

SVR&PC - Annual Competitions - Up To 30M

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

- S18 U/L Blackhead**
Any pistol calibre, magazine fed, U/L gallery rifle (over .25") [cowboy action], iron sights, no slings.
20 shots only to count. Off hand only.
25M – 5 shots on first target in 15 seconds.
20M – 5 shots on second target in 15 seconds.
15M – 5 shots on first target in 10 seconds.
10M – 5 shots, on second target in 10 seconds.
- S19 Open Whitehead**
Any multi shot firearm (range conditions apply).
Inc U/L, rev carbine, lbr/lbp & all bolt actions above .25".
Any sights, standing. Course of fire as S17, U/L Whitehead.
- S20 .22" Old School (3P - iron sights)**
25M any 22lr rifle, must have iron sights, no slings.
5 off hand, 5 elbows, 5 bench rest.
- S21 .22" Rifle (rested)**
25M any 22lr rifle, any sights, no slings.
Elbow rest only. 10 shots only to count.
- S22 .22" Rifle (off hand)**
25M any 22lr rifle, any sights, no slings.
No rests, off hand only. 10 shots only to count.
- S23 .22" rifle (Combined)**
25M any 22lr rifle, any sights, no slings.
10 shots, no rests, off hand only.
10 shots, elbow rest only. All 20 shots to count.
- S24 .22" Skirmisher**
25M .22" semi-auto rifle, off the elbows. (5 diagram target).
Start with one ten shot magazine, fire at the diagrams in sequence so that an even number of shots end up in each diagram.
The magazine can be reloaded as many times as possible within two minutes. (penalties for out of sequence shots).
- S25 .22" Whitehead**
Any 22lr rifle, any sights, no slings.
24 shots only to count. Off hand only.
25M – 6 shots on first target in 15 seconds.
20M – 6 shots on second target in 10 seconds.
15M – 6 shots on first target in 3x3 second taps, each tap = 2 shots.
10M – 6 shots, 3 on first target & 3 on second target, all in 8 seconds.
- S26 .22" Blackhead**
Any 22lr rifle, any sights, no slings.
20 shots only to count. Off hand only.
25M – 5 shots on first target in 15 seconds.
20M – 5 shots on second target in 15 seconds.
15M – 5 shots on first target in 10 seconds.
10M – 5 shots, on second target in 10 seconds.
- S27 .22" Mad Minute (rapid fire)**
25M any 22lr rifle, any sights, no slings.
Unlimited shots in one minute.
- S28 Air Pistol (off hand)**
15M any air pistol.
Two handed. 10 shots only to count.

- S29 Rested Air Pistol** 25M any air pistol.
Any single rest permitted. Two handed. 10 shots only to count.
- S30 Rapid air pistol** 5M Multi-shot air pistols, BB or pellet. 4x5 shot targets in 2 mins.
- S31 Spring Air Rifle (rested)** 25M any spring type air rifle, any sights, no slings.
Elbow rest only. 10 shots only to count.
- S32 Spring Air Rifle (off hand)** 25M any spring type air rifle, any sights, no slings.
Standing, off hand, no rests. 10 shots only to count.
- S33 Free Air Rifle (rested)** 25M any air rifle, any sights, no slings.
Elbow rest only. 10 shots only to count.
- S34 Free Air Rifle (off hand)** 25M any air rifle, any sights, no slings.
Standing, off hand, no rests. 10 shots only to count.