

BIG GAME RIFLE



Big Game Rifle is a rifle shooting discipline that aims to foster the collection, preservation and use of vintage and modern classic large-caliber big-game rifles, particularly those of British origin, including black powder and early Nitro cartridge firearms. The discipline includes categories of matches and the courses of fire; largely determined by rifle types and eras, shooting times and shooting positions. The matches aim to simulate field-shooting conditions to improve the shooter's firearm skills in the pursuit of large and dangerous game.

Big Game Rifle comprises eight categories. The course of fire includes differently timed shots and shooting positions in each category, which is fully detailed below.

- **Group One** One early issue was where to start Big Game Rifle categories and how to define them. It was felt that all military calibers should be excluded and that sporting rifles only be used. In the end, Group One started at the .330-calibres and covers up to .375. Group One requires a minimum bullet diameter of .330, minimum bullet weight of 165 grains and minimum muzzle energy of 2900 ft-lb.
- **Group Two** This group covers the .400- to .485-calibres and requires a minimum bullet diameter of .400, minimum bullet weight of 400 grains and minimum muzzle energy of 3900 ft-lb.
- **Group Three** This group encompasses the largest of the big-game-stopping rifles, beginning at the .485-calibres. Group Three requires a minimum bullet diameter of .485, minimum bullet weight of 525 grains and minimum muzzle energy of 5300 ft-lb.

- **Black Powder Express** These cartridges range from the .400- to .577-calibres. They are distinctly different from the military and target cartridges of the black powder era, which typically used a heavy bullet propelled by a fairly small powder charge, giving a low velocity and curved trajectory. Conversely, Express rifles used a large charge of black powder propelling a light bullet to deliberately flatten the trajectory and ease the problems of holdover when stalking. Black Powder Express has a minimum caliber of .400, a minimum case capacity of 110 grains of black powder, a minimum velocity of 1600fps and bullet weight in accordance with the original loadings. Loads may be full black powder, pyrodex or duplex (of at least 80 per cent black powder). Jacketed bullets may only be used with full black powder.
- **Bore Guns and Rifles** These were the real big-game and dangerous-game-stopping rifles of their day. Typically, they were 12, 10, or 8-bore firearms firing large charges of black powder and using a round ball or conical lead projectile. This category is a great spectator event, with huge volumes of smoke combined with tremendous muzzle flashes. This category also includes 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. The minimum bore is 16-bore, it must have the maker's fitted sights and it may use black powder or nitro loads with factory maximum or equivalent reloads. 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 slugs, sabot projectiles or similar modern developments are not permitted. Firearms of modern manufacture in keeping with the spirit of the event, such as the Greener GP, may be used.
- **Stalking and Stopping Double Rifles** These two groups encompass all centrefire double rifles. In the early days of Big Game Rifle, the doubles were mainly of British origin, but since about 2000, there has been an increasing surge of new double rifles from Europe. These are in both the traditional side-by-side configuration and the popular European over-and-under style. Stalking Double Rifle requires any centrefire double rifle with a minimum caliber of .228, while Stopping Double Rifle must meet the Group Two requirements or above. If using a bore gun or rifle, it must be 12-gauge or greater.

Events with First Place (only) trophies

***Trophies will be awarded at the end of the day on Friday - no trophies will be mailed to winners**

Soft nose bullets must be used for all rifle events.

Stalking rifle, iron sighted

- Single shot
- Double rifle
- Lever action, vintage caliber
- Bolt action vintage style rifle, vintage caliber

Stopping Rifle, iron sighted

- Single shot
- Double rifle
- Bolt action

Drilling, iron sighted

Cape gun, iron sighted

O/U combo gun, iron sighted

*If a shooter has a gun and wishes to enter a rifle event, they must bring the gun to rifle range, where the Range officer will determine the appropriate category. If none of the above categories fit, the shooter has the option of shooting for "No Trophy". All are welcome.

Description of Events

• Stalking Rifle Single Shots - 16 Shots - Combination of Distance and Running targets

Iron sight, Single shot rifle calibers 22cf and up. To include: falling blocks, trap doors, rolling blocks, break guns.

• Lever Action Classic Calibers 16 Shots - Combination of Distance and Running Targets

Rifle cartridge calibers (no pistol calibers), 30 caliber and larger. Iron sighted.

In the spirit of the classic caliber competition, the intent of this category is for the use of production factory rifles and reproductions of the same. In addition, eligible rifles will comply with:

1. Any Lever Action Rifle with a two-piece wooden stock.
2. Those rifles having a detachable box magazine and/or a rotating bolt head are excluded.
3. Sights shall be of the traditional open type. Peep, screw or micrometer/Vernier adjustable sights and hoods are not permitted.
4. Any mass-produced factory centrefire cartridge introduced prior to the end of 1938, which has been or is currently factory chambered in any eligible lever action rifle, are eligible for this class. The authority for determining eligibility shall be: BARNES, "CARTRIDGES OF THE WORLD".
5. All repairs and replacement parts shall be kept as close as is reasonably practicable to the original design of the rifle.
6. A pre-1866 original or replica without a two-piece wooden stock, chambered in a classic caliber, will be considered in the spirit of the match, and allowed to compete.
7. Exemption for Post 1939 Cartridges.

The following cartridges, chambered in a compliant Classic Caliber Rifle, will be allowed in the Classic Caliber Match:

- 444 Marlin, 307 Win, 356 Win 375 Win, 450 Marlin

Attachments: Butt hooks, palm rests, hand stops, slings or other such rifle attachments are not permitted.

● **Lever Action Pistol Calibers 16 Shots - Combination of distance and Running targets**

Rules same as Lever Action Classic Calibers event above, except for the allowance of the following pistol cartridges

- 32 H&R Magnum, 41 Rem Mag, 44 Rem Mag

● **Bolt actions stalking rifle: 16 Shots - Combination of Distance and Running Targets**

Vintage calibers and vintage type actions 6.5x55 and larger. Examples: 303, 30-40, 30-06, 405, 45-70, 375 H&H iron sighted.

- **Stalking double rifle: 16 Shots - Combination of Distance and Running Targets**

22cf and larger iron sighted.

- **Stopping rifle bolt action: 16 Shots - Combination of Distance and Running Targets**

Must be 400 grain bullet or heavier. 2050 fps or faster 40 caliber or larger.

- **Stopping Rifle Single Shot - 16 - Combination of Distance and Running Targets**

Must be 400 grain bullet or heavier. 2050 fps or faster 40 caliber or larger.

- **Stopping Double Rifle 16 Shots- Combination of Distance and Running Targets**

Iron sighted, double rifle. Must be 400 grain bullet or heavier. 2050 fps or faster. 40 caliber or larger.

- **Drilling, iron sighted: 8 rifle shots - Combination of Distance and 8 clay target shots/ 4 report pairs**

22cf and larger. Any shotgun gauge.

- **Cape Gun 10 rifle targets Combination of Distance and 6 clay targets/ singles**

22cf and larger, any gauge.

- **Combination gun (over/ under), iron sight: 10 rifle targets, Combination of Distance and 6 clay targets/singles**

22cf and larger, any shotgun gauge.

- **Scheutzen Fun Shoot Saturday /no trophy \$20/16 shots - your rifle**

- **Rifle Range Have A Go Saturday/ no trophy \$20/16 shots - your rifle**

PROTESTS

In the event of a protest involving the position or the equipment used by a competitor, the range officer will have the final say in determining a ruling. If the competitor's position or equipment does not in the opinion of the range officer conform to the rules of the competition, the protest shall be allowed and the competitor will be required to change immediately to the position or equipment which has been approved or to an otherwise legal position or equipment or without special assistance.

COMPETITOR'S RESPONSIBILITY

Competitors and Officials to be familiar with the Rules

Competitors and officials should be familiar with the rules pertaining to Vintage Gunner Championships.

Sportsmanship

Competitors shall behave in a sportsmanlike manner as befitting membership of Vintage Gunners.

Behavior

Competitors should refrain from boisterous conduct on the firing range during the conduct of an event. A competitor failing to observe this fact will be disciplined by the Range Officer. In the event of boisterous or unsportsmanlike behavior by a competitor, the Range Officer shall caution the offender once, and, if there is any repetition of the conduct, the competitor may be asked to immediately leave the firing line and may also be disqualified.

Range Safety Rules

All competitors should familiarize themselves with the usual safety precautions observed on a rifle ranges as well as any rules specific to the range on which a particular championship is being conducted. Unsafe practices by a competitor on a range can be grounds for disqualification.

It is the competitor's responsibility to ensure any firearm or associated equipment is in a safe and serviceable condition.

Safety Equipment

It is required that ear and eye protection be worn at all times by persons who are in the vicinity of the firing line while shooting is underway.

It is recommended that suitable clothing, including enclosed shoes or boots, be worn at all times by a competitor while engaged in the competition and in the vicinity of the firing line.

A competitor may wear medical equipment which may be seen as giving support.

Clothing

When competing competitors should not wear inappropriate or offensive clothing.

For safety reasons military style camouflage clothing is strongly discouraged.

STUCK LIVE ROUND: MANDATORY RULE

In the event of a malfunction which results in a stuck live round which cannot be simply removed from the breech end of the barrel, the firearm is to be made safe and removed from the range to a competent person for repairs. Under no circumstance is an attempt to be made to remove the round by insertion of a cleaning rod or similar object from the muzzle end of the firearm.

PERSONS WITH DISABILITIES

A competitor who, because of a physical disability, cannot fire from the prescribed shooting position outlined in these rules, or who must use special equipment when firing or requires special assistance to place and/or load the firearm, is entitled to petition the range officer for permission to assume a special position or to use modified equipment or both or have special assistance to place and/or load the firearm. The special position must simulate, as much as possible, the original firing position/s required by the Rules, for example boards or tables placed in front of a wheelchair may be used for the prone or kneeling positions.

The shooter must provide his/her own special needs equipment.

Substitute positions for persons with disabilities

In competitions where different shooting positions are required, a competitor with a temporary or permanent physical disability or impairment, that prevents them from using the specified firing position as defined in the rules, may notify the range officer of their intention to use the next more difficult position in lieu of a position, e.g. Sitting may be used for Prone, Kneeling may be used for Sitting, and Standing may be used for Kneeling.

This substitution must comply with the rules for that position to be used and be approved by the Competition Official/s before the start of the shooting for that position.

RULE INFRINGEMENTS

A competitor found to be violating the Standard Rules will be given a warning by the Range Officer. If the violation continues, the competitor may be suspended or disqualified from the competition being contested and their scores will not be recorded.

Safety violations or breaches may result in immediate suspension or disqualification.

DISCIPLINE CHAIRMAN'S AUTHORITY

The range officer shall have the power to direct the shooting match in the manner in which the Championships are to be conducted, and shall have the right to interpret the rules and requirements to ensure the Championships are conducted in an acceptable and uniform manner.

A protest may be lodged by any competitor who feels aggrieved by a decision of the Range Officer, the target scorers, or any other organizational matters or methods of conducting the competition. A competitor may protest the conduct of another competitor(s) or that another competitor(s) has not fulfilled their obligations according to these Rules, or has not properly obeyed the Rules.