

SVR&PC - Annual Competitions – Up To 30M

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

S1	Musket (off hand)	25M any B/P musket in the spirit of the original (vintage). Standing off hand. 13 shots with best 10 to count.
S2	.22" multi shot pistol	25M any multi shot .22" pistol. Two handed. 20 shots in one minute. (two 10 shot magazines).
S3	Trafalgar Cup	25M any B/P M/L revolver in the spirit of the original (vintage). Standing two handed. 12 shots with best 10 to count.
S4	Moody Shield	25M any B/P M/L revolver. In the spirit of the original (vintage). Seated pistol rest & elbows. 12 shots with best 10 to count.
S5	Triangular Trophy	25M any B/P M/L revolver in the spirit of the original (vintage). 6 shots two handed, 6 shots right handed & 6 shots left handed. All shots to count.
S6	Single Shot Pistol	25M any single shot B/P M/L pistol in the spirit of the original (vintage). Two handed. 13 shots with best 10 to count.
S7	Post Vintage Pistol	25M any pistol, two handed. B/P M/L - 12 shots from 12 to count. All others, 10 shots from 10 to count (Inc. .22" & Air pistol). M/L = 20min max. All others = 10min max. Scoring = 50% rule.
S8	Open pistol	15M breech loading pistols. 20 shots standing, two handed. 2x10 shot targets in 4 mins. All calibres including .22". (no air pistols).
S9	Long Barrelled Pistol/Revolver	25M Any long barrelled revolver / long barrelled pistol. 10 shots to count, any calibre, any sights. Standing two handed. Minimum barrel length = 10". (no air pistols).
S10	Military Rifle (rested)	25M downloaded vintage military rifle. 10 shots, elbow rests only. Standard military sights. max muzzle energy = 1450 ft lbs. max muzzle vel = 2200 fps.
S11	Military Rifle (off hand)	25M downloaded vintage military rifle. 10 shots, off hand. Standard military sights. max muzzle energy = 1450 ft lbs. max muzzle vel = 2200 fps.
S12	U/L Rifle (rested)	25M any pistol calibre, magazine fed, U/L gallery rifle (over .25") [cowboy action], iron sights, no slings. Elbow rest only. 10 shots only to count.
S13	U/L Rifle (off hand)	25M any pistol calibre, magazine fed, U/L gallery rifle (over .25") [cowboy action], iron sights, no slings. No rests, off hand only. 10 shots only to count.
S14	U/L Rifle (Combined)	25M any pistol calibre, magazine fed, U/L gallery rifle (over .25") [cowboy action], iron sights, no slings. 10 shots, no rests, off hand only. 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. Start with loaded magazine.
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.

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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 (notch & Post, no apertures), 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 loaded 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. (multiple 10 shot magazines may be used).
S28	Air Pistol (off hand)	15M any air pistol. Two handed. 10 shots only to count.
S29	Rested Air Pistol	25M any air pistol. Seated pistol rest & elbows. Two handed. 10 shots only to count.
S30	Rapid air pistol	5M Multi-shot air pistols, BB or pellet. 2x10 shot targets in 3 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.

