

Competition Regulations

Scottish Historical Rifle Championships

Castlelaw 3 September 2023

INTRODUCTION

Vintage Arms Scotland is happy to announce the sixteenth NRA Scottish Historical Championships at Castlelaw Range, Edinburgh. The aim of this open meeting is to foster an interest in shooting historical arms in Scotland, to facilitate communication between shooters in the more northerly reaches of the kingdom, and to be an annual competitive event.

Competition Conditions

The event will be governed by the regulations laid down by the National Rifle Association for the conduct of Historical Arms Competitions as defined by the rules of shooting for the Imperial Meeting (The Bisley Bible), and The NRA Handbook Vol 7 Classic and Historic Rulebook amended as necessary by these regulations. The interpretation of these rules will be carried out by the Meet Director, whose decision will be final.

Classes

Eligibility for competitions will be determined by the classification of arms within the following age and ammunition classes:

Age/Type Classes:

Muzzle Loading Any rifle loaded solely via the muzzle

Black Powder

Issue iron sights

Contemporary Sling

Vintage Early Breechloader available prior to 1890

Black Powder

Issue iron sights

Contemporary Sling

Classic Service Smokeless Breech-loader available prior to 1919.

Issue iron sights

Contemporary Sling

Veteran Service Firearms available between 1919 and 1945

Issue iron sights

Contemporary Sling

Cold War Service Firearms available between 1945 and 1991

Issue iron sights
Contemporary Sling
Necessary modifications to allow legal possession are permitted.

Historic Service Sniping Rifle

A sniping rifle as issued to any country's armed forces with a design date prior to 1946. (Includes Pre 1918 scoped sporting rifles of appropriate calibre fitted with contemporaneous sights). Slings of contemporaneous design permitted.

Historic Target Rifle

Any rifle (target rifle or military rifle) with a design date prior to the end of 1970 and fitted with contemporaneous target sights (iron). Slings of contemporaneous design permitted. (7.62x51 re-barrelling permitted)

Hunter

A centre fire hunting rifle fitted with a telescopic sight and a bipod rest. Loading to be compatible with the range regulations and **using nonexpanding ammunition.**

Open

Any rifle within the capability of the range or any of the above having modifications which render them ineligible within their class. Slings and bipods not permitted.

Ammunition Classes:

Miniature

Rim fire not exceeding .23" (5.84mm), or the following **low power** centre fire rounds: .297"/.230", .310 Cadet.

Small

Under 0.33" (8.38mm) centre fire.

Medium

Between 0.33" (8.38mm) and 0.476" (12.09mm) with a design ME less than 3319 ft/lbf (4500J). Specifically excluded rounds include:

.45/75 Winchester, .40/90 Sharps, .360" Gibbs, .375" H&H Magnum all of which are classified as small.

Large

Rounds with a calibre greater than .476" (12.09mm) with a design ME less than 3319 ft/lbf (4500J). Specifically excluded rounds include: .500" Nitro Express which is classified as medium bore.

No expanding ammunition or ammunition generating a muzzle energy of more than 4500J is to be used during this event.

COURSES OF FIRE

Six courses of fire will be available, all from 200M:

Muzzle Loading

Best 10 from 13 shots

Target : HBSA Round Bull Scoring 5, 4, 3, 2

Position : prone unsupported/ standing in fire trench

All shots to be completed within 30 mins

Deliberate 2 Sighting shots (nonconvertible) +

10 to count (marked)

Target : HBSA Tin Hat Scoring X, V, 5, 4, 3, 2

Position : prone unsupported/ standing supported in fire trench

Eligibility – All Classes

These competitions will be shot in pairs, with each competitor marking each other's score. Each shot will be marked with a disk, with the score being indicated along the bottom of the target. Although there is no specific time limit, shooters are to complete the match within 30min.

Single Snap 2 Sighting shots (nonconvertible) +

10 to count

For Vintage Class

Target : “Lollipop” (HBSA Tin Hat Bull) Scoring 5, 3

Position : prone unsupported/ standing in fire trench

Use of slings and gloves not permitted in any class

10 exposures of 3 seconds with an interval of 6 – 20 seconds.

This competition will be shot as an individual. The first two shots will be marked with a disk after each shot. The targets will then be pasted up. Shooters will then load with up to 5 rounds and made ready (one round in the chamber and a maximum of four rounds in the magazine). The command will be given “Watch and Shoot”.

10 exposures – one round per exposure.

Rounds may be loaded using the approved method with charger clips, loose rounds or by exchanging magazines for rifles where this is the accepted drill. There may not be more than 5 rounds on the firearm at any one time. Strict adherence to range handling rules, particularly the 3-degree rule will be enforced. Dangerous firearm handling will result in instant disqualification.

Score cards will be completed by range staff.

Double Snap 2 Sighting shots (non convertible) +
10 to count
Target : “Lollipop” Scoring 5, 3
Position : prone unsupported/ standing in fire trench

Use of slings and gloves not permitted in any class

5 exposures of 5 seconds with an interval of 6 – 20 seconds.

This competition will be shot as an individual. The first two shots will be marked with a disk after each shot. The targets will then be pasted up. Shooters will then load with up to 5 rounds and made ready (one round in the chamber and a maximum of four rounds in the magazine). The command will be given “Watch and Shoot”.

5 exposures – two round per exposure.

Rounds may be loaded using the approved method with charger clips, loose rounds or by exchanging magazines*. There may not be more than 5 rounds on the firearm at any one time. Strict adherence to range handling rules, particularly the 3-degree rule will be enforced. Dangerous firearm handling will result in instant disqualification.

*Lee Enfield rifles are to be loaded using chargers or loose rounds and not by exchanging magazines.

Score cards will be completed by range staff.

**Rapid
(Mad
Minute)** 2 Sighting Shots (non transferable) +
As many shots as can be safely discharged in one minute.
Target : Fig 11 type outline on 4ft screen Scoring 5, 3
Position : prone unsupported/ standing in fire trench
Eligibility : All Classes
Use of slings and gloves not permitted

This competition will be shot as an individual. The first two shots will be marked with a disk after each shot. The target will then be pasted up. Rifles will then be loaded and made ready with a maximum of five rounds. The command will be given “Watch and Shoot”.

On the appearance of the target, the shooter may fire. Rounds may be loaded using the approved method with charger clips, loose rounds or by exchanging magazines*. There may not be more than 5 rounds on the firearm at any one time. Strict adherence to range handling rules, particularly the 3-degree rule will be enforced. Dangerous firearm handling will result in instant disqualification.

*Lee Enfield rifles are to be loaded using chargers or loose rounds and not by exchanging magazines.

Score cards will be completed by range staff

Sniping The McQueen event is in abeyance due to issues with the range authority.

Fixed Bayonet 2 Sighting Shots (Non-Convertible) +
5 shots in 30 seconds bare rifle +
5 shots in 30 seconds with bayonet fitted
Target Fig 11 type on a 4 ft Screen scoring 5,3
Position : prone unsupported/ standing in fire trench
Eligibility : Military classes fitted with correct bayonet

Use of slings and gloves not permitted

This competition will be shot as an individual. The first two shots will be marked with a disk after each shot. The target will then be pasted up. Rifles will then be loaded and made ready with a maximum of five rounds. The command will be given “Watch and Shoot”. On the appearance of the target, the shooter is to fire five rounds in 30 seconds. On the disappearance of the target, the RCO is to give the command “unload” and inspect the firearm.

The command “Fix Bayonets” is then to be given. The shooter will draw the bayonet and fix it to the firearm. The RCO is to then check that the bayonet is securely fixed. The command “With five rounds – load” is then given followed by “Ready - watch and shoot – watch and shoot”. The target will then be raised for another 30 seconds at which a maximum of five rounds will be fired.

The RCO will then give the command “Unload”. firearms will be checked and then the command “Unfix Bayonets” will be given at which time bayonets will be removed, sheathed, and put away.

Notes:

The aim of the match is to test the ability of the shooter to compensate for the effects of fitting a bayonet to the rifle. In most cases this will cause the mean point of impact to change. A service rifle shooter was expected to be able to cope with this change without recourse to sighting shots. Service competitions reflected this need by incorporating matches with bayonets fitted.

Bayonets must be of the correct pattern for the firearm and be in good working order, as must be the bayonet fittings on the firearm.

Participants are to be aware that Bayonets can be considered to be “Offensive Weapons” under the Criminal Law (Consolidation) (Scotland) Act 1995 which prohibits the carrying of knives and other articles with blades or points in public places without ‘Good Reason’. We would therefore advise that bayonets are only taken along with firearms directly to a range for a **specific** practice under similar arrangements for the carriage of arms i.e., secured and out of public view. Shooters are to keep bayonets cased or sheathed off the firing point and are only to draw them on the firing point under the direct supervision of the Range Officer. The carrying of bayonets on belts and webbing on ranges by participants is specifically forbidden

CONDITIONS & CONDUCT

Personal Protection Equipment

All personnel before moving onto the firing point **must** be wearing both hearing and eye protection of an approved type.

Use of Aids to shooting etc.

The aim of historical shooting is to use firearms as closely as possible to the way they were originally used. Firearms which have been modified to improve performance by using modern materials do not comply with this “spirit of the original” and are not eligible to compete in their original class. The class to which a firearm belongs for the purposes of this meeting will be determined by the range officer, whose decision is final.

Competition is to be confined to shooting and firearm handling skills wherever possible. Regardless of the capacity of magazine rifles, no more than 5 rounds will be loaded at any one time in timed practices. Non-standard practices, such as exchanging magazines on Lee Enfield rifles are not permitted.

Slings may only be used on deliberate competitions. Slings are not to be used on timed matches except for sniper matches.

Competitors are asked not to wear military uniform, or dress in such a way that would suggest to an observer that military training is underway.

Entries and Squadding

Entries will be initially squadded, once squadded details are complete, individual entries will be accommodated. Shooters are to present themselves at the appropriate firing point to shoot. Shooters may submit one card at a time to the range staff who will call them forward to shoot. Shooters must remain ready to shoot when called once a card has been submitted.

Butt Duty (if required)

Normally butts will be staffed by a dedicated marking crew for this competition, however all competitors are required to take a duty in the butts if required. Those shooters who are not able to work the target frames will be required to complete radio or scoring duties. If a shooter is unable to complete a butt duty, then a substitute must be found and the change reported to the Registrar. Failure to report for butt duty will result in the individual being expelled from the meeting, and from such future competitions that the committee may decide.

Discipline

The NRA rules of shooting as defined for the 2023 Bisley Meeting will be used as the basis for adjudication. A panel of the Meeting Director, the Chief Range Officer and

the Umpire will adjudicate on any matters of discipline. A deposit of £5.00 may be payable by any competitor who wishes to appeal to the panel.

The name of any competitor expelled or excluded from the meeting will be notified to the NRA Council.

Registration

On arrival at the range all competitors are to register with reception. The procedure for registration is as follows:

- Complete and sign declaration form & MOD range register.
- Present FAC and Competency Card for inspection if required,
- Be mustered for Butt Duty (if required).
- Have firearms scrutinised and competition cards issued.
- Hand completed cards to range manifest (max 1).

Deliberate Shoots

Competitors are to present themselves to the RCO behind Firing Point 3 who will call them forward to the firing point. Competitors should have with them all the equipment they require to shoot. They will be marshalled onto the firing point in pairs, where they will take up positions to the left of the peg. Cards are to be exchanged between shooters and will be checked by the RCO. Shooters are to mark their partner's card as the shoot progresses. At the end of the shoot, shooters are to sign their own card to accept their score and the cards are passed to the RCO. RCOs are to pass completed cards to stats as soon as possible.

Unsquadded shoots.

Shooters are to present themselves to the RCOs in charge of each event at the points indicated:

Snap	Behind Firing Point 8
Rapid	Behind Firing Point 11

Cards are to be handed to the manifestor who will call forward shooters to the line. On completion of a shoot, the card will be completed and presented to the shooter for signature. RCOs are to pass completed cards to stats as soon as possible.

MISCELLANEOUS ADMINISTRATION

Range Gate

An electronic gate system has been installed at Castlelaw with an Entryphone type system to gain access. Shooters with cars are to press the call button on the Entryphone and wait for the range staff to open the gate. Pedestrians are not to cross the cattle grid, but are to use the Entryphone to obtain the code to access the pedestrian gate.

Car Parking

All Cars are either to be parked in the car park inside the range complex or at Castlelaw Farm. No competitor's cars are allowed forward of the A range barrier.

Toilets

Toilets are available in the butts and in the range shelter by the car park.

First Aid

Minor First Aid will be available at the Stats Tent. Major incidents will be reported immediately to the Chief Range Officer. Ambulance/Accident will be summoned by the Range Staff. Competitors are not to summon the emergency services independently. A defibrillator is held at Range Control.

Drinking / Smoking

Smoking is not permitted anywhere on the range complex. Vaping is allowed on the car park area in front of the Console hut. The consumption of alcohol during the competition is expressly forbidden. Competitors are requested to place rubbish in the receptacles provide or take it away with them.

Match Finder

Match	Calibre	Age	Course	Title	Notes
1	Large	ML	Deliberate	The Rev Forsyth	.577
2	Med	ML	Deliberate	The Alex Henry	.451
3	Large	Vintage	Deliberate	The Dreghorn	BP Breech - Snider
4	Med	Vintage	Deliberate	The Hunter's Bog	BP Breech - MH
5	Small	Classic	Deliberate	The Black Dog	Pre 1819
6	Small	Vet	Deliberate	The Dechmont	Pre 1945
7	Min	Vet	Deliberate	The Howmoor	.22/.310
8	Small	Hist Tgt	Deliberate	The Blair Atholl	Eg .No4 PH sights
9	Pistol	Vet	Deliberate	The Longyester	Historic underlever
10	Small	Hist Sniper	Deliberate	The Castlelaw	As per Match 25
11	Any	Hunter	Deliberate	The Balmoral	With scope + Bipod
12	Any	Any	Deliberate	The Kenstey	No Bipods
13	Med	Vint	Snap	The Farqharson	Single Snap
14	Small	Classic	Snap	The Danl. Fraser	Double Snap
15	Small	Vet	Snap	The McNaughton	Double Snap
16	Pistol	Vet	Snap	The Bryce	Historic underlever
17	Any	Hunter	Snap	The McKinley	Double Snap
18	Any	Any	Snap	The Dickson	No bipods
19	Med	Vintage	Rapid	The Alex Martin	
20	Small	Classic	Rapid	The Horton	
21	Small	Veteran	Rapid	The McCrirrick	
22	Pistol	Vet	Rapid	The Ingram	Historic underlever
23	Any	Hunter	Rapid	The Groat	Scope + Bipod
24	Any	Any	Rapid	The Malloch	No Bipod
28	Any	Any Eligible	Fixed Bayonet	The Onion	
29	Small	Cold War	Deliberate	The Stoner	
30	Small	Cold War	Rapid	The Jansen	
31	Small	Cold War	Snap	The Kalashnikov	