



## 50m Bench rest

.22 Rifle

Starting Position: Benched Sights: Discipline Specific

Special Instruction: Spotting scopes are permitted  
Shooters change bench position after detail 1.

Sighting Shots: As per detail 1 & detail 2

### Course of Fire:

**Detail 1** Distance: 50 metres

10 minutes setup time is allowed.  
20 minutes shooting time.  
Unlimited sighters  
25 shots (1 per scoring box) to score.

Time warnings called at:

5mins, 3mins, 1mins, 30seconds.

Change targets  
Change benchrest positions  
(if required)

**Detail 2** Distance: 50 metres

20 minutes shooting time  
Unlimited sighters  
25 shots (1 per scoring box) to score.

Time warnings called at:

10, 5, 3, 1 minutes, 30 seconds.

Match Concluded.

### Notes:

Factory Sporter	8.5lb (Mag. Fed) 12x
International Sporter	8.5lb 6.5x
Light Varmint	10.5lb
Heavy Varmint 1	15.0lb

Rifles may be weighed on entry.

Before rifles are uncased at benches, allow competitors to put up wind flags etc.

Maximum magnification of 6.5 applies to International Sporter, maximum magnification of 12 applies to Factory Sporter, **higher specification scopes must be taped/locked at this setting for the duration of the match.**

Bolt may only be inserted or safety flag removed on the instruction of a Range Officer.

Competitor will have 20 minutes to shoot card. Range Officer may call time remaining: 10, 5...3 ...1 mins....30 seconds remaining.

On hearing the command to "CEASEFIRE, STOP FIRING IMMEDIATELY"

**Competitors hands off all firearms and await RSO instructions, this is situation dependent, no handling of firearms or components during an emergency ceasefire, await RSO instructions.**

Top three targets in each class must be displayed for review by all competitors.

### Note:

Ensure to inform all:

- There will be no talking on the line during the course of fire.
- mobile phones must be turned off or silenced
- Spectators are requested to also keep the no talking rule & respect the mobile phone rule.
- Competitors must remain seated quietly until time has elapsed last shot has been fired.



## Benchrest Rifle Commands / Procedures



- “This is detail ‘X’ Card No ‘X’”
- “You will have 20 minutes to complete this card.”
- “As many shots as you wish are permitted in the sighters down the left and right hand sides”
- “Only one shot per scoring box on the card which there are 25.”
- “I will call time warnings at 10, 5, 3 mins, 1 min, 30 secs and then CEASE FIRE and/or WHISTLE”
- “There will be no talking on the line during the course of fire”
- “Phones must be switched off or turned to silent”
- “Spectators are requested to also keep the no talking rule and respect the mobile phone rule”
- “Competitors must remain seated quietly until time has elapsed or last shot fired and RO confirms”
- “Please ensure scopes have been taped into the magnification position as required”
- “All cleaning up of brass/packing etc., to be done after the score cards are returned”
- **Standard Range Safety Officer Commands as follows:**
  - “Eyes & Ears...The Range is going live”
  - “Hearing protection is compulsory – eye protection is at the discretion of the shooter”
  - "The range is live"
  - “You are now clear to insert your bolts”
  - “Is the line ready?”
  - if “Not Ready” say "Not Ready Called" & allow time
  - “Is the line ready?”.....“The line is ready”
  - “Commencing firing now..”
  - Whistle.....(Indicates commence firing)
  - 20 minutes elapsed/last shot fired....Whistle.....(Indicates end of detail)
  - “Competitors show Bolts and magazines out, breach flags in.”
  - Clear the line, stand back from the bench until the cards are returned.
  - “Please ensure the following is details are on your card.
    1. Competitor number.
    2. Bench Number.
    3. Target Number.
    4. HV /LV / IS or FS class marked.



# Timed & Precision 1

GRSB, GRCP, SBP, CFP



Starting Position: 45 degrees Sights: Any

Special Instruction: Group firearm types together on the line  
Facility should be provided for revolver users to load 5+ 5 and 2 at 25, 15 5 x2 and load 2 and allow time to fire the two shots, same at 10 meters, load four and then allow time for additional 2, this will facilitate the revolver user.

**Practice 1** Distance: 25metres

12 shots in 2 minutes, to include a reload or more than one if using 5 shot mags, or revolver.

**Practice 2** Distance: 15 metres

12 shots in two strings of 6  
For each string the target will make 6 appearances,  
each of 2 seconds with intervals of 5 seconds.  
One shot to be fired at each appearance

The firearm must return to the ready position between appearances

**Practice 3** Distance: 10 metres

6 shots  
The target will make 3 appearances each of 3 seconds  
with intervals of 5 seconds. Two shots to be fired at  
each appearance.

The firearm must return to the ready position between appearances

## Score Targets

Match concluded

## Note:

In addition to the usual procedural penalties, the following also apply to this event:

- Firing too many shots during an exposure.



## Multi Target

GRSB, GRCE, SBP, CFP



Starting Position: 45 degrees Sights: Any

Two Targets per competitor

**Practice 1** Distance: 25metres

6 shots in 15 seconds, on left hand target only

**Practice 2** Distance: 20 metres

3 shots on each target in ten seconds

**Practice 3** Distance: 15 metres

15 metres, 6 shots

The target will make 3 appearances each of 3 seconds with intervals of 5 seconds.

2 shots to be fired at each appearance on the right hand target only

The firearm must return to the ready position between appearances

**Practice 4** Distance: 10 metres

6 shots

3 shots to be fired on EACH target in 8 seconds.

Match concluded.

**Remind competitors targets scored X 5,4, 3, 2**

### **Note:**

In addition to the usual procedural penalties, the following also apply to this event:

- Firing too many shots during an exposure.
- Any shots on the wrong target. (Ensure there are 12 shots in each target)



# 1500 GRSB, GRCF

Starting Position: Parallel to the ground      Sights: Any

Special Instruction: Group firearm types together on the line

Sighting Shots: 50 metres, 2 minutes 45 seconds

## Match 1

Stage 1      Distance: 10 metres  
12 shots including a reload standing unsupported  
GRSB 20 seconds      GRCF 30 seconds  
Note: Allow GRSB to shoot first

Stage 2      Distance: 15 metres  
12 shots including a reload standing unsupported  
GRSB 20 seconds      GRCF 30 seconds  
Note: Allow GRSB to shoot first

## Score & Change Targets

**Match 2**      Distance: 25 metres

90 seconds including reloads.  
6 shots kneeling.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.

## Score & Change Targets

**Match 3**      Distance: 50 metres

2 minutes 45 seconds including reloads.  
6 shots kneeling.  
6 shots sitting.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.  
Score & Change Targets

**Match 4**      Distance: 25 metres

35 seconds including reloads. (Shot twice)

Stage 1  
12 shots including a reload, standing unsupported

Stage 2  
12 shots including a reload, standing unsupported

## Score & change targets

### Note:

In addition to the usual procedural penalties, the following also apply to this event:

- Moving between positions with the action closed on the firearm.

## Match 5

Stage 1 Distance: 10 metres

12 shots including a reload standing unsupported  
GRSB 20 seconds      GRCF 30 seconds

Stage 2 Distance: 25 metres

90 seconds including reloads  
6 shots kneeling.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.  
Score & change targets

Stage 3 Distance: 50 metres

2 minutes 45 seconds including reloads  
6 shots kneeling.  
6 shots sitting.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.

Stage 4 Distance: 25 metres

12 seconds  
6 shots standing unsupported.

## Score targets, match concluded.



# 1020 GRSB, GRCF



Starting Position: Parallel to the ground Sights: Any

Special Instruction: Group firearm types together on the line

## Match 1

Stage 1 Distance:10 metres

12 shots including a reload standing unsupported  
GRSB 20 seconds GRCF 30 seconds

Stage 2 Distance:15 metres

12 shots including a reload standing unsupported  
GRSB 20 seconds GRCF 30 seconds

### Score & change targets

**Match 2** Distance:25 metres

90 seconds including reloads.  
6 shots kneeling.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.

### Score & change targets

**Match 3** Distance: 25 metres

35 seconds including reloads. (shot twice)

Stage 1

12 shots including a reload, standing unsupported

Stage 2

12 shots including a reload, standing unsupported

### Score & change targets

**Match 4** Distance:25 metres

2 minutes 45 seconds including reloads.  
6 shots kneeling.  
6 shots sitting.  
6 shots left hand, standing unsupported.  
6 shots right hand, standing unsupported.

### Score & change targets

## Match 5

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

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

### Score targets, match concluded

### Note:

In addition to the usual procedural penalties, the following also apply to this event:

- Moving between positions with the action closed on the firearm.



## 25m Precision

GRSB, GRCE, SBP, CFP



Starting Position: 45 degrees Sights: Any

Special Instruction: Group firearm types together on the line / Spotting scopes are permitted

Sighting Shots: Unlimited shots in 3 minutes / Check & change targets

**Match 1** Distance: 25 metres

10 shots in 3 minutes

**Match 2** Distance: 25 metres

10 shots in 3 minutes

**Match 3** Distance: 25 metres

10 shots in 3 minutes

### **Course of Fire**

This event is shot at 25 metres

It takes approximately 40 minutes to complete It requires 30 rounds plus sighters (unlimited)

The maximum possible score is 300



## Standard Range Commands / Procedures



- *Read the course of fire aloud*
- "Do you understand the course of fire?"
- "Eyes and ears, the range is going live."
- "Shooters, Clear to take a sight picture."
- "With 'X' rounds, load and make ready."
- "Is the line ready?" (if "Not Ready" called, repeat "Not Ready Called" & allow time)
- "Standby".....(Duration of 5 seconds)
- *Whistle.....(Indicates commence firing)*
- "Ceasefire, unload and show clear."
- "If clear, (a) slide forward, hammer down and holster/case or (b) close cylinder and holster/case."

### **Re-shoots & Time:**

No re-shoots will be permitted for defective firearms or ammunition or for any other malfunction of the competitors equipment.

No additional time will be permitted.

Range Officer will not announce time past or remaining. (except Bench rest)

Late shots will be deducted; the Competitor will lose the appropriate number of the highest scoring shots on his/her target.

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

Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line.

### **Scoring**

No competitor may score his/her own target. Where possible scoring should be conducted by the Range Officer or Stats

Officer, otherwise each competitor should score the target to his/her right. An overlay gauge may be used by any Scorer to determine shot value.

Plug type gauge may only be used by Match Officials and will remain in the hole until shot value is determined. Hole must not be re-plugged.

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 case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption that they passed through the enlarged hole.

If a Competitor is unhappy with how a shot is scored, he/she must challenge the score immediately; no challenge will be entertained thereafter.

### **Clearing Firearms:**

To clear a GRFC Lever Action the competitor should "rack" the firearm three times to show the magazine is empty - then both Competitor and RO shall visually inspect the chamber to ensure no round loaded - the Ro will issue the command - "If Clear, hammer down and Case" then the competitor shall take aim at the backstop and dry fire the firearm to finally validate the chamber is, in fact empty. Then they shall case the firearm under the supervision of the RSO.

To Clear a GRSB Semi Auto the competitor and RO should visually inspect that the magazine has been removed and the chamber is empty. The use of a breech flag is preferred - but not necessary. Then the competitor shall be instructed to case their firearm. The RO should not move on to clearing the next competitor until the firearm has been cased - and the case closed.

Assistant RO's will confirm when their section is clear and only then the Chief Range Officer / Range Officer may call the range clear.

In the event of a potentially unsafe occurrence any Competitor may call "CEASEFIRE, CEASEFIRE". On hearing this command all Competitors must stop firing immediately, take finger off trigger, keep the firearm pointed at the target and await further instruction from the Range Officer.

### **Moving between positions:**

Firearms must be unloaded when moving between positions.

All rounds and cases must be ejected before moving. GRSB must have action locked open and the magazine removed. Lever action must have lever open.





## Standard Range Commands / Procedures



In the case of a GRSB that cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor.

Moving from left shoulder to right shoulder does not count as moving between position.

### **Sighting Shots**

Sighting shots will not be permitted for T&P1, Multi-Target, 1020 or GP40. Sighting shots may be permitted for any discipline that includes 50metres or when stated in rules of said discipline.



## **GP40**

### **SBP**



Starting Position: Magazine inserted Sights: Any  
Chamber empty  
Firearm holstered  
Hands by Sides

Special Instruction: 5 rounds per magazine

**Match 1** Distance: 10 metres

5 shots in 8 seconds  
Single Handed

**Match 2** Distance: 10 metres

10 shots in 20 seconds including a reload,  
May use two hands

**Score & change targets**

**Match 3** Distance: 15 metres,

10 shots in 20 seconds including a reload  
May use two hands

**Score & change targets**

**Match 4** Distance: 25 metres

15 shots in 90 seconds  
5 shots sitting  
5 shots kneeling  
5 shots standing

**Score targets, match concluded**

### **Additional Commands:**

- “With 5 rounds load and holster”
- “The Competitor may NOT chamber a round, until in the seated position.”

### **Moving between positions**

Firearms must be unloaded and actions locked open when moving between positions. All rounds and cases must be ejected before moving. Semi Auto Pistols must have action locked open and the magazine removed. In the case of a pistol that cannot be locked open, a Range Officer will appoint an additional safety supervisor for that competitor.

### **Note:**

In addition to the usual procedural penalties, the following also apply to this event:

- Moving between positions with the action closed on the firearm.
- Firing from positions in wrong order



## GP40 Range Commands / Procedures



- *Read the course of fire aloud*
- *“Do you understand the course of fire?”*
- *“Eyes and ears, the range is going live.”*
- *“Shooters, clear to take a sight picture.”*
- *“With ‘5’ rounds, load & holster”*
- *“Is the line ready?” (if “Not Ready” called, Repeat “Not Ready Called” & allow time)*
- *“Standby”.....(Duration of 5 seconds)*
- *Whistle.....(Indicates commence firing)*
- *“Ceasefire, unload and show clear.”*
- *“If clear, (a) slide forward, hammer down and holster/case or (b) close cylinder and holster/case.”*

### **Re-shoots & Time:**

No re-shoots will be permitted for defective firearms or ammunition or for any other malfunction of the competitors equipment.

No additional time will be permitted.

Range Officer will not announce time past or remaining. Late shots will be deducted; the Competitor will lose the appropriate number of the highest scoring shots on his/her target.

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

Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line.

### **Scoring**

No competitor may score his/her own target. Where possible scoring should be conducted by the Range Officer or Stats

Officer, otherwise each competitor should score the target to his/her right. An overlay gauge may be used by any Scorer to determine shot value.

Plug type gauge may only be used by Match Officials and will remain in the hole until shot value is determined. Hole must not be re-plugged.

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 case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption that they passed through the enlarged hole.

If a Competitor is unhappy with how a shot is scored, he/she must challenge the score immediately. no challenge will be entertained thereafter.

### **Clearing Firearms:**

Assistant RO's will confirm when their section is clear by raising hand to signify clear, once section is clear the Assistant RO will stand back raise their hand to signify their section is clear and only when the Chief Range Officer / Range Officer verifies all sections clear may they then call the “range clear”.

### **Moving between positions:**

Firearms must be unloaded when moving between positions.

### **Sighting Shots**

Sighting shots will not be permitted for T&P1, Multi-Target, 1020 or GP40. Sighting shots may be permitted for any discipline that includes 50metres or when stated in rules of said discipline.



## National Association of Sporting Rifle & Pistol Clubs Summary Rules & Guidelines for Range Officer's

This document is intended to provide a consistent framework for Range officers and Competitors at Club or National Competitions.

This summary document does not encompass all rules or regulations that may be applied at Club or National Competitions.

### Standard Range Commands & Procedures

- Read the course of fire aloud
- **"Do you understand the course of fire?"**
- **"Eyes and ears, the range is going live."**
- **"Shooters, clear to take a sight picture."**
- **"With 'X' rounds, load and make ready / load and holster."**
- **"Is the line ready?"**
- **(if "Not Ready" called, say "Not ready called & allow time")**
- **"Is the line ready?"....."The line is ready"**
- **"Stand by".....(Duration of 5 seconds)**
- **"Whistle".....(Indicates commence firing)**
- **"Ceasefire, unload and show clear."**
- **"If clear, (a) slide forward, hammer down and holster/case or (b) close cylinder and holster/case."**

**Note:** Assistant RO's will confirm when their section is clear by raising their hand and only then the Chief Range Officer / Range Officer may call the range clear.

In the event of a potentially unsafe occurrence any Competitor may call "CEASEFIRE, CEASEFIRE". On hearing this command all Competitors must stop firing immediately, take finger off trigger, keep the firearm pointed at the target and await further instruction from the Range Officer.

### Starting Position: (Local range rules take precedence)

1020 GRSB,GRCF Parallel to ground  
 1020 SBP,CFP Holstered, empty chamber, hands by sides  
 America Match 45 degrees  
 GP40 Holstered, empty chamber, hands by sides  
 GR1500 GRSB,GRCF Parallel to ground  
 Multi-Target SBP,CFP, GRSB,GRCF 45 degrees  
 Precision 25mtr 45 degrees  
 Precision 50mtr 45 degrees  
 Phoenix A GRSB,GRCF 45 degrees  
 Phoenix A SBP,CFP Holstered, empty chamber, hands by sides  
 Timed & Precision SBP, CFP, GRSB, GRCF 45 degrees  
 WA1500 Holstered, empty chamber, hands by sides

### Sighting Shots:

Sighting shots will not be permitted for T&P1, Multi-Target, 1020 or GP40. Sighting shots may be permitted for any discipline that includes 50mtrs or when stated in rules of said discipline.

### Re-shoots & Time:

No re-shoots will be permitted for defective firearms or ammunition or for any other malfunction of the competitors equipment.  
 No additional time will be permitted.  
 Range Officer will not announce time past or remaining. (except Benchrest)  
 Late shots will be deducted, the Competitor will lose the appropriate number of the highest scoring shots on his/her target  
 Unless otherwise specified in the event conditions, timing devices are permitted provided that they do not produce an audible signal.  
 Time will not be allowed for repairs, sight adjustments or search for missing equipment after the squad has been called to the firing line.

### Scoring:

*No competitor may score his/her own target. Where possible scoring should be conducted by the Range Officer or Stats Officer, otherwise each competitor should score the target to his/her right.*

An overlay gauge may be used by any Scorer to determine shot value.

Plug type gauge may only be used by Match Officials and will remain in the hole until shot value is determined. Hole must not be re-plugged.

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 case, the shooter will be given the benefit of the doubt and scored hits for the non-visible shots on the assumption that they passed through the enlarged hole.

If a Competitor is unhappy with how a shot is scored, he/she must challenge the score

### Intentional Spovers/Factory Spover 8.5lb Eight Variant 10.5lb Steady Variant 15.5lb

Rifles may be weighed on entry

Before rifles are uncased at benches, allow competitors to put up wind flags etc.

Maximum magnification of 6.5 applies to International Spover, 12 applies to Factory Spover, higher specification scopes will be taped/locked at this setting.

Boat may only be inserted or safety flag removed on the instruction of a Range Officer.

Competitor will have 30 minutes to shoot card. Range Officer may call time remaining: 10 mins.....5 mins.....1 minute remaining.

On hearing the command to "CEASEFIRE, STOP FIRING IMMEDIATELY" Competitors must eject chambered round, remove bolt or insert Safety Flag. Remove ammunition from bench and step back from firing point.

Top three targets in each class must be displayed for review by all competitors.

The Competition Director reserves the right to exclude a competitor from any or all remaining details taking place at the event without refund of entry fee and may convene a disciplinary committee to consider any further sanctions.

Competitors may appeal the decision of a Range officer, appeals will be considered by the Competition Director, his/her decision is final.

- Behaviour including but not limited to:
1. Unsportsmanlike behaviour.
  2. Persistent failure to follow Range Officer instructions.
  3. Threatening or abusive behaviour.
- (f)
- (e) The consumption of alcohol or drugs.
- (d) Handling a firearm loaded or unloaded while not under the direct instruction of a Range Officer.
- (c) Dropping a loaded firearm.
- (b) Discharge of an un-aimed shot, impacting anywhere other than the back stop behind the target.
- (a) Muzzle direction.

Range officer will disqualify a competitor when a safety violation has occurred. Safety violations include but are not limited to the following:

### Competition Disqualification:

NB. There may be other specific rules in the case of WA1500 in any case the Range Officer is advised to refer to the published rules of the particular discipline.

2nd offence may result in disqualification.

Competitor may not pick up anything from the ground until the range has been called wrong order

Foot Fault - Firing while foot or part thereof is over the line. Firing from positions in the

Procedural Errors include but are not limited to:

A procedural Penalty will result in the deduction of one hit of the maximum possible score.

In any competition a Range officer may apply a procedural penalty to a Competitor if he/she deems a Procedural Error has occurred.

### Procedural Penalty: