

High Power Rifle Qualification

◆ 50 Yards ◆ 200 Yards ◆ 300 Yards ◆ 600 Yards

High power rifle enthusiasts can now develop the shooting skills that lead to success in matches and tournaments with the aggregate competition course of fire. High power rifle shooting is the most popular event at NRA National Matches. The aggregate competition course helps develop target shooting skills using a 50-, 80-, or 100-shot course of fire. If hunting is an

interest and the participant wishes to build field shooting skills, the sporting rifle event provides a course of fire using both the supported and standing positions. Scores fired on a home range, a local club, or in a league or tournament can all be applied toward the rating requirements in either high power qualification program.

AGGREGATE COMPETITION COURSE

Guidelines

NRA High Power Rules apply.

Equipment

A sling may be used in all positions except standing. Hook butt plates and palm rests are not permitted.

Rifles

Any safe U.S. military service rifle or centerfire rifle with metallic sights and a 10-, 20- or 30-round magazine may be used.

Ammunition

Any ammunition except tracer and incendiary ammunition is permitted. However, it is your responsibility to identify and follow all the rules of the range on which you are firing. Some ranges restrict the use of armor piercing ammunition as well.

Targets

On a 100-yard range: use SR-1 targets to simulate 200 yards, SR-21 targets to simulate 300 yards, and MR-31 targets to simulate 600 yards.

On a 200-yard range: use SR targets at 200 yards, SR-42 targets to simulate 300 yards, and MR-52 targets to simulate 600 yards.

On a 300-yard range: use the SR targets at 200 yards, SR-3 targets at 300 yards, and MR-63 targets to simulate 600 yards.

On a 600-yard range: use the SR targets at 200 yards, SR-3 targets at 300 yards, and MR-1 targets at 600 yards.

Firing Procedures

Qualification ratings may be earned by firing any one (50-, 80-, or 100-shot) course. All four stages must be completed in the same

session to count as one completed course of fire. Since score requirements are in percentages, different shot courses (50/80/100) may be used for each level.

The same safety precautions required in tournament shooting apply to qualification shooting. In the slow-fire stage, all rifles are loaded with only one cartridge at a time. In rapid-fire, shooters using service rifles first load and fire two cartridges, then reload and fire eight cartridges to complete the 10-shot string within the specified time limit. Shooters using other centerfire rifles initially load and fire five cartridges, then reload and fire another five cartridges.

Stage	Position	Time	Distance	Number of Shots	Number of Stages		
					50-Shot Course	80-Shot Course	100-Shot Course
1	Standing	Slow Fire: 10 minutes	200 yards	10	1	2	2
2	Sitting or Kneeling	Rapid Fire: 60 seconds	200 yards	10	1	2	2
3	Prone	Rapid Fire: 70 seconds	300 yards	10	1	2	2
4	Prone	Slow Fire: 20 minutes	500/600 yards	20	1	1	2

High Power Rifle - Aggregate Competition Course

Rating	Required Percent	Repetitions
Any 50-, 80-, or 100-shot competition course of fire may be used.		
Basic Practical	This rating is achieved by completing the practical exercise conducted during an NRA Basic Rifle Course.	
Pro-Marksman	40% or better	2 times
Marksman	50% or better	2 times
Marksman 1 st Class	66% or better	3 times
Sharpshooter	75% or better	3 times
Expert	80% or better	3 times
Distinguished Expert	88% or better 10 times, or 84% or better in two NRA sanctioned high power competitions. (See Witness Requirements, page 3.)	

HIGH POWER SPORTING RIFLE COURSE

Guidelines

The Sporting Rifle course of fire is governed by the rules listed in this booklet.

Rifles

Any safe centerfire rifle weighing less than 9.5 pounds, including detachable magazines and sights, but excluding sling, may be used. Telescopic sights are permitted.

Equipment

Any equipment that is considered usual and customary for field use, such as coats with light padding at the shoulder/elbow and unpadded gloves, may be used. Special jackets, gloves, slings, set triggers, hooked butt plates,

palm rests and other devices associated with formal competition shooting are prohibited.

Positions

Rest Position: Arms and elbows may be rested against the shooter's knees, or on the ground, bench, table, sandbag or other object to assist in holding the rifle steady. The forward hand must grasp the forestock of the rifle ahead of the trigger guard.

Standing Position: Shooters stand erect on both feet. The rifle is supported only by the hands and the shoulder. The forward hand must grasp the forestock of the rifle, ahead of the trigger guard. The rifle butt must be

against the front of the shoulder.

Awards

Awards are for all High Power Courses:

- High Power Rifle Qualification Patch
- Skill Rockers
- Parchment Certificates
- Medals and Medal Bars
- Skill Level Pins



See pages 39-41 for complete information on qualification awards. Reference Materials on page 42.

High Power - Sporting Rifle Course

Rating	Required Score	Repetitions
A total of 20 shots, 10 shots from the rest position and 10 shots from the standing position, on the A-23 target at 50 yards or the A-25 target at 100 yards.		
Basic Practical	This rating is achieved by completing the practical exercise conducted during an NRA Basic Rifle Course.	
Pro-Marksman	80 or better (Option — all 20 shots may be fired from the rest position.)	2 times
Marksman	100 or better	3 times
Marksman 1 st Class	120 or better	3 times
Sharpshooter	140 or better	4 times
Expert	160 or better	6 times
Distinguished Expert	170 or better (See Witness Requirements, page 3.)	10 times



For shooting tips please visit: www.nrahq.org/education/training/marksmanship

F-CLASS RIFLE COURSE

Guidelines

NRA High Power Rifle Rules apply.

Rifles

Any centerfire rifle in accordance with NRA F-Class Rule 3.4.

Ammunition

Any ammunition except tracer and incendiary ammunition is permitted.

Rifle Rests

Rests should conform to NRA F-Class Rule 3.4.1.

Targets

On a 100-yard range: use MR-31 target to simulate 300 yards. On a 200-yard range: use MR-52 target to simulate 300 yards. On a 300-yard range: use MR-63 with MR63FC target.

On a 500-yard range: use MR-65 with MR-65FC target. On a 600-yard range: use MR-1 with MR-1FC target. On a 1000-yard range: use LR with LRFC target.

Firing Procedures

The same safety precautions required in tournament shooting apply to qualification shooting. All rifles in F-Class marksmanship are loaded with only one cartridge at a time.

Ratings

Ratings must be earned in order beginning with the Pro-Marksman level. Qualifying scores must be used as they are earned and may not be saved for more advanced levels.

High Power - F-Class Rifle Course

Rating	Position	Distance	Number of Shots	Required Score/(possible score)	Repeat
Basic Practical	This rating is achieved by completing the practical exercise conducted during and NRA Rifle Course.				
Pro-Marksman	Prone	100 yards	5 shots	25/50	5 times
Marksman	Prone	200 yards	5 shots	25/50	5 times
Marksman 1st class	Prone	200 yards	5 shots	30/50	5 times
Sharpshooter	Prone	300 yards	5 shots	25/50	5 times
Bar 1	Prone	300 yards	10 shots	65/100	5 times
Bar 2	Prone	500 yards	10 shots	65/100	5 times
Bar 3	Prone	600 yards	10 shots	70/100	5 times
Bar 4	Prone	1000 yards	10 shots	60/100	5 times
The course of fire for Expert and Distinguished Expert ratings consists of a 45- or 60-shot aggregate. Each qualifying aggregate must meet or exceed the required score or the complete aggregate must be refired. Mid-range aggregate is 15- or 20-shots at 300, 500 and 600 yards fired on one day. Long-range aggregate is 15- or 20-shots at 800, 900 and 1,000 yards fired on one day.					
Expert	Obtain 82% in a mid-range or long-range tournament, 45- or 60-shot competition.		369/450 or 492/600		4 times
Distinguished Expert	Obtain 91.5% or better in an NRA sanctioned F-Class Competition; mid-range or long-range competition tournament, 45-or 60-shot. (See Witness Requirements, page 3.)		411/450 or 549/600		10 aggregates either mid- or long-range; or 5 NRA sanctioned F-Class competitions.