



BIG GAME RIFLE

OFFICIAL NATIONAL RULES

Revised Nov 2024

No. 5

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These Rules have been compiled by the Discipline Subcommittee, with amendments by the SSAA National Discipline Chairmans' Conference and approved and ratified by the SSAA Inc. Board.

BIG GAME RIFLE NATIONAL RULES

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No. 5

SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

- 1.2** To foster and perpetuate an interest in the use of vintage and modern big game sporting rifles. Moreover, to encourage organised competitive shooting with a view towards a better knowledge of the safe handling and proper care of such firearms.
- 1.3** To provide a set of National shooting rules which will guide competitors and assist competition staff in the orderly and consistent management of Big Game Rifle shooting in the SSAA.
- 1.4** To compete, by way of simulating field conditions thus improving members' firearm skills, safe handling and field skills, in the pursuit of large and dangerous game.
- 1.5** The overriding basis for our competition is that the sporting rifles used are in the spirit of the event.

Note: In the context of these Rules "in the spirit of the event" is taken to mean a rifle or gun of a style, weight and configuration as would normally be used, or have been used, in the game fields of the world.

SECTION 2: SSAA STANDARD RULES

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard Rules should be used with each discipline's current Rule Book and they take precedence over any standard Rule that may be in a discipline's Rule Book.

The Rules covered are shown as heading and subheadings in this Rule Book.

2.1 COMPETITOR'S ELIGIBILITY

2.2 JUNIOR COMPETITORS

2.3 PERSONS WITH DISABILITIES

2.3.1 Authorisation

2.3.2 Substitute position

2.3.3 Awards, trophies, records, etc.

2.3.4 Protests

2.4 COMPETITORS RESPONSIBILITY

2.4.1 Competitors and Officials to be familiar with the Rules

2.4.2 Sportsmanship

2.4.3 Behaviour

2.4.4 Range Safety Rules

2.4.5 Safety Equipment

2.4.6 Clothing

2.5 STUCK LIVE ROUND: MANDATORY RULE

2.6 RULE INFRINGEMENTS

2.7 DISCIPLINE CHAIRMAN'S AUTHORITY

2.8 PROTEST AND APPEALS COMMITTEE

2.9 NATIONAL CHAMPIONSHIPS

2.9.1 Disruption to Competition

2.9.2 National Championships and Other Shooting Events

2.9.3 Supplementary Events

SECTION 3: RIFLE SPECIFICATIONS AND AMMUNITION

The classification of Big Game Rifles is as follows:

3.1 Group One:

- 3.1.1 Minimum calibre .330
- 3.1.2 Minimum bullet weight 225 grains
- 3.1.3 Minimum muzzle energy 2900 ft. lbs

3.2 Group Two:

- 3.2.1 Minimum calibre .400
- 3.2.2 Minimum bullet weight 400 grains
- 3.2.3 Minimum muzzle energy 3900 ft. lbs
- 3.2.4 Double rifles chambered for the 450-400x3 and the 450-400x31/4 Nitro are considered Group Two rifles provided they meet the following criteria:
 - Minimum calibre .400
 - Minimum bullet weight 400 grains
 - Minimum muzzle velocity 1950 fps.

3.3 Group Three:

- 3.3.1 Minimum calibre .500
- 3.3.2 Minimum bullet weight 525 grains
- 3.3.3 Minimum muzzle energy 5300 ft. lbs

3.4 Black Powder Express:

- 3.4.1 Minimum calibre .400
- 3.4.2 Bullet weight to comply with the following:
 - 400 calibre – 230 to 270 grains
 - 450 calibre – 270 to 365 grains
 - 500 calibre – 340 to 480 grains
 - 577 calibre – 520 to 610 grains
- 3.4.3 Minimum case capacity 110 grains of black powder

- 3.4.4 Minimum muzzle velocity 1600 fps.
- 3.4.5 Loads may be full black powder, or suitable black powder substitutes. Duplex loads are permitted provided they contain at least 80% black powder (by weight).
- 3.4.6 Jacketed bullets may be used with full black powder loads only. However, in the event that black powder is not commercially available in the competitors home State suitable black powder substitutes may be used.

3.5 Stalking Double Rifle:

- 3.5.1 Any centrefire double rifle of minimum calibre .228”

3.6 Stopping Double Rifle:

- 3.6.1 Must meet the Group Two requirements or above. If using a bore gun or rifle, it must be 12 gauge or greater.

3.7 Bore Guns and Rifles:

- 3.7.1 Any bore gun or rifle with full rifling or patent rifling, as in paradox (rifled choke), or semi-invisible rifling for ball and shot. Smoothbore ball guns are permitted provided they are specifically designed for ball and have sights fitted by the original maker.
- 3.7.2 Minimum 16 bore.
- 3.7.3 Must have maker’s fitted sights.
- 3.7.4 May use black powder or nitro loads. Must be factory maximum or equivalent reloads.
- 3.7.5 Projectiles must be of a traditional design such as round ball, bluff nosed or paradox and must be bore riding. Shotgun slugs, such as “Brenneke” or “Foster” type slugs, saboted projectiles or similar modern developments are not permitted.
- 3.7.6 Firearms of modern manufacture in keeping with the spirit of the event may be used, for example the Greener GP.

3.8 Proof of Eligibility of Any Rifle:

- 3.8.1 Where there is any doubt as to the eligibility of a particular rifle, calibre or piece of equipment, the competitor may be required to provide documentary evidence that the rifle and any accessory meet the definitions as defined in these Rules.

3.8.2 The National Discipline Chairman or his nominee shall disallow any rifle, calibre or piece of associated equipment where it is contrary to the spirit of the event.

3.9 Ammunition:

3.9.1 Ammunition must meet the minimum criteria laid down for the class being contested.

3.9.2 A competitor shall have available at the Firing Line, two (2) extra rounds for evaluation by the Range Officer if required. Failure to comply with the above may mean disqualification from that event.

3.9.3 If a competitor's ammunition requires evaluation, then the Range Officer will choose at random from the competitor's ammunition on the Firing Line those rounds required for evaluation.

3.9.4 Evaluation of ammunition will be carried out by the use of a chronograph and the competitor's rifle and/or by manual checking of projectiles for weight and type.

3.9.5 Ammunition may not be borrowed while on the Line.

3.10 Calculation of muzzle energy:

3.10.1 The formula for calculating muzzle energy is: $E = M \times V^2 \div 450435$
where E is muzzle energy, M is bullet weight in grains and V is muzzle velocity in fps.

SECTION 4: EQUIPMENT AND CLOTHING RULES

4.1 Spotting Scopes: The use of spotting scopes will not be permitted.

4.2 Optics: No personal optical aids, other than safety glasses and/or prescription glasses and/or contact lenses are permitted to be used in events.

4.3 Slings: Slings may be fitted but must not be used as a **shooting aid** in National competitions.

4.3.1 Slings may be used as a shooting aid in supplementary events only.

4.3.2 Slings typically encountered on hunting rifles are allowed to be used. If a sling is used, it must be fastened to the stock at two points, the front attachment must be forward of the action / barrel joint and the rear attachment must be behind the action tang. The following requirements shall be adhered to:

- Slings of any width are allowed

- Simple carry slings are allowed.
 - Slings with loops (Whelan 1907 or similar) are allowed.
 - Slings equipped with hook & loop, hooks or similar fittings with the intent to hook onto the jacket or other clothing item are not allowed.
 - Specialist slings (e.g. slings that wrap around the body or 3-point slings) are not allowed.
 - The final decision regarding the eligibility of a sling rests with the Discipline Chairman.
- 4.3.3 Shooting Sticks may be used as a shooting aid, where COF's permit, in supplementary events only.
- 4.4 Double Rifle firing sequence:** A competitor using a double rifle must fire the barrels in sequence. This means that in any firing sequence no two consecutive shots can be from the same barrel.
- 4.5 Clothing:** Shooting Coats or Jackets shall not have any devices to stiffen or restrict the body. Any rifle sling must not be fixed to the clothing by any means, e.g. buttons or straps. The coat may have shoulder and/or elbow pads. Recoil reducing pads may be worn under the competitor's apparel.
- 4.6 Scope Sights:** In these Rules a scope sight includes any optical device that gives a single sighting plane. For example, 'red dot' and holographic sights are included in this definition.
- 4.6.1 Fixed power or variable power scopes may be used, and competitors may adjust the magnification of variable power scopes to suit their preferences during the event.
- 4.6.2 Scope sights of any magnification may be used in Big Game Rifle events except for those restricted to "open sights only", for example Black Powder Express and Bore Guns are open sights only events, and scopes, reflex sights, and red dot sights are not permitted in these events.
- 4.7 Muzzle brakes and muzzle porting devices:**
The use of any device which diverts muzzle gases, including muzzle brakes and/or barrel porting, is prohibited from use. A rifle fitted with any combination of these systems may be permitted, provided the device can be sleeved or blanked off so as to be inoperative.

SECTION 5: NATIONAL BIG GAME RIFLE CHAMPIONSHIPS

- 5.1** A National Big Game Rifle Championship will be held on an annual basis.

5.2 The Host Branch / Club shall ensure that competitors at National Championships are afforded reasonable access to the Range, targets and facilities for practice purposes on the day / days prior to those National Championships.

5.3 Each National Big Game Rifle Championship shall consist of the following events:

5.3.1 Special Snap

5.3.2 Stalking Double Rifle

5.3.3 Group One

5.3.4 Black Powder Express

5.3.5 Stopping Double Rifle

5.3.6 Group Two

5.3.7 Bore Guns and Rifles

5.3.8 Group Three

5.4 These events are categorised in two sections as follows:

5.4.1 Stalking Rifles

5.4.2 Special Snap

5.4.3 Stalking Double Rifle

5.4.4 Group One

5.4.5 Black Powder Express

5.4.6 Stopping Rifles:

5.4.7 Stopping Double Rifle

5.4.8 Group Two

5.4.9 Bore Guns and Rifles

5.4.10 Group Three

5.5 Events Required for qualification as National Champion

All competitors for the title of “National Champion” MUST compete in a minimum of TWO Stalking Rifle and TWO Stopping Rifle categories to be eligible.

The Scorers will collate the National Championship score from the highest two percentages in each category and aggregate them.

The Ladies, Junior and Veteran Championships are to be an aggregate of any two Big Game Rifle events. In the event of a tied score for National Open, Veteran, Ladies or Junior Champion, joint winners will be declared.

- 5.5.1 Ladies medal: A SSAA medal may be presented to the lady who achieves the highest overall score of those ladies competing in the competition. The decision to present this medal is at the discretion of the National Discipline Chairman. The winning of a Ladies medal does not preclude them from winning any other medal.
- 5.5.2 A Veteran: A veteran competitor is a person who has passed their sixtieth (60) birthday.

5.6 State Teams: Each team shall consist of three (3) members and it will be the responsibility of each State and/or Territory to select their own team members. All team members MUST compete in a minimum of TWO Stalking Rifle and TWO Stopping Rifle categories to be eligible. The team score is the sum of the three team members' individual aggregate as recorded for the “National Champion” in Rule 5.5.

5.7 Course of Fire:

The course of fire for the events listed in Rule 5.3 to be as follows:

5.7.1 Group One and Black Powder Express: 20 shots

Range	Shots	Position	Timing
100 metres	4	Sitting or Kneeling	Up to 10 minutes
100 metres	4	Standing Unsupported	Up to 10 minutes
50 metres	4	Standing Unsupported	Up to 10 minutes
50 metres	2	Standing Unsupported	In 10 seconds
25 metres	3 x 2 shots	Standing Unsupported	Each pair in 10 seconds

5.7.2 Group Two and Bore Guns and Rifles: 14 shots

Range	Shots	Position	Timing
100 metres	2	Sitting or Kneeling	Up to 5 minutes
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	In 10 seconds
25 metres	3 x 2 shots	Standing Unsupported	Each pair in 10 seconds

5.7.3 Group Three: 8 shots

Range	Shots	Position	Timing
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	In 10 seconds
25 metres	2 x 2 shots	Standing Unsupported	Each pair in 10 seconds

5.7.4 Special Snap: 8 shots

Range	Shots	Position	Timing
25 metres	8	Standing Unsupported	Total time 35 seconds

5.7.4.1 A maximum of four cartridges are permitted in the rifle at any time. Rifles using detachable magazines may use additional loaded magazines for reloading.

5.7.4.2 The rifle must meet the Group One requirement or above (refer 3.1)

5.7.5 Stopping Double Rifle: 10 shots

Range	Shots	Position	Timing
50 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	4	Standing Unsupported	In 16 seconds
25 metres	4	Standing Unsupported	In 16 seconds

5.7.6 Stalking Double Rifle: 14 shots

Range	Shots	Position	Timing
100 metres	2	Sitting or Kneeling	Up to 5 minutes
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	4	Standing Unsupported	In 16 seconds
25 metres	4	Standing Unsupported	In 16 seconds

5.7.7 A Modified Course of Fire can be allowed with agreement and in consultation with the National Discipline Chairman.

SECTION 6: NATIONAL BIG GAME RIFLE CHAMPIONS

6.1 The National Big Game Rifle Champions will be known as follows:-

- 6.1.1 National Big Game Rifle Champion.
- 6.1.2 National Big Game Rifle Ladies Champion (refer 5.5.1)
- 6.1.3 National Big Game Rifle Junior Champion - Under 15 years
- 6.1.4 National Big Game Rifle Junior Champion - Under 18 years and 15 years and over
- 6.1.5 National Big Game Rifle Veteran Champion.
- 6.1.6 National Big Game Rifle State Team Champions.

SECTION 7: POSTAL COMPETITIONS

- 7.1 Postal competitions may be held each year.

SECTION 8: MODE OF CONDUCTING THE CHAMPIONSHIPS

- 8.1 Rifle and Equipment Check:** Prior to the commencement of the Competition each competitor's rifle may be checked to ensure compliance with Section 3 of these Rules. Rifles shall be checked by a person with expertise in this field.
- 8.2 Position and Detail:** The Host Branch / Club shall draw up a programme prior to the commencement of each event with each competitor's firing position and detail number. Left-handed shooters may be given the last position/s on the Firing Line in each detail.
- 8.3 Fouling Shots:** One fouling shot per barrel is allowed prior to the commencement of each event.
 - 8.3.1 Wiping out between shots is not permitted in any BGR event.
- 8.4 Briefing:** Competitors shall be called together prior to the commencement of the competition and the National Chairman or nominee will brief them on the following:
 - 8.4.1 Timing procedures and the penalties in these Rules for timing infringements.

- 8.4.2 The penalties in these Rules for cross-fires and extra shots on targets.
- 8.4.3 The procedure outlined in these Rules for appeals, the fee to be employed and the names of the members of the Appeals Committee.
- 8.4.4 The procedure for dealing with misfires outlined in these Rules.
- 8.4.5 The procedure for dealing with a stuck live round.
- 8.5 Competitors:** Each detail will be called to the Firing Line prior to the commencement of their event and the following information given to them (if required) by the Range Officer: name, competitor number, position number, event to be contested, mode of fire, distance to the targets and the time limit. The Range Officer will then check that each competitor has the required number of rounds for that event plus two extra rounds. When all shooters are ready the Range Officer will proceed with the course of fire.
- 8.6 Disruption to Competition:**
See Standard Rule 2.9.1
- 8.7 Targets:** All targets used for National Championships are to be the SSAA Official 50 metre Slow Fire Pistol Target SSAA 13M, BGR14 Appendix 1.

SECTION 9: COMPETITOR'S RESPONSIBILITIES

9.1 Range Safety Rules:

- 9.1.1 All firearms must be cleared by the Range Officer before their removal from the Firing Line and placement in rifle racks or bags.
- 9.1.2 When on the Firing Line, firearms are to be pointing in a safe direction.
- 9.1.3 No person shall move in front of the Firing Line until all firearms are unloaded and the Range Officer declares the Range safe to move forward.
- 9.1.4 Any breach of safety or serious malfunction must be brought to the immediate attention of the Range Officer, who will give the necessary orders to rectify the problem.
- 9.1.5 If a misfire occurs, the competitor is to keep the action closed with the firearm pointing down Range and summon the Range Officer.
- 9.1.6 No person shall handle another's firearm without the owner's permission or the Range Officer's instructions.

- 9.1.7 When outside the designated shooting area or Firing Line, all firearms must be unloaded, chambers and magazines empty and actions open.
- 9.2 Time Limits:** The onus to complete firing within the time limits as laid down in these Rules is entirely the responsibility of the competitor, however the Host Branch / Club should institute all procedures to assist in this regard.
- 9.3 Rifle Compliance:** A competitor is to ensure that any rifle used under the provisions of Section 3 complies with these Rules. Rifle and equipment may be checked at any time before or during the competition. If the rifle is of a different calibre than the one originally nominated for the competition, the competitor is to ensure that the Chief Scorer is notified before the targets are scored.
- 9.4 Coaching:** There is to be no outside assistance of any nature, including spotting, whilst a competitor is on the Firing Line at the Championships.

SECTION 10: RANGE FACILITY REQUIREMENTS

- 10.1 Safety:** The Range must meet all the applicable State or Territory safety requirements.
- 10.2 Range / Post Requirements:** Host Branches / Clubs should have a Range with facilities consisting of:
- 100 metre Range
 - 50 metre Range
 - 25 metre Range

Distances in yards may be used in lieu of metres if the Host Range has fixed target positions marked in yards. It is recommended that the Range be able to accommodate a minimum of ten (10) shooting stations and target frames at the required distances.

- 10.3 Target Numbers:** These shall be positioned on the target frames or inscribed on each target at all ranges to clearly identify each set of targets belonging to each competitor and be clearly sighted from any shooting position to be used. Minimum distance between the centres of each competitor's target to be one (1) metre.
- 10.4 Scoreboards:** Scores are to be displayed in plain view of competitors throughout the competition. The scores shall be updated frequently.

SECTION 11: DEFINITION OF SHOOTING POSITIONS

In describing these positions it is assumed that the competitor is right handed; if left-handed, then the reverse applies.

- 11.1 Prone:** Lying on the ground with the rifle held in both hands, with one hand forward of the pistol grip. No part of the rifle shall make contact with the ground. No part of the body or limbs will touch any other object apart from the ground.
- 11.2 Standing Unsupported:** Standing erect on both feet without support of any kind for either the rifle or the competitor, with no part of the body or limbs to touch the ground or any other object, except the soles of the boots or shoes. The rifle must be held in both hands, with one hand forward of the pistol grip.
- 11.3 Standing Post Rest:** Standing erect on both feet and placing the left hand or rifle, or both, against a post erected for this purpose, while holding the fore-end of the rifle with the left hand or resting the fore-end of the rifle on the left wrist or forearm.
- 11.4 Sitting:** Sitting with no part of the body or limbs to touch any external support or object.
- 11.5 Sitting Post Rest:** The manner of sitting is left to the competitor's own choice, and placing the left hand or rifle, or both, against a post erected for this purpose, while holding the fore-end of the rifle with the left hand or resting the fore-end of the rifle on the left wrist or forearm.
- 11.6 Kneeling:** Kneeling so that the competitor touches the ground only with the underside of the left foot and the lower underside of the right leg, including foot and knee, the buttocks resting on the right foot or heel and the left elbow on the left knee. No other part of the body is to touch any support or object. No kneeling roll is to be used under the right instep.
- 11.7 Firing Line:** In the interests of safety, all competitors must keep their bodies behind the Firing Line at all times while shooting is in progress and be subject to the Range Officer's commands. Allowance shall be made for fingers around the posts etc., extending slightly beyond the posts but not beyond the Firing Line immediately in front of the posts.
- 11.8 Rapid Fire Starting Position:** The starting or ready position for rapid fire is defined as standing unsupported with part of the butt visible below the elbow at hip level and the muzzle pointed down Range in a safe direction. The rifle to remain in this position until the command "Fire" is given.
- 11.9 Rifle Butt Position:** In all positions shot, the rifle butt is to be held in contact with the shoulder, being defined as that area above the biceps muscle to the collar bone.

SECTION 12: RANGE COMMANDS

12.1 **Slow Fire Targets** starting position and procedure:

12.1.1 **"Load"**: Chambers and magazines may be loaded, and actions closed.

At all times, the muzzle of the rifle must be pointed down Range.

The Range Officer will ask, "Is any shooter not ready?" and if there is no reply within three (3) seconds, the command to commence fire will be given.

12.1.2 **"Commence Fire"**: The commencement of the timing (shooting) is to be taken from the word "Fire" and checked with a stopwatch for the expiration of the required time, depending on which event is being contested at the time.

12.1.3 **"Cease Fire"**: After the prescribed time has elapsed, the "Cease Fire" command will be given. The word "Cease" will be called 1 second before the end of the allowed time and the word "Fire" to be given exactly on the finishing time.

12.2 **Rapid Fire**: Starting position and procedure using stationary targets:

12.2.1 **Basic commands**:

12.2.1.1 **"Load"**: Chambers and magazines may be loaded, and actions closed.

At all times, the muzzle of the rifle must be pointed down Range. The Range Officer will allow the competitors time to load and explain the commands. The Range Officer will then ask, "Is any shooter not ready?", and after a pause of approximately 3 seconds, the following commands will be given:

12.2.1.2 **"Commence Fire"**: The command is to be given with a 1 second delay between the words. The commencement of the timing (shooting) is to be taken from the word "Fire" and checked with a stop watch for the expiration of the required time, depending on which event is being contested at the time.

12.2.1.3 **"Cease Fire"**: After the prescribed time has elapsed, the "Cease Fire" command will be given. The word "Cease" will be called 1 second before the end of the allowed time and the word "Fire" to be given exactly on the finishing time.

12.3 **General Commands**

12.3.1 **Bell or Horn**: A bell or horn may be used and is to be sounded in conjunction with the command "Fire".

- 12.3.2 **Fire:** The word "Fire" is the operative word in each command as well as the bell or horn if used.
- 12.3.3 **Leaving Firing Line:** The chambers and magazines of all rifles will be checked by the Range Officer before the competitor can leave the Firing Line.
- 12.3.4 **Movement of the Firing Line:** Movement of the Firing Line may be permitted between stages. Movement of the Firing Line is governed by the Range safety requirements.
- 12.3.5 **Command given for a normal Cease Fire:**
"Cease Fire. Open all actions. Remain on the Firing Line until your firearm has been cleared by a Range Officer."
- 12.3.6 **Command given to move to next firing position:**
"Range clear. Keep your action open and move to the next firing position."
- 12.3.7 In the event an emergency Cease Fire is required, the command is:
"Cease Fire". Any competitor can use this command for safety reasons.

SECTION 13: STAFFING REQUIREMENTS AND DUTIES

The following are the optimum requirements to be complied with when hosting National Championships.

- 13.1 **Chief Range Officer:** One (1) to conduct the Championships in a safe and proper manner and carry out the procedures as outlined in these Rules.
- 13.2 **Additional Range Officer(s):** One or more may be appointed to assist the Chief Range Officer in controlling safety during the match and any other matters as requested by the Chief Range Officer.
- 13.3 **Target detail:** A target detail shall comprise a minimum of two persons who preferably are non-competitors and experienced in their duties.
- 13.3.1 **Duties:** They are to check the number and dispersion of shots on the targets and notify the Range Officer of any matter requiring investigation. They are to convey shot targets directly to the Chief Scorer. They are also to check that the position numbers of each competitor's targets are correctly in place prior to each detail.
- 13.4 **Scoring Staff:** A recommended minimum of two and these being one Chief Scorer and one Check Scorer.

13.4.1 **Chief Scorer:** Must be experienced and is to score all targets shot and supervise the scoring in accordance with Section 14 of these Rules. If a gauge is available, it is to be used to check all close shots (refer Rule 14.1). The Chief Scorer is the only one to insert the gauge, which will be done only once per hole and the decision reached between the Chief Scorer and the Check Scorer and if necessary, the Appeals Committee shall be final.

13.4.2 **Check Scorer:** Must be experienced and is to check the result of each gauged shot while the gauge is in position and check other aspects of the scoring before posting the scores. Scores and shot targets to be posted as soon as possible for inspection by competitors.

SECTION 14: SCORING, CROSS-FIRES, EXTRA SHOTS, PENALTIES, ETC.

14.1 Scoring: Only the maximum number of shots (refer Rule 6) will be scored on any one target. Targets are to be scored in the usual manner: i.e. a hit that touches a scoring ring including the x ring, shall be given the higher value if a gauge or scoring slide of the same calibre as that used to fire on the target, touches some part of the ring when the gauge or scoring slide is used.

14.1.1 When two competitors have an identical score (including x-rings) the tie will be broken by the count back. For example, the person with the highest number of 10's shall be judged the winner. Failing this then the highest number of 9's, 8's, 7's, 6's, 5's etc. in that order. In the event that the scores are still tied, then joint placings will be declared.

14.1.2 Where a target has an X ring or bullseye inside the 10 ring a shot touching or inside that ring or bullseye shall be scored as 10.01 (The .01 designates an X ring or bullseye score only), e.g. a score of 180 with 18 X rings would be added up to 180.18 and a score of 181 would beat it.

14.2 Cross fires: A competitor firing on another competitor's target shall lose all the shots cross fired. The competitor whose target has been cross fired on will be scored as follows:

14.2.1 In the case of there being additional shots of an obviously different calibre, the target will be scored normally. That is, the alien shots will be disregarded.

14.2.2 In the event of there being more than the required number of shots of the same calibre, the lowest scoring shots are to be discounted.

14.3 Extra Shots: Where a competitor has fired more than the permitted number of shots for a particular position, the highest valued shots will be struck out from targets on which more than the required number of shots have been fired, until only the number of shots required for that position remain.

14.4 Time Penalties: Any competitor who fires outside (before or after) the shooting times denoted by the commands as outlined in these Rules shall have the highest scoring shot taken from his score in that position for each infringement.

14.5 Infringements: In the event of a combination of the above infringements, they will be dealt with in the following order:

14.5.1 Cross fires refer 14.2

14.5.2 Extra shots refer 14.3

14.5.3 Time penalties refer 14.4

14.6 Inspection of Targets: All competition targets are to be available for inspection after scoring. Targets cannot be removed until the Championship has been completed.

SECTION 15: CHAMPIONSHIP MEDALS AND TROPHIES

15.1 Championship Medals: The National Chairman will be responsible for organising the National Championship medals for the events and categories as outlined in Section 6 of the Rules.

15.2 Perpetual Trophies: If applicable, the National Chairman will be responsible for organising all perpetual trophies to be available for presentation at each National Championship.

SECTION 16: MALFUNCTIONS

16.1 Deeming rifles and/or ammunition unserviceable: The Range Officer may deem any suspect rifle or ammunition as unserviceable or unsafe. Once so deemed, the rifle and/or ammunition shall be removed from the Firing Line and not re-admitted until cleared by the Range Officer. The Range Officer will be guided strictly by the principle that if there is any doubt, the rifle and/or ammunition is to be disqualified from further Range use until the problem has been positively rectified.

16.2 Misfires: In the event of a misfire, a competitor must not open the action of the rifle for at least 60 seconds, during which time the rifle must continue to be pointed down Range. It is the competitor's responsibility to inform the Range Officer immediately of any such occurrence. Barrel must be inspected for obstructions.

- 16.3 Broken Rifle:** A competitor, whose rifle breaks or ceases to function, may change to another rifle between stages of an event. The course of fire can then be completed with the substitute rifle. The Chief Scorer is to be notified.
- 16.4 Permitted Re-shoot:** The Appeals Committee only, may deem that a competitor has not received a fair opportunity due to some act of providence or unforeseen circumstance and permit the competitor another attempt.

SECTION 17: SUPPLEMENTARY EVENTS

- 17.1 Supplementary Events:** Below is a list of Big Game Rifle Supplementary events used by some States and Branches (refer 2.9) These events may be shot with any of the targets listed in Appendix 1, or any other SSAA approved target. The event flyers shall nominate the proposed target to be used.

Note: The Rules below are subject to change and amendment at State and Branch level and are given here for information only. Before entering any competition check which Rules are applicable for that competition.

Ranges marked in metres or yards may be used for Supplementary Events (refer 10.2).

Slings may be used as a shooting aid in supplementary events, without penalty, but only apply to standing slow fire events at distances of 50m and beyond, subject to the qualifications listed in 4.3.2

Shooting Sticks may be used as a shooting aid, where COF's permit, in supplementary events. Where such equipment malfunctions or collapses during use, it is understood that such does not constitute cause for a re-shoot. Shooting sticks may be monopods, bipods or tripods, however they must provide only one point of contact for the rifle. Shooting sticks that rest both the fore end and the butt (or any other part of the rifle) are not allowed.

- 17.1.1 Charging Animal:** 6 shots – rifles must meet the Group One requirements or above (refer 3.1)

Range	Shots	Position	Timing
75 metres	2	Standing Unsupported	
50 metres	2	Standing Unsupported	Total time 35 seconds
25 metres	2	Standing Unsupported	

On command the competitor will fire 6 shots, in order, 2 shots at the 75 metre target, 2 shots at the 50 metre target and 2 shots at the 25 metre target.

17.1.2 African Plains Rifle

- a. Recognised Magnum Calibres 6.5 to 8mm inclusive
- b. Minimum bullet weight 140 grains
- c. Minimum muzzle energy 2,600 ft lbs
- d. 20 rounds per match
- e. No scope penalty
- f. 50m Slow Fire Pistol Target used throughout.

FIRING SEQUENCE

African Plains Rifle (20 shots)

- 200m - 3 shots using shooting sticks (up to 5 minutes), 2 shots sitting post (up to 5 minutes), 2 shots standing post (up to 5 minutes).
- 100m - 3 shots offhand (up to 5 minutes), 3 shots sitting post (up to 5 minutes), 3 shots standing post (up to 5 minutes)
- 50m - 2 shots offhand rapid fire (20 seconds), 2 shots offhand rapid fire (15 seconds)

17.1.3 Light Black Powder – Military and Sporting (1)

- a. Military – minimum .360 calibre
- b. Sporting - minimum .360 calibre
- c. Minimum muzzle energy 900 ft lbs
- d. Minimum powder load 50 grains black powder
- e. Maximum powder load 100 grains black powder
- f. Duplex loads to comprise no more than 10% smokeless powder
- g. Cartridge has to have originally been a black powder cartridge
- h. NO telescopic sights

FIRING SEQUENCE

Light Black Powder – Military and Sporting (20 shots)

- 100yds - 4 shots kneeling / sitting (up to 10 minutes), 4 shots off hand (up to 10 minutes).
- 50yds - 4 shots off hand (up to 10 minutes), 2 shots off hand (10 seconds).
- 25yds - 3 x 2 shots off hand (10 seconds each bracket of 2 shots)

17.1.4 Light Black Powder - Military and Sporting (2)

- a. Military .450 to .577.
- b. Sporting .360 to .461.
- c. Minimum muzzle energy 400 ft lbs.
- d. Maximum powder loads 100 grains black.
- e. Duplex loads to comprise no more than 10% smokeless powder.
- f. Maximum bullet weight, up to and including .461 calibre - 360 grains.
- g. All military rifles must shoot lead projectiles only. Jacketed can only be used in sporting rifles with full black powder loads.

FIRING SEQUENCE Total 12 shots:

- 100 yards - 4 shots kneeling or sitting (up to 10 minutes).
- 50 yards - 2 shots offhand (up to 5 minutes), 2 in 10 seconds.
- 25 yards - 2 x 2 shots offhand (10 seconds each bracket).

17.1.5 **Classic Cartridge**

- a. Minimum calibre .228 Centrefire
- b. The cartridge must have been introduced up to and including 1939.
- c. Scope Penalty – as laid down by the Host State or Branch.

FIRING SEQUENCE

Classic Cartridge (20 shots)

- 100yds - 4 shots sitting / kneeling (up to 10 minutes), 4 shots off hand (up to 10 minutes).
- 50yds - 4 shots offhand (up to 10 minutes), 2 shots offhand (10 seconds).
- 25yds - 3 x 2 shots offhand (10 seconds each bracket of 2 shots).

17.1.6 **Classic Light Nitro**

- a. Minimum calibre .228 centrefire.
- b. The cartridge must have been introduced up to and including 1939.
- c. The rifle to have been manufactured up to and including 1939.
- d. The rifle to have originally been made as a sporting rifle.
- e. No telescopic sights permitted.

FIRING SEQUENCE: Total 20 shots

- 100yds - 4 shots sitting / kneeling (up to 10 minutes), 4 shots off hand (up to 10 minutes).
- 50yds - 4 shots offhand (up to 10 minutes), 2 shots off hand (10 seconds).
- 25yds - 3 x 2 shots offhand (10 seconds each bracket of 2 shots).

17.1.7 **Light Nitro / Hunting Class**

- a. Minimum calibre .224 centrefire.
- b. The rifle to have a sporting configuration.
- c. Telescopic sights permitted with no penalty.

FIRING SEQUENCE: Total 20 shots

- 100yds - 4 shots off hand (up to 10 minutes), 4 shots sitting / kneeling (up to 10 minutes),
- 50 yds - 4 shots off hand (up to 10 minutes), 2 shots off hand (10 seconds).
- 25yds - 3 x 2 shots off hand (10 seconds each bracket of 2 shots).

17.1.8 Rook and Rabbit Rifle (1)

- a. Muzzleloaders and cartridges introduced before 1905
- b. Muzzle energy not to exceed 400 ft lbs. Muzzleloaders to use a maximum powder charge equal to calibre e.g. .45 cal = 45gns max.
- c. Plain base lead bullets only – round lead ball for muzzleloaders only
- d. Cartridge rifles to have been made before 1940.

Muzzleloaders to be of pre 20th Century styling.

- e. No bolt actions or semi-automatics
- f. No telescopic sights
- g. No target rifles
- h. To include 25/20 and 32/20 using plain base lead load
- i. Excluding .22 Rimfire.

FIRING SEQUENCE

Rook and Rabbit Rifle (10 shots)

- 50yds - 3 shots sitting / kneeling (up to 10 minutes), 3 shots offhand (up to 10 minutes).
- 25yds - 4 shots offhand (up to 10 minutes)

17.1.9 Rook and Rabbit Rifle (2)

Adjustable period type sights allowed. No “optical” sights.

Muzzleloaders:-

Muzzleloaders to be of pre 20th Century styling.

- Black powder or black powder substitute only and to use a maximum powder charge equal to calibre e.g. .45 cal = 45gns (by weight) max. Lead / lead alloy round ball only, patched or wadded. May use non plastic wads only. No sabots, plastic or otherwise

Cartridges Guns:-

- a. Cartridge to have been introduced before 1905
- b. Cartridge rifles to have been made before 1940.
- c. Muzzle energy not to exceed 500 ft lbs.
- d. Plain, bevel, stepped or heel base lead or lead alloy bullets only (no metal gas checks allowed). Paper patching and card wads allowed. No plastic wraps or wads.
- e. Any Nitro, blackpowder or blackpowder substitute allowed in any safe combination
- f. No bolt actions or semi-automatics
- g. No target rifles
- h. To include 25/20 and 32/20
- i. Excluding .22 Rimfire.

FIRING SEQUENCE (all distances in yards or metres)

Rook and Rabbit Rifle (10 shots)

- 50yds - 3 shots sitting / kneeling (up to 10 minutes), 3 shots off hand (up to 10 minutes).
- 25yds - 4 shots off hand (up to 10 minutes).

17.1.10 Pot Rifle (1)

- a. Any sporting Centrefire rifle
- b. The rifle to have a sporting configuration
- c. Scope Penalty – as laid down by the Host State or Branch.

FIRING SEQUENCE

Pot Rifle (20 shots)

- 100yds - 4 shots sitting / kneeling (up to 10 minutes), 4 shots off hand (up to 10 minutes).
- 50yds - 4 shots off hand (up to 10 minutes), 2 shots off hand (10 seconds).
- 25yds - 3 x 2 shots off hand (10 seconds each bracket of 2 shots).

17.1.11 Pot Rifle (2)

For Sporting Rifles in .22 Rimfire or .22 Magnum calibre.
Scopes allowed with no penalties.
Standard targets to be used.

FIRING SEQUENCE: Total 15 shots

- 50 yards - 5 shots any position (up to 10 minutes), 5 shots off hand (up to 10 minutes)
- 25 yards - 5 shots off hand (up to 10 minutes).

Standard targets to be used. Under 15, all shot at 25 yards.

17.1.12 Pot Rifle (3)

For Sporting Rifles any Rimfire calibre (all distances in yards or metres)
Scopes allowed with no penalties.
Standard targets to be used.

FIRING SEQUENCE: Total 10 shots

- 50 metres - 5 shots off hand (up to 10 minutes).
- 25 metres - 5 shots off hand (up to 10 minutes).

Standard targets to be used. Under 15, all shot at 25 metres.

17.1.13 Old Bull

Entrants must be over 45 years of age.
Entrants must use a rifle older than they are.
Ranges not to exceed 50 yards.
Any centrefire calibre over .240
Any sights may be used.

FIRING SEQUENCE: Total 10 shots

- 5 shots any position (up to 10 minutes).
- 5 shots offhand (up to 10 minutes).

There will be no penalties for scopes, but bonus points may be awarded as follows:

Open sights: + 5 points.

Black Powder: + 5 points.

17.1.14 Settlers Rifle

- a. Cast lead bullets – plain base or gas check
- b. No power factor
- c. Action types – no semi-automatics
- d. Sights – iron sights, but not globe front sights; blade or bead front sights only
- e. Calibre – any Centrefire case – maximum 1.45" long

FIRING SEQUENCE

Settlers Rifle (10 to 20 shots)

- 50yds – maximum distance

17.1.15 Howdah Pistol

- a. Minimum calibre .375
- b. Single or double barrel
- c. Smooth or ball rifling
- d. Minimum muzzle energy 1,000 ft lbs
- e. Minimum 300 grain bullet weight

FIRING SEQUENCE

Howdah Pistol (max. 10 shots)

- 25yds – to be decided by Host Branch
- 10yds – to be decided by Host Branch ("Tiger" target if possible)

17.1.16 India Shoot

Total 10 shots: More rounds should be carried in case of a shoot off (4 rounds minimum).

- 100 yards - 2 sighting shots any position.

Competitors then inspect and patch their individual target.

- 100 yards - 8 scoring shots, 4 shots off hand and 4 shots any position. Shoot off to decide tied scores.

For India Shoot: "National Rifle Association of India's Special Double Rifle Target" or representation, to be used where possible. 6 inch square bullseye scoring 4. The inner centre foot square scoring 3. The outer centre 2 foot square scoring 2, the rest of the target measuring 6 feet x 4 feet scoring 1.

17.1.17 **Hayley's Hop (OS)**

- a. As shot by the Zimbabwe Professional Hunters & Guides Association
- b. Targets are set out in a widely staggered formation at 50, 30 and 15 yards
- d. Open sights only.
- d. Two shots are fired into each target
- e. No more than two rounds in the rifle or magazine at any time
- f. The score is divided by the time taken to shoot the competition
- g. Rifles are magazine rifles of Group One Nitro minimum
- h. Five points bonus for Group Three rifles
- i. Three points bonus for Group Two rifles

17.1.18 **Hayley's Hop**

- a. As shot by the Zimbabwe Professional Hunters & Guides Association
- b. Targets are set out in a widely staggered formation at 50, 30 and 15 yards
- c. Two shots are fired into each target
- d. No more than two rounds in the rifle or magazine at any time
- e. The score is divided by the time taken to shoot the competition
- f. Rifles are magazine rifles of Group One Nitro minimum
- g. Five points bonus for Group Three rifles
- h. Three points bonus for Group Two rifles

17.1.19 **Pete's Special**

- a. This event is similar to Hayley's Hop but is suited to scoped bolt action rifles, but double rifles (scoped or open sighted) may also be used.
- b. Targets are set out in a regular formation at 50, and 25 yards
- c. Three shots are fired into each target
- d. No more than three rounds in the rifle or magazine at any time
- e. The score is divided by the time taken to shoot the competition
- f. Rifles are magazine rifles of Group One Nitro minimum
- g. Five points bonus for Group Three rifles
- h. Three points bonus for Group Two rifles

17.1.20 **Nitro Stopper**

Any Group Two and/or Group Three rifle

FIRING SEQUENCE: Total 6 shots

- 25 yards - 6 shots offhand (25 seconds)
- No more than 3 rounds to be loaded in the rifle at any time.

17.1.21 **Black Powder Stopper**

Samuel Baker Memorial Trophy

Minimum calibre: 12 bore, Minimum case length: 2.75 inches.

Minimum powder charge:

6 drams 12 bore, Spherical ball.

6 drams 10 bore, Spherical ball.

8 drams 8 bore, Spherical ball.

Note: The charge of 8 drams is also applicable to some 8 bores using heavy conical bullets.

Rifles, Bore Guns & Ball Guns applicable to this class.

Bore rifles:

- a. Bore guns, 10 bore, 8 bore and 4 bore with patent rifling e.g. "Paradox".
- b. 12 bore, 10 bore, 8 bore and 4 bore, smooth bore ball guns designed by the maker for shooting ball. Factory fitted with front & rear sights.

No modern firearms, no shotguns fitted with sights, slug barrels or rifled chokes. No Brenneke or like projectiles; all projectiles must either be round ball or as per the historically correct pattern for the firearm used (Fosbery, conical etc.).

In the event of a tied score, the order of places will be decided by a shoot off.

The highest score out of two shots in a time frame of 5 seconds will be the winner. If in the event of a tied score, should any competitor be without cartridges for a shoot off, that competitor will be out of the contest and immediately take the lower place.

All loads will be full black powder only.

FIRING SEQUENCE for cartridge guns:

- Total 6 shots: At 25 yards, in 36 seconds

Muzzle loading rifles - 10 bore minimum, double barrel rifles only.
Powder Charge - 6 drams minimum.

FIRING SEQUENCE for muzzle loading guns:

- Total 6 shots: At 25 yards
Three brackets of two shots each in twelve seconds.

17.1.22 Fleeing Animal

6 shots – any centrefire rifle. No "scope" penalty. Metres or yards

Range	Shots	Position	Timing
25 metres	2	Standing Unsupported	
50 metres	2	Standing Unsupported	Total time 35 seconds
75 metres	2	Standing Unsupported	

On command the competitor will fire 6 shots, in order, 2 shots at the 25 metre target, 2 shots at the 50 metre target and 2 shots at the 75 metre target.

17.1.23 Stopper Charging Animal

6 shots – rifles must meet the minimum of a Group Two requirement or above.

Range	Shots	Position	Timing
50 metres	3 total	Standing unsupported	Total time 3 lots of 10 seconds
25 metres	3 total	Standing unsupported	

On command the competitor will fire 2 shots, in order, 1 shot at the 50 metre target and 1 shot at the 25 metre target in 10 seconds. This is repeated 3 times for a total of 6 shots.

17.1.24 Reduced Firing Sequences for Range Days

A normal 20 shot event reduced to 12 shots as follows:

- 100 yards - 2 shots sitting or kneeling (up to 5 minutes), 2 shots offhand (up to 5 minutes).
- 50 yards - 2 shots offhand (up to 5 minutes), 2 shots offhand in 10 seconds.
- 25 yards - 2 x 2 shots offhand, (10 seconds, each bracket of 2 shots).

A normal 14 shot event reduced to 10 shots as follows:

- 100 yards - 2 shots offhand (up to 5 minutes).
- 50 yards - 2 shots offhand (up to 5 minutes), 2 shots offhand (10 seconds).
- 25 yards - 2 x 2 shots off hand (10 seconds each bracket of 2 shots).

A normal 8 shot event reduced to 6 shots as follows:

- 50 yards - 2 shots offhand (up to 5 minutes).
- 25 yards - 2 x 2 shots offhand (10 seconds each bracket of 2 shots).

17.1.25 Ladies and Juniors Event

For Sporting Rifles in .22 calibre.
Scopes allowed with no penalties.
Standard targets to be used.

FIRING SEQUENCE: Total 15 shots

- 50 yards - 5 shots offhand (up to 10 minutes), 5 shots any position (up to 10 minutes).
- 25 yards - 5 shots offhand (up to 10 minutes).

Standard targets to be used. Under 15, all shot at 25 yards.

17.1.26 Kangaroo Rifle

Any centrefire cartridge of a minimum calibre of 0.400" and with a maximum case length of 1.45" long.

Plain, bevel, stepped or heel base, or gas checked lead or lead alloy bullets only.

Paper patching and card wads allowed, No plastic wraps or wads. Coated bullets are allowed, but not plated bullets.

Any nitro, black powder or black powder substitute is allowed in any safe combinations/s.

No Power factor.

Action types, all except semi-automatics.

No target rifles.

Blade or bead from sight only. No optical sights.

FIRING SEQUENCE: Total 10 shots

Range	Shots	Position	Timing
50 metres	3	Sitting / kneeling	Up to 10 minutes
50 metres	3	3 shots off hand	Up to 10 minutes
25 metres	4	Off hand	Up to 10 minutes

17.1.27 Slug gun

Any shotgun, 20 gauge or larger, smooth bore or rifles (full or partial rifling is allowed)

Minimum weight for projectiles is 300 grains.

Minimum muzzle velocity 950 fps, minimum muzzle energy 1000 ft lbs.

All types of shotgun wads allowed

Wads may be affixed to projectiles

Projectiles may be any shape or size and can be loaded inside wads.

No sabot loads allowed.

No jacketed or plated projectiles are allowed.

Lead and lead alloy projectiles only. Projectiles may be coated.

FIRING SEQUENCE: Total 10 shots

Range	Shots	Position	Timing
50 metres	4	Off hand	5 minutes
50 metres	2	Off hand	10 seconds
25 metres	4	Off hand	2 shots in 10 seconds, done twice

17.1.28 **Lever Action Repeater**

Any centrefire lever action repeating rifle without a removable magazine

Big Game Class

Min calibre 0.330

Min case length 1.9

Minimum bullet weight 200 grains

Minimum muzzle energy 1500 ft lbs.

If 0.45" calibre or greater, the min case length can be reduced to 1.6

Lever Action (Pot Rifle) Class

Any lever action calibre below 0.330

FIRING SEQUENCE: Total 10 shots

Range	Shots	Position	Timing
50 metres	2	Standing unsupported	Up to 5 minutes
50 metres	4	Standing unsupported	In 16 seconds
25 metres	4	Standing unsupported	In 16 seconds

17.1.29 **Mannlicher**

Any centrefire Mannlicher action or Mannlicher made rifle.

FIRING SEQUENCE: Total 12 shots

Range	Shots	Position	Timing
100 metres	4	2 shots sitting or kneeling 2 shots offhand	Max 10 minutes per 2 shots
50 metres	2	2 shots offhand	10 minutes
50 metres	2	2 shots offhand	10 seconds
25 metres	4	2 lots of 2 shots off hand	10 seconds each bracket of 2 shots

17.1.30 **Single Shot**

Any centrefire single shot rifle.

Category 1 Equal to or greater than 8mm

Category 2 less than 8mm

FIRING SEQUENCE: Total 12 shots

Range	Shots	Position	Timing
100 metres	4	Sitting / kneeling sling is optional no penalty applies	5 minutes
50 metres	4	Off hand sling is optional no penalty applies	2 minutes
25 metres	4	Off hand	2 minutes

17.1.31 Panterra Charging Animal Event

Any centrefire single shot rifle
Category 1 Greater than 8mm
Category 2 Less than 8mm

FIRING SEQUENCE: Total 2 shots

- Starting Distance - 1 shots offhand (Max 1 minute from 'Fire' command)
- Advancing target – 1 shot offhand (Completed before target stops)
- Any shot fired after the target has stopped will result in disqualification.

Note: The starting distance and charging distance may be varied

Note: A flat, smooth section of the range is preferred for the charging lane.

17.1.32 Pop Up Lion Event

Any Group 1 rifle or above.

Mechanical, Pneumatic or electromechanical target raising and lowering equipment is required

FIRING SEQUENCE: Total 6 shots

- Only 2 shots to be loaded in the rifle at any time.
- On the "Commence Fire" command target will raise in approx.1 second.
- 50 m - 2 shots offhand (in Target Up time), repeated 3 times
- Reload 2 shots during the Target Down time, repeated twice.

Note: The Target Up time can be varied, (Typically, 10 seconds)

Note: The Target Down time can be varied. (Typically, 10 seconds)

17.1.33 Light African Plains Rifle

- a. Calibres from 6.5 to 8mm inclusive
- b. Minimum bullet weight 120 grains
- c. Minimum muzzle energy 2,000 ft lbs
- d. 20 rounds per match
- e. No scope penalty
- f. 50m Slow Fire Pistol Target used throughout.

FIRING SEQUENCE Total 12 shots

Range	Shots	Position	Timing
200 metres	2	2 shots sitting or kneeling	Up to 5 mins per 2 shots
200 metres	2	2 shots using shooting sticks	Up to 5 mins per 2 shots
100 metres	2	2 shots sitting or kneeling	Up to 5 mins per 2 shots
100 metres	2	2 shots offhand	Up to 5 mins per 2 shots
50 metres	2	2 shots offhand	20 seconds
25 metres	2	2 shots off hand	15 seconds

17.1.34 Aussie Feral Camel Event

- a. Calibre from .30 and above.
- b. Minimum bullet weight 150 grains
- c. Minimum muzzle energy 2,500 ft lbs
- d. 8 rounds per match
- e. Bipod optional
- f. Muzzle brake optional
- g. Any action with an integral magazine is allowed, except semi automatics.

FIRING SEQUENCE Total 8 shots

Range	Shots	Position	Timing
200 metres	8	Prone or off bipod or crossed sticks or any lesser supported position	4 pairs of 2 shots in 10 seconds

APPENDIX 1: TARGETS

National Championship Target

- SSAA 13M (BGR-14 - 50m International Slow Fire Pistol Target)

Big Game Rifle Supplementary Events Targets

- Any SSAA approved target or
- Targets listed in the table below

These are the more commonly used targets for Big Game Rifle Supplementary events. These may be supplemented in future rule book revisions. Event coordinators shall nominate the target to be used in the flyer published to advertise the event. Note: some of these targets are available as standard SSAA targets. The Photographic targets are more expensive and need to be ordered from the Big Game Rifle Discipline Chairperson. To ensure availability of photographic targets for planned events such orders need to be placed at least 3 months prior to the event, and depending on stocks, may be subject to minimum order quantities.

BGR ID	Description	SSAA #
BGR-1	Buffalo head (outline + score zones)	L.A.1
BGR-2	Sitting rabbit (outline + score zones)	L.A.5
BGR-3	Pig (outline + score zones)	L.A.6
BGR-4	Crow (small) (outline + score zones)	L.A.8
BGR-5	Charging Elephant (outline + score zones)	L.A.9
BGR-6	Facing Cape Buffalo (graphic/drawn)	NSW approved
BGR-7	Facing Water Buffalo (photo)	SSAA Approved
BGR-8	Pop-Up Lion (graphic/drawn)	
BGR-9	Facing Lion (photo)	SSAA Approved
BGR-10	Wild Boar (side-on photo)	SSAA Approved
BGR-11	Camel facing (photo)	WA Approved
BGR-12	Camel head & neck (photo)	WA Approved
BGR-13	Rabbit (photo)	WA Approved
BGR-14	50m International Slow Fire Pistol Target	13M
BGR-15	Reserved for future	
BGR-16	Reserved for future	
BGR-17	Reserved for future	
BGR-18	Reserved for future	
BGR-19	Reserved for future	
BGR-20	Reserved for future	

18.1 Target Details

BGR-1

Dimensions: Width 505 mm; Height 404 mm

Image:



BGR-2

Dimensions: Width 329 mm; Height 224 mm

Image:



BGR-3

Dimensions: Width 617 mm; Height 384 mm

Image:



BGR-4

Dimensions: Width 309 mm; Height 247 mm

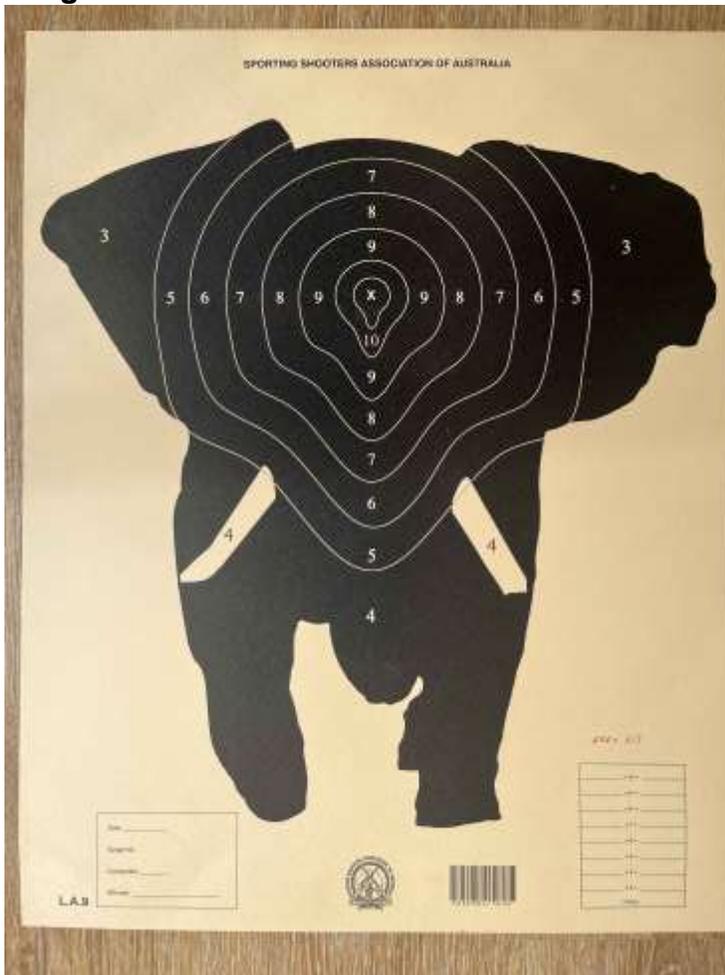
Image:



BGR-5

Dimensions: Width 484 mm; Height 613 mm

Image:



BGR-6

Dimensions: Width 1200 mm; Height 1200 mm

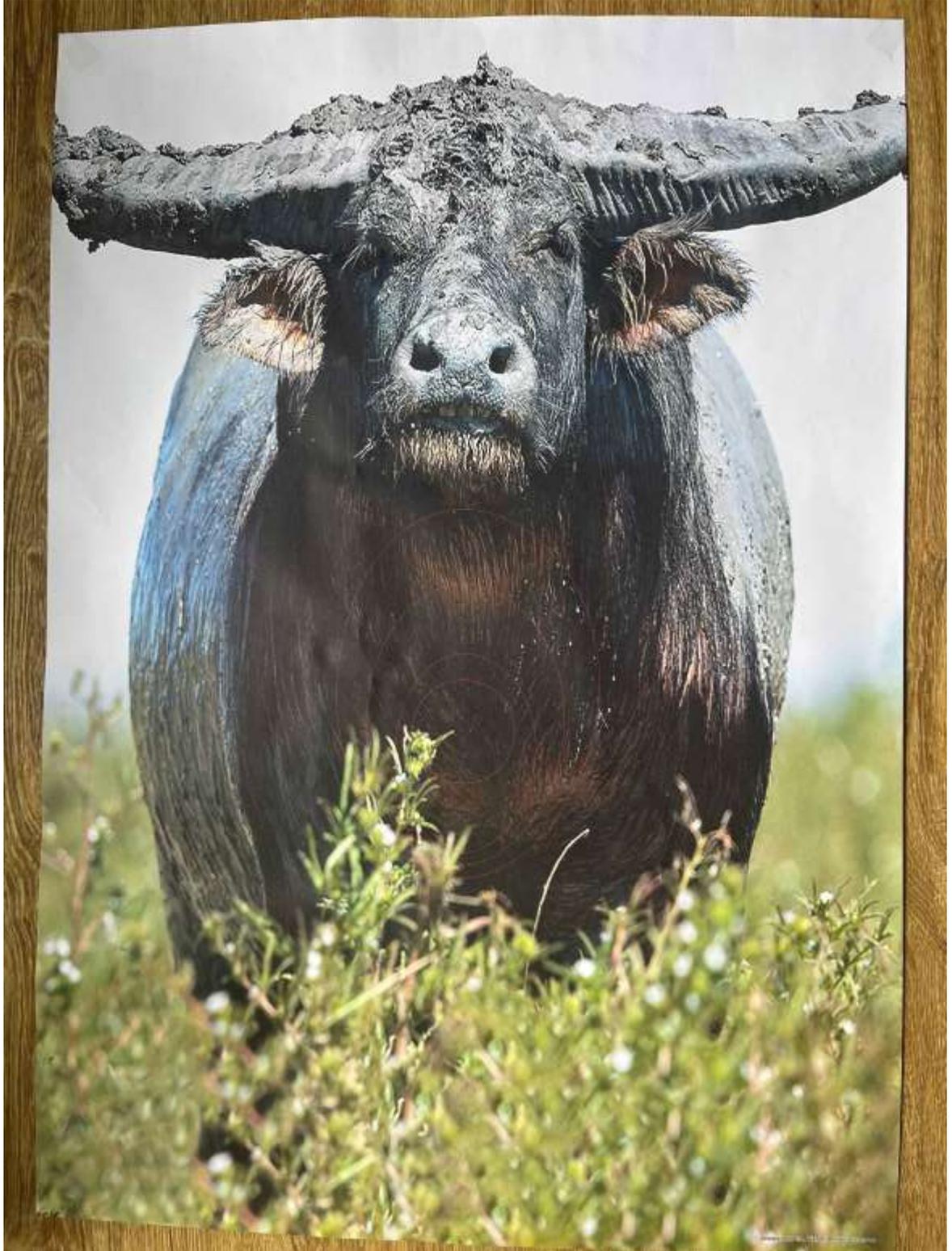
Image:



BGR-7

Dimensions: Width 690 mm; Height 980 mm

Image:

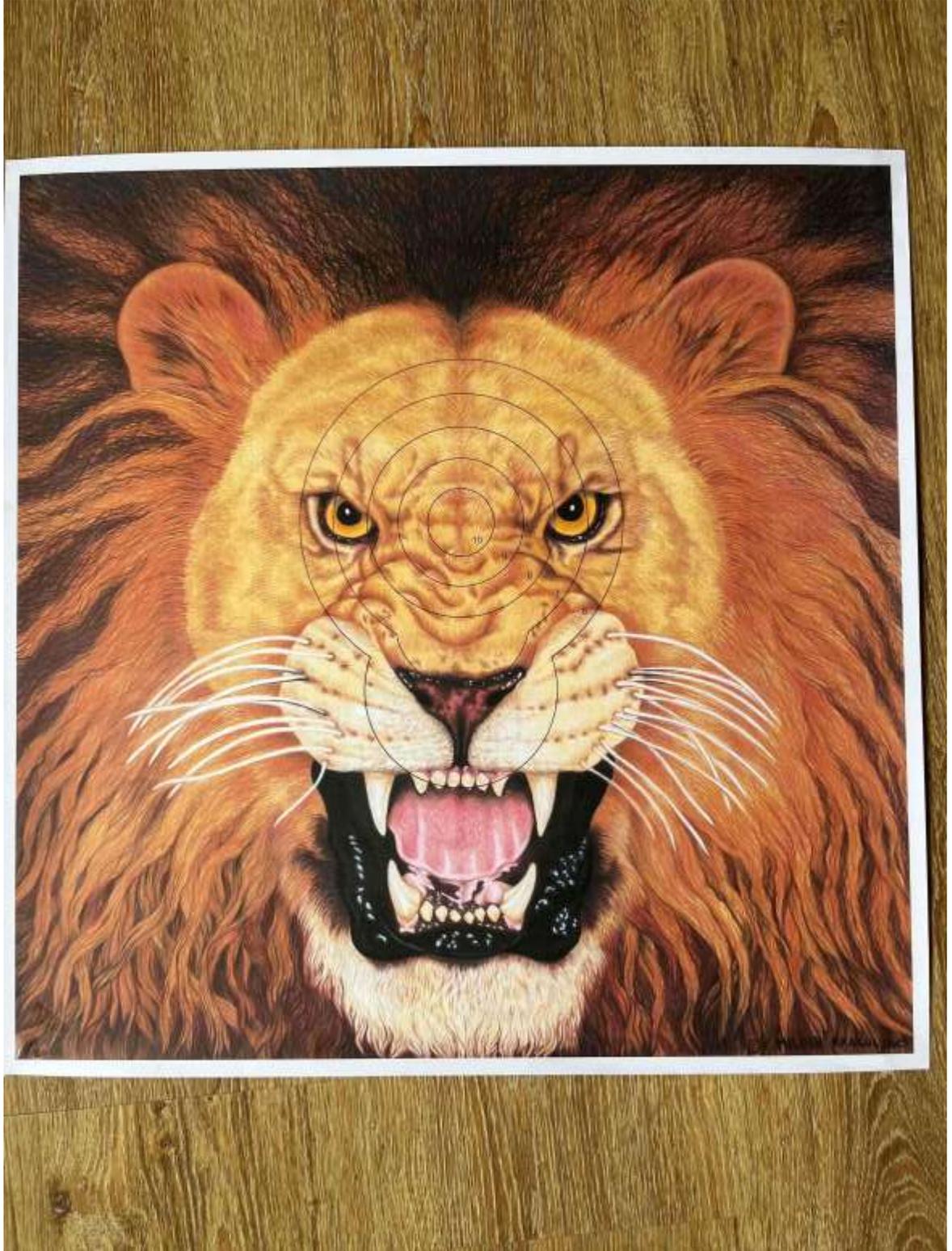


Note scoring zones are not visible from the shooting position.

BGR-8

Dimensions: Width 568 mm; Height 568 mm

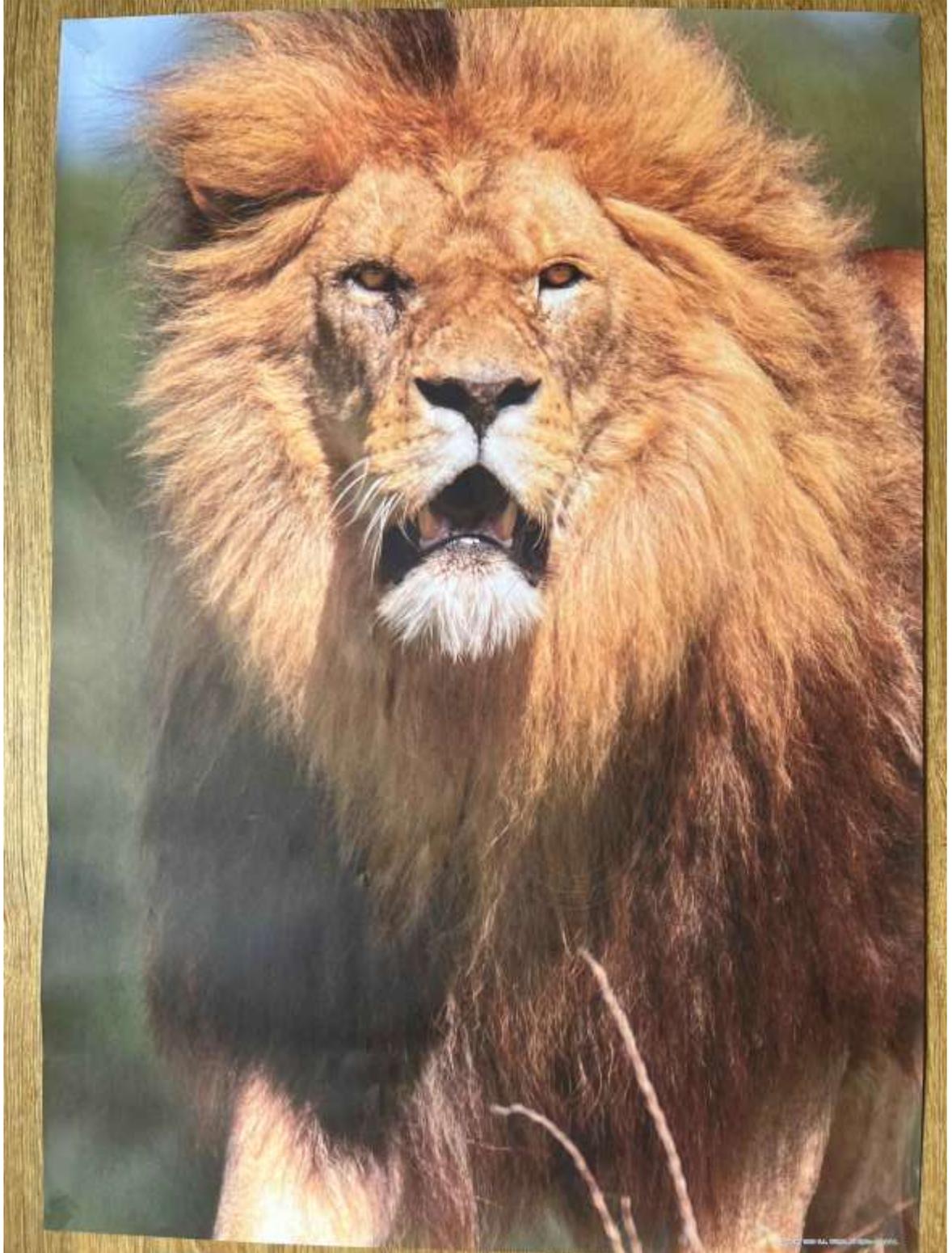
Image:



BGR-9

Dimensions: Width 690 mm; Height 980 mm

Image:



Note scoring zones are not visible from the shooting position.

BGR-10

Dimensions: Width 980 mm; Height 690 mm

Image:



Note scoring zones are not visible from the shooting position.

BGR-11

Dimensions: Width 690 mm; Height 980 mm

Image:



Note composite photo shown, as full-size prints are not yet completed.

BGR-12

Dimensions: Width 690 mm; Height 980 mm

Image:



Note composite photo shown, as full-size prints are not yet completed.

BGR-13

Dimensions: Width 297 mm; Height 420 mm

Image:



BGR-14 (SSAA 13M)

Dimensions: Width 518 mm; Height 618 mm

Image:



BGR-15

Reserved for future

BGR-16

Reserved for future

BGR-17

Reserved for future

BGR-18

Reserved for future

BGR-19

Reserved for future

BGR-20

Reserved for future