

## **SVR&PC - Annual Competitions – Up To 30M**

Detail timings – M/L = 30min max & B/L = 20min max.

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|------------|---------------------------------------|--|
| <b>S1</b>  | <b>Musket<br/>(off hand)</b>          | 25M any B/P musket in the spirit of the original (vintage).<br>Standing off hand. 13 shots with best 10 to count.  |
| <b>S2</b>  | <b>Musket Mad Rush</b>                | Any muzzle loading long gun in the spirit of the original.<br>Off hand, unlimited shots in two minutes (start with loaded gun).  |
| <b>S3</b>  | <b>Trafalgar Cup</b>                  | 25M any B/P M/L revolver in the spirit of the original (vintage).<br>Standing two handed. 12 shots with best 10 to count.  |
| <b>S4</b>  | <b>Moody Shield</b>                   | 25M any B/P M/L revolver. In the spirit of the original (vintage).<br>Seated pistol rest & elbows. 12 shots with best 10 to count.   |
| <b>S5</b>  | <b>Triangular Trophy</b>              | 25M any B/P M/L revolver in the spirit of the original (vintage).<br>6 shots two handed, 6 shots right handed & 6 shots left handed.<br>All shots to count.  |
| <b>S6</b>  | <b>Single Shot Pistol</b>             | 25M any single shot B/P M/L pistol in the spirit of the original<br>(vintage).<br>Two handed. 13 shots with best 10 to count.  |
| <b>S7</b>  | <b>Post Vintage Pistol</b>            | 25M any pistol, single handed. B/P - 12 shots from 12 to count.<br>.22" best 8 from 10. All others, 10 shots from 10 to count (inc Air<br>pistol).   |
| <b>S8</b>  | <b>Open pistol</b>                    | 15M breech loading pistols. 20 shots standing, 4x5 shot targets in<br>4 mins.  |
| <b>S9</b>  | <b>Long Barrelled Pistol/Revolver</b> | 25M Any long barrelled revolver / long barrelled pistol.<br>10 shots to count, any calibre, any sights. Standing two handed.<br>Minimum barrel length = 12".   |
| <b>S10</b> | <b>Military Rifle<br/>(rested)</b>    | 25M downloaded military rifle.<br>10 shots, elbow rests only. Standard military sights.<br>max muzzle energy = 1450 ftlbs. max muzzle vel = 2200 fps.  |
| <b>S11</b> | <b>Military Rifle<br/>(off hand)</b>  | 25M downloaded military rifle.<br>10 shots, off hand. Standard military sights.<br>max muzzle energy = 1450 ftlbs. max muzzle vel = 2200 fps.  |
| <b>S12</b> | <b>U/L Rifle<br/>(rested)</b>         | 25M any pistol calibre, magazine fed, U/L gallery rifle (over .25")<br>[cowboy action], iron sights, no slings.<br>Elbow rest only. 10 shots only to count.  |
| <b>S13</b> | <b>U/L Rifle<br/>(off hand)</b>       | 25M any pistol calibre, magazine fed, U/L gallery rifle (over .25")<br>[cowboy action], iron sights, no slings.<br>No rests, off hand only. 10 shots only to count.  |
| <b>S14</b> | <b>U/L Rifle<br/>(Combined)</b>       | 25M any pistol calibre, magazine fed, U/L gallery rifle (over .25")<br>[cowboy action], iron sights, no slings.<br>10 shots, no rests, off hand only.<br>10 shots, elbow rest only. All 20 shots to count. |

- S15 U/L Rifle  
(2 positional)** 25M any pistol calibre, magazine fed, U/L gallery rifle (over .25")  
[cowboy action], iron sights, no slings.  
Two positional, 5 shots kneeling & 5 shots standing, all to count.
- S16 U/L Mad Minute  
(rapid fire)** 25M any pistol calibre, magazine fed, U/L gallery rifle (over .25")  
[cowboy action], iron sights, no slings.  
Unlimited shots in one minute.
- S17 U/L Whitehead** Any pistol calibre, magazine fed, U/L gallery rifle (over .25")  
[cowboy action], iron sights, no slings.  
24 shots only to count. Off hand only.  
25M – 6 shots on first target in 20 seconds.  
20M – 6 shots on second target in 15 seconds.  
15M – 6 shots on first target in 3x4 second taps, each tap = 2  
shots.  
10M – 6 shots, 3 on first target & 3 on second target, all in 10  
seconds.