

# Cumbria & Northumbria Target Shooting Association

## Competition Rules, Conditions and Guidelines

This document contains the rules and regulations for our competitions as well as guidelines to follow for the benefit of both competitors and scorers. This is **Version 2.1.2** and becomes applicable immediately on publication and supersedes any and all previous versions.

NSRA, NRA and MLAGBI Rules apply except where modified by C&NTSA as per this document. NSRA Rules that are modified or replaced are given below in full against their corresponding NSRA reference numbers. Specific C&NTSA-only Rules given below have a reference number prefixed with the number 0 to distinguish them from the NSRA's numbering system.

Scorers will give the reference to any broken rule, whether a standard NSRA rule, a modified NSRA rule or a C&NTSA rule, against the name of the shooter concerned in the results issued for each round.

### **C&NTSA Rules**

- 0.1 Declared averages to be a TRUE AVERAGE of the last 6 officially witnessed match cards. If entrants shot in this competition in the previous season they must use the average attained then. Entrants who have not shot in any Leagues must submit a series of at least six practice card scores over the relevant course of fire for the competition shot under match conditions and witnessed by a Club Official.
- 0.2 The issued stickers must be affixed to the front of the target cards by a club official (or by a club member in the presence of a club official) before the cards are shot.
- 0.3 Any card without a sticker will not be scored.
- 0.4 Cards for Team and Individual competitions in the same discipline may be shot concurrently. If this is done, both sets of stickers must be on the cards adjacent to one another.
- 0.5 If 3-card-system cards are used for 20-shot competitions, both stickers must be on the card. If only one sticker is present then only the 10-shot score from the top diagram(s) will be given.
- 0.6 Stickers must not be removed from one card and stuck on another card, under penalty of disqualification.
- 0.7 For Benchrest competitions, rifles may be supported at the fore end only. Rests complying with NSRA (rule 8.16.5) or WRABF (rule B8-B11) are acceptable.
- 0.8 For Muzzle-loading competitions:
  - 0.8.1 The time limit per course of fire for each round of 13 shots (including loading, capping and fouling shots) is 30 minutes. Best 10 shots to count.
  - 0.8.2 Black powder must be used except where range rules prohibit it, when any other suitable substitute may be used.
- 0.9 Cards sent to the wrong scorer may or may not be scored, at the discretion of the scorer receiving the cards.
- 0.10 Cards for ALL competitions MUST be folded or trimmed to approximately A4 size to fit into a standard C4 envelope or similar to permit delivery via the usual household letter box. Do NOT cut off or fold at any shot holes.
- 0.11 Cards sent in underpaid packaged may or may not be accepted by the scorer at their discretion. Any exceptional circumstances will be taken into consideration. See Guidelines and Recommendations para 1 below.

## Modified NSRA Rules

- 7.3.3 Both Team and Individual competitors are not permitted to fire after the close of the Match Period unless an extension is accepted by the scorer and approved (if necessary) by the Committee. An application for an extension must be made to the scorer by no later than one day after the end of the match period.
- 7.8.3 Team members must fire their targets in the same round on the same range (see Rule 7.3.1) and may shoot at any time during the match period. Each competitor in either Individual or Team competitions must complete his/her cards within the time specified for the competition. In a multi-card competition, if any cards are shot on separate days then only the best card(s) shot within the match period (if any) will count.
- 7.10.1.1 All cards must be received by the scorers by (at the latest) the WEDNESDAY the week after the match period ends, i.e. if a match period ends on Monday November 1st, the cards MUST be with the scorer NO LATER than Wednesday November 10th.

## Guidelines and Recommendations

1. Please ensure that envelopes have the correct postage, **otherwise the package may not be accepted by the scorer!** It is advisable to get the Post Office to weigh and stamp your package. The exceptional circumstances referred to in Rule 0.11 include but are not limited to errors made by the PO and/or Royal Mail in this area. Senders are also advised to obtain a proof of posting to help with situations where envelopes are lost in the post.
2. If any package has to be collected from a Royal Mail depot because it is underpaid or if it exceeds C4 size and is undeliverable then scorers are authorised to charge clubs with reasonable time and mileage costs incurred as well as any charges paid by them on retrieval.
3. Please sort the cards into Round/Competition//Division order before sending; this makes life much easier for the scorers.
4. Please do not 'hermetically seal' your envelopes with tape round all the edges. Such packages are very difficult to open. Keep your scorer happy!
5. Competitors in Gallery Rifle should write on the target what calibre they are using if not the usual .38 or .44. It is in their interest to do so as it ensures that the scorer will use the correct gauge.
6. All queries regarding scores must be made to the scorer, in writing or by email, **within 14 days** of the date of issue on the results sheet.

The following pages contain information on each competition and their conditions of shooting.

See the C&NTSA OneDrive account

(<https://onedrive.live.com/view.aspx?resid=C87066F9B2864311!719&ithint=file%2cdocx&app=Word&authkey=!AFoTYm4Smlpfwo>) where this document will be published.

## Some commonly-broken NSRA Rules (paraphrased):

(see NSRA rule book for the full set of rules, and the full wording of the following rules.)

- 5.2.1 2 shots on 1 diagram, but correct number on card - 1 point penalty.
- 5.2.2 Shot(s) on another person's card - 2 points penalty per shot.
- 5.2.3 Extra shots unaccounted for - Lowest 10 shots scored plus 1 point penalty per extra shot.
- 7.3.3 Card shot after end of match period – no score.
- 7.4.4 Not signed by shooter - no score.
- 7.4.5.1 Trim line damaged – no score.
- 7.6.3.2 Not witnessed and / or dated by the witness and / or dated by the shooter - No score.
- E. & O. E.

## Conditions of shooting of all Postal Competitions

### **.22 Rifle Short Range Prone**

(Individual and Team)

Distance: 15, 20, 25 Yards or 25 Metres.

Targets: N.S.R.A. 1989 Series (Outward gauging).

Calibre: .22 lr

Teams comprise three members.

Individual competitions are 10 shots (one card) per round.

Team competitions are 20 shots (two cards) per member per round.

All 20 shots must be shot within 2 hours.

### **.22 Rifle Long Range Prone**

(Individual and Team)

Distance: 50 Yards or 50 Metres.

Targets: N.S.R.A. 1989 Series.

Calibre: .22 lr.

Teams comprise three members.

Individual competitions are 20 shots (5 shots per diagram) per round.

Team competitions are 20 shots (5 shots per diagram) per member per round.

All 20 shots must be shot within 2 hours.

### **.22 Rifle 100 yards Any Sights Prone**

(Individual only)

Distance: 100 Yards.

Targets: N.S.R.A. 1989 Series.

Calibre: .22 lr.

Any sights.

Individual competitions are 20 shots (10 shots per diagram) per round.

All 20 shots must be shot within 2 hours.

### **Rifle Short Range Benchrest Any Sights**

(Individual and Team)

Distance: Indoors 15, 20, 25 Yards or 25 Metres.

Targets: N.S.R.A. 1989 Series (Outward gauging) or the BR15 equivalent (the 'X' ring will be ignored).

Calibre: .22 lr, .22 air rifle or .177 air rifle. Any type of pellet may be used.

.177 shot holes will be scored with a .22 gauge.

Any sights.

Rifles may be supported on a rest at the fore end only, **YOU MUST NOT USE A REAR REST UNDER THE BUTT.**

**Rests complying with NSRA (rule 8.16.5) or WRABF (rule B8-B11) are acceptable.**

Teams comprise three members.

Both Individual and Team competitions are 20 shots (two cards) per round.

All 20 shots must be shot within 2 hours.

### **.22 Rifle Long Range Benchrest Any Sights**

(Individual and Team)

Distance: 50 Yards or 50 Metres.

Targets: N.S.R.A. 1989 Series or the BR15 equivalent (the 'X' ring will be ignored).

Calibre: .22 lr.

Any sights.

Rifles may be supported on a rest at the fore end only, **YOU MUST NOT USE A REAR REST UNDER THE BUTT.**

**Rests complying with NSRA (rule 8.16.5) or WRABF (rule B8-B11) are acceptable.**

**OUTDOOR RANGES ONLY.**

Teams comprise three members.

Both Individual and Team competitions are 20 shots (5 shots per diagram) per round.

All 20 shots must be shot within 2 hours.

## **Sport Rifle (standing)**

(Individual and Team)

Distance: 20 Yards / 25 Metres.

Targets: N.S.R.A. PL14 (or PL14/06) at 20 Yards, OR SPA1 or PL19 at 25 Metres or I.S.S.F. approved equivalents.

Calibre: .22 lr OR Air Rifles (.177 or .22 – any type of pellet may be used).

.177 Air Rifles will be scored as such (i.e. an oversized gauge will **not** be used).

Teams comprise three members.

Individual competitions are 10 shots (one card) per round.

Team competitions are 20 shots (2 cards) per round.

No slings or supporting clothing is allowed, position is standing, unsupported.

Any sights.

All 20 shots must be shot within 2 hours.

## **Rapid Fire Rifle**

(Individual only)

Distance: 20 Yards or 25 Metres.

Targets: N.S.R.A. PL14 or PL14/06 at 20 yards, OR SPA1 or PL19 at 25 metres or I.S.S.F. approved equivalents.

Calibre: .22 lr.

Any sights.

Individual competitions are 30 shots (10 at each of three cards) per round.

Card 1: 2 strings of 5 shots @ 150 secs. per 5 shots.

Card 2: 2 strings of 5 shots @ 20 secs. per 5 shots.

Card 3: 2 strings of 5 shots @ 10 secs. per 5 shots.

The time allowed for each member to complete the course of fire for each round is 2 hours, and all three cards for each round must be completed on the same day. Timing must be done by a nominated Range Officer.

## **Gallery Rifle Iron Sights (standing)**

(Individual only)

Distance: 20 Yards or 25 Metres.

Targets: N.S.R.A. PL12 @ 20 yds OR PL7 @ 25 mts (or “centre” equivalents) OR equivalents such as Kruger 3100S / 3130.

Rifles: Any rifle defined as a Gallery Rifle in NRA GRP Handbook(2016) -- Rule A 2.2.

Calibre: any centre fire calibre from .23 to .455.

All shots will be scored as per their calibre; a stepped gauge will not be used. On PL7 targets, shots outside of the 4 ring will be scored as a miss.

Iron sights only; red dot or optical sights are prohibited. No gloves or supporting clothing (including weightlifters belts) are permitted.

Average: ex 200.

Individual competitions are 20 shots (2 cards) per round.

All 20 shots must be shot within 2 hours.

## **Gallery Rifle Any Sights (standing)**

(Individual only)

Distance: 20 Yards or 25 Metres.

Targets: N.S.R.A. PL12 @ 20 yds OR PL7 @ 25 mts. (or “centre” equivalents) OR equivalents such as Kruger 3100S / 3130.

Rifles: Any rifle defined as a Gallery Rifle in NRA GRP Handbook(2016) -- Rule A 2.2.

Calibre: any centre fire calibre from .23 to .455.

All shots will be scored as per their calibre, a stepped gauge will not be used. On PL7 targets, shots outside of the 4 ring will be scored as a miss.

Any sights. No gloves or supporting clothing (including weightlifters belts) are permitted.

Average: ex 200.

Individual competitions are 20 shots (2 cards) per round.

All 20 shots must be shot within 2 hours.

## **Muzzle Loading Pistol (single-shot)**

(Individual only)

Distance: 25 Metres / 20 Yards.

Targets – ISSF 25/50m (PL7 or equivalent) or Centre PL8 (or equivalent) at 25m, or PL12 at 20y OR equivalents such as Kruger 3100S / 3130.

Calibre: any.

Propellant: Black powder, unless range rules prohibit it, when any substitute may be used.

Individual competitions are 10 shots per round (best 10 of 13 shots fired) shot within 30 minutes.

Shots must be 50% over the line to obtain the higher score.

## **Muzzle Loading Revolver**

(Individual only)

Distance: 25 Metres / 20 Yards.

Targets – ISSF 25/50m (PL7 or equivalent) or Centre PL8 (or equivalent) at 25m, or PL12 at 20y OR equivalents such as Kruger 3100S / 3130.

Calibre: any.

Propellant: Black powder, unless range rules prohibit it, when any substitute may be used.

Individual competitions are 10 shots per round (best 10 of 13 shots fired) shot within 30 minutes.

Shots must be 50% over the line to obtain the higher score.

## **20 Yard Pistol (Air Pistol and .22 Pistol incl Free Pistols)** (Individual and Team)

Distance: 20 Yards.

Targets: N.S.R.A. PL15 or PL15/09 or I.S.S.F. approved equivalents.

Calibre: .22 lr OR Air Pistols (.177 or .22 – any type of pellet may be used).

Teams comprise three members.

Oversize gauges will not be used, .177 is scored as a .177.

Individual competitions are 20 shots (two cards) per round.

Team competitions are 20 shots (two cards) per member per round.

All 20 shots must be shot within 2 hours.

## **Short Range Standard Pistol**

(Individual only)

Distance: 20 Yards or 25 Metres.

Targets: N.S.R.A. PL12 or I.S.S.F. approved equivalents at 20 yards, PL7 or I.S.S.F approved equivalent at 25 Metres.

Calibre: .22 lr OR Air Pistols (.177 or .22 – any type of pellet may be used).

The weight of the trigger pull must conform to National requirements.

Individual competitions are 30 shots (10 at each of three cards) per round.

Card 1: 2 strings of 5 shots @ 150 secs. per 5 shots.

Card 2: 2 strings of 5 shots @ 20 secs. per 5 shots.

Card 3: 2 strings of 5 shots @ 10 secs. per 5 shots.

The time allowed for each member to complete the course of fire for each round is 2 hours, and all three cards for each round must be completed on the same day. Timing must be done by a nominated Range Officer.

## **10 Metre Air Pistol**

(Individual and Team)

Distance: 10 Metres.

Targets: I.S.S.F approved 10 Metre Air Pistol Targets.

Calibre: .177 – “wadcutter” pellets must be used.

The weight of the trigger pull must conform to National requirements.

Teams comprise three members.

Individual competitions are 20 shots (5 at each of four cards) per round.

Team competitions are 20 shots (5 at each of four cards) per member per round.

All 20 shots must be shot within 2 hours.

## **6 Yards Air Pistol**

(Individual only)

Distance: 6 Yards.

Targets: N.S.R.A. Air 8.

Calibre: .177 – “wadcutter” pellets must be used.

The weight of the trigger pull must conform to National requirements.

Individual competitions are 20 shots (5 at each of four cards) per round.

All 20 shots must be shot within 2 hours.

## **10 Metre Air Rifle**

(Individual and Team)

Distance: 10 Metres.

Targets: N.S.R.A. Air 3/89 or Air 2, or I.S.S.F. approved equivalents.

Calibre: .177 – “wadcutter” pellets must be used.

For Air 2 targets, stickers, signatures and date must all appear on the FRONT of the target.

Teams comprise three members.

Individual and Team competitions are 20 shots (5 at each of four cards) per round.

All 20 shots must be shot within 2 hours.

**The Association also runs the following shoulder to shoulder competitions:**

**.22 Rifle**

THE "Vaux" OPEN SHOOT

60 shots at 50 metres and 60 shots at 100 yards at Snableazes Range, near Alnwick. This shoot is usually held in July. It includes confined CNTSA Competitions.

The Vaux Trophy is a free entry "100 yard only" competition, with entries invited from the highest scores in competition 3 on each day.

1st Detail: A maximum of 10 sighters plus 20 shots to count.

2nd Detail: No sighters and 30 shots to count. 1 warming shot allowed

**Air Pistol / Air Rifle**

The County Air Gun Open Shoot (including confined CNTSA Competitions)

2x 60 Shots at 10 Metres for .177 Air Pistol and .177 Air Rifle.

This shoot is usually held in October at the Cumberland News Range in Carlisle.

**Club Open Shoots**

These County Clubs also host Open Shoots:

**K Kendal:** .22 Rifle in October.

**Cumberland News:** . 22 Rifle in November and Air Guns in March.

**Felton:** . 22 Rifle in December.