



BPC AGGREGATE MATCH SCORESHEET

Name: _____ Club: _____

Date: _____ Event: _____

Precision 1	<input type="text"/>									
Precision 2	<input type="text"/>									
Rapid 1	<input type="text"/>									
Rapid 2	<input type="text"/>									
										Less Penalties <input type="text"/>
										Match Total <input type="text"/>



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Black Powder Cartridge Aggregate Match

VERSION 2.1

July 2012

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Black Powder Cartridge Aggregate Match Rules

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I. GENERAL RULES

1. THE MATCH

- (a) The Match will consist of (40) Forty Scoring Shots divided into two stages of (20) Twenty Shots each.
 - (i) Precision Stage
 - (ii) Rapid Fire Stage
- (b) The Targets will be ISSF 25/50m Precision Pistol Target for the Precision Stage and the 25m Service Match Target for the Rapid Fire Stage.
- (c) All competitors MUST HAVE SHOT THE PRECISION STAGE before the Rapid Fire Stage.

2. COURSES OF FIRE

- (a) Precision Stage
 - (i) The Precision Stage consists of 20 competition shots, fired in (4) Four Series of (5) Five shots each {Or (2) Two of 10 Ten shots each}
 - (ii) The time limit for each series is (6) Six Minutes {Or (12) Twelve Minutes for (10) Ten Shots}
 - (iii) Before the Precision Stage begins a Series of (5) Five Sighting Shots maybe fired with a time limit of (6) Six Minutes
 - (iv) Before each Series the Range Office MUST call out the name of the Series and give the command "LOAD". After sufficient time has been allowed to load the pistols, firing will begin on the Appropriate Command.
- (b) Rapid Fire Stage
 - (i) The Rapid Fire Stage is shot on the 25m "Service Match Target".
 - (ii) The Rapid Fire Stage consists of (20) Twenty Competition Shots, fired in (4) Four Series of (5) Five Shots each.
 - (iii) During each Series the Target is shown (5) Five times each for (3) Three Seconds [+0.2 Sec / -0.0 Sec]. The time between each appearance MUST be (7) Seven Seconds [+1 Sec / -0 Sec] in the edge-on position. ONE SHOT ONLY will be fired during each appearance of The Target.
 - (iv) Before the Stage begins a series of (5) Five Sighting Shots may be fired.
 - (v) Between each Series of (5) Five Rapid Fire Shots (2) Two Minutes Cleaning Time will be allowed.
 - (vi) The Range Officer MUST call out the Series number. After the command "LOAD", when he considers that the shooters have completed their preparations, he MUST ask "ARE YOU READY".
 - (vii) At the call the shooters may call "NOT READY" or MUST assume the 'READY POSITION' before the Targets begin to face. If no response is heard to the contrary within (3) Three Seconds the Targets will turn away. The Targets MUST face the shooter for (3) three Seconds after the initial (7) Second delay.
 - (viii) If the shooter indicates that he is not ready within (3) Three Second after the command "ARE YOU READY" The Range Officer MUST also call LOUDLY "NOT READY" and MUST then delay approximately (15) Fifteen Seconds. He will then give the command "ATTENTION" and the Targets must then be turned away.
 - (ix) Before each shot the shooter must lower his/her arm and adopt the READY position. His/Her shooting arm MUST be motionless before the Target appears. THE PISTOL MUST NOT BE RESTED ON THE BENCH (OR SHOOTING TABLE) DURING THE SERIES.
 - (x) The Series is considered as having STARTED from the moment the Targets turn away from the shooter after the Command "ARE YOU READY" or "ATTENTION". Every shot fired after that MUST be counted in the competition.
 - (xi) The Targets MUST be Scored and Changed after every (10) Ten Competition Shots.

3. RULES OF THE MATCH

- (a) Each Shooter MUST have all revolvers to be used in the competition officially examined and approved prior to the match. Proof of eligibility for the classes rests entirely with the competitor. Inspected firearms passed for use at Championships Will Have an Adhesive Label Attached denoting acceptance.
- (b) Revolvers may only be loaded on the Firing Line after the "LOAD" command is given.

- (c) No Revolvers may be LOADED with more than (5) Five Rounds.
- (d) No shots may be fired without the direct command of the Range Officer.
- (e) The Revolver must be discharged from the standing position using one hand only. It is recommend that the off-hand be used to cock the Revolver but must otherwise be visibly clear of the firearm and firing arm at all times.
- (f) The revolver must be held in the "READY" position, no higher than 45 degrees, at the commencement of the firing period, which will be indicated either by the command "FIRE" or the turning of the Targets to face the competitor.
- (g) A preparation time of (3) Three Minutes will be allowed prior to the commencement of the match. Dry firing, aiming exercise and barrel cleaning are permitted in this period. If Turning Targets are in use they will be faced during this period.
- (h) Following preparation time, for the sighting series The Range Officer will issue the command "LOAD". Competitors will have (30) Thirty Seconds to load the firearm and then the Range Officer will command "FIRE". At the end of a (6) Six minute firing period the Range Officer will command "CEASE FIRE – UNLOAD". These commands will be used for all series of the match.
- (i) At the command "CEASE FIRE" all shooting MUST stop immediately and upon 'UNLOAD" all competitors MUST unload their firearms, make it safe and place pointing down-range, on the shooting bench or another safe place for inspection.
- (j) Before any personnel move forward of the firing line or any competitor leaves the firing point, The Range Officer must ensure each revolver is unloaded.
- (k) All shooters must complete the first stage before the second stage may begin.

4. SAFETY

- (a) Eye and ear protection are mandatory for all competitors and personnel on the actual firing line. They are highly recommended for any persons near the firing line.
- (b) All competitors will stand back from the firing line on completion of shooting and after clearing of pistols, so that range personnel may move forward to remove targets.

II. REVOLVER CLASSIFICATION

1. Class 1: 'Frontier'

- a) Action: This class is intended to cater for all revolvers (single *or double* action) which are original or replica pre1900 style.
- b) Calibre: to be any revolver cartridge listed as in use prior to 1894 that was originally loaded with black powder.
- c) Sights: Contemporary sights. Height of fore-sight unlimited but profile must be of original style.
- d) Fixed Sights: Fixed or drift adjustable sights only (Not "click or screw" adjustable).
- e) Acceptability of pistol or ammunition used will be subject to verification by the competitor by production of a reliable text.

2. Class 2: 'Open'

- (a) Any revolver NOT eligible for Classes (1) One.
- (b) Any type of metallic sight (including click adjustable) permitted.
- (c) Calibre to be black powder loaded centre fire cartridge. Black Powder can be used in any cartridge to be acceptable.
- (d) Speed loading devices MAY be used.
- (e) The revolver may be fitted with any style of grip, provided it does not offer support to the wrist of the shooting hand.

3. Equipment

(a) Trigger Pull

In all classes to be a "safe trigger pull", NOT subject to accidental discharge. This is normally tested by cocking the firearm and tapping the butt with the palm of the hand. Should the hammer fall, the firearm WILL NOT be approved for competition.

- (b) Sights
All sights for Class (1) One revolvers must be as per factory fitment. The height of the foresight may be altered to regulate elevation but the profile of the foresight must remain as per factory specifications after modification. The onus will be on the competitor to provide evidence as to the authenticity of the sights if challenged.
Sights for Class (2) Two will include any NOT ELIGIBLE for Class (1) One but EXCLUDE optical or electronic types.
- (c) Exclusions
- (i) Any modifications to Class (1) One revolvers, other than that of foresight height.
NOTE: Any revolvers submitted for Class (1) One but found to have been modified except as permitted in these rules, may be entered in Class (2) Two.
 - (ii) Any speed loading devices, except in Class (2) Two.
 - (iii) Any target-style, rubber after-market, custom or adjustable handgrips except in Class (2) Two.
 - (iv) Any optical or electronic sights.
 - (v) Any jacketed projectiles.
 - (vi) Shooting gloves that provide support to the wrist or forearm.

4. Ammunition

- (a) Propellant in all classes to be factory made black powder ONLY. NO BLACK POWDER substitutes or duplex loads.
- (b) Lead alloy projectiles ONLY to be used in ALL CLASSES, NO JACKETED PROJECTILES.
- (c) Projectiles in Class (1) One to be of a style contemporary with the revolver, no wadcutter or semi wadcutter types. Projectiles in Class (2) Two maybe of any style.
- (d) Cartridge cases in Class (1) One to be trimmed to the correct length specification for the designated calibre for which the revolver is chambered.
- (e) Calibres: Class (1) One – Designated original black powder cartridge calibres. Any revolver cartridge listed as in use prior to 1894 that was originally loaded with black powder. Acceptability will be subject to verification by the competitor by production of reliable text. In Class (2) Two – In any given calibre firearm, any suitable black powder loaded centrefire round which will chamber may be used – eg. .38 Special may be used in .357 magnum etc.
- (f) Samples of ammunition intended for use SHALL be subject to inspection at the same time as revolvers are examined.

III MATCH RULES AND PROCEDURES

1. Competition Officials

- (a) The competition shall be controlled by the Match Director who shall be assisted by any number of Range Officers as deemed necessary.
- (b) There shall be appointed a Competition Jury, comprised of NOT LESS than (3) Three qualified personnel and/or experienced shooters.

2. General

- (a) All competitors and team leaders MUST be acquainted with these rules and with the programme of the competition and ensure that they are followed.
- (b) In cases of infringement and/or contravention of the rules, or of the instructions of the Range Officers, the following penalties may be imposed upon the competitors by the Jury: -
 - (i) Warning
 - (ii) Deduction of points from score
 - (iii) Disqualification
- (c) In cases of infringement of the rules, a warning SHALL be given, so that the competitor may have the opportunity to correct the fault.

- (i) If the competitor does NOT correct the fault, (2) Two score points shall be deducted.
- (ii) For any further repetition of the fault, the competitor MAY be disqualified by the Jury.
- (iii) A warning to the competitor, whenever possible, should be given so as to not disturb him/her while firing a series, unless the infringement concerns safety, in which case the competitor SHALL be warned immediately.
- (iv) A warning to the competitor MUST be expressed in such terms as will leave NO DOUBT that it is an Official Warning.
- (v) If a competitor handles a firearm in a dangerous manner, or continues to breach ANY of the safety rules he/she WILL be disqualified.
- (d) If the Jury is of the opinion that the competitor has attempted to disturb other competitors or acted in an unsportsmanlike manner he/she MAY be penalised by the deduction of (2) Two points from his/her match score, or MAY be disqualified.
- (e) If a competitor begins a competition with an unexamined or unapproved firearm, he/she SHALL be penalised with the deduction of (2) Two points for EVERY shot fired. He/she will NOT be permitted to continue until the firearm has been approved the by Examiner. He/she MAY only resume firing at a time and position determined by the Jury. NO additional sighting shots will be allowed. If a competitor, in contravention of the rules, exchanges his/her firearm, he/she SHALL be disqualified. The same penalty WILL apply if the competitor modifies or adjusts his officially approved firearm, so that it contravenes the rules.
- (f) If a competitor loads his/her firearm with more than (5) Five cartridges, (2) Two points SHALL be deducted from the score of that series for EACH extra shot fired in the series. Also if a competitor fires MORE shots at a Competition Target than a programme calls for, the HIGHEST value shot(s) WILL be deducted from the score for that series and counted as a miss (ZERO).
- (g) Deductions from the score SHALL always be effected in the series in which the contravention occurred. If general deductions are involved, the SHALL be effected in the FIRST series.
- (h) All shots fired by the competitor after the command 'LOAD' shall be counted in the competition.
- (i) Late Shots: Shots fired after the command 'CEASE FIRE' WILL BE counted as Zero. If fixed targets are in use and it is not possible to determine which was the late shot fire, the HIGHEST value shot shall be scored as ZERO.
- (j) If a competitor fails to hit the target (or hits it outside the scoring rings) these shot(s) will score as a miss.
- (k) If a shooter fires a shot onto a Competition Target of another shooter it shall be scored as a miss. If it cannot be established clearly and quickly which hit belongs to whom, the competitor receiving the crossfire has the right to REPEAT the shot or will be credited the highest scoring shots. The lowest scoring shot will be discarded.
- (l) If a competitor wishes to disclaim a bullet hole in his/her target, he/she will report this IMMEDIATELY to the Range Officer.
- (i) If the Range Officer confirms that the competitor did NOT FIRE the disputed shot, he/she will make the necessary entry on the competitor's score card and the shot WILL be annulled.
- (ii) If the Range Officer cannot confirm beyond all reasonable doubt that the competitor did NOT FIRE the disputed shot the shot WILL be credited to the competitor and so recorded.
- (iii) It SHALL BE considered sufficient to justify the annulment of a shot if a missing shot is reported by another competitor at approximately the same time and from within the neighbouring (2) Two or (3) Three shooting stations.
- (m) If a competitor considers that the duration of the series was too short, he/she MAY inform the Range Officer immediately after finishing the series.
- (i) If it is confirmed that there has been an error following target replacement, the protesting competitor(s) MAY re-shoot the series.
- (ii) The Range Officer and/or Jury must verify any target timing mechanism and act accordingly.
- (iii) If the claim is considered NOT justified, the result of the series will be recorded and credited to the competitor(s).

- (n) If the Range Officer's command and/or actions have been made incorrectly, or if there is a misunderstanding due to these reasons any competitor who is not ready when the command or signal to fire is given, they may put down their firearm and, immediately after the series, report the matter to the Range Officer or Jury.
 - (i) If the claim is considered justified, the competitor WILL be allowed to fire the series.
 - (ii) If the claim is considered NOT justified, the competitor MAY fire the series BUT will be penalised by the deduction of (2) Two points from the score of that series.
 - (iii) If the competitor has fired a shot in the series after the incorrect command and/or action the protest WILL NOT be accepted.
- (o) Should a competitor's firearm break or cease to function, a Jury Member may allow the competitor:
 - (i) To repair the firearm, or
 - (ii) To continue with another firearm of the same type and the same calibre.
 - (iii) The replacement firearm MUST also have been inspected and approved by the Firearm Officer.
 - (iv) If the repair is likely to take some time, the competitor, at his/her request, may be granted extra time by the Jury. If extra time is granted, he/she will complete shooting at a time and position determined by the Jury. (5) Five extra sighting shots WILL BE allowed in such cases.

3. TEAM EVENTS

- (a) If scheduled by Competition Organisers, it is recommended that 'Teams' consist of (3) Three persons, each of whom would compete in one separate class:

1. Frontier 2. Open

4. MALFUNCTIONS

- (a) If a shot has NOT been fired due to a firearm malfunction and if the competitor wishes to claim a malfunction, he/she MUST lower the firearm immediately, hold it in the 45 degree 'READY' position, or keep it pointing towards the targets, and inform the Range Officer of the problem by raising his free hand, without disturbing the other competitors. The competitor may elect to correct any malfunction and continue the series but he/she MAY NOT claim a malfunction after attempting the correction unless the malfunction is due to:
 - (i) A broken firing pin or mainspring, or any similar occurrence.
- (b) If a malfunction occurs in the sighting series it will NOT be counted in the competition as a malfunction. The sighting series MAY NOT be repeated but the competitor may complete the sighting series shooting at a stationary target which will be faced for this purpose for a maximum of (60) Sixty seconds.
- (c) There are (2) Two types of malfunctions:
ALLOWABLE and NON-ALLOWABLE.
It is considered 'ALLOWABLE' if:
 - (i) The trigger mechanism failed to operate.
 - (ii) The cylinder or other part of the firing mechanism has jammed thus causing the malfunction.
 - (iii) The firing pin has broken, or any other part of the firearm is damaged sufficiently to prevent it from functioning normally.
 - (iv) Any other reason outside of the control of the shooter
 It is considered 'NON-ALLOWABLE' when:
 - (i) The competitor has touched the cylinder or firing mechanism (exception see 4 (a) (i), or the firearm has been handled by another person, before being inspected by the Ranger Officer.
 - (ii) The competitor has NOT loaded his/her firearm before commencing.
 - (iii) The competitor has loaded less than (5) Five cartridges.
 - (iv) The malfunction was caused by defective ammunition.
 - (v) The malfunction is due to any cause that could have reasonably been controlled by the competitor.
- (d) If the malfunction is 'ALLOWABLE' the competitor WILL BE permitted to repeat the series and WILL BE credited with the lowest value shots only.
- (e) If the malfunction is 'NON-ALLOWABLE' the competitor WILL ONLY BE credited with the shot/s on the target. Any shot/s not fired or not hitting the target will be recorded as a miss(es).

- (f) Repeating or completing a series by a competitor due to a malfunction will ONLY be permitted ONCE during the match.

5. SCORING

- (a) All bullet holes MUST be at least 50% across the line to count in the higher scoring ring.
- (b) In cases of doubt, the shot value shall be determined by use of an engraved gauge or transparent overlay plate.
- (c) All shots in dispute shall be scored with the aid of an engraved gauge or transparent overlay plate.
- (d) All targets scored with the engraved gauge to transparent overlay plate shall be so marked on the corner of the target by the Examiner.
- (e) Targets shall be changed after every (10) Ten shots (ie) – at the end of each series.
- (f) If turning targets are in use, and a late shot caused a 'skid' hole on the target, the shot value WILL BE resolved by use of the official overlay plate. When late shots are able to be determined they will be scored as zero. The Range Officer WILL note the late shot on the target for the benefit of the scorer.
- (g) Scoring should be done 'off range' to permit the smooth flow of the match, without any unnecessary delays, caused by slow marking and/or dispute clarification.

6. TIES

- (a) Ties for the match placing shall be determined by:
 - (i) The highest score for the last (10) Ten shots fired, working backwards by (10) Ten shot series until the tie is broken. If there is still a tie then:
 - (ii) By highest total number of (10) Tens, (9) Nines etc.
- (b) In Team Events, ties shall be determined by:
 - (i) The aggregate total for all team member's last (10) Ten shots fired, working backwards by (10) Ten shot series until the tie is broken.

7. PROTESTS

- (a) Any competitor or team official who considers the regulations governing the match were NOT followed, may protest immediately, and verbally to the Range Officer or Jury Member. If the situation is not resolved quickly, a written submission on the protest, accompanied by a fee equal to one match entry fee, is to be in the hands of the Jury within (1) One Hour of the protested incident. If the protest is upheld the fee will be refunded to the protesting party. If the protest is not upheld the fee will be payable to the Organising Committee.
- (b) The protest shall be considered by the Jury within (1) One Hour of receipt of the submission accompanied by the requisite fee.
- (c) Protest may arise on the following matters:
 - (i) A competitor or team official is of the opinion that the competition is not being carried out in accordance with PNZ Regulations and with the match programme.
 - (ii) A competitor or team official does not agree with an official decision or action.
 - (iii) A competitor or team official considers that a shot was scored, or recorded incorrectly.
 - (iv) Disturbances to a competitor caused by other competitors, officials, spectators, photographers etc.
 - (v) Long interruption of shooting caused by technical failures of the range equipment, or by irregularities being clarified etc. Once the match has started, any interruption longer than (30) Thirty Minutes shall be deemed sufficient reason for another sighting series.
 - (vi) Slow target marking/handling or unnecessary delays.
 - (vii) Any irregularities regarding shooting times (ie. Too short a shooting time).

8. APPEALS

- (a) In the matter of a disagreement with a decision of the Jury, the topic may be taken up with the Jury of Appeal, accompanied by a fee equal to one match entry fee, which will be refunded if the appeal is upheld.
- (b) An appeal to the Jury of Appeal must be in writing and in the hands of the Jury of Appeal, accompanied by the requisite fee, within (1) One Hour of the Jury decision being posted.

9. RECORDS

- (a) National records may only be established at National Championship.