



IGRF Manual

Version 1.1

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Introduction

The International Gallery Rifle Federation (IGRF) is a not-for-profit organisation with the following objectives:

- Promote the development of Gallery Rifle shooting worldwide.
- Encourage contact and collaboration between shooting sport National Governing Bodies responsible for Gallery Rifle.
- Develop international Gallery Rifle competition worldwide, provide a framework for Gallery Rifle International Open Matches and support a common set of worldwide Gallery Rifle rules.

The IGRF has adopted the Gallery Rifle & Pistol (GR&P) Handbook, published annually by the National Rifle Association (NRA) of the UK, as the basis for international Gallery Rifle (GR) shooting.

This Manual lays out the additional rules and guidance which apply to IGRF-sanctioned competitions.

The NRA's GR&P Handbook contains a great deal of material that is not relevant to international GR shooting. Copies of the most relevant GR elements of the Handbook therefore appear in this Manual for ease of reference. These are identified by the use of blue text. The most current version of the GR&P Handbook takes precedence for these elements. For all other material, this Manual takes precedence.

This Manual contains three sections:

Section 1 – Rules. In order for a competition to be sanctioned by the IGRF, it must comply with everything in this Section.

Section 2 – Guidance. This section contains advice on best practice to adopt when running international GR competitions. Where the advice is not followed, the IGRF Council may seek explanations for this.

Section 3 – Event Conditions. The courses of fire which can be used in IGRF-sanctioned competitions are detailed in this section. Most, but not all, of these are copied from the NRA's GR&P Handbook.

Electronic copies of this Manual will be issued to all members of the IGRF Council. It can be freely distributed to other interested parties.

Changes from the previous version of this Manual are highlighted by use of side-lines.

The most current version of this Manual will always be available from <https://igrf-site.wixsite.com/homepage>.

Any queries or comments about this Manual should be directed to secretary@gbgr.org.

Section 1 – Rules

Gallery Rifles

Gallery Rifle Centrefire (GRCF)

- 1.1 Gallery Rifles in a centrefire calibre are divided into three types as follows:

GRCF Standard: a lever action rifle with an integral tube magazine.

GRCF Open: any other Gallery Rifle of different design.

GRCF Classic: any Gallery Rifle which complies with the Classics Discipline definitions of eligibility for the Imperial Historic Arms and Trafalgar Meetings. The 'Spirit of the Original' must endure. This means no contemporary telescopic sights, no high visibility red / green foresight elements, no dropped butt plates, no raised cheekpieces and no fore end hand hold / palm rest addons or similar. The onus is on the shooter to prove that any modification to a standard is 'in the spirit of the original' e.g. by reference to a publication or catalogue of the period.

- 1.2 All GRCF must comply with the following:

- a. **Calibre:** Any centrefire calibre. The muzzle velocity must not exceed 2150 f/sec and the muzzle energy must not exceed 1496 f. lbs. 'Downloaded' fullbore rifle ammunition is not permitted.
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the Chief Range Officer (CRO).
- c. **Slings:** The use of slings is prohibited.
- d. **Sights:** Two types of sights are permitted:
 - i. **Iron:** Iron sights which may include sights of any colour.
 - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself.

Gallery Rifle Smallbore (GRSB)

- 1.3 Any Gallery Rifle in .22" rimfire may be used. The standard for GRSB is a self-loading rifle with a detachable magazine. Other designs are permitted. All GRSB must comply with the following:

- a. **Calibre:** .22" rimfire only.
- b. **Trigger Weight:** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the CRO.
- c. **Slings:** The use of slings is prohibited.
- d. **Sights:** Two types of sights are permitted:
 - i. **Iron:** Iron sights which may include sights of any colour.
 - ii. **Optical:** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself.

Ammunition

1.4 Either hand-loaded or factory loaded ammunition may be used. All ammunition must have sufficient energy to pass through paper/card targets and their backing boards. Shots which do not pass through such targets will be scored as misses.

1.5 All ammunition must be within the safety limits for the range at which the competition is being held. Any RO may require a competitor's ammunition to be tested to ensure compliance. Limits on muzzle velocity and muzzle energy for both centrefire and smallbore ammunition may be enforced by testing with a chronograph where range conditions allow and appropriate equipment is available (see 1.56).

Conduct of Shooting

Safety

1.6 All competitors and other personnel in the immediate vicinity of the firing point are required to wear ear protection (e.g. earplugs). Eye protection (e.g. shatterproof glasses) must also be worn when hard targets (e.g. steel plates) are in use. The wearing of eye protection is very strongly advised at all times (and may be made mandatory by the conditions of some meetings).

1.7 All firearms must remain boxed or cased until permission to remove them from their box or case has been given by the CRO.

1.8 No competitor may touch an unboxed or uncased firearm except under RO supervision.

1.9 No competitor may load a firearm until ordered to do so by an RO on the firing point. Detachable magazines may be pre-charged but must not be inserted in the firearm until the order to do so has been given. Unless otherwise stated within the course of fire, magazines should only be pre-charged with the number of rounds appropriate to the course of fire (e.g. event 07 Timed & Precision 1 is fired in strings of 6 rounds so magazines should be charged with 6 rounds).

1.10 When stationary on the range the muzzles of all firearms being held must be pointed downrange in a safe direction.

1.11 When moving around the range during an event under the control of a Range Officer, rifles must be unloaded and either cased or carried muzzle up with the action open.

1.12 When not on the firing point all rifles must be cased with any detachable magazine removed, no rounds in the chamber or any fixed magazine, hammer down.

1.13 It is the responsibility of the firer to unload and clear their firearm before presenting it for inspection. No firearm is to be boxed or cased until it has been confirmed clear by an RO. The clearance procedures for the various gun types are as follows:

- a. **GRSB:** Competitor removes magazine, locks action open, confirms that chamber, action and boltface are clear of live rounds, misfires and empty cases and presents for inspection. RO confirms clear.
- b. **GRCF with fixed magazine:** Competitor opens the action, confirms that magazine, chamber, action and boltface are clear of live rounds, misfires and empty cases, racks three times for RO to see, leaves action open. RO confirms clear.
- c. **GRCF with detachable magazine:** As GRSB.
- d. **GRCF revolving carbine:** Competitor opens cylinder, ejects all cases, confirms that chambers and frame are clear of live rounds, misfires and empty cases and presents for inspection. RO confirms clear.

1.14 During a course of fire, at the CRO's discretion, firearms may be grounded on the firing point instead of being boxed or cased. This may only be done after the firearm has been proved clear by an RO. Grounded firearms must point downrange in a safe direction and have their actions open. They are not to be touched again until the CRO so instructs.

1.15 If any RO or any other person on the range considers that there is a potential or actual breach of safety which urgently requires all competitors to stop firing they will immediately give the order "Stop, Stop, Stop". All competitors must immediately stop firing, take their finger off the trigger, keep their firearms pointing at the target and await further instructions.

1.16 If it proves necessary for any person to move forward of the firing line after the command to load has been given, all firearms must be unloaded and proved clear in the normal manner.

1.17 A misfire occurs when the firearm operates normally but the cartridge does not ignite. If a firearm misfires the competitor may attempt to clear the misfire if it is safe to do so and continue firing. If the misfire cannot be safely cleared the competitor must cease firing, bring the firearm to waist height keeping it pointing towards the target and attract the attention of the RO by raising a hand. At the end of the practice, if it is necessary, the RO will assist or instruct the competitor when and how to unload the firearm, check the barrel and take remedial action.

Clothing and Equipment

1.18 Clothing should be suitable for the weather conditions during the competition. No clothing may be worn which will, in any manner, give the wearer artificial support. Such clothing includes shooting jackets, coats or vests which have straps or other devices which may be used to stiffen the body, or tightening devices which may be used to stiffen or lend support to the arm.

1.19 A physically handicapped competitor may use artificial support if individually authorised to do so by the Meeting Director (see 1.31).

1.20 All devices or equipment which may facilitate shooting, but which are not mentioned specifically in these rules, or which are contrary to the spirit of these rules, are forbidden. The Meeting Director, Deputy Meeting Director or any range official shall have the right to examine any competitor's equipment.

1.21 It is the responsibility of the competitor to submit any equipment, not specifically authorised, for official inspection and approval in sufficient time prior to the beginning of an event not to cause inconvenience to the competitor or any official.

Range Procedures

1.22 Unless a firearm has become disabled (as defined in 1.35) during the course of any event:

- a. No competitor may change a firearm.
- b. No competitor may add, remove or interchange any major part of a firearm (e.g. barrel, stock, receiver, cylinder etc.).
- c. No competitor may add, remove or interchange a sighting system (note: apertures, dot sizes, magnification, lens covers etc. on sights can be adjusted or modified during the course of an event).

1.23 During a Course of Fire a round or magazine may be retrieved from the ground if dropped, or may be taken from the competitor's equipment if on the ground, only if they have unloaded their firearm, locked it open and it is kept pointing at the target while retrieving the round or magazine. They may not leave the firing point for this purpose. Dropped rounds or magazines may not be retrieved in events that specifically prohibit this.

1.24 No other person may pass rounds or magazines to a competitor unless they have been previously authorised to do so by the CRO, and then only in circumstances where the competitor may need assistance.

1.25 There is no limit on the number of rounds which may be in a firearm at any time provided that no more than the number of rounds prescribed for the event are loaded at a time, and provided also that no more than the required number of shots is fired for that stage.

1.26 Practice is distinct from Zeroing and is defined as shooting an event or part of an event under conditions similar to those which apply to that event. This would include, for example, shooting a timed series of shots or shooting consecutive series of shots from different positions. If a competitor practices any part of an event they may not shoot that event competitively until at least an hour after they finish practicing. The only exception to this prohibition is where all competitors in an event are given identical practice facilities throughout the whole meeting.

1.27 Zeroing is distinct from Practice and is defined as firing shots at a target in order to zero the gun at a particular distance. Where range conditions permit, a static target frame will be provided for competitors to test their zero. It will be at a distance determined by the Meeting Director. A target face may be provided by the competitor provided that it is not of a design used in any of the events at the meeting. Once a competitor has finished zeroing, at least half an hour must elapse before they shoot any event competitively.

1.28 Competitors must take their position at their numbered firing point in such a manner as not to interfere with adjacent competitors. No portion of the competitor's body may rest on or touch the ground forward of the firing point.

1.29 With the exception of competitors actually firing, and such range personnel as are necessary for the conduct of the match, the firing points and line must be kept clear at all times.

1.30 Competitors are not permitted to interfere with the handling of targets by range personnel.

Disabled / Handicapped Competitors

1.31 When entering a Meeting, a competitor who has a physical disability (temporary or permanent) which prevents the use of a position specified in the event conditions can apply to the Meeting Director for permission to use an alternative position or artificial support (see 1.19). Such an application should be supported by medical evidence (e.g. a Doctor's note) whenever possible. The Meeting Director will determine which, if any alternative position(s) or artificial support the competitor will be allowed to use in which event(s) and will notify the competitor of the decision.

1.32 It is the competitor's responsibility to inform the Range Crew of any approved alternative position before shooting the event. The competitor should also inform other competitors on the same line in order to avoid confusion during the event.

1.33 The competitor will normally be allowed to adopt the next most difficult position applicable to the event. This will vary between events but may include:

a. Sitting instead of Prone.

b. Kneeling (either on two knees or on one knee without resting the elbow on the knee) instead of Sitting.

c. Standing (strong or weak shoulder/hand) instead of Kneeling, Sitting or Prone

d. Kneeling (either on two knees or on one knee without resting the elbow on the knee) instead of Standing.

1.34 Scores shot using alternative positions will count normally for the events concerned but will not count for records.

Malfunctions and Reshoots

1.35 A disabled gallery rifle is one which cannot be safely aimed or fired, or has suffered damage such that it cannot be fired or function properly, or has suffered the loss of a sight or visible damage to the sight(s). The fact that the sights may have been improperly adjusted does not constitute disablement.

1.36 Any claim that a firearm has become disabled must be made immediately.

1.37 Once a firearm has been declared disabled by the CRO it shall not be used again for live firing until the defect has been rectified and the firearm has been declared safe by the CRO. No competitor will be allowed a reshoot due to a disabled firearm.

1.38 No competitor may change a firearm, or interchange parts of a firearm, during an event unless the firearm has become disabled (see 1.35). All shots fired up to the time that the disablement is confirmed will stand as part of the official score. Any replacement firearm used to continue an event must be of the same type as the original.

1.39 Continuation of an event with a repaired or replacement firearm will be at a time determined by the CRO.

1.40 When the firing of a string or series has been interrupted by some occurrence which renders it impossible for one or more competitors to complete the string or series under the conditions of the event, the CRO will proceed as follows:

a. Without being permitted to examine their targets, competitors in the detail who have been prevented from completing their string or series will be asked if they want to reshoot, or if they wish to accept their score as already fired.

b. Those competitors who have elected to take their scores as already fired will have their targets scored in the normal way.

c. Those competitors who have elected to reshoot will have their targets patched or replaced, and will then reshoot the entire string or series.

1.41 Reasons for the procedure above being required will not include malfunction of the firearm or ammunition but will include:

a. Failure to allow the full time specified for the string or series.

b. Failure of the targets to operate properly or uniformly for the entire string or series.

c. Failure of the targets to remain in position on the frame.

d. Damage to a target rendering proper aiming or scoring impossible.

e. Cross-firing by another competitor.

f. Appearance of an object in the line of fire which might constitute a hazard.

g. An accident on the firing point.

h. Any reason the RO/CRO deems an unacceptable interruption to the detail.

1.42 If, due to faulty target operation or error in timing, one or more competitors are allowed more time to complete their string or series than is provided for in the event conditions, the CRO will immediately order all such targets patched or replaced. These targets will not be scored. A complete new string or series will then be fired by the competitors who had extra time allowed.

1.43 If, in the original string or series, some targets operated properly in accordance with the permitted time limit then all such targets will be scored in the normal manner and competitors who shot on those targets will not be required, nor permitted, to reshoot.

1.44 In the case of some accident involving a competitor on the firing point, such as being hit by lead or powder residue, that competitor may stop firing. The competitor concerned will then have the choice of accepting the score already made in that Course of Fire, or may reshoot that course.

Penalties

1.45 In the event of a breach of these rules, the sanctions specified in the Discipline section (below) of this Manual apply.

1.46 In any competition, any RO may apply a Procedural Penalty to a competitor if they deem a procedural error to have been made by that competitor. The competitor may appeal such a decision to the Meeting Director.

1.47 A Procedural Penalty will result in the deduction of one hit of the maximum possible score value for the target type. Such a penalty shall not be applied more than once for each match, stage or practice of an event.

1.48 Potential procedural errors will depend on individual event conditions, but will include the following list which is neither exhaustive nor exclusive:

- a. Firing while placing a foot or part of foot over the firing line.
- b. Firing while placing a foot or part of a foot on the wrong side of the line behind a barricade.
- c. Firing from positions in the wrong order.
- d. Adopting an incorrect position.
- e. Firing too many shots in a position.

Discipline

Aliases

1.49 No competitor may fire under an assumed name.

1.50 No competitor may register, enter or shoot in an event in the name of another.

Score Falsification

1.51 No competitor will falsify their score, nor that of any other competitor, nor be an accessory thereto.

Cross-Shots and Excess Hits

1.52 No competitor will deliberately fire on the wrong target nor fire more than the required number of shots, including hits on some other competitor's target and misses.

Bribery

1.53 No person will offer a bribe of any kind to any of the range crew, statistical personnel or others nor be an accessory thereto.

Disorderly Conduct

1.54 Disorderly conduct or intoxication is strictly prohibited on the range.

Wilful Destruction of Range Equipment

1.55 No shooter shall cause any range equipment to become damaged through a deliberate act.

Chronographing

1.56 As noted at 1.5, any RO may require any competitor's ammunition to be chronographed where range conditions allow and appropriate equipment is available. Any testing must itself be in accordance with the safety parameters of the range and the Meeting Director or other appropriate officials are responsible for supplying chronographic equipment.

1.57 If Chronograph testing takes place the following procedure will be used: Select three of the competitor's rounds at random. Fire all three rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the test is repeated with three new rounds.
- c. If all three rounds exceed the limit, the ammunition has failed.

1.58 If test b above is failed, fire three new rounds and follow these steps:

- a. If one round only exceeds the limit, the test is over; the ammunition passes.
- b. If two rounds exceed the limit, the ammunition has failed.

1.59 If the ammunition fails the chronograph test it may not be used. The competitor is disqualified from any events already shot using that ammunition.

Refusal to Obey

1.60 No person will refuse to obey instructions of the Meeting Director or any other official if instructions are given in the proper conduct of the office.

Evasion of Rules

1.61 No competitor will evade or attempt to evade or be an accessory to the evasion of any Rules or Conditions. Refusal of a competitor or meeting official to give testimony regarding facts known to them concerning violations or attempted violation of the Rules and Conditions will constitute being an accessory to the violation or attempted violation.

Self-Discipline

1.62 The safety of competitors, range personnel and spectators requires continuous attention by all to the careful handling of firearms and caution in moving about the range. Self-discipline is necessary on the part of all. Where such self-discipline is lacking it is the duty of

range personnel to enforce discipline and the duty of competitors to assist in such enforcement.

Safety Violations

1.63 Serious safety violations are defined as follows:

- a. Pointing any firearm in an unsafe direction.
- b. Discharging any shot that impacts anywhere other than the back stop behind the target line.
- c. Dropping a loaded firearm.
- d. Handling a firearm on the range while not under the direct instructions of a Range Officer.
- e. Being under the influence of or consuming alcohol or drugs on the range while competing or officiating.

Loud or Abusive Language

1.64 Loud and/or abusive language that disturbs the operation of the event or the competitors while firing is not permitted. Competitors, scorers and ROs will limit their conversation directly behind the firing line to official business. Verbal abuse by competitors or verbal abuse of competitors by range officials is grounds for Disqualification or replacement of those guilty of such action. Disturbance of shooters by spectators is likewise prohibited.

Sanctions

1.65 A CRO will disqualify (see 1.67) a competitor from an event in which any serious safety violation (see 1.63) has occurred and submit a written report to the Meeting Director at the end of the period of shooting. The competitor may appeal such a decision to the Meeting Director.

1.66 The Meeting Director, upon proper presentation of evidence, may apply a Procedural Penalty (see 1.47) to, Disqualify, or order the Expulsion (see 1.68) of any competitor for violation of Rules or Conditions, or for other conduct considered discreditable or unsafe. In the event of a disagreement on sanctions between meeting officials, the Meeting Director shall prevail.

Disqualification

1.67 Competitors who are disqualified from an event are required to remove themselves and their equipment from the firing point immediately. Their scorecard must be handed to the RO and they will be awarded a zero score for that event. No refund of entry fees will be given.

Expulsion

1.68 Expelled competitors are disqualified from all events at the meeting. They are required to remove themselves and their equipment from the range complex and not to return for the

remainder of the meeting. No refund of entry fees will be given. Details of all expulsions shall be reported to the host National Governing Body.

International Competition

1.69 In all IGRF International Team Matches, all loaded rounds must be fired before reloading commences. For example, the historic practice of “load 6, shoot 5, reload 6, shoot 7” is NOT allowed.

International Open Matches (IGRF Constitution 8.0)

1.70 The NGB hosting an IGRF-endorsed International Open Match may offer any individual events from this Manual and/or the NRA GR&P Handbook. (Note that IGRF endorsement only applies to GR events.)

1.71 Any competitor from any IGRF member nation must be able to enter the Match (subject to any disciplinary restrictions).

1.72 An International Open Match will always incorporate an International Team Match, which can be held as long as a minimum of 2 member nation teams are able to compete.

1.73 An International Team Match may be held for GRSB, GRCF Standard, GRCF Open and/or GRCF Classic.

1.74 Each team will consist of 5 members shooting the 1500 course of fire; the team score will be the sum of the best 4 scores.

1.75 International Team Matches will be shot shoulder-to-shoulder. Scores achieved in these matches cannot be counted for individual events.

1.76 Awards for individual and team events at an International Open Match are at the discretion of the host NGB.

World Championships (IGRF Constitution 9.0)

1.77 The NGB hosting an IGRF World Championships must, as a minimum, offer the following individual events for both GRSB and GRCF Standard: 50m Precision, Timed & Precision 1, Multi-Target and 1500. These events may also be offered for GRCF Open and GRCF Classic. Any other events from this Manual and/or the NRA GR&P Handbook may be offered in addition. (Note that IGRF endorsement only applies to GR events.)

1.78 Any competitor from any IGRF member nation must be able to enter the Championships (subject to any disciplinary restrictions).

1.79 A World Championships will always incorporate an International Team Match for each of GRSB and GRCF Standard. Team Matches for GRCF Open and/or GRCF Classic may be offered at the host NGB's discretion.

1.80 All Team Matches at a World Championships must take place between a minimum of 3 IGRF member nations.

1.81 Each team will consist of 5 members shooting the 1500 course of fire; the team score will be the sum of the best 4 scores.

1.82 A World Championships will also include Individual World Championship competitions based on aggregate scores from the following events: 50m Precision, Timed & Precision 1, Multi Target and 1500.

1.83 IGRF trophies, where available, will be awarded to World Championship Team and Individual winners. Any other awards for events at a World Championships are at the discretion of the host NGB.

Section 2 – Guidance

Purpose

2.1 This Section defines the General Conditions which should normally be applied to all GR shooting under IGRF auspices. Unlike the Rules provided in Section 1, any of the Conditions in this Section may be over-ridden by range-specific, meeting specific or event-specific conditions. Where the Conditions in this Section do apply, violation of them will result in the same disciplinary procedures as those applied to violation of the Section 1 Rules.

Officials

Duty to Competitors

2.2 It shall be the duty of all meeting officials to conduct themselves properly by being fair and impartial to all in carrying out their various duties. No official shall harass a competitor nor allow such practice by another official, other competitors or spectators. Should a competitor's equipment or demeanour warrant sanction, it should be done in such a manner as will cause the least inconvenience to all concerned. In so doing, the official should state to the competitor the Rule or Condition under which the sanction is being applied.

2.3 Meeting officials – particularly CROs and ROs – should be easily identifiable by competitors. This could be achieved, for example, by the use of high-visibility tabards and/or red clothing.

Meeting Director (MD)

2.4 The National Governing Body under whose auspices the meeting is run shall appoint the MD.

2.5 The MD has overall responsibility for the entire meeting. In particular, they are responsible for ensuring the safety and proper discipline of all meeting officials, competitors and spectators. They are also responsible for ensuring the efficient conduct of the meeting.

2.6 Instructions from the MD for the operation of the meeting must be complied with by all persons on the range. The MD will use their best judgment at all times, seeking advice when required, and their behaviour and decisions must be characterised by absolute impartiality, firmness, courtesy and vigilance.

2.7 In all matters relating to the meeting a decision by the MD is final.

2.8 The MD may appoint a Deputy Meeting Director.

Chief Range Officer (CRO)

2.9 A CRO will be assigned by the MD to run one or more specific events on a particular range. The CRO is responsible for safety and discipline on that range, as well as for the range's efficient operation. They will be directly responsible for all ROs working under them and will ensure that they are familiar with all relevant Rules and Conditions, particularly including the

relevant Event Conditions. They must be constantly alert, impartial in handling of competitors and courteous though firm. They will deal with any challenges, protests or disciplinary issues calmly and quietly at the firing line or by taking the competitor to one side. Any disturbance to or involvement of other competitors should be avoided.

2.10 It is highly desirable that anyone appointed as a CRO has received formal training relevant to the role.

Range Officer (RO)

2.11 Each RO is an assistant to the CRO for a particular range. An RO (sometimes referred to as a Safety Supervisor) is responsible for the safety and discipline of meeting officials, competitors and spectators in the part of the range to which they have been assigned. They will also supervise the scoring of targets. They are responsible for seeing that the competitor's equipment and position comply with the conditions for the particular event being fired. It is their duty to be completely familiar with the meeting programme and with all relevant Rules and Conditions. They are to comply to the best of their ability with all instructions issued by the Meeting Director or CRO and will render all possible cooperation to other officials. They must be constantly alert, impartial in their handling of competitors and courteous though firm. Any challenges, protests or disciplinary issues should be raised immediately to the CRO.

Chief Statistical Officer (Chief Stats)

2.12 Chief Stats is in charge of all statistical work in connection with the meeting except the actual recording of scores when this is done on the range. They are directly responsible to the Meeting Director. They are assisted by such additional Stats Officers as may be required.

2.13 It is the duty of Chief Stats to:

- a. Maintain a list of competitors showing name, competitor number and classifications.
- b. Prepare official scorecards.
- c. Check addition on scorecards and correct totals.
- d. Tabulate scores in decreasing score order, taking account of event tie-break rules.
- e. Prepare and post interim, provisional and final results.
- f. Produce a prize list.
- g. Report to Meeting Director for appropriate disciplinary action any irregularities in firing or scoring which may be indicated by squadding records or scorecards.
- h. Send a copy of the Results and Prize List to the IGRF Secretary for onward circulation, publication and recording, within one week of the end of the meeting.

Competitor Duties

Discipline

2.14 It is the duty of each competitor to cooperate with officials to enable the conduct of a safe and efficient meeting. Competitors are expected to promptly call the attention of meeting officials to any infraction of Rules or Conditions. Failure of a competitor to cooperate in such

matters, or to give testimony when called upon to do so, may result in the competitor being considered as an accessory to the offence.

Knowledge of Meeting Conditions

2.15 It is the competitor's responsibility to be familiar with the Rules and Conditions which apply at the meeting and particularly to the events they have entered.

Competitors Will Score

2.16 Competitors will act as scorers when required to do so by a CRO or RO, except that no competitor is allowed to score their own target.

Reporting at Firing Point

2.17 For squadded events, competitors must report to the range at least 10 minutes before the time indicated on their squadding notice. They must proceed to the assigned firing points immediately when their squad is called by the CRO. All relevant equipment for that particular event must be ready and in good working order. Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line. Competitors are expected to shoot on the detail on which they are squadded - if you miss this detail it will be up to the Chief Range Officer whether you are allowed to shoot at a later time.

Timing

2.18 It is the competitor's responsibility to complete each string of shots within the time allowed by the Event Conditions. ROs will not announce the time during the firing.

2.19 Unless otherwise specified in the event conditions, timing devices are permitted provided that they do not produce an audible signal.

Delaying an Event

2.20 No competitor may delay the start of an event through tardiness in reporting or undue delay in preparing to fire.

Loading

2.21 No competitor will load a firearm except at the firing point and after the command to load has been given by the CRO.

2.22 Some events require the competitor to reload their firearm within the target exposure time (e.g. 1500 Practice 4: 12 shots in 35 seconds including reload). It has become common practice for some competitors to reload with a live round in the chamber (e.g. shoot 5, reload with 6, shoot 7). This is allowed unless specifically prohibited by the course of fire (e.g. action required to be open while changing position). However, this is NOT allowed in any form of IGRF International Team Match and may not be allowed in any competitions by some host NGBs. In these cases, all of the rounds in the gun must be fired before reloading commences (1.69).

2.23 Competitors may only load their firearm with ammunition that is on their person or on a bench where one is in use. Rounds may not be loaded from the ground, range bags, etc. Unless otherwise specified in the course of fire, once the range has been declared clear competitors may replenish rounds on their person and/or a bench in the time between the practices of an event.

After Finishing a Practice / Stage

2.24 When a competitor has finished firing for a practice or stage they should unload their firearm, lock it open and stand with it pointed at the target line until it has been cleared by an RO.

2.25 When the RO has cleared the firearm, they will tell the competitor what to do next. Depending on the firearm and the event being shot, the instruction might be to bag, case, holster or go muzzle-up.

2.26 Even when the individual competitor has been cleared by an RO, they should NOT begin to pick up magazines, cases, etc. until the range has been declared safe by the CRO. They should also refrain from doing anything which could distract other competitors who may still be shooting.

Teams

Representation

2.27 No individual may shoot for more than one Nation in any team competitions at the same meeting.

Coaching

2.28 Coaching is permitted in all IGRF team events and each competitor may have a coach. No optical devices other than binoculars may be used by the coach. The coach may assist team members by calling shots, checking time, checking scoring, ordering sight changes, etc.; but must control voice and actions so as not to disturb other competitors. The coach will not physically assist in loading, or in making sight corrections, or be positioned to serve as a windbreak.

Disabled Team Members

2.29 *<rule required; UK proposal being prepared>*

Range Commands

Firing Line Commands

2.30 When ready to start firing an event, the CRO calls the squad to the firing line. Specific instructions particular to the event being shot will be clearly and consistently announced. If there are mixed firearm types on the firing line, any differences in Event Conditions between them will be emphasised.

2.31 In the interests of achieving consistency and to avoid confusion among competitors, after the initial commands for loading and preparation (which are contained in the event conditions in Section 3) all events will, as far as possible, have the same sequence of range commands:

- a. 'LOAD AND MAKE READY'
- b. 'ARE YOU READY?' Silence will be taken as agreement – any competitor who is not ready should call 'NOT READY' and raise one arm, after which the Chief Range Officer will confirm 'NOT READY CALLED' and wait for the competitor to sort things out before proceeding with another call of 'ARE YOU READY?'.
- c. 'STAND BY' and the targets turn away (if turning targets are in use). There is then a delay of between 3 and 7 seconds (variable in some events). When the targets start to face the firing line, or when an audible signal is given, firing may commence.
- d. When the targets turn away, or when an audible signal is given, firing must cease immediately. Even if a competitor is about to let off a carefully aimed shot they must hold fire. The CRO will give the order "UNLOAD AND SHOW CLEAR", after which the ROs will check to make sure that all firearms are unloaded and holstered or cased. The ROs will then report their part of the range clear to the CRO. When all ROs have reported clear, the CRO will declare the range clear and give permission for ROs and competitors to go forward in order to score and replace targets as necessary.
- e. 'STOP, STOP, STOP' On hearing this command – at ANY point during the event – the competitor must cease shooting immediately, continue to point the gun in a safe direction, keep their finger away from the trigger and wait for further instructions. (Note that anyone on the range can, and should, call STOP STOP STOP if they become aware of a potential safety issue.)

Repeating Commands

2.32 An RO may repeat the CRO's commands, especially when those commands cannot be clearly heard by shooters under their supervision.

Positions

Ready Position

- 2.33 The ready positions for GRSB and GRCF are:
- a. **45 degrees:** The rifle is loaded with a round in the chamber and held in both hands with the butt in the shoulder and the barrel pointing towards ground at an angle of 45 degrees.
 - b. **Parallel:** The rifle is loaded with a round in the chamber and held in both hands parallel to the ground, pointing at the target array, at waist height.

Moving Between Positions

2.34 The rules for each event are shown in the relevant event conditions. Some practices require the competitor to start in the standing position but then adopt a different (e.g. sitting,

kneeling) position when the targets face to indicate the start of the practice. In such cases, the competitor should:

- a. Load but not make ready in the standing position.
- b. When a target faces, adopt the shooting position, then make ready and shoot.

2.35 Some practices require the competitor to move between shooting positions during the practice (e.g. kneeling to sitting, sitting to standing). In such cases the gun must be empty and locked open, with any detachable magazine removed, when moving; LBRs must have the cylinder empty and open. NB this rule does not apply when changing a firearm between hands/shoulders during a practice.

2.36 Failure to follow these rules will normally result in a procedural penalty (1.47). However, if an RO believes the competitor acted unsafely then the competitor may be subject to disciplinary sanction (1.65) instead.

Sitting

2.37 The buttocks must be on the ground. One or both knees may be raised. Elbows may not touch the ground and the back cannot rest on the ground. Arms or hands may be supported on or by the knees. The gun may not be supported or steadied by either foot.

Kneeling

2.38 *Either* Kneeling on one knee, the other extended toward the target. The buttocks may be on a heel or the side of a foot but cannot touch the ground. One arm may be supported on the forward knee.

2.39 *Or* Kneeling on both knees, the buttocks clear of the ground, though they may rest on the heels. One or both arms are to be extended without other support.

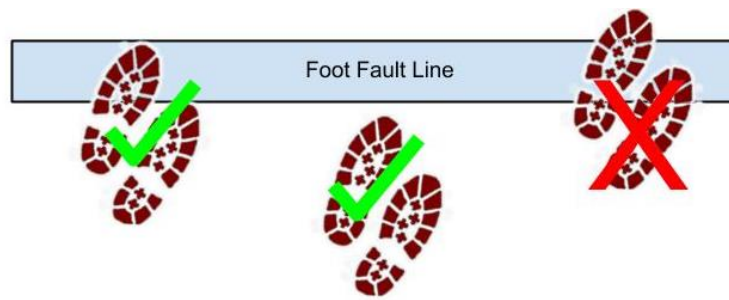
Standing Unsupported

2.40 Standing with all portions of the shooter's clothing, body and gun clear of artificial support.

Foot Fault Lines

2.41 Foot fault lines may be indicated by various means such as painted lines, ropes, batons, bars, posts or other types of markers. Depending on the event foot fault lines may be parallel and/or perpendicular to the target line.

2.42 In the case of any sort of marked line feet may be on the line but not extend past the outer edge of the line unless event conditions allow.



Alternative Positions

2.43 Competitors who are physically unable to adopt a position specified in a particular course of fire can apply to use an alternative position (see 1.31).

Firearm and Ammunition Malfunctions

2.44 Unless otherwise specified in the event conditions, no reshoots will be allowed for defective firearms or ammunition, or for any other malfunction of the competitor's equipment. A competitor may clear stoppages or malfunctions, and may replace rounds which have been ejected or dropped, provided that all safety requirements and event conditions have been met. Completing a Course of Fire in this manner will not be regarded as a reshoot. No additional time will be allowed. A fully charged magazine may be used to substitute for dropped rounds, or in the case of a malfunction, regardless of the number of rounds already fired.

Scoring

When to Score

2.45 If an event is divided into stages, practices, matches or series then targets should usually be scored at the end of each stage, practice, match or series. If an event has a walkdown procedure, then scoring happens at the end of the event.

2.46 After firing the required number of shots, upon command of the CRO, competitors may go forward and examine, but not touch, their targets.

Who can Score

2.47 Targets may be scored by an RO, a Stats officer or (when so directed by an RO) another competitor. No competitor may score their own target.

Where to Score

2.48 Targets may be scored on the target frames, behind the firing line or in the Statistical Office.

2.49 When targets are scored before removal from the frame, the scorer records the hits and has the score accepted by the competitor, using the challenge process if necessary. Each target is then repaired or replaced by a new target.

How to Score

2.50 If the edge of a shot hole comes in contact with the scoring ring of a target, the shot is given the higher value (inward gauging).

2.51 A shot hole will be scored as a hit provided that it measures no more than one and a half (1½) times the diameter of the bullet. Any shot hole which is more than 1½ times the diameter of the bullet will be scored as a miss.

2.52 When a bullet enters a target from the back it will be scored as a miss.

2.53 Hits outside the scoring rings are scored as misses.

2.54 Any bullet which does not pass through the target will be scored as a miss.

2.55 Hits on the wrong target will be scored as misses.

2.56 A hole judged to be made by a ricochet bullet will be scored as a miss. However, a ricochet from another shooter will not affect the competitor's score.

Gauging

2.57 A scoring overlay gauge may be used by any scorer to determine the value of close shots. Plug-type gauges may only be used by meeting officials. The plug type scoring gauge, if used, will remain in the shot hole until the shot value is agreed upon by the competitor and the scorer, or until removed after a challenge. If the plug type scoring gauge is removed prior to an agreement of shot value, the shot hole may not be re-plugged and must be taken to a Jury (see 2.81).

Early / Late Shots

2.58 If any shots are fired at the target before the signal to commence firing (early shots) or after the signal to cease firing (late shots), the shots of highest value equal to the number fired in error will be scored as misses.

2.59 Where a shot timer is used to give the signal to cease firing, any shot fired and recorded up to and including three-tenths (0.3) of a second after the signal to cease firing will be scored as a hit.

2.60 All shots fired by the competitor after they take position at the firing point will be counted in their score, even if accidentally discharged, provided that they are not either early or late shots.

Too Many / Too Few Shots

2.61 As a general rule only those hits which are visible will be scored. An exception will be made in the case where the groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark and there has been no evidence that a shot or shots have gone anywhere other than through the assigned

target. In such a case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption they passed through the enlarged hole. If such assumption should place a non-visible hit in either of 2 scoring rings, it is scored in the higher-valued ring.

2.62 If more than the required number of hits appears on the target, any shot which can be identified by the bullet hole as having been fired by some competitor other than the competitor assigned to that target, or as having been fired in a previous string, will be disregarded. If more than the required number of hits then remains on the target, the score given will be that for the required number of hits with the highest scoring values. If the competitor believes that the result achieved by using the highest scoring hits would result in an inappropriate reclassification, they may elect to have the required number of hits with the lowest scoring values recorded instead.

2.63 If a competitor fires more than the prescribed number of shots through their own fault the lowest counting shots equal to the correct course of fire only will be counted.

2.64 If a competitor fires less than the prescribed number of shots through their own fault, and there are more hits on the target than the shots fired, they will be scored the number of shots of highest value equal to the number fired and given a miss for each unfired shot.

Scorer's Duties

2.65 Depending on circumstances, the scorer may be an RO, a Stats Official or a competitor. No individual may score their own target under any circumstances.

2.66 The scorer will determine the value of each shot on the target, gauging where they believe this is appropriate.

2.67 Either the scorer or the competitor will record the shot values on the scorecard.

2.68 The scorer will sign the scorecard to indicate that it has been properly completed.

Competitor's Duties

2.69 The competitor will check that they agree with the shot values determined by the scorer. If they do not, they will use the Challenge procedure (2.76).

2.70 The competitor will ensure that the scorecard has been properly completed, sign to accept it and hand it to a Meeting official.

Scorecards

2.71 A scorecard will be issued for each event entered. The format of the scorecard will be determined by the host NGB but will usually be in two parts – one to be submitted to the Statistical Office and one to be retained by the competitor. Scorecards will usually capture the number of shots of each value, which will then be processed by the Statistical Office to determine the score.

2.72 When a competitor feels that a shot fired by themselves or by another competitor has been improperly evaluated or scored, they may make a challenge. Such a challenge must be made immediately upon announcement of the score and resolved on the range.

2.73 Erasures on scorecards are not permitted. If correction is necessary, it must be made and initialled by the scorer. To make corrections, the scorer should draw a line through the incorrect figure and place the correct figure alongside.

Ties

Individual Events

2.74 The tie-break rules for each event are shown in the relevant Event Conditions.

Team Events

2.75 Ties in team events will be broken in the order shown below:

- a. By considering team score as though it was a single score fired by an individual. The same rules apply as those for an individual.
- b. By highest individual aggregate score.
- c. By second highest individual aggregate score.
- d. ... etc.

Challenges and Protests

Challenges

2.76 When a competitor feels that a shot has been improperly evaluated or scored, they may make a challenge. Such challenge must be made immediately upon announcement of the score. See B8.5 for use of gauges. No challenge will be accepted after the target has been handled by the shooter.

2.77 When targets are scored on the target frames, or at a prescribed location behind the firing line, and scoring of a shot is challenged the CRO will immediately call a Jury (see 2.81) who will score the target. If necessary, to avoid delaying the event, the challenged target will be replaced with a clean target and the event will proceed. The Jury will then score the target as soon as possible and notify the competitor.

2.78 When targets are scored in the Statistical Office, a recheck will be made by the Chief Statistical Officer (provided they have not previously scored or checked the target) and the Jury in that order.

2.79 Competitors may challenge their own posted scores within a period specified for the particular event.

2.80 The Meeting Director may challenge any competitor's score. Such challenge must be made within the challenge period and checked by a Jury.

Jury

2.81 A Jury of three persons of good standing shall be appointed, as required, by a CRO or by the Meeting Director. The three will be chosen from those with good knowledge and experience of the Rules and Conditions who are not in any way personally involved in the decision.

Protests

2.82 A competitor may formally protest any injustice which they feel has been done to them (except the evaluation of a target which may only be challenged as outlined above).

2.83 A protest must be initiated immediately upon the occurrence of the protested incident. Failure to comply with the following procedure will automatically void the protest:

- a. State the complaint orally to the CRO. If not satisfied with the decision then:
- b. State the complaint orally to the Meeting Director.

Challenges and Protests in Team Events

2.84 Team challenges and protests must be made by the Team Captain. Team members who believe they have reason to challenge or protest will state the facts to their Team Captain, who will make the official challenge or protest if they feel such action to be justified.

Results

Posting Results

2.85 Interim results will be posted throughout the meeting. These may be used as the basis for challenges (see 2.76).

2.86 Provisional results will be posted as soon as possible after the end of shooting at each Meeting, along with a deadline for challenges.

2.87 Challenges received after the posting of Provisional results will be handled as follows:

- a. If the challenge reveals an error made by the Statistical Office, or by any Meeting official, the challenge will normally be upheld:
- b. If the challenge reveals an error made by the competitor, the challenge will not normally be upheld.

2.88 The Meeting Director's decision is final for all challenges.

2.89 Once the challenge deadline has expired, and any challenges have been addressed, Final results will be posted.

Changing Final Results

2.90 The final results shall not be changed except on authority of the Meeting Director. Such changes may arise from such issues as:

- a. Typographical errors.
- b. Errors in classification of competitors, the competitor having been advised of such error and of their correct classification.
- c. Disqualification or Expulsion of competitors as provided for by the rules.

Range Standards

Firing Line

2.91 The firing line is immediately in front of the firing points. All ranges are measured from this firing line to the face of the targets when targets are hung in their proper firing position in front of the backstop.

Firing Point

2.92 That part of the range provided for the competitor immediately to the rear of the firing line from which firing takes place. Each firing point is numbered to correspond with the target frames. It is recommended that each firing point has a minimum width of 1.8 metres.

Shelter

2.93 The firing points of outdoor ranges may be covered and enclosed on three sides, open toward the targets. There must be ample room for meeting officials to move freely to the rear of the shooters. This does not preclude the construction of ranges within areas surrounded or partially surrounded by safety walls.

Illumination

2.94 Ranges may be artificially illuminated.

Target Numbers

2.95 Target numbers should always be used, where possible target frames should be numbered on alternating backgrounds of contrasting colours. The numbers will be large enough to be identified with the naked eye under ordinary light conditions from all shooting distances. Numbers must correspond in some way with the firing point numbers. Target numbers will be fixed in position so as to remain visible, from all shooting positions, when the targets are exposed.

2.96 No other markings of any kind are allowed on targets.

Event Specific Range Equipment

2.97 Some events require specific items of range equipment – this is specified in the relevant event conditions.

Best Practice for International Events

International and World Championship Team Matches

2.98 The host NGB will appoint a Chief Range Officer to oversee each team match. This individual should not be a member of any of the teams.

2.99 The CRO will assemble a range crew consisting of experienced Range Officers to oversee both safety and fair conduct of the matches.

2.100 The Range Crew will score the targets.

2.101 The host NGB will appoint a Stats Officer to process the scorecards and post results.

2.102 As far as possible, all members of International and World Championship teams will shoot under the same conditions.

a. On outdoor ranges, all members of all teams (for each gun type) should ideally shoot at the same time in order to experience the same weather conditions.

b. If the match is held across multiple bays or ranges, members of each team should be distributed across them in order to ensure that any variations in light condition, turning targetry, etc. impact as equally as possible on all teams.

2.103 Members of the same team should not shoot next to each other.

Individual World Championships

2.104 Shooters competing in Individual World Championship aggregates will shoot as part of the main meeting within which the Championships are taking place. They will shoot alongside, and under the same conditions as, other competitors.

Section 3 – Event Conditions

Purpose







3.1 This section describes the courses of fire for all events formally endorsed for IGRF competitions.


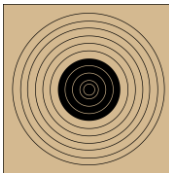
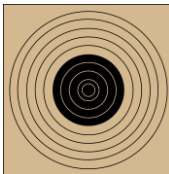
3.2 Where event numbers are shown, these are drawn from the GR&P Handbook published by the NRA of the UK.

3.3 Host NGB's are free to offer additional courses of fire, either from the NRA Handbook or of their own devising, at any meeting. Additional courses of fire devised by IGRF member NGBs are included at Annex A to this Section.

Targets

3.4 The targets referenced in the event conditions are as follows.

B1 Full size		X 2.1-3"	10 3.9-5.9"	9 7.9-11.8"	8 11.8-17.6"	7 15.9-25.8"
B1 Reduced		X 1.1-1.6"	10 1.9-2.9"	9 3.9-5.9"	8 5.8-8.8"	7 7.9-11.9"
B1 Modified		X 2.1-3"	10 3.9-5.9"	9 7.9-11.8"	8 11.8-17.6"	7 15.9-25.8"
DP1		X 1.7"	5 3.2"	4 6.3"	3 11.8"	2 17.8-30"
DP1 (half size)		X 0.8"	5 1.6"	4 3.2"	3 5.9"	2 8.9-15"
DP2		X 2" 6 17.7-30"	10 3.3-5.8" 5 17.7-30"	9 7.1-12"	8 10.7-17.8"	7 14.2-23.6"

DP2 (half size)		X	10	9	8	7	
		1"	1.7-2.9"	3.5-6"	4.5-8.9"	7.1-11.8"	
		6	5				
		8.7-15"	8.7-15"				
PL7		X	10	9	8	7	6
		1"	2"	3.9"	5.8"	7.8"	9.8"
		5	4	3	2	1	
		11.8"	13.8	15.8"	17.7"	19.7"	
PL14		X	10	9	8	7	6
		0.3"	0.6"	1.3"	2"	2.7"	3.4"
		5	4	3	2	1	
		4.1"	4.8"	5.7"	6.3"	7"	

25m Precision (0101-0104)

Event Numbers:	0101: GRSB 0102: GRCF	0103: GRCF Open 0104: GRCF Classic
Targets:	GRSB: PL14	GRCF: PL7
Sights:	Any (spotting scopes may also be used)	
Position:	Standing Unsupported	
Ready Position:	45 degrees	
Course of Fire:	25 metres This event takes approximately 45 minutes to complete It requires 30 rounds plus sighters The maximum possible score is 300	
Sighters:	Unlimited shots in 5 minutes	
Practice 1, 2, 3:	10 shots in 5 minutes	
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'	
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	

50m Precision (0301-0304)

Event Numbers:	0301: GRSB	0303: GRCF Open
	0302: GRCF	0304: GRCF Classic
Targets:	PL7	
Sights:	Any (spotting scopes may also be used)	
Position:	Standing Unsupported	
Ready Position:	45 degrees	
Course of Fire:	50 metres	
	This event takes approximately 45 minutes to complete	
	It requires 30 rounds plus sighters	
	The maximum possible score is 300	
Sighters:	Unlimited shots in 5 minutes	
Practice 1, 2, 3:	10 shots in 5 minutes	
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'	
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	

Timed & Precision 1 (0701-0704)

Event Numbers:	0701: GRSB 0702: GRCF	0703: GRCF Open 0704: GRCF Classic
Targets:	GRSB: DP2 (half size)	GRCF: DP2
Sights:	Any (see above)	
Position:	Standing Unsupported	
Ready Position:	45 degrees	
Course of Fire:	This event takes approximately 30 minutes to complete It requires 30 rounds The maximum possible score is 300	
Practice 1:	25 metres, 12 shots in 2 minutes, to include reload	
Practice 2:	15 metres, 12 shots in two strings of 6 For each string, 6 appearances of 2 seconds with intervals of 5 seconds One shot only to be fired at each appearance The firearm must be returned to the ready position between appearances	
Practice 3:	10 metres, 6 shots in three strings of 2 The target will make 3 appearances of 3 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	
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'	
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	
Procedural Penalties:	In addition to the usual procedural penalties, the following apply in this event: a. Firing too many shots during an exposure	

Multi-Target (1101-1104)

Event Numbers:	1101: GRSB 1102: GRCF	1103: GRCF Open 1104: GRCF Classic
Targets:	GRSB: DP1 (half size)	GRCF: DP1
Sights:	Any (see above)	
Positions:	Standing Unsupported	
Ready Position:	45 degrees	
Course of Fire:	This event takes approximately 30 minutes to complete It requires 24 rounds The maximum possible score is 120	
Practice 1:	25 metres, 6 shots in 15 seconds, left hand target	
Practice 2:	20 metres, 3 shots on each target in 10 seconds	
Practice 3:	15 metres, 6 shots The target will make 3 appearances of 3 seconds with intervals of 5 seconds Two shots to be fired at each appearance on the right hand target The firearm must be returned to the ready position between exposures	
Practice 4:	10 metres, 3 shots on each target in 8 seconds	
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'	
Note:	This event will normally be shot as a 'walk-through' and scored at the end, rather than being scored after each practice	
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 bullet score on the left hand target c. By the highest number of Xs on the left hand target	
Procedural Penalties:	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	

1500 (1501-1504)

Event Numbers: **1501:** GRSB **1503:** GRCF Open
 1502: GRCF **1504:** GRCF Classic

Targets: **GRSB:** B1 Reduced **GRCF:** B1 Full size

Sights: Any (see above)

Positions: Standing Unsupported, Kneeling, Sitting

Ready Position: Parallel

Course of Fire: This event takes approximately 90 minutes to complete
 It requires 150 rounds
 The maximum possible score is 1500

Practice 1:

Stage 1: 10 metres, 12 shots, including reloading, standing unsupported

Stage 2: 15 metres, 12 shots, including reloading, standing unsupported

GRSB: 20 seconds

GRCF: 30 seconds

Practice 2: 25 metres, 18 shots in 90 seconds including reloading

6 shots kneeling*

6 shots left shoulder standing unsupported

6 shots right shoulder standing unsupported

Practice 3: 50 metres, 24 shots in 165 seconds including reloading

6 shots kneeling*

6 shots sitting

6 shots left shoulder standing unsupported

6 shots right shoulder standing unsupported

Practice 4:

Stage 1: 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

Stage 2: 25 metres, 12 shots in 35 seconds including reloading, standing unsupported

Practice 5:

Stage 1: 10 metres, 12 shots, standing unsupported

GRSB: 20 seconds

GRCF: 30 seconds

Stage 2: 25 metres, 18 shots in 90 seconds including reloading

6 shots kneeling*

6 shots left shoulder standing unsupported

6 shots right shoulder standing unsupported

Stage 3: 50 metres, 24 shots in 165 seconds including reloading

6 shots kneeling*

6 shots sitting

6 shots left shoulder standing unsupported

6 shots right shoulder standing unsupported

Stage 4: 25 metres, 6 shots in 12 seconds, standing unsupported

* The competitor should only make ready once they are in the kneeling/ sitting position

Range Commands: **Practice 1, 4, 5 (Stage 1 & 4):** "WITH SIX ROUNDS, LOAD AND MAKE READY"

Practices 2, 3, 5 (Stages 2 & 3): "WITH SIX ROUNDS, LOAD BUT DO NOT MAKE READY"

Scoring: The target will be scored at the end of Practice 1, 2, 3, 4 and at the end of Practice 5 Stage 2 and Stage 4

Ties: Tie breaking rules shall be applied in the order listed below:

- By the greatest number of Xs in the event
- By the greatest number of Xs in Matches 3 and 4 combined
- By the fewest misses in the event
- By the fewest number of shots of lowest value in that event
- By the fewest number of shots of the next lower value in the event

Procedural Penalties: In addition to the usual procedural penalties, the following apply in this event:

- Moving between shooting positions during a practice without following the correct rules for this (see 2.34, 2.35).

Event Numbers:

1601: GRSB	1603: GRCE Open
1602: GRCE	1604: GRCE Classic

Sights: Any

Ready Position: Parallel

Practice 1:

GRSB: 20 seconds
GRCF: 30 seconds

Practice 3:

Practice 4: 25 metres, 24 shots in 165 seconds including reloading
6 shots kneeling*
6 shots sitting
6 shots left shoulder standing unsupported
6 shots right shoulder standing unsupported

Practice 5:

Stage 1: 25 metres, 6 shots in 12 seconds, standing unsupported

Stage 2: 25 metres, 6 shots in 12 seconds, standing unsupported

* The competitor should only make ready once they are in the kneeling position

Range Commands: Practice 1, 3, 5: “WITH SIX ROUNDS, LOAD AND MAKE READY”

Practices 2, 4: “WITH SIX ROUNDS, LOAD BUT DO **NOT** MAKE READY”

Scoring: The target will be scored at the end of each Practice

Ties: Tie breaking rules shall be applied in the order listed below:

- a. By the greatest number of Xs overall
- b. By the score in each Practice in reverse order (i.e. 5, 4, 3, 2, 1).
- c. By the X count in each practice in reverse order.

Procedural Penalties: In addition to the usual procedural penalties, the following apply:

- a. Moving between shooting positions during a practice without following the correct rules for this (see 2.34, 2.35).

IGRF Limited Bolt Action Rifle (B) (5684)

Firearm:	<p>Bolt action centrefire rifles only.</p> <p>Minimum calibre of 6mm/.243 up to any calibre that complies with range limitations. Adjustable cheek-pieces, adjustable butt-plates and sound moderators are permitted. Neither muzzle brakes nor slings are permitted. Maximum weight of rifle including sights and all fitted accessories is 6.5kg. All accessories must remain fitted to the rifle for the entire duration of the match.</p>
Targets:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Position:	Standing Unsupported, Sitting, Prone with bipod
Ready Position:	????
Course of Fire:	<p>This event takes approximately ?? minutes to complete</p> <p>It requires 36 rounds</p> <p>The maximum possible score is 360</p>
Sighting Shots:	No sighting shots at any distance
Practice 1:	100 yards / metres, standing unsupported. 12 shots in 5 minutes to include mandatory reload
Practice 2:	200 yards / metres, sitting. 12 shots in 5 minutes to include mandatory reload
Practice 3:	300 yards / metres, prone from bipod. 12 shots in 5 minutes to include mandatory reload
Scoring:	Scoring rings – X, 10, 9, 8, 7 and any hits on the black part of the target outside the scoring rings will score 6.
Ties:	To be decided on total X count, if this is not conclusive, count back at Practice 1, then Practice 2 then Practice 3 in that order.
Notes:	<p>Shooters will be ordered to load with up to 6 rounds, make ready and adopt the specified position. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.</p> <p>IGRF Limited Bolt Action (B) is an adapted version of IGRF Limited Bolt Action (A) for use on ranges with ‘rising’ targets and butt markers (e.g. such as at Bisley UK) where limitations on available range space and time constraints are also factored in.</p>

Annex 3A – IGRF NGB Event Conditions

IGRF Long Range

Firearms:	GRSB, GRCF, GRCF Open, GRCF Classic
Targets:	GRSB: 50 & 100 yards / metres: B1 Reduced 200 yards / metres: B1 Full Size GRCF: B1 Full Size
Positions:	Standing Unsupported, Sitting, Prone
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 36 rounds The maximum possible score is 360
Practice 1:	50 yards / metres, standing unsupported 2 strings of 6 shots in 4 minutes
Practice 2:	100 yards / metres, sitting, no artificial support 2 x strings of 6 shots in 5 minutes
Practice 3:	200 yards / metres, prone from either bipod or sandbag* 2 x strings of 6 shots in 6 minutes

** Sandbags are not restricted by size or weight, however, it should be noted that the competitor is required to carry the sandbag for the entire duration of the match. Bipods must remain attached to the rifle for the entire duration of the match.*

IGRF Limited Bolt Action Rifle (A)

Firearm:	Bolt action centrefire rifle Minimum calibre of 6mm/.243 up to any calibre that complies with range limitations. Adjustable cheek-pieces, adjustable butt-plates and sound moderators are permitted. Neither muzzle brakes nor slings are permitted. Maximum weight of rifle including sights and all fitted accessories is 6.5kg. All accessories must remain fitted to the rifle for the entire duration of the match.
Target:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Positions:	Standing Unsupported, Sitting, Prone
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 36 rounds The maximum possible score is 360
Sighting Shots:	No sighting shots at any distance
Practice 1:	100 yards / metres, standing unsupported 2 strings of 6 shots in 4 minutes
Practice 2:	200yards / metres, sitting, no artificial support 2 strings of 6 shots in 5 minutes
Practice 3:	300yards / metres, prone from bipod 2 x strings of 6 shots in 6 minutes

IGRF Open Rifle (A)

Firearm:	Centrefire rifle, of a manually operated single shot or repeating action type* that complies with the legislation of the host nation Any centrefire rifle calibre that complies with range limitations. Adjustable cheek-pieces, adjustable butt-plates, sound moderators and muzzle-brakes are permitted. Slings are not permitted. All accessories must remain fitted to the rifle for the entire duration of the match.
Target:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Positions:	Standing Unsupported, Sitting, Prone
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 36 rounds The maximum possible score is 360
Sighting Shots:	No sighting shots at any distance
Practice 1:	100 yards / metres, standing unsupported 2 strings of 6 shots in 4 minutes
Practice 2:	200yards / metres, sitting, no artificial support 2 strings of 6 shots in 5 minutes
Practice 3:	300yards / metres, prone from bipod 2 x strings of 6 shots in 6 minutes

** Single shot actions can be of bolt / falling block / break action type. Repeating actions may be of bolt / straight pull / pump action or lever action types.*

IGRF Open Rifle (B)

Firearm:	Centrefire rifle of semi-automatic action type that complies with the legislation of the host nation Any centrefire rifle calibre that complies with range limitations. Adjustable cheek-pieces, adjustable butt-plates, sound moderators and muzzle-brakes are permitted. Slings are not permitted. All accessories must remain fitted to the rifle for the entire duration of the match.
Target:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Positions:	Standing Unsupported, Sitting, Prone
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 36 rounds The maximum possible score is 360
Sighting Shots:	No sighting shots at any distance
Practice 1:	100 yards / metres, standing unsupported 2 strings of 6 shots in 1 minute
Practice 2:	200yards / metres, sitting, no artificial support 2 strings of 6 shots in 2 minutes
Practice 3:	300yards / metres, prone from bipod 2 x strings of 6 shots in 3 minutes

IGRF SA480 (A)

Firearm:	Centrefire rifle of semi-automatic action type that complies with the legislation of the host nation Any centrefire rifle calibre that complies with range limitations. Adjustable cheek-pieces, adjustable butt-plates, sound moderators and muzzle-brakes are permitted. Slings are not permitted. All accessories must remain fitted to the rifle for the entire duration of the match.
Target:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Positions:	Standing Unsupported, Sitting, Kneeling
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 48 rounds The maximum possible score is 480
Sighting Shots:	No sighting shots at any distance
Practice 1:	25 yards / metres, standing unsupported 6 shots in 8 seconds
Practice 2:	50 yards / metres, standing unsupported 2 strings of 6 shots in 20 seconds
Practice 3:	75 yards / metres, standing unsupported 2 x strings of 6 shots in 20 seconds
Practice 4:	100 yards / metres, 90 seconds 6 shots standing unsupported 6 shots kneeling 6 shots sitting
Moving between positions:	Rifles must be unloaded with the magazine removed and the action locked open.

IGRF SA480 (B)

Firearm:	.22 rimfire rifle of semi-automatic action type that complies with the legislation of the host nation Adjustable cheek-pieces, adjustable butt-plates, sound moderators and muzzle-brakes are permitted. Slings are not permitted. All accessories must remain fitted to the rifle for the entire duration of the match.
Target:	B1 Modified (where available) or B1 Full Size
Sights:	Any, with the exception of lasers which project onto the target itself
Positions:	Standing Unsupported, Sitting, Kneeling
Ready Position:	????
Course of Fire:	This event takes approximately ?? minutes to complete It requires 48 rounds The maximum possible score is 480
Sighting Shots:	No sighting shots at any distance
Practice 1:	25 yards / metres, standing unsupported 6 shots in 8 seconds
Practice 2:	50 yards / metres, standing unsupported 2 strings of 6 shots in 20 seconds
Practice 3:	75 yards / metres, standing unsupported 2 x strings of 6 shots in 20 seconds
Practice 4:	100 yards / metres, 90 seconds 6 shots standing unsupported 6 shots kneeling 6 shots sitting
Moving between positions:	Rifles must be unloaded with the magazine removed and the action locked open.