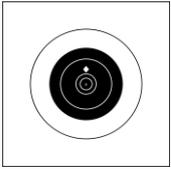
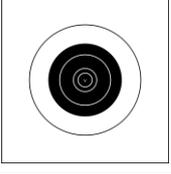
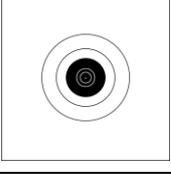
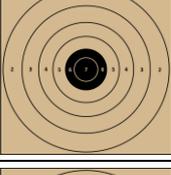
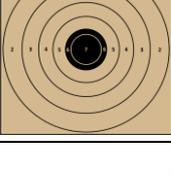
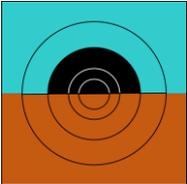
Nitro propellant may be used if firearm is suitably proofed and is permitted in the match.

The use of modern, jacketed projectiles and plastic sabots is specifically forbidden.

A handy Matchfinder Table listing matches by number can be found at Annex A.

4. Targets

Buffalo Silhouette		2.20m wide x 1.68m tall				
DP1		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP1c		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP2		X 2"	10 3.3-5.8"	9 7.1-12"	8 10.7-17.8"	7 14.2-23.6"
DP14		V 1"	5 4.1"	4 6.1"	3 8.1"	
NRA GR5		X 0.4"	10 0.9"	9 1.9"	8 2.9"	7 3.9"
NRA/HBSA 200 yards Tin Hat		V 3.5"	5 5"	4 12"	3 24"	2 35"
NRA/HBSA 300 yards Tin Hat		V 5"	5 7.5"	4 18"	3 30"	2 35"
NRA/HBSA 500 – 600 yard Tin Hat		V 10"	5 15"	4 36"	3 48"	2 72"
NRA/ HBSA 200 yard Round Bull		V 3.5"	5 5"	4 12"	3 24"	2 35"
NRA/ HBSA 300 yard Round Bull		V 5"	5 7.5"	4 18"	3 30"	2 35"

NRA/ HBSA 500-600 yard Round Bull		V 10"	5 15"	4 36"	3 48"	2 72"	
NRA 500 yard Round Bull		V 6.1"	5 10.2"	4 26"	3 39"	2 52"	
NRA 600 yard Round Bull		V 7.8"	5 13"	4 26"	3 39"	2 52"	
NRA Long Range (800 – 1000 yards)		V 14.4"	5 24"	4 48"	3 72"	2 96"	V 14.4"
PL7		X 1"	10 2"	9 3.9"	8 5.8"	7 7.8"	6 9.8"
PS12 (HBSA 25 meters)		5 11.8"	4 13.8	3 15.8"	2 17.7	1 19.7	
PS12 (HBSA 25 meters)		7 2.8"	6 4.2"	5 6.2"	4 9"	3 12.4"	2 16.5"
PS13 (HBSA 50 meters)		7 5.9"	6 8.6"	5 12.7"	4 18.2"	3 25"	2 33.2"
PS14 (NRA 20 yard scaled)		V 1"	7 2"	6 3"	5 4.5"	4 6.5"	3 9"
PS14 (NRA 20 yard scaled)		2 12"					
Running Boar		10 2.3"	9 3.7"	8 5.0"	7 6.4"	6 7.7"	
Running Boar		5 9.0"	4 10.4"	3 11.7"	2 13.1"	1 14.4"	
Running Deer		5 6"	4 11.8"	3 17.7"	2 Irregular	1 Irregular	
Sand and Sky 200 yards		V 4"	5 8"	4 16"	3 24"	2 31.5"	

5. Event Conditions

25 Metre Precision

Event Numbers & Firearm Type:

801	Rifled Pistol	804	Target Revolver
802	Smoothbore Pistol	805	Standard Revolver
803	Target Pistol		

Distance:	25 metres
Sights:	Open sights 803: Target sights
Ammunition:	Muzzle loading 804: Nitro may be used if firearms is suitably proofed
Sling & Rest:	No slings or rests permitted
Position:	Standing unsupported. One handed firing (other hand may be used to cock).
Targets:	PL7
Course of Fire:	13 shots to be fired in 30 minutes, best 10 to count Start unloaded
HPS:	100
Notes:	801, 802, 803: Set triggers allowed
Skilled Shot Score:	

GR&P	
801: 80	804: 88
802: 75	805: 88
803: 90	

25 Metre Advancing - Pistol

Event Numbers & Firearm Type:

881	Target Revolver	882	Standard Revolver
883	Standard Double Action Revolver		

Distance:	25 metres
Sights:	Open sights
Ammunition:	Muzzle Loading 881: Nitro may be used if firearm is suitably proofed
Position:	Standing unsupported Single hand shooting 881, 882: Other hand may be used to cock the firearm 883: must be held and fired singled handed, fired double action (trigger cocking)
Targets:	DP1c (new)
Course of Fire:	This event takes approximately 45 minutes to complete It requires 15 rounds plus sighters
Practice 1-3:	5 minutes sighting, three series of 5 shots Targets will advance from 25 to 10 meters, then turn away. All shots must be fired during the facing time
HPS:	75
Notes:	
Skilled Shot Score:	

GR&P		
881: 49	882: 46	883: 50

25 Metre Advancing - Rifle

Event Numbers & Firearm Type:

884 Centrefire Gallery Rifle
885 Gallery Rifle Semi-Auto

886 Rimfire Gallery Rifle Manual
887 Any Gallery Rifle

Distance: 25 metres

Sights: Open or Aperture sights
877: Optical sights permitted

Ammunition: **884:** Pistol calibre
885, 886: RF
887: Pistol or RF calibres

Slings & Rests: No slings or rests permitted

Position: Standing unsupported

Targets: DP1c (new)

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

Practice 1-6: 5 minutes sighting, six series of 5 shots
Targets will advance from 25 to 10 metres, then turn away. All
shots must be fired during the facing time

HPS: 150

Skilled Shot Score:

GR&P			
884: 142	885: 146	886: 114	887: 144

25 Metre ARA

Event Numbers & Firearm Type:

891	Target Revolver	893	Double Action Revolver
892	Standard Revolver		

Distance:	25 metres
Sights:	Open sights
Ammunition:	Muzzle Loading 891: Nitro may be used if firearm is suitable proofed
Position:	Standing unsupported Single hand shooting 891, 892: Other hand may be used to cock the firearm
Targets:	PS14
Course of Fire:	This event takes approximately 45 minutes to complete It requires 20 rounds plus sighters
Practice 1:	5 minutes sighting, four series of 5 shots each in 20 seconds. Each series is to be shot with alternate hands, starting with the strong hand.
HPS	140
Notes:	891: Any pattern including nitro conversions 892: 19th century designs including accurate reproductions 893: Fired double action (trigger cocking)

Skilled Shot Score:

GR&P		
891: 80	892: 75	893: 75

25 Metre Bobber - Pistol

Event Numbers & Firearm Type:

860	Double Action Revolver	862	Standard Revolver
861	Target Revolver		

Distance: 25 metres

Sights: Open sights

Ammunition: Muzzle Loading
861: Nitro may be used if firearm is suitable proofed

Position: Standing unsupported
Single hand shooting
861, 822: Other hand may be used to cock the firearm

Targets: DP2

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

Practice 1-2: 5 minutes sighting, two series of 5 exposures of 5 seconds each,
edged for 10 seconds between exposures, single shot per
exposure

HPS: 100

Notes: **860:** 19th century design with trigger cocked actions
861: Any pattern including nitro conversion
862: 19th century design including accurate reproductions

Skilled Shot Score:

GR&P		
860: 80	861: 85	862: 80

25 Metre Bobber - Rifle

Event Numbers & Firearm Type:

863	Centrefire Gallery Rifle	865	Any Gallery Rifle
864	Rimfire Gallery Rifle Manual Action	866	Self-Loading Gallery Rifle

Distance: 25 metres

Sights: Open or Target sights
865: Optical sights permitted

Ammunition: **863:** Pistol calibre
864: RF
865: Pistol calibre and RF
866: RF

Sling & Rest: No sling or rests permitted

Position: Standing Unsupported

Targets: DP2

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

Practice 1-4: 5 minutes sighting, four series of 5 exposures of 3 seconds each,
edged for 5 seconds between exposures, single shot per exposure

HPS: 200

Skilled Shot Score:

GR&P			
863: 180	864: 185	865: 185	866: 175

25 Metre Duelling - Pistol

Event Numbers & Firearm Type:

851 Flintlock Pistol

852 Single Shot Percussion Pistol

Distance: 25 metres

Sights: Open sights

Ammunition: Muzzle Loading

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

Targets: DP2

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

Practice 1: 5 minutes sighting, 10 appearances of 3 seconds each preceded by 3 second "edged", one shot per exposure. Loading not included in timing

HPS: 100 rifled, 107 smoothbore

Notes: **851:** Including rifling and set triggers, Smoothbore +7 points
852: Any 19th century design including accurate reproductions

Skilled Shot Score:

GR&P	
851: 80	852: 82

25 Metre Duelling - Rifle

Event Numbers & Firearm Type:

853	Single Shot Gallery Rifle	855	Any Gallery Rifle
854	Repeating Centrefire Gallery Rifle		

Distance: 25 metres

Sights: Open or Aperture sights
855: Optics permitted

Ammunition: Pistol Calibre or RF
854: Pistol Calibre only

Sling & Rest: No slings or rests permitted

Position: Standing Unsupported

Targets: DP2

Course of Fire: This event takes approximately 25 minutes to complete
It requires 20 rounds plus sighters

Practice 1: 5 minutes sighting, 20 appearances of 3 seconds each preceded by 3 second "edged", one shot per exposure. Loading not included in timing

Notes:

Skilled Shot Score:

GR&P		
853: 195	854: 180	855: 180

10 Yard Pocket Revolver

Event Numbers & Firearm Type:

896 Standard Pocket Revolver
897 Single Action Pocket Revolver

898 Double Action Pocket Revolver

Distance: 25 metres

Sights: Open sights

Ammunition: Muzzle Loading

Position: Standing, single handed shooting starting 45 degree position

Targets: PS14

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

Practice 1: 5 minutes sighting, one series of 5 shots in 120 seconds

Practice 2: One series of 5 shots in 30 seconds

Practice 3: One series of 5 shots in 15 seconds

HPS: 105

Notes: Maximum dimensions: height plus length less than 15 inches
898: Trigger cocked actions, including pepperboxes

Skilled Shot Score:

GR&P		
896: 85	897: 76	898: 76

25 Metre Slowfire - Pistol

Event Numbers & Firearm Type:

841	Target Revolver	847	Closed Frame Revolver
842	Standard Revolver	848	Open Frame Revolver

Distance:	25 metres
Sights:	Open sights
Ammunition:	Muzzle Loading 841: Nitro may be used if firearm is suitably proofed
Position:	Standing unsupported Single hand shooting
Targets:	PS12
Course of Fire:	This event takes approximately 30 minutes to complete It requires 10 rounds plus sighters
Practice 1:	841, 842: 5 minutes sighting, two series of 5 shots, each in 10 minutes, start unloaded 847, 848: 5 minutes sighting, two series of 10 shots, each in 10 minutes, start unloaded
HPS:	841, 842: 70 847, 848: 140
Notes:	841: Any pattern including nitro conversions 842: 19th century design, accurate reproductions allowed 847: Pistol design must incorporate a top strap to the frame, e.g. Remington New Model Army (not Ruger Old Army) 848: Pistol design must <u>not</u> incorporate a top strap to the frame, E.g Colt 1860

Skilled Shot Score:

GR&P			
841: 55	842: 59	847: 125	848: 125

25 Metre Slowfire - Rifle

Event Numbers & Firearm Type:

843 Any Lever Action Repeating Rifle
844 Sporting Rifle

845 Any Centrefire Gallery Rifle
846 Any Rimfire Gallery Rifle

Distance: 25 metres

Sights: Open or Aperture sights

Ammunition: **843, 844:** Centrefire pistol calibre
845: Centrefire pistol calibre, Centrefire miniature
846: .22 Rimfire

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Targets: PS12

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

Practice 1: 5 minutes sighting, two series of 5 shots to count in 10 minutes,
start unloaded

HPS: 140

Skilled Shot Score:

GR&P			
843: 125	844: 130	845: 122	846: 125

25 Metre Surrenden - Pistol

Event Numbers & Firearm Type:

870 Trigger Cocked Revolver
872 Any Revolver

873 Thumb Cocked Revolver

Distance: 25 metres

Sights: Open sights

Ammunition: Muzzle Loading
872: Nitro may be used if firearm is suitably proofed

Position: Standing unsupported
Single hand shooting

Targets: PS14

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

Practice 1-3: 5 minutes sighting, three series of 5 shots against the clock, score is target score less the amount of whole seconds taken to fire the 5 shots, muzzle touching the bench to start

HPS: 105

Notes: **870:** Basic 19th century design with trigger cocked action
873: Basic 19th century design with thumb cocked action
872: Any pattern including nitro conversion

Skilled Shot Score:

GR&P		
870: 40	872: 40	873: 35

25 Metre Surrenden - Rifle

Event Numbers & Firearm Type:

874 Centrefire Gallery Rifle

Distance:	25 metres
Sights:	Open sights
Ammunition:	Pistol calibre
Sling & Rest:	Slings and rests not permitted
Position:	Standing unsupported
Targets:	PS14
Course of Fire:	This event takes approximately 45 minutes to complete It requires 15 rounds plus sighters
Practice 1-3:	5 minutes sighting, three series of 5 shots against the clock, score is target score, minus the number of whole seconds taken to fire the 5 shots.
HPS:	105
Notes:	Manual actions only e.g. Lever-action, not single shot
Skilled Shot Score:	

GR&P

874: 55

50 Yards

Event Numbers & Firearm Type:

110	Service Patched Ball ML Rifle
111	Target Patched Ball ML Rifle
112	Musket

602	Double barrelled Rifle Large Bore
603	Double barrelled Rifle Small Bore

Distance: 50 yards

Sights: **110, 602, 603:** Open sight
111: Target sight
112: As issued

Ammunition: **110, 111, 112:** Muzzle Loading
602: Large Bore projectile, propellant as per proof
603: Medium or Small-Bore projectile, propellant as per proof

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Targets: PL7

Course of Fire: This event takes approximately 45 minutes to complete
110, 111, 112: requires 10 rounds plus sighters
602, 603: requires 12 rounds plus sighters

Practice 1: **110, 111, 112:** 5 minutes of sighting shots then 2 series of 5 shots each to be fired in 10 minutes
602, 603: 5 minutes of sighting shots, 12 shots, best 10 to count in 10 minutes. Shots fired from alternate barrels.

HPS: 100

Notes: **110, 111, 112:** Contemporary designs
111: Wiping between shots Permitted

Skilled Shot Score:

ML			O	
110: 58	111: 64	112: 50	602: 56	603: 58

50 Metre Advancing

Event Numbers & Firearm Type:

888	CF Gallery Rifle
889	RF Repeating Rifle

Distance:	50 metres
Sights:	Open or Aperture sights
Ammunition:	888: Pistol Calibre 889: RF
Sling & Rest:	No slings or rests permitted
Position:	Standing unsupported
Targets:	DP1c (new)
Course of Fire:	This event takes approximately 30 minutes to complete It requires 30 rounds plus sighters
Practice 1-3:	5 minutes sighting, three series of 10 shots, target advancing from 50 to 25 yards
HPS:	150
Skilled Shot Score:	

GR&P	
888: 100	889: 100

50 Metre

Event Numbers & Firearm Type:

350	Bolt Action RF Target Rifle
360	Martini Action RF Target Rifle
400	Classic Miniature Target Rifle
401	Classic Miniature Military Rifle

500	Veteran Miniature Rifle
600	Any Miniature Sporting Rifle

Distance: 50 metres

Sights: **350, 360, 400:** Target Sight
401: Issued sight
500: Open or Aperture sight
600: Optics permitted

Ammunition: **350, 360:** .22 Rimfire
400, 401, 500, 600: Miniature

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

Position: Prone unsupported

Targets: GR5

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

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

HPS: 200

Skilled Shot Score:

C&S		C		VE	O
350: 182	360: 184	400: 180	401: 170	500: 194	600: 180

50 Metre Precision - Pistol

Event Numbers & Firearm Type:

810 Any Pistol

814 Shoulder Stocked Pistol

811 Standard Revolver

Distance: 50 metres

Sights: Open sights

Ammunition: Muzzle Loading
810: Nitro may be used if firearm is suitably proofed

Position: Standing unsupported
Single hand shooting

Targets: PS13

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

Practice 1: 5 minutes sighting
810, 811: 10 shots in 20 minutes
814: Two series of 5 shots each in 10 minutes to include loading

HPS: 70

Notes: **811, 814:** 19th century design, including accurate reproductions

Skilled Shot Score:

GR&P		
810: 50	811: 48	814: 75

50 Metre Precision - Rifle

Event Numbers & Firearm Type:

822	Any Lever Action Repeating Rifle	825	Centrefire Gallery Rifle
823	Rimfire Schutzen Rifle	826	RF Gallery Rifle
824	Any Rifle		

Distance: 50 metres

Sights: Open or Aperture sight

Ammunition: **822, 824, 825:** Pistol calibre
823, 826: RF

Position: Standing unsupported

Targets: PS13

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

Practice 1: 5 minutes sighting
20 shots to count in 20 minutes

HPS: 140

Notes: **823:** European Schutzen pattern only. Palmrest and hooked
buttplate allowed
826: No target rifles

Skilled Shot Score:

GR&P				
822: 130	823: 136	824: 125	825: 125	826: 130

Rook and Rabbit 55 yards

Event Numbers & Firearm Type:

402 Classic Single Shot Rook and Rabbit rifle

Distance: 55 yards

Sights: Open or Aperture sight

Ammunition: Rook and Rabbit Centrefire calibre

Sling & Rest: No slings or rests permitted

Position: Standing unsupported

Targets: PS13

Course of Fire: This event takes approximately 25 minutes to complete
It requires 22 rounds

Practice 1: 2 convertible sighters, two series of 10 shots to count, each in 10 minutes

HPS: 140

Skilled Shot Score:

C

402: 120

Running Boar

Event Numbers & Firearm Type:

404	Classic Single Shot Rook and Rabbit rifle
601	Any RF Sporting Rifle
616	Low Power Sporting Rifle

Distance: 55 yards

Sights: **404, 616:** Any
601: Any contemporary sights including optics

Ammunition: **404:** Rook and Rabbit Centrefire
601: RF
616: Small Bore Centrefire less than 1496 ft-lb (2028J)

Sling & Rest: No slings

Position: Standing

Targets: Running Boar

Course of Fire: This event takes approximately 15 minutes to complete
It requires 24 rounds, **616:** 12 rounds

Practice 1: **404,601:** 4 non-convertible sighters, 2 strings of 10 shots to count
616: 2 non-convertible sighters, 1 string of 10 shots to count

HPS: **404,601:** 200
616: 100

Notes: **601:** Any pre-1961 sporting rifle chambered for .22RF, including:
.22short, .22wmr and .22 Win Auto

Skilled Shot Score:

C	O	
404: 100	601: 120	616: 65

100 Yards Prone and 3 Position

Event Numbers & Firearm Type:

101	Muzzle Loading Target Rifle	300	Any Centrefire Carbine
102	Muzzle Loading Service Rifle	351	Bolt Action .22 Target Rifle
120	Patched Ball	361	Martini Action .22 Target Rifle Rimfire
211	Vintage Single Shot Large-bore	833	RF Target Rifle
213	Vintage Single Shot Small/Medium-bore		

Distance: 100 yards

Sights: **101, 351, 361, 833:** Target Sight
102: As issued
120: Open sight
211, 213: Open or Aperture sight
300: Open, Aperture, Target or Optical sight

Ammunition: **101, 102, 120:** Muzzle Loading Large, Medium or Small Bore
211: Large Bore Vintage
213: Small or Medium Bore Vintage
351, 361, 833: RF

Sling & Rest: Slings Permitted except **300**
351, 361: Full Target shooting rig permitted including Jackets, slings & Gloves

Position: Prone unsupported
300: Three Positions (See Practice)

Targets: PL7
101, 102: MLAGB Scoring

Course of Fire: This event takes approximately 45 minutes to complete
It requires 23 rounds,
101, 102, 120: 13 rounds,
300: 10 rounds

Practice : **101, 102, 120:** 13 shots in 30 minutes, best 10 to count
211, 213, 351, 361, 833: 23 shots in 30 minutes, best 20 to count
300: 10 shots prone,
5 shots either kneeling or sitting,
5 shots standing,
All in 30 minutes.

HPS: **101, 102, 120:** 100
300: 150

211, 213, 351, 361, 833: 200

Notes:

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

101, 120, 211, 213: wiping permitted

Skilled Shot Score:

ML			VI		C&S			GR&P
101: 85	102: 80	120: 70	211: 130	213: 130	300: 105	351: 180	361: 185	833: 184

100 Yards Standing

Event Numbers & Firearm Type:

116	Patched Ball	832	Any Lever Action Rifle
117	Musketoon	834	Sporting Rifle
210	Vintage Large-bore	835	Any Centrefire Gallery Rifle
212	Vintage Small/Medium-bore	836	Any Rimfire Gallery Rifle
461	Single Shot Rook and Rabbit rifle		

Distance: 100 yards

Sights: **116, 117, 835:** Open sights
210, 212, 832, 834, 836: Open or Aperture sights
461: A Contemporary Optical sight maximum .75" tube diameter may be used.

Ammunition: **116, 117:** Muzzle Loading Large, Medium or Small Bore
210: Large Bore
212: Small or Medium Bore
461: Rook and Rabbit CF or RF greater than .23" nominal
832, 834, 835: Centrefire pistol calibre
836: .22 Rimfire

Sling & Rest: **210, 212:** wiping permitted

Position: Standing

Targets: PL7

Course of Fire: This event takes approximately 45 minutes to complete
210, 212, 461, 832, 834, 835, 836: require 23 rounds,
116, 117: require 13 rounds

Practice 1: **210, 212, 461, 832, 834, 835, 836:** 23 shots in 30 minutes, best 20 to count
116, 117: 13 shots in 30 minutes, best 10 to count

HPS: **210, 212, 461, 832, 834, 835, 836:** 200
116, 117: 100

Notes: **116:** Max OAL 40.5"
 All loading and Capping to take place within the 30 minutes

Skilled Shot Score:

ML		VI		GR&P				C
116: 62	117: 58	210: 130	212: 130	832: 140	834: 160	835: 162	836: 166	461: 150

Running Deer

Event Numbers & Firearm Type:

420	Classic Sporting Rifle
611	Any Centrefire Rifle
613	Any Big Game Rifle
614	Any Black Powder Military Rifle over 9.5mm
615	Any Military Rifle under 9.5mm

Distance: 110 yards

Sights: **420, 611:** Open, Aperture, Target or Optical sight
613: Open or Aperture sights

Ammunition: **420:** Any Centrefire
611: Any historic
613: 1750ft-lbs minimum ME
614, 615: Military issue as per calibre

Sling & Rest: No slings

Position: Standing

Targets: Running Deer

Course of Fire: This event takes approximately 15 minutes to complete
416, 613, 614: 12 rounds,
615: 24 rounds

Practice 1: **416, 613, 614:** 2 non-convertible sighters, 10 shots, 5 runs from each left and right
615: 4 non-convertible sighters, 2 series of 10 shots, 10 runs from each left and right

HPS: **416, 613, 614:** 100
615: 200

Notes: **416:** Any centrefire sporting rifle including contemporary conversions of service rifles if “in the spirit of the original”
613: Single-loaded doubles allowed
614: Black Powder service rifle over 9.5mm as issued
615: Service rifles under 9.5mm as issued

Skilled Shot Score:

C	O			
416: 65	611: 30	613: 27	614: 30	615: 54

200 Yards Prone

Event Numbers & Firearm Type:

100	Muzzle Loading Target Rifle	412	Classic Service Sniper Rifle
103	Muzzle Loading Any Rifle	415	Classic Miniature Target Rifle
104	Muzzle Loading Service Rifle	463	Classic Single Shot Rook and Rabbit
200	Vintage Carbine	505	Veteran Any Rifle
201	Vintage Any Rifle	506	Veteran Service Rifle
202	Vintage Service Single Shot Large Bore	508	Veteran Service Sniper Rifle Optical
203	Vintage Service Single Shot Medium Bore	630	British Commonwealth Target Rifle NRA .303 SR(b)
301	Any Service Carbine	631	Any Target Rifle SR(b) modified
302	Any Carbine	648	Any pre-1946 Lever Centrefire repeater
403	Classic Single Shot Service Rifle	664	Any Service Sniper
405	Classic Any Centrefire Rifle	665	Any Military Miniature
406	Classic Service Rifle	667	Any pre-1961 .22 Rimfire Rifle
410	Classic Sporting Rifle	710	Transitional Target Rifle
411	Classic Sporting Rifle Optical		

Distance: 200 yards

Sights: **100, 201, 302, 405, 410, 415, 505, 648, 667, 710:** Open, Aperture or Target Sight
103: Open or Aperture sight
104, 202, 203, 301, 406, 412, 506, 508, 665: As issued
200: Open sights
411, 664: Optical sights
630, 631: Target Sight, As Issued Foresight.

Ammunition: **110, 103, 104:** Muzzle Loading Large, Medium or Small Bore
200, 201: Small, Medium or Large Bore BP
202: Large Bore BP
203: Medium Bore BP
301, 302, 410: Small or Medium Bore Centrefire
463: Rook and Rabbit Centrefire
406, 506, 508: Small, Medium or Large Bore
505: Any
631: Small Bore Centrefire
648: Pistol calibre
154, 415, 655: Miniature
667: RF
630: .303 British (7.7 x 56mmR) only
710: 7.62 x 51mm NATO only

Sling & Rest: Slings or rests permitted except:
104, 203, 204, 301, 403, 405, 406, 506, 508: Issued sling

648: No sling
630, 631, 664, 665: Two-point sling
710: Single point sling

Position: Prone
103: Any

Targets: **100, 103, 104, 200, 201, 202, 203:** NRA/HBSA Round Bull
301, 403, 405, 412, 506, 508, 630, 634, 664, 665: Sand and Sky

Course of Fire: This event takes approximately 45 minutes to complete
It requires 12 rounds, **100:** 13 rounds

Practice 1: **103 – 655:** 2 non-convertible sighters, 10 shots to count in 30 minutes
100: 13 shots in 30 minutes, best 10 to count

HPS: **103 – 655:** 50
100: 105

Notes: **100, 103, 201, 302:** Wiping Permitted
103: Capping breech-loaders are permitted provided they are loaded via the muzzle. Reproductions shall be in the spirit of the original.
410: Pre-1919 design contemporaneous pattern
415: BSA Rifles up to and including M12 and Centrefire miniature rifles e.g. 297/230 or similar.
630: For.303” rifles complying with NRA rules as set out in special leaflet “NRA SR(b) conditions for Historic Target Rifles”- (updated Oct 19) specifically Long Lee, Ross, SMLE, P14 and No4
631: Other rifles of the period that comply with the spirit of these general principles: a military rifle with standard military blade or barleycorn foresight but may have added aperture rear sight and improved barrel (original calibre) and/or bedding
667: No. 8 rifle permitted

Skilled Shot Score:

ML	VI	C&S	C		VE	O		T
100: 3	200: 33	301: 32	403: 43	411: 46	505: 45	630: 45	664: 44	710: 46
103: 42	201: 40	302: 34	405: 47	412: 46	506: 45	631: 45	665: 44	
104: 40	202: 34		406: 46	415: 40	508: 43	648: 41	667: 43	
	203: 39		410: 43	463: 41				

200 Yards Standing

Event Numbers & Firearm Type:

105	Muzzle Loading Target Rifle	251	The Offhand Match
106	Muzzle Loading Service Rifle	414	Classic Service Rifle
118	Any Percussion Rifle	470	Classic Rimfire Schutzen Rifle
119	Patched Ball Rifle	471	Classic Centrefire Schutzen Rifle
204	Vintage Service Single Shot Large Bore	472	Classic Open Schutzen Rifle
205	Vintage Service Single Shot Medium Bore	510	Veteran Service Rifle
206	Vintage Service Single Shot Small Bore	663	Any pre-1946 Lever Centrefire Repeater
207	Vintage Repeating Rifle		
234	Vintage Any Rifle		

Distance: 200 yards

Sights:
105: Open, Aperture or Target sight
106, 204, 205, 206, 414, 510: As Issued sight
118, 207, 251, 472: Any Sight
119: Open sight
470, 471, 663: Open or Aperture sight

Ammunition:
105, 106, 118: Muzzle Loading Large, Medium or Small
119: Muzzle Loading Patched ball only
204: Large Bore
205: Medium Bore
206, 414, 510: Small Bore
207, 234: Any Vintage
251: Black powder only
470: .22 Rimfire
471: Centrefire only

Sling & Rest:
106, 204, 205, 206, 414, 510: Issued sling
251: Unsupported
470, 471, 472: Unsupported, no sling, not restricted to those rifles fitted with palm-rests, horned butt-plates and set triggers
663: No sling

Position: Standing unsupported

Targets:
HBSA Round Bull
414, 510: Sand and Sky

Course of Fire: This event takes approximately 45 minutes to complete
The shoot requires 12 rounds, except
414, 470, 471, 472: 22 rounds

Practice 1: 2 non-convertible sighters, 10 shots to count in 30 minutes
414, 470, 471, 472: 2 non-convertible sighters, 20 shots to count in 30 minutes

HPS: 100
414, 470, 471, 472: 200

Notes: **105, 118, 119, 234, 251:** Wiping Allowed
234: Sporterised rifles allowed

Skilled Shot Score:

ML	VI		AM	C	VE	O
105: 32	204: 27	209: 30	251: 30	414: 33	510: 35	663: 30
106: 30	205: 27	234: 25		470: 70		
118: 32	206: 28			471: 65		
119: 25				472: 75		

200 Yards Rapid

Event Numbers & Firearm Type:

235	Vintage Any Single Shot	540	Veteran Service Rifle
236	Vintage Repeating Rifle	541	Classic & Veteran Enfield Rifle
304	Any Carbine	542	Veteran Any Rifle
464	Classic Any Centrefire Rifle	619	Gallery Rifle pre-1961 design
465	Classic Service Rifle	649	Centrefire Rifle Pre-1946 Lever Action
		718	Any Transitional Rifle

Distance: 200 yards

Sights: Open or Aperture sight
540, 541: As Issued sight

Ammunition: **235, 236:** Large or Medium Bore
304: Large, Medium or Small Bore
464: Medium or Small Bore
465, 540: As Issued
541: .303 British (7.7 x 56mmR)
542: Small Bore
619: Pistol calibre, miniature
649: Pistol calibre
718: 7.62mm x 51mm NATO only

Sling & Rest: Slings and rests not permitted.

Position: Prone Unsupported
649: Prone, Sitting or Kneeling

Targets: DP1

Course of Fire: This event takes approximately 20 minutes to complete
 It requires 17 rounds

Practice 1: 2 non-convertible sighters, followed by 1 minute exposure, max 15 rounds. Start unloaded, rifle may be loaded at any point during the 1 minute exposure.
649: Start with 10 rounds loaded

HPS: 75

Notes: **235:** Magazine allowed if single loaded
304: Max Rifle OAL 40.5"/103cm

Skilled Shot Score:

VI	C&S	C	VE			O	T
235: 25	304: 32	464: 48	540: 49	541: 49	542: 49	619: 20	718: 51
236: 25		465: 49				649: 30	

200 Yards Single Snap

Event Numbers & Firearm Type:

237	Vintage Any Rifle	539	Veteran Service Rifle
305	Any Carbine	640	Any Service Rifle
416	Classic Service Rifle		

Distance: 200 yards

Sights: **237, 305:** Open or Aperture sight
416, 539, 640: As Issued sight

Ammunition: **237:** Large or Medium Bore
416: Large, Medium or Small Bore
539, 640: Medium or Small Bore

Sling & Rest: Slings and rests not permitted.

Position: Prone Unsupported

Targets: DP1c (new)

Course of Fire: This event takes approximately 45 minutes to complete
It requires 17 rounds

Practice 1: 2 non-convertible sighters, 15 shots to count.
Start with 5 rounds loaded, exposures last for 3 seconds,
minimum of 5 seconds between exposures

HPS: 75

Skilled Shot Score:

VI	C&S	C	VE	O
237: 15	305: 32	416: 40	539: 40	640: 28

200 Yards Double Snap

Event Numbers & Firearm Type:

467	Classic Service Rifle	643	Any Lever Action Rifle
544	Veteran Service Rifle	646	Any pre-1961 Rifle
		647	Any Sniper Rifle

Distance: 200 yards

Sights: **467, 544:** As Issued sight
643, 646: Open or Aperture sight
647: Open, Aperture, Target or Optical sight

Ammunition: **467, 544, 647:** Small Bore
646: Medium or Small Bore
643: Centrefire pistol calibre

Sling & Rest: **467, 544, 643:** No slings or rests
646, 647: Slings permitted

Position: Prone Unsupported

Targets: DP1c (new)

Course of Fire: This event takes approximately 30 minutes to complete
It requires 12 rounds

Practice 1: 2 non-convertible sighters, followed by 10 exposures of 5 seconds,
2 shots per exposure, minimum 5 seconds between exposures.
May start with 5 rounds loaded, rifle may be reloaded at any time
during the series.
643: May start with 10 rounds loaded

HPS: 75

Skilled Shot Score:

C	VE	O		
467: 23	544: 23	643: 20	646: 23	647: 27

200 Yards McQueen

Event Numbers & Firearm Type:

624	Any sporting rifle pre-1961
625	Any Service Sniper Rifle pre-1961
719	First Generation 7.62 Sniper Rifle

Distance:	200 yards
Sights:	Any sighting system contemporary with the rifle or available during the period 719: Scope and mount must be of contemporary design
Ammunition:	624, 625: Medium or Small Bore 719: 7.62mm x 51mm NATO only
Sling & Rest:	Service slings or traditional rest permitted. Bipods not permitted unless demonstrated to be original as issued or in the spirit of as issued 719: No single point sling, rests permitted
Position:	Prone
Targets:	McQueen DP14
Course of Fire:	This event takes approximately 30 minutes to complete It requires 12 rounds
Practice 1:	2 sighters, followed by 10 exposures of 3 seconds, 1 shot per exposure, maximum of 20 seconds between exposures
HPS:	50
Notes:	624: Telescope mounts should be of contemporary pattern but may be reproductions
Skilled Shot Score:	

O		T
624: 40	625: 39	719: 39

500 Yards

Event Numbers & Firearm Type:

107	Muzzle Loading Target Rifle	303	Any Carbine
108	Muzzle Loading Service Rifle	407	Classic Any Rifle
114	Flintlock (Original)	408	Classic Service Rifle
115	Flintlock (Original or Reproduction)	523	Veteran Any Rifle
208	Vintage Any Rifle	524	Veteran Service Rifle
209	Vintage Service Rifle	712	Any Transitional Rifle

Distance:	500 yards
Sights:	107, 712: Target Sight 114, 115, 208, 303, 407, 523: Open or Aperture sight 108, 209, 408, 524: As Issued sight
Ammunition:	107, 108, 114, 115: Muzzle Loading Large or Medium Bore 208,209: Large or Medium Bore, black powder only 303, 407, 523: Large, Medium or Small Bore 408, 524: Small Bore 712: 7.62x51mm NATO only
Sling & Rest:	208: Traditional rest 107, 108, 209, 408, 524: Issued sling 712: Single point sling
Position:	Prone 208: Prone or Supine
Targets:	NRA/HBSA 500/600 yard Round Bull 408, 524: NRA/ HBSA 500/600 yard Tin Hat
Course of Fire:	This event takes approximately 45 minutes to complete 303, 407, 408, 523, 524, 712: require 12 rounds 107, 108, 114, 115: require 13 rounds 208, 209: require 15 rounds
Practice 1:	10 shots to count in 30 minutes 107, 108, 114, 115: 1 ranging shot, 2 convertible sighters 208, 209: 2 ranging shots, 3 convertible sighters 303, 407, 408, 523, 524, 712: 2 non-convertible sighters
HPS:	50
Notes:	107, 114, 115, 208: Wiping allowed
Skilled Shot Score:	

ML		VI	C&S	C	VE	T
107: 37	114: 27	208: 38	303: 26	407: 33	523: 43	712: 46
108: 37	115: 30	209: 31		408: 40	524: 42	

600 Yards

Event Numbers & Firearm Type:

109	Muzzle Loading Any Rifle	528	Veteran Any Rifle
230	Vintage Any Rifle	530	Veteran Service Rifle
253	Vintage Rifle Buffalo	635	Any Sniper Rifle pre 61
254	Vintage Rifle Buffalo Optical	636	Any Scoped Sporting Rifle pre 61
409	Classic Any Rifle	714	Any Transitional Rifle
450	Classic Service Rifle	720	Transitional Sniper rifle

Sights: **109, 230, 253, 409, 528, 635, 714:** Open, Target or Aperture sight
254, 636, 720: Optical sight
450, 530, 635: As Issued sight

Ammunition: **109:** Muzzle Loading Large, Medium or Small Bore
230, 253, 254: Blackpowder only
409, 450, 528, 635, 636: Centrefire Small Bore
714, 720: 7.62mm x 51mm NATO only

Sling & Rest: **109, 230, 528, 635, 636, 720:** Rest Permitted
253, 254: X sticks or Rest Permitted
450, 530: Issued sling
714: Single point sling

Position: Prone
230: Prone or Supine

Targets: **109, 230, 528, 714:** HBSA 500/600 yard Round Bull
253, 254: Buffalo silhouette
450, 530, 635, 636, 720: HBSA 500/600yard Tin Hat

Course of Fire: This event takes approximately 45 minutes to complete
It requires 12 rounds
109,235,254: require 13 rounds
230: requires 15 rounds

Practice 1: 10 shots to count in 30 minutes
109: 1 ranging shot, 2 convertible sighters
230: 2 ranging shot, 3 convertible sighters
253, 254: 3 non-convertible sighters
409, 450, 528, 530, 635, 636, 714: 2 non-convertible sighters
720: 2 convertible sighters

HPS: 50

Notes: **109, 230, 253, 254 :** Wiping permitted

Skilled Shot Score:

ML	VI	AM	C	VE	O	T
109: 30	230: 30	253: 30	409: 38	528: 38	635: 45	714: 42
		254: 30	450: 35	530: 35	636: 47	720: 46

900 Yards

Event Numbers & Firearm Type:

113	Muzzle Loading Any Rifle	660	Any Sniping Rifle
232	Vintage Match Rifle	661	Any Scoped Sporting Rifle
233	Vintage Service Rifle	662	Any pre-1961 Rifle Supine
451	Classic Target Rifle	716	Any Transitional Rifle
452	Classic Service Rifle	721	Transitional Sniper
537	Veteran Any Rifle		
538	Veteran Service Rifle		

Distance:	900 yards
Sights:	Open, Aperture or Target sight 233, 452, 538, 660: As Issued sight 661: Open, Aperture, Target or Optical sight 721: Optical sight
Ammunition:	232: Large or Medium Bore 233: Medium or Small Bore 451, 452, 537, 538, 660, 661: Small Bore 716, 721: 7.62mm x 51mm NATO only
Sling & Rest:	113, 232, 660, 661, 721: Rest permitted 233, 452, 538: Issued sling 451: Classic TR two point sling, no rest 537: Two point sling, no rest 716: Single point sling
Position:	Prone or Supine 451, 538, 716, 721: Prone 662: Supine
Targets:	NRA 900 yard Round Bull
Course of Fire:	This event takes approximately 70 minutes to complete It requires 18 rounds
Practice 1:	3 convertible sighters, 15 shots to count in 60 minutes 113, 232, 233: 2 ranging shot, 3 convertible sighters, 15 shots to count in 60 minutes
HPS:	75
Notes:	113, 232: Wiping permitted
Skilled Shot Score:	

ML	VI	C	VE	O	T
113: 40	232: 50	451: 55	537: 55	660: 52	716: 55
	233: 44	452: 45	538: 55	661: 54	721: 60
				662: 55	

1000 Yards

Event Numbers & Firearm Type:

240	Vintage Match Rifle
668	Any Sniping Rifle pre 61
669	Any Scoped Sporting Rifle pre 61
722	Transitional Sniper Rifle

Distance: 1000 yards

Sights: **240:** Open, Aperture or Target sight
668: As Issued Optical sight
669: Open, Aperture, Target or Optical sight
722: Optical sight

Ammunition: **240:** Large or Medium Bore
668, 669: Small Bore
722: 7.62mm x 51mm NATO only

Sling & Rest: Rests permitted

Position: Prone or Supine
722: Prone

Targets: NRA 1000 yard Round Bull

Course of Fire: This event takes approximately 60 minutes to complete
It requires 18/20 rounds

Practice 1: 3 convertible sighters, 15 shots to count in 40 minutes
240: 2 ranging shot, 3 convertible sighters, 15 shots to count in 40 minutes

HPS: 75

Notes: **240:** Wiping Permitted

Skilled Shot Score:

VI	O	T
240: 69	668: 68	722: 69
	669: 67	

Aggregates

Gallery Rifle & Pistol:	901: (Matches: 884, 885, 886)
Gallery Rifle & Pistol:	902: (Matches: 825, 835, 845)
Percussion Service Rifle:	915: (Matches: 102, 104, 108)
Halford Aggregate:	920: (Matches: 208, 230, 232)
Classic Service Rifle:	940: (Matches: 406, 465)
Classic Any Rifle:	941: (Matches: 405, 407, 409)
Classic Service Rifle:	942: (Matches: 406, 408, 450)
Veteran Service Rifle:	950: (Matches: 506, 540)
Veteran Service Rifle:	951: (Matches: 506, 524, 530)
Any Veteran Rifle:	952: (Matches: 505, 523, 528)
Open Lever Action:	962: (Matches: 648, 649)
Transitional Service Rifle:	970: (Matches: 710, 718)
Transitional Mid-Range:	971: (Matches: 710, 712, 714)

6. Matchfinder

Match No.	Event Name	Group	Page
100	M/L Target Rifle	200 Yards Prone	39
101	M/L Target Rifle	100 Yards	35
102	M/L Service Rifle	100 Yards	35
103	M/L Free Rifle	200 Yards Prone	39
104	M/L Service Rifle	200 Yards Prone	39
105	M/L Target Rifle	200 Yards Standing	41
106	M/L Service Rifle	200 Yards Standing	41
107	M/L Target Rifle	500 Yards	47
108	M/L Service Rifle	500 Yards	47
109	M/L Any Rifle	600 Yards	48
110	M/L Patched Ball Rifle	50 Yards	28
111	M/L Patched Ball Rifle	50 Yards	28
112	M/L Musket	50 Yards	28
113	M/L Any Rifle	900 Yards	49
114	Flintlock Rifle (Original)	500 Yards	47
115	Flintlock (Original/Repro')	500 Yards	47
116	Patched Ball	100 Yards Standing	37
117	Musketoon	100 Yards Standing	37
118	Any Percussion Rifle	200 Yards Standing	41
119	Patched Ball Open Sights	200 Yards Standing	41
120	Patched Ball Open Sights	100 Yards	35
200	Vintage Carbine	200 Yards Prone	39
201	Any Vintage Rifle	200 Yards Prone	39
202	Vintage Service S/Shot large	200 Yards Prone	39
203	Vintage Service S/Shot medium	200 Yards Prone	39
204	Vintage Service S/Shot large bore	200 Yards Standing	41
205	Vintage Service S/Shot medium bore	200 Yards Standing	41
206	Vintage Service S/Shot small bore	200 Yards Standing	41
207	Vintage Repeating Rifle	200 Yards Standing	41
208	Vintage Any Rifle	500 Yards	47
209	Vintage Service Rifle	500 Yards	47
210	Vintage Single Shot Rifle Large	100 Yards Standing	37
211	Vintage Single Shot Rifle Large	100 Yards	35
212	Vintage Single Shot Rifle Med/Small	100 Yards Standing	37
213	Vintage Single Shot Rifle Med/Small	100 Yards	35
230	Any Vintage Rifle	600 Yards	48
232	Vintage Match Rifle	900 Yards	49
233	Vintage Service Rifle	900 Yards	49
234	Vintage Any Rifle	200 Yards Standing	41
235	Vintage Any Single Shot Rifle	200 Yards Rapid	43
236	Vintage Repeating Rifle	200 Yards Rapid	43
237	Any Vintage Rifle	200 Yards Single Snap	44
240	Vintage Match Rifle	1000 Yards	50
251	The Offhand Match	200 Yards Standing	41
253	Vintage Buffalo Match	600 Yards	48
254	Vintage Buffalo Scope Match	600 Yards	48

Match No.	Event Name	Group	Page
300	Any Carbine	100 Yards	35
301	Service Carbine	200 Yards Prone	39
302	Any Carbine	200 Yards Prone	39
303	Carbine	500 Yards	47
304	Carbine	200 Yards Rapid	43
305	Carbine	200 Yards Single Snap	44
350	The Bolt Action 22 Target Rifle	50 Meter	30
351	The Bolt Action. 22 Target Rifle	100 Yards	35
360	Martini Action RF Target Rifle	50 Meter	30
361	The Martini Target Match	100 Yards	35
400	Classic Miniature Target Rifle	50 Meter	30
401	Classic Miniature Military Rifle	50 Meter	30
402	Classic Rook & Rabbit Rifle	Rook & Rabbit 55 yds	33
403	Classic Single Shot Service Rifle	200 Yards Prone	39
404	Classic Rook and Rabbit	Running Boar	34
405	Any Classic Rifle	200 Yards Prone	39
406	Classic Service Rifle	200 Yards Prone	39
407	Any Classic Rifle	500 Yards	47
408	Classic Service Rifle	500 Yards	47
409	Classic Any Rifle	600 Yards	48
410	Classic Sporting Rifle	200 Yards Prone	39
411	Classic Sporting Rifle Optical	200 Yards Prone	39
412	Classic Service Sniper Rifle	200 Yards Prone	39
414	Classic Service Rifle	200 Yards Standing	41
415	Classic Miniature Target Rifle	200 Yards Prone	39
416	Classic Service Rifle	200 Yards Single Snap	44
420	Classic Sporting Rifle	Running Deer	38
450	Classic Service Rifle	600 Yards	48
451	Classic Target Rifle	900 Yards	49
452	Classic Service Rifle	900 Yards	49
461	Classic Rook & Rabbit	100 Yards Standing	37
463	Classic Rook & Rabbit	200 Yards Prone	39
464	Classic Any Rifle Rapid	200 Yards Rapid	43
465	Classic Service Rifle	200 Yards Rapid	43
467	Classic Service Rifle	200 Yards Double Snap	45
470	Rimfire Schutzen Rifle	200 Yards Standing	41
471	Classic Centrefire Schutzen Rifle	200 Yards Standing	41
472	Classic Open Schutzen Rifle	200 Yards Standing	41
500	Veteran Miniature Rifle	50 Meter	30
505	Veteran Any Rifle	200 Yards Prone	39
506	Veteran Service Rifle	200 Yards Prone	39
508	Veteran Service Rifle Sniper Optical	200 Yards Prone	39
510	Veteran Service Rifle	200 Yards Standing	41
523	Veteran Any Rifle	500 Yards	47
524	Veteran Service Rifle	500 Yards	47
528	Veteran Any Rifle	600 Yards	48
530	Veteran Service Rifle	600 Yards	48
537	Veteran Any Rifle	900 Yards	49

Match No.	Event Name	Group	Page
538	Veteran Service Rifle	900 Yards	49
539	Veteran Service Rifle	200 Yards Single Snap	44
540	Veteran Service Rifle	200 Yards Rapid	43
541	Classic and Veteran Enfield	200 Yards Rapid	43
542	Veteran Any Rifle	200 Yards Rapid	43
544	Veteran Service Rifle	200 Yards Double Snap	45
600	Any Miniature Sporting Rifle	50 Meter	30
601	Any RF Sporting rifle	Running Boar	34
602	Open Double Rifle Large bore	50 Yards	28
603	Open Double Rifle Smallbore	50 Yards	28
611	Any Centrefire Rifle	Running Deer	38
613	Any Big Game Rifle	Running Deer	38
614	CF BP Military Rifle over 9.5mm	Running Deer	38
615	CF Military Rifle under 9.5mm	Running Deer	38
616	Low Power Sporting Rifle	Running Boar	34
619	Gallery rifle Pre-1961 Design	200 Yards Rapid	43
624	Any Sporting Rifle Pre 61	200 Yards McQueen	46
625	Any Service Sniper Rifle Pre 61	200 Yards McQueen	46
630	Open - Target Rifle NRA .303 SR(b)	200 Yards Prone	39
631	Any Target Rifle SR(b) modified	200 Yards Prone	39
635	Any Sniper Rifle Pre 61	600 Yards	48
636	Any Scoped Sporting Rifle Pre 61	600 Yards	48
640	Any Service Rifle	200 Yards Single Snap	44
643	Any Lever Action Rifle	200 Yards Double Snap	45
646	Any pre 1961 Rifle	200 Yards Double Snap	45
647	Any Sniper Rifle	200 Yards Double Snap	45
648	Any Pre 1946 Lever Centrefire rifle	200 Yards Prone	39
649	Any Pre 1946 Lever Centrefire rifle	200 Yards Rapid	43
660	Any Sniper Rifle Pre 61	900 Yards	49
661	Any Scoped Sporting Rifle Pre 61	900 Yards	49
662	Any pre 1961 Rifle Supine	900 Yards	49
663	Any Pre 1946 Lever Centrefire rifle	200 Yards Standing	41
664	Any Service Sniper pre 61	200 Yards Prone	39
665	Any Military Miniature	200 Yards Prone	39
667	Any pre 1961 Rimfire Rifle	200 Yards Prone	39
668	Any Sniper Rifle Pre 61	1000 Yards	50
669	Any Scoped Sporting Rifle Pre 61	1000 Yards	50
710	Transitional Target Rifle	200 Yards Prone	39
712	Any Transitional Rifle	500 Yards	47
714	Any Transitional Rifle	600 Yards	48
716	Any Transitional Rifle	900 Yards	49
718	Any Transitional Rifle	200 Yards Rapid	43
719	First Generation 7.62 Sniper	200 Yards McQueen	46
720	Transitional Sniper Rifle	600 Yards	48
721	Transitional Sniper Rifle	900 Yards	49
722	Transitional Sniper Rifle	1000 Yards	50

Match No.	Event Name	Group	Page
801	Rifled Pistol	25m Deliberate	15
802	Smoothbore Pistol	25m Deliberate	15
803	Target Pistol	25m Deliberate	15
804	Target Revolver	25m Deliberate	15
805	Standard Revolver	25m Deliberate	15
810	Any Pistol	50 M Precision Pistol	31
811	Standard Revolver	50 M Precision Pistol	31
814	Shoulder Stocked Pistol	50 M Precision Pistol	31
822	Any Lever Action Repeating Rifle	50 M Precision Rifle	32
823	Rimfire Schutzen Rifle	50 M Precision Rifle	32
824	Any Rifle	50 M Precision Rifle	32
825	Centrefire Gallery Rifle	50 M Precision Rifle	32
826	Rimfire Gallery Rifle	50 M Precision Rifle	32
832	Any Lever Action Rifle	100 Yards Standing	37
833	Rimfire Target Rifle	100 Yards	35
834	Sporting Rifle	100 Yard Standing	37
835	Any CF Gallery Rifle	100 Yard Standing	37
836	Any RF Gallery Rifle	100 Yard Standing	37
841	Target Revolver	25 M Slowfire - Pistol	24
842	Standard Revolver	25 M Slowfire - Pistol	24
843	Any Lever Action Repeating Rifle	25 M Slowfire - Rifle	25
844	Sporting Rifle	25 M Slowfire - Rifle	25
845	Any Centrefire Gallery Rifle	25 M Slowfire - Rifle	25
846	Any Rimfire Gallery Rifle	25 M Slowfire - Rifle	25
847	Closed Frame Revolver	25 M Slowfire - Pistol	24
848	Open Frame Revolver	25 M Slowfire - Pistol	24
851	Flintlock Pistol	25 M Duelling Pistol	21
852	Single shot Percussion Pistol	25 M Duelling Pistol	22
853	Single shot Gallery Rifle	25 M Duelling Rifle	22
854	Repeating Centrefire Gallery Rifle	25 M Duelling Rifle	22
855	Any Gallery/Sporting Rifle	25 M Duelling Rifle	12
860	Double Action Revolver	25 M Bobber Pistol	19
861	Target Revolver	25 M Bobber Pistol	19
862	Standard Revolver	25 M Bobber Pistol	19
863	Centrefire Gallery Rifle	25 M Bobber Rifle	20
864	Rimfire Gallery Manual Action	25 M Bobber Rifle	20
865	Any Gallery Rifle	25 M Bobber Rifle	20
866	Self-Loading Gallery Rifle	25 M Bobber Rifle	20
870	Trigger Cocked Revolver	25 M Surrenden - Pistol	26
872	Any Revolver	25 M Surrenden - Pistol	26
873	Thumb Cocked Revolver	25 M Surrenden - Pistol	26
874	Repeating CF GR	25 M Surrenden - Rifle	27
881	Target Revolver	25 M Advancing - Pistol	16
882	Standard Revolver	25 M Advancing - Pistol	16
883	Double Action Revolver	25 M Advancing - Pistol	16
884	Centrefire Gallery Rifle	25 M Advancing - Rifle	17
885	Gallery Rifle Semi Auto	25 M Advancing - Rifle	17
886	Rimfire Gallery Rifle Manual	25 M Advancing - Rifle	17

887	Any Gallery Rifle	25 M Advancing - Rifle	17
888	CF Gallery Rifle	50 M Advancing	29
889	RF Repeating Rifle	50 M Advancing	29
891	Target Revolver	25 M ARA	18
892	Standard Revolver	25 M ARA	18
893	Double Action Revolver	25 M ARA	18
896	Standard Pocket Revolver	10 Yard Pockets	23
897	Single Action Pocket Revolver	10 Yard Pockets	23
898	Double Action Pocket Revolver	10 Yard Pockets	23