

# Club Leagues 2008

**New this year:** Competitions for centre-fire Long Barrel Revolver (LBR), small bore long barrel pistol/revolver and all comers pistol (for nitro muzzle loaders, black powder muzzle loaders and long barrel centre-fire cartridge pistols/revolvers). The 300M CF-rifle competition returns and hopefully this will attract more entries as we still have sufficient Blackdog bookings to provide opportunities to shoot this league. Also note that this year the .22BR match is at 100yds and the PC rifle precision will be shot on the PL-8.

## General league rules & information

The leagues start from 29th June 2008 and are to be completed by 1st March 2008.

An individual league may comprise 3 to 5 rounds.

All leagues are shot at the competitor's convenience at a time of their choosing.

Any number of rounds may be shot in any one day and so a league may be completed within a single day!

For each league, competitors will receive a set of signed targets for each round of the league.

Completed targets must be signed by the competitor but do not have to be witnessed and are placed in the 'completed scores' box in the stats room. **ONLY THE ALLOCATED COMPETITION TARGET WILL BE ACCEPTED.**

Following receipt of applications and payment, targets will be available from the clubhouse from June 17th onwards.

## Courses of fire and scoring

### .22 RIMFIRE: Benched

Distance: 100 yds

Target : Club target

Practice: 10 shots

Score: 100, inward scoring (in the event of a tie, group size will be measured).

Conditions : Any .22 rimfire rifle. Shot, from a bench, with rifle fore end ONLY supported. The butt must be supported by the shooter. Front (forend) supports may include rests, bipods sandbags etc.

Rounds: 5, best 4 to count.

Max Score: 100 (10X) per target, 400 (40X) for competition

### .22 RIMFIRE: 25yd Precision (standing) for optical or iron sight class rifles

Distance: 25yds.

Target: Club target

Practice: 10 shots standing, all to count,

Score: Max. 100, inward counting (record Xs)

Conditions: Any .22 rimfire rifle. Separate class for magnifying or non-magnifying sights. Slings, shooting jackets and shooting gloves are NOT allowed as per the 'gallery' rifle hand book. All shots from standing but disabled shooters may arrange alternate shooting positions with the organisers.

Rounds: 5 in total, best 4 scores to count to final score.

Max Score: 100 (10X) per target, 400 (40X) for competition

### .22. RIMFIRE ACTION SHOOTING

This classification will be shot via the NESSCC leagues. 3 scores from 5 competitions to count for the club league award and 4 from 5 for the club NESSCC award. Entry fee is covered by NESSCC entry.

### CENTRE-FIRE (CF) PISTOL CALIBRE RIFLE ACTION SHOOTING

These leagues will be shot via the NESSCC. There are three categories. Shields will be awarded for the PPI and 2nd COF Gallery Action Rifle (GR) competitions based on a summation of the best three scores posted for each COF. In addition, an overall NESSCC Championship Shield will be awarded to the highest placed AFBGC competitor based on the final end of season NESSCC rankings as derived from the best 4 ex 5 combined PPI and GR scores. Entry fee is covered by NESSCC entry.

### CENTRE-FIRE (CF) PISTOL CALIBRE RIFLE PRECISION

Distance: 25yds.

Target: PL-8

Practice: 10 shots standing, all to count,

Score: Max. 100, inward counting (record Xs)

Conditions: Any PC gallery rifle. Non-magnifying sights only. No slings allowed.

Rounds: 5 in total, best 4 scores to count to final score.

Max Score: 100 (10X) per target, 400 (40X) for competition

### LONG BARREL REVOLVER (CENTRE-FIRE)

Distance: 25yds

Target PL-8

Practice 10 shots standing..

Score Max 100, inward scoring (record Xs)

Conditions Any centre fire LBR or Centre fire LBP. Any Sights. Single or double hand hold, unsupported..

Rounds 5 in totals, best 4 to count to final score

Max Score 100 (10X) per target, 400 (40X) for competition.

### .22 LONG BARREL PISTOL (.22 LBP/Free Pistol or LBR)

Distance: 25yds

Target Club Target

Practice 10 shots standing..

Score Max 100, inward scoring (record Xs)  
Conditions Any . 22 long barrel pistol or revolver. Any Sights. Single or double hand hold, unsupported..  
Rounds 5 in totals, best 4 to count to final score  
Max Score 100 (10X) per target, 400 (40X) for competition.

#### **ALL-COMERS PISTOL**

Distance: 15yds  
Target NESSCC Racetrack  
Practice Standing. 5 x 2 second exposures (repeated). 1 shot per exposure. 5 second edge time.  
Score Max 100, inward scoring (record Xs)  
Conditions Any centre fire LBR, nitro or black powder muzzle loading revolver or multi-shot pistol. Any sights. Fired standing with one or two handed hold, unsupported. Disabled shooters may shoot from sitting.  
Rounds 5 in total, best 4 to count to final score  
Max Score 100 (10X) per target, 400 (40X) for competition.

#### **MUZZLE-LOADING REVOLVER/PISTOL**

Distance: 25 yds  
Target: PL-7  
Practice : 12 shots standing, 10 to count, two-hand hold allowed.  
Score: 100 , inward counting (record Xs)  
Conditions: Any muzzle loading revolver or pistol with either fixed or target sights. Disabled shooters may shoot from sitting.  
Rounds: 5, best 4 to count  
Max Score: 100 (10X) per target, 400 (40X) for competition

#### **MUZZLE LOADING RIFLE**

Distance: 100 yds  
Target: PL-7  
Practice: 12 shots, 10 to count. May be fired from the bench or prone with fore-end only supported.  
Score: 100 (10X), inward scoring  
Conditions: Any muzzle loading rifle. Iron sights only  
Rounds: 5, best 4 to count  
Max Score 100 (10X) per target, 400 (40X) for competition

#### **BLACK POWDER CARTRIDGE RIFLE**

Distance: 100yds  
Target: PL-7  
Practice: 12 shots slow fire. Best 10 to count.  
Score: 100 , inward counting (record Xs)  
Conditions: Any black powder cartridge rifle with external hammer using black powder or black powder substitute (nitro powders may NOT be used). May be fired from the bench or prone with fore -end only supported. Slings may be used.  
Rounds 5, best 4 to count  
Max Score: 100 (10X) per target, 400 (40X) for competition

#### **CENTRE FIRE RIFLE 100yds :**

Distance: 100yds (standing/sitting/prone)  
Target: PL-7  
Practice: 2 shots standing, 2shots sitting/kneeling, 3 shots prone supported, 3 shots prone unsupported.  
Score: 100, in ward scoring (record X)  
Conditions: Any centre fire sporting or service rifle. Any sights. Prone supported refers to the fore-end only, which may be placed on a suitable rest/bipod. For prone unsupported, with the exception of a sling, no artificial support may be used. Slings may also be used for standing and sitting positions. Shooting jackets and gloves are permitted. May be shot at Drums, Blackdog, Cairngall or any suitable fullbore range.  
Rounds 5, best 4 to count.  
Max Score 100 (10X) per target, 400 (40X) for competition.

#### **CENTRE-FIRE RIFLE 300M**

Distance 300M  
Target Bisley 200yd (optical sights); Bisley 200yd cadet (iron sights)  
Practice 2 sighters (non convertible) and 10 scoring shots (not individually marked) from prone unsupported.  
Conditions: Slings, gloves and shooting jackets may be used. For optical, any magnification is permitted; for iron sights any sight configuration allowed as long as it does not employ a lens or magnification. May be shot Blackdog Range or any suitable fullbore range.  
Rounds Best 2 from 3.  
Max Score 50 (10V) per target, max 100 (20V).

**OVERALL LEAGUE CHAMPION:** Scores from up to a maximum of best 7 league placings will count towards the overall league championship. A competitor gains points both for their league position and bonus points relating to the number of competitors their score has bettered. Points: 1st = 10points; 2nd 8 points; 3rd, 6 points; 4th 4points; 5th 3 points; 6th 2points; 7th 1 point plus bonus points. Example: 2nd in a league of 6 competitors would obtain 8 points + 4 bonus points = 12 points; 8th in a league of 10 you would score 0 + 2 = 2 points. In the event of a points tie, the greater diversity of firearm classes comprising the score will determine the winner. In the event of still being tied, the relative 'head to head' placing will decide the winner. The overall champion trophy will only be awarded if there is deemed sufficient entries to render it a meaningful competition

**PRIZES:** The winner of each league and the overall winner will receive a commemorative shield or trophy at the AGM erwise.