

Bianchi

Events: 1701 (GRSB), 1702 (GRCF), 1721 (LBP),
1722 (LBR) , 1821 (Tyro LBP), 1822 (Tyro LBR)

Any sights



Match 1 – Practical

Targets: GRCF, LBP & LBR – 2 x D1 GRSB – 2 x D1 reduced

Ready position: GRCF & GRSB – Parallel to ground, at waist height
(Weak shoulder stage: rifle on the weak side)
LBP & LBR – Holstered, with both hands at head height
(Weak hand stage: both hands can hold the LBP/R, but it
must be fired with the weak hand) (Tyro parallel)

Stage 1: 10 metres 3 secs 1 shot on each target
10 metres 4 secs 2 shots on each target
10 metres 8 secs 3 shots on each target, weak shoulder / hand

Stage 2: 15 metres 4 secs 1 shot on each target
15 metres 5 secs 2 shots on each target
15 metres 6 secs 3 shots on each target

Stage 3: 25 metres 5 secs 1 shot on each target
25 metres 6 secs 2 shots on each target
25 metres 7 secs 3 shots on each target

Stage 4: 50 metres 7 secs 1 shot on each target
50 metres 10 secs 2 shots on each target
50 metres 15 secs 3 shots on each target

On Time Limit, LBR & LBP may be shot prone at all distances, but the platform must be used at 10m and 15m and may be used at 25m and 50m. GRCF and GRSB may be shot sitting or kneeling at 25m and 50m but not at 10m or 15m.

Range Commands

At start of match:

Load and make ready.

Are you ready?

If anyone calls ***Not ready!*** then respond

Not ready called. (Resolve problem, call ***Are you ready?*** again)

Stand by. (Targets turn away)

At end of match / stage:

Unload and show clear.

Reloading

The gun must be empty when moving between the shooting points at various distances – reloading must take place in the new position.

Bianchi

Events: 1701 (GRSB), 1702 (GRCF), 1721 (LBP),
1722 (LBR) , 1821 (Tyro LBP), 1822 (Tyro LBR)



Any sights

Match 2 – Falling Plates

Targets: GRCF, LBP & LBR – 6 x 8” plates
GRSB – 6 x 4” plates

Ready position: GRCF & GRSB – Parallel to ground, at waist height
LBP & LBR – Holstered, hands head height (Tyro parallel)

Stage 1: 10 metres 6 secs 1 shot on each plate

10 metres 6 secs 1 shot on each plate

Stage 2: 15 metres 7 secs 1 shot on each plate

15 metres 7 secs 1 shot on each plate

Stage 3: 20 metres 8 secs 1 shot on each plate

20 metres 8 secs 1 shot on each plate

Stage 4: 25 metres 9 secs 1 shot on each plate

25 metres 9 secs 1 shot on each plate

Note: On Stickledown, LBR & LBP may be shot prone at all distances

Range Commands

At start of match:

Load and make ready.

Are you ready?

If anyone calls ***Not ready!*** then respond

Not ready called. (Resolve problem, call ***Are you ready?*** again)

Stand by. (Note: plates are timed by shot-timer.)

At end of match / stage:

Unload and show clear.

Reloading

The gun must be empty when moving between the shooting points at various distances – reloading must take place in the new position.

Bianchi

Events: 1701 (GRSB), 1702 (GRCF), 1721 (LBP),
1722 (LBR) , 1821 (Tyro LBP), 1822 (Tyro LBR)



Any sights

Match 3 – Barricade

Targets: GRCF, LBP & LBR – 2 x D1 GRSB – 2 x D1 reduced

Ready position: GRCF & GRSB – Parallel to ground, at waist height
LBP & LBR – Holstered, with both palms held flat against
the face of the barricade (Tyro parallel)

Note – the Barricade is six feet high, two feet wide, with a two foot wide by three foot long firing area behind the barricade, for the shooter. Shooters' feet must not be in contact with the ground outside the firing area when shooting.

Stage 1: 10 metres 6 secs 6 shots on a target from one side
10 metres 6 secs 6 shots on the other target from the other side

Stage 2: 15 metres 7 secs 6 shots on a target from one side
15 metres 7 secs 6 shots on the other target from the other side

Stage 3: 25 metres 8 secs 6 shots on a target from one side
25 metres 8 secs 6 shots on the other target from the other side

Stage 4: 35 metres 9 secs 6 shots on a target from one side
35 metres 9 secs 6 shots on the other target from the other side

Range Commands

At start of match:

Load and make ready.

Are you ready?

If anyone calls ***Not ready!*** then respond

Not ready called. (Resolve problem, call ***Are you ready?*** again)

Stand by. (Targets turn away)

At end of match / stage:

Unload and show clear.

Reloading

The gun must be empty when moving between the shooting points at various distances – reloading must take place in the new position. This does *not* include the reload when changing from one side of the barricade to the other.

Bianchi

Events: 1701 (GRSB), 1702 (GRCF), 1721 (LBP),
1722 (LBR) , 1821 (Tyro LBP), 1822 (Tyro LBR)



Any sights

Match 4 – Moving target

Targets: GRCF, LBP & LBR – 1 x D1 GRSB – 1 x D1 reduced

Ready position: GRCF & GRSB – Parallel to ground, at waist height
LBP & LBR – Holstered, hands head height (Tyro parallel)

Note – the target is mounted at 6 feet to its top, and moves 60 feet in 6 seconds. There is a 3 foot square firing point at each distance for the shooter. Shooters must remain within that firing area when shooting.

Stage 1: 10 metres 6 secs 6 shots - target moving right to left
10 metres 6 secs 6 shots - target moving left to right

Stage 2: 15 metres 6 secs 6 shots - target moving right to left
15 metres 6 secs 6 shots - target moving left to right

Stage 3: 20 metres 6 secs 3 shots - target moving right to left
20 metres 6 secs 3 shots - target moving left to right
20 metres 6 secs 3 shots - target moving right to left
20 metres 6 secs 3 shots - target moving left to right

Stage 4: 25 metres 6 secs 3 shots - target moving right to left
25 metres 6 secs 3 shots - target moving left to right
25 metres 6 secs 3 shots - target moving right to left
25 metres 6 secs 3 shots - target moving left to right

Range Commands

At start of match:

Load and make ready.

Are you ready?

If anyone calls ***Not ready!*** then respond

Not ready called. (Resolve problem, call ***Are you ready?*** again)

Stand by. (Exposure starts with the appearance of the target.)

At end of match / stage:

Unload and show clear.

Reloading

The gun must be empty when moving between the shooting points at various distances – reloading must take place in the new position.