

AMERICAN SINGLE SHOT RIFLE ASSOCIATION

MATCH, EQUIPMENT, AND SCORING RULES

ESTABLISHED IN 1948, THE ASSRA IS AN ORGANIZATION FOUNDED TO PROMOTE FELLOWSHIP AMONG THOSE INTERESTED IN THE USE, STUDY, AND PRESERVATION OF SINGLE SHOT RIFLES DEVELOPED BETWEEN THE CLOSE OF THE CIVIL WAR AND THE ONSET OF WWI.

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Article I: General Equipment Regulations

The following rules apply to all matches held under the auspices of the Association. This includes all matches fired by affiliated clubs and matches sponsored by the Association that are not fired on the range at Etna Green, Indiana.

Where these rules are not adequate to an existing situation, the NRA rules for competition shall apply when they are not in conflict with standing ASSRA rules. In all cases a decision by the Board of Directors and the Schuetzenmeister shall be considered final.

If the match is being held by an affiliated club and on-the-spot decision is necessary, the Schuetzenmeister and officials of the club shall make the necessary decision. In such a case, the problem and the affiliated clubs solution should be written up and submitted to the ASSRA Secretary and Board for a definitive ruling. Any rifle, ammunition, accessory, equipment or sights not defined within the scope of these rules is excluded.

Section 1.0: Single Shot Rifle

A single shot rifle is defined as a breech loading cartridge rifle without magazine or provision for additional cartridges, in which the action must be operated, and in which a cartridge or shell must be manually inserted for each shot. Bolt-action rifles are specifically excluded regardless of age or model. The action may be of the falling block, tipping block, rolling block, tip up or any similar type whether made recently or in years past. Regardless of the action type, the rifle shall basically conform to the style and appearance of rifles made from the Civil War era to 1914 period either here in the U.S. or elsewhere. This will include both factory made rifles and rifles fabricated by custom gun makers of that period.

Section 1.10: Rifle Requirements

Only single shot rifles as defined above are permitted in the matches of the American Single Shot Rifle Association. *See Article III, Section 3.03-3.05 for special rules for rifles used in Buffalo Matches.*

Section 1.11: Caliber

Caliber is defined as the maximum diameter of a bullet that has exited the muzzle of a rifle after having been in contact with all areas of all rifling grooves.

Section 1.12: Classes of Centerfire Rifle

Centerfire rifles of less than .400 caliber are designated Class I rifles. Centerfire rifles of .400 caliber and larger are designated Class II rifles. Rimfire rifles over .22 caliber shall fire in these classes.

Section 1.13: .22 Rimfire Rifles

.22 caliber rimfire rifles are classified separately and do not compete with the centerfire rifles. Only .22 Short, Long or Long rifle cartridges shall be in this category.

Section 1.14: Stocks

Stocks shall be of wood and patterned generally in the style of stocks found on original rifles of the period, whether European or American. Benchrest stocks may have butt stocks with the bottom line parallel to the bore. Forearms for benchrest stocks shall not exceed three (3) inches in width. Those existing rifles with forearms wider than this not be changed but new equipment must conform to this dimension. The bottom surface of benchrest butt stocks shall not exceed two (2) inches in width. Thumbhole and skeleton stocks are specifically forbidden and shall not be shot on the range during matches even though of an experimental nature. Butt stocks patterned in the free rifle style while not forbidden are not encouraged.

Section 1.15: Triggers

Triggers may be of a direct type or set triggers of either the single set or double set variety. Patent type triggers are acceptable as long as they are safe and reliable. They should not be prone to slam firing, which could occur if they are set too light. As these triggers are adjustable if slam fire occurs, the Schuetzenmeister will have the rifle removed from the line so that the weight of pull can be increased or repairs are made, if needed. The Schuetzenmeister or designated assistant(s) may pass judgment on the safety of a trigger. If the trigger is determined to be not safe or is unreliable, the Schuetzenmeister or designated assistants(s) will not allow the rifle to be used on the range until the condition has been corrected or repaired. Electronic or electric triggers of any sort are specifically forbidden.

Section 1.16: Barrels

Barrels may be of any length that conforms to federal law and any weight but for benchrest rifles the barrels shall be no more than 2 inches in diameter or 2 inches as measured across the flats of an octagon barrel. The barrel need not be rifled for the entire length but must fully encircle the bullet as it passes through the unrifled section. Sights may be mounted on an extended rib but the barrel must meet the above minimum

length restriction. A bloop tube may be added to extend the length of sight radius, but adjustable barrel tuners are forbidden.

Section 1.17: Butt plates

Butt plates may be flat or of so-called Swiss style. The style found on European Schuetzen rifles is also acceptable. Butt plates may be adjustable for height to allow the same gun to be shot comfortably both in offhand matches and from the bench.

Section 1.18: One Rifle Rule

In matches calling for one rifle to be used in all phases of a specific match such as our National Match program, the *same* gun must be used in all phases. This includes the same barrel, receiver, forearm, and butt stock. A butt plate adjustable for height may be used or a flat plate substituted for one of Swiss style. A substitute butt stock is specifically not permitted.

Section 1.20: Sights

Sights are defined as “iron” or alternately “any sights”.

Section 1.21: Iron Sights

Iron sights are sights without any optical elements. An exception to this is that a lens may be used in either the front or rear sight, but not both.

Section 1.22: Tube Sights

Unless otherwise prohibited in specific matches, tube sights may be used in iron sight matches.

Section 1.23: Period Type Iron Sights

This designation is applied to rear sights of the tang and ladder type without click adjustments, and with or without windage adjustments. Verniers or scales, with or without screw adjustment, are acceptable. As applied to front sights it means simple globe or wind gage sights with or without spirit levels. Sights of the Lyman 17A type and similar are acceptable here. Open sights mounted on the barrel are also acceptable. For the purposes of this section tang sights of the type of the Lyman 103 sights may be used even though they

have click adjustments as they were available during the period that we try to emulate. Some matches may, however, specifically exclude Lyman or similar type sights.

Section 1.24: Telescope Sights

A telescope sight refers to any optical sight but does not include Aimpoint or laser type sights. A telescope sight must be one that the shooter actually looks through, and by superimposing a crosshair or other reticule arrangement on the bullseye, aims the rifle. This includes both internal and externally adjusted models.

Section 1.25: Sight Restrictions

Any sight is defined as any above specified sights but does not include Aimpoint or laser sights or any sights of that general category.

Section 1.30: Traditional Rifle Rules

Any single shot rifle, foreign or domestic, manufactured prior to 1917. Reproductions of pre-1917 patents are allowed. Examples of traditional actions include, but are not limited to, the Ballard, Remington, Sharps, Stevens, Bullard, Maynard, Sharps-Borchardt, Remington-Hepburn, Winchester, Farrow, and Wesson. Action types that do not meet the pre-1917 requirement include, but are not limited to, the Ruger, Peregrine, Miller, Falling Block Works, Hall, modern Winchester, or similar Browning and Thompson/Center. Rifles must be pre-approved by the Schuetzenmeister to qualify for Traditional class. Rifles that do not meet the Traditional Class requirements will be eligible for competition in Unlimited Class.

Technology cutoff of circa 1917 as regards patents, sights, cartridges, loading techniques, and general configuration of the Schuetzen rifle. No modern block-style or wide-bottom forearms. Old-style muzzle rest "feet" are allowed, but must be attached to the barrel. No modern Olympic-style sights, rear iron sight diopters, adjustable butt plates, plastic sight inserts, or "Bloop tubes". No machine rests. (For clarification a machine rest is any one-piece rest that supports the rifle at two points and allows the rifle to be mechanically adjusted, incrementally, front and back, for windage and elevation.)

Any pre-1917 externally adjusted telescopic sight or faithful reproductions thereof. Lyman, Unertl, Fecker, and Litchert scopes are specifically allowed. Click adjustment allowed only on those iron sights having this feature prior to 1917, or faithful reproductions of those sights. (An example of a click-adjustable iron sight available prior to 1917 is the Lyman 103, marketed in 1915) An iris adjustable rear sight (such as a Merit Disk) is allowed.

The success of the Traditional Class depends upon the shooters themselves. Radical, fringe interpretations of the rules will not be productive towards preserving our Schuetzen heritage. Traditionally minded shooters

have a common sense grasp of what was typical and/or appropriate for the pre-1917 competitor. It is not the intention of the Traditional Class to exclude or in any way restrict participation in the Schuetzen discipline. Since the inception of Traditional Class there have been many questions regarding what modern equipment is allowed. Currently there are no restrictions placed upon any equipment other than the rifles, sights, cartridges, and loading techniques. The interpretation of Traditional Class is largely one of *aesthetics*. Competition in this class is to encourage modern day riflemen to match or exceed the records set by first generation Schuetzen competitors. In this way, old-time methods and techniques are preserved and passed on. To this end, the Schuetzenmeister will be expected to provide discretion and guidance during the match concerning questionable equipment or practices.

Section 2.0: Ammunition

Section 2.01: Bullets

Bullets must be of lead or lead alloy with no metallic gas checks, half jackets or other metallic jackets. These may be loaded from either the muzzle or the breech and may be paper patched at the shooter's option.

Section 2.02: Wads

Wads may be used at the shooter's option. These may be of card (paper), felt, cork, wax, graphite or any similar non-metallic materials. Kapok, corn meal, Cream of Wheat and/or similar materials may be used as fillers. Cotton and paper are flammable and should be used only when there is NO danger of fire in the area. The use of these materials is not recommended, but not forbidden. Shooters are reminded that any of the above mentioned wads or fillers may under some conditions of loading and type of powder; damage a barrel, particularly possible old soft steel barrels.

Section 2.03: Fixed Ammunition

Fixed ammunition may be used at the shooter's option, or when required for certain matches, providing the components are in accord with the rules in Sections 2.01 and 2.02.

Section 3.0: Powder Charge

Any safe combination of black powder, black powder substitutes and/or smokeless powder may be used. The determination of "safe" is the responsibility of the shooter and/or his gunsmith.

Article II: General Match & Scoring Regulations

Section 1.0: Targets

During ASSRA match competition only official ASSRA targets may be posted on the range backers.

Section 1.11: Scoring

Traditionally ten shots were allowed to be fired at each target. Misses received no score. With our current mode of shooting this is impossible to police so it is now legal practice to put ten shots on the target even though that may require more than ten shots to be fired. The penalty for extra shots on the target (*See Article II Section 2.32*) will encourage better control by the shooter.

Section 1.12: Benchrest Matches

Benchrest matches will be scored from the centers of the bullet holes. The exact center of the shot hole touching a scoring ring will receive the higher value.

Section 1.13: Offhand Matches

Offhand matches will be scored by the lead edge of the bullet hole. The lead edge of the shot hole touching a scoring ring will receive the higher value. This will include keyhole and tipped shots even though the hole is elongated to the bullet's length rather than being a circle of the bullet's diameter. Such tipped shots must be differentiated from ricochet hits if at all possible.

Section 1.15: Hits in Offhand Matches

In Offhand Matches any hit on the paper is scored. Hits outside of the scoring rings will be scored at ten (10) points.

Section 1.30: Matches Fired For Score

In matches fired for score, the competitor having the highest numerical total will be declared the winner. All competitors will be ranked in the match according to their numerical scores.

Section 1.31: Turning In of Targets

Targets, which are shot in scheduled relays where all competitors shoot a particular match during the same relay, must be turned in before the finish of the next relay or, within 15 minutes of the end of the shooting for the day.

Section 1.33: Posting of Specialty Match Rules & Regulations

When any specialty match is fired either as a stand-alone match or is fired in conjunction with another recognized match, the rules and regulations for the specialty match must be posted a minimum of three hours before the scheduled time of the event so that all potential competitors may review and understand them.

Section 2.0: Decision of Ties

In the event of numerical ties, such ties will be decided by the following methods used in sequence, until the competitors rank may be determined. For the purpose of ranking tie scores, the bullseye numbers will be considered to run in sequence throughout the entire course of fire, even though all targets for an event may not be posted at the same time. Center shots, for the purpose of ranking tie scores, are defined as those shots, which score 25 or the highest value on the target. (See Article II, Section 1.10 for rule on Benchrest Matches and Section 1.11 for rule for Offhand Matches.)

Section 2.10: Ranking by Number of Center Shots

The competitor having the greatest number of center shots in the match will be ranked higher.

Section 2.11: Ranking by Order of Center Shots

The competitor having the greatest number of center shots on the last target fired, or on the last bullseye on multiple bullseye targets will be ranked higher. Targets will be scored in inverse order, from the last target or bullseye to the first target or bullseye fired in the match, or until the competitors may be ranked.

Section 2.13: Ranking by Order of Missed Shots

Multiple target match targets will be given a numerical sequence prior to issue to the shooter. This numerical sequence will be used for scoring. The actual order in which the competitor completes will not be considered.

Section 2.14: Ranking by Furthest Shot

The competitor having shot the furthest from the exact center of the bullseye or 25 ring will be ranked lower.

Section 2.17: Offhand Ties by Order Fired

Competitors will be ranked in inverse order of targets fired.

Section 2.20: String Measure

When the tied scores cannot be ranked by the preceding methods, the string measure of the last target or bullseye on multiple bullseye targets will be used. Targets will be measured in inverse order from last target to first until the competitors can be ranked. String measure is the total distances of the centers of each bullet hole from the exact center of the bullseye or 25 ring, and can only be used when equal numbers of shots are measured and compared.

Section 2.21: Shoot-Off

To decide otherwise unbreakable ties after all of the preceding tie-breaking rules have been exhausted, the Schuetzenmeister will call the competitors concerned to fire additional shots to determine their ranking in the match. The procedure used, number of shots, and all conditions of the shoot-off will be decided by the Schuetzenmeister.

Section 2.30: Excessive Hits

Section 2.31: Excessive Hits - All Matches

If more than the required number of hits appears on a target due to a claimed crossfire and cannot be identified by caliber or significant bullet hole characteristic, or admission of the person firing the crossfired shot, the score will consist of the required number of hits of lowest value. Whenever a competitor unwittingly fires more than the required number of shots on his own target, only the required number of hits of lowest value will be scored.

Section 2.32: Excessive Hits – Penalty Points

When more than the required number of shots are fired at one bullseye and a fewer number than required are fired on another bullseye on the same target card so that not more than the required total number of shots are fired at the target card, the competitor will be given the actual value of the score, minus a penalty of one point for each shot fired at the wrong bullseye. Penalty points shall be deducted from the shot or shots of highest value on the bullseye bearing more than the required number of hits, and the net value (actual value of the extra hits) shall be allocated to the bullseye on which there are less than the required number of hits and shall thereafter be scored as the actual value of that shot.

Section 2.40: Visible Hits and Close Groups

As a general rule only those hits, which are visible, will be scored. An exception will be made in the case where the grouping of 3 or more shots is so close that it is possible for a required shot or shots to have gone through the enlarged hole without leaving a mark. In this case the shooter will be given the benefit of the doubt and scored a hit.

Section 2.50: Accidental Shots

Section 2.51: Accidental Shots – Offhand Normally

Accidental shots are those, which may be fired while the rifle is in the same position as when the cartridge or shell was inserted into the chamber (rest position). All shots fired after the rifle is moved from this position will be scored. Should the rifle be returned to the rest position unfired but is then discharged from that rest position, the shot is to be considered accidental and will not be scored. Only one accidental shot per target will be allowed. More than that will be considered evidence of malfunctioning equipment or poor accuracy. Normally, this section applies to offhand shooting; however, an accidental shot may be claimed during bench matches.

Section 2.60: Sighting Shots

Section 2.61: Additional Sighting Shots

Additional sighting shots may be fired at any time but must be fired from the same position as the record shots and must be on a separate, designated sighting target.

Section 2.70: Measurement of Groups

In matches fired for group size rather than score, group measurements will be taken between the centers of the two shots farthest apart.

Section 2.71: Measuring of Groups

Measurements will be made with a reticule caliper, reticule rule or similar accurate measuring device. The smallest group measured in inches will be declared the winner. The next largest group will be second place and etc. All competitors will be ranked in order in the match according to group size. Groups having less than the required number of shots will be disqualified. *See Section 2.40 regarding very small groups.*

Section 2.80: Positions

The positions authorized for use in a match shall be stated in the program under conditions of the match and shall be in accord with the definitions of positions prescribed in this section.

Section 2.81: General Rules

In all positions the butt of the rifle must be held against or in front of the shoulder or upper arm on the outside of the shooting coat or shirt. Carrying straps or slings must be removed from the rifle, unless a particular match allows the use of such equipment.

Section 2.82: Offhand or Standing

Standing, erect on both feet, no other portion of the body touching the ground or any supporting surface. The rifle will be supported by both hands and one shoulder only, and may be steadied by the cheek. The elbow and forearm may be extended, may be placed against the body or rested on the hip. In order to compensate for insufficient length of arms, the shooter is permitted to use a palm rest or "finger tip" rest. An offhand support rest may be used. When the gun is in firing position, however, the barrel must be at least 1 inch from any nearby support or rest.

Section 2.90: Benchrest

This is a means for securing maximum accuracy with a hand-held rifle. It is constructed as a table, which permits the shooter, to sit comfortably with both elbows on the surface and the barrel or forearm resting on a specially built support or sandbag, or combination of these.

Section 2.91: Sandbags and Rests

A sandbag or shaped rear rest sand filled bag made of leather or canvas may be used under the toe of the butt stock. An anti-cant device (bob-sled) similar to the Pope style muzzle rest or the one described in Mann's book is permitted. Also a spirit level or sight attached to the barrel is permitted. A simple stop may be attached to the front rest as an aid in realigning the rifle for the next shot. This may be contacted by the muzzle rest or the forearm at the discretion of the shooter if used at all. The front rest assembly and rear bag may not be connected mechanically or tied together. The shooting bench top surface is the only common connection between the two that will be allowed.

Section 3.0: Questionable Equipment

All devices or equipment which may facilitate shooting and which are contrary to these rules and regulations are forbidden. The responsibility shall be upon the competitor to submit questionable equipment for inspection and approval by the Schuetzenmeister or the Board of Directors. Equipment judged to be in violation of this section will be allowed to be shot on the range as experimental equipment but targets fired with such equipment will not be scored and entered in the matches. If equipment is used that has been approved by the Schuetzenmeister, and is found by the Schuetzenmeister to be in violation of this section, scores fired shall be declared void, unless a challenge is made and is upheld by the ranking club officer(s).

Section 3.10: Chronographs

Chronographs may be used during practice periods, but must be removed from the range once a match starts. No chronographs or other electronic sampling equipment may be downrange during any ASSRA competition.

Section 3.11: Distractions

If any equipment placed down range of the firing line intrudes into an adjacent shooters lane that shooter may call for a range alibi so the offending piece of equipment can be repositioned or removed.

Section 3.12: Shooting Coats

Shooting coats of any commonly used style and material may be worn in the shooting of offhand or benchrest matches, unless restricted or prohibited by specific match regulation. Jackets, coats or rain wear will not be normally considered as shooting coats when worn in response to prevailing weather conditions. Any required decisions regarding this issue will be the responsibility of the local Schuetzenmeister and/or Match directors.

Section 3.20: Changes in Regulations

Any change in the regulations for any specific match will be announced in the program for that match and will apply only at that time. The Schuetzenmeister may change the match and firing conditions providing all competitors are informed of the changes, and providing such changes are not contrary to ASSRA rules. Affiliated clubs desiring to shoot under more restrictive rules than the general ASSRA rules may do so provided that their match bulletins and range literature plainly spell out exceptions. For example, clubs desiring to shoot offhand matches with no shooting jackets allowed may do so if pre-match and range literature state this. As long as club rules are more restrictive than the general ASSRA rules, any record scores fired will be accepted by ASSRA as records.

Section 4.0: Competitor's Duties & Responsibilities

Section 4.10: Safety & Sportsmanship

It is the duty of each competitor to cooperate sincerely with match officials in the effort to conduct a safe, efficient match. Competitors are expected to call promptly to the attention of the proper officials any infraction of the rules of safety or good sportsmanship.

Section 4.11: Responsibilities

It is the competitor's responsibility to have full knowledge of the rules under which the match is to be fired, and to be familiar with the program. When targets are framed by the competitor, it is the competitor's responsibility to be sure the correct target (properly marked) is framed.

Section 4.12: Shooter Readiness

Competitors must report at their assigned firing point immediately upon being called. The proper rifle and ammunition for that particular match must be ready and in safe firing condition. Time will not be allowed for rifle repairs, sight adjustments, or search for missing equipment after a relay has been called to the firing line. Competitors who may not be ready when called may be re-squaded in a subsequent relay at the discretion of the Schuetzenmeister.

Section 4.13: Removal of Equipment

It is the competitor's duty to leave the firing line promptly at the conclusion of the firing relay; however, the competitor should not remove his equipment while those adjacent firing points are still firing. When leaving the firing point the rifle must be unloaded and the action must be open. In those cases where the number of competitors and benches allow, equipment may be left on the benches from one relay to the next. It is common courtesy when there are shooters waiting to shoot for the shooters to remove equipment during relays when the shooter, will not be shooting.

Section 4.14: Competitor Assistance

Competitors will assist in the operation of the range or will act as scorers when requested to do so by any range officer or Schuetzenmeister. Targets are to be scored by the individual competitor before submitting the targets to the Schuetzenmeister who will review and double-check them. Questionable shots shall be marked for the Schuetzenmeister's review.

Section 4.15: Target Crews

At matches which provide a target crew to post and/or retrieve and score targets, the target crew, scoring detail and Schuetzenmeister shall be responsible for scoring and handling the targets.

Section 4.16: Questionable Shots

Questionable shots shall be marked for individual scoring by the Schuetzenmeister or the scoring detail. In all cases the Schuetzenmeister's decision shall be final except when the competitor feels the decision is improper at which time he may, following the noted procedure, challenge the scoring of his or any other competitor's target.

Section 5.0: Challenges

Section 5.10: Challenging a Score

When a competitor feels that a target fired by him or by another competitor has been improperly evaluated or scored, he may challenge the scoring. Such a challenge must be made within the challenge time. It shall be the challenging competitor's privilege to inspect the target following the recheck. The Schuetzenmeister, Match Director, Officers, scorers and scoring consultants will be allowed to have reasonable private time for checking the target with the shooter or the protesting individual not present, to allow for unbiased evaluation. Then the decision of the scoring team shall be reviewed with the challenger.

Section 5.11: Challenge Fee

A challenge fee of \$ 1 will be charged all competitors making challenges. The fee will be collected before making the first re-check of the challenged score. If the competitor's challenge is sustained at any point along the line of re-checks, the challenge fee shall be returned to him. If the challenge is lost the challenge fee will be included in the general revenue of the tournament.

Section 5.12: Protest Periods

In shoulder-to-shoulder matches the challenge must be made and the fee paid within two relay breaks after scores are posted for a scheduled (a shoulder-to-shoulder event) match.

- A. The time of the end of the protest period must be posted adjacent to the scored targets.
- B. Scores for schedule events shall only be posted at the end of a relay. This may be the relay following the scheduled event or later at the discretion of the scoring detail. There shall be two relay breaks between the posting of the scores and the end of the protest period. Targets shall be posted in an accessible location.
- C. Should a feature match be fired as the last event of the day, the scores shall be posted at the end of the first relay of the following day. This shall not apply on the last day of the match.

Section 5.13: Postal Match Challenges

In postal matches, the challenges and fees must be received by the Secretary within fifteen (15) days after the official match bulletin announcing the scores fired has been mailed to the competitors.

Section 5.14: Order of Re-Checking

The re-checks will be made by the Schuetzenmeister (providing he has not previously scored or checked the target) and the President, Vice-President or Secretary in that order. Other competitors, whose judgment and integrity is known to the above, may be asked to assist or may be consulted for an opinion.

Section 5.15: Challenging Schuetzenmeister Decisions

A competitor may also challenge a decision of the Schuetzenmeister regarding improper equipment. The challenge shall be resolved by the members of the Board of Directors who are present. It is the duty of

competitors to check their scores and to sign their targets. Failure to check scores or to call attention to any errors within the time limit, forfeits the rights to challenge. Targets constitute the scorecards and are retained in good order until the time allowed for challenges and protests has expired.

Section 6.0: Protests

Section 6.10: Formal Protests

A competitor may formally protest any injustice, which he feels, has been done to him or to another competitor except the evaluation of a target, which he may challenge as outlined in Section 5.10.

Section 6.11: Protesting Others

A competitor may formally protest the conditions under which another competitor has been permitted to fire.

Section 6.12: Initial Complaint

The competitor making the protest shall state the complaint verbally to the Schuetzenmeister. If not satisfied with the decision of the Schuetzenmeister he shall then: follow the procedure set forth in Section 6.13.

Section 6.13: Written Complaints

The competitor may file a formal protest in writing with the Secretary of the American Single Shot Rifle Association, stating all of the facts in the case. Such a protest must be filed or be postmarked within 48 hours of the occurrence of the protested incident. Except that in postal matches such protests must be postmarked within fifteen (15) days after the official bulletin has been mailed to the competitors. Such protests shall be resolved within thirty (30) days of the receipt of said protest by the Secretary.

Section 7.0: Records

Section 7.10: Classes of Records

There will be two classes of match records kept for the American Single Shot Rifle Association. The first class will be ASSRA Match Records. ASSRA Match Records will be open to all ASSRA members in good standing who shoot a qualifying match score in competition on an official ASSRA target at any ASSRA affiliated club event. The second category of match records of match records will be National Match Records. National Match Records will be open to all ASSRA members in good standing, who shoot a qualifying score in one of the five National Matches held each year at Beeson's Range in Etna Green Indiana. In addition National Match records can be considered for status as ASSRA Match Records if they qualify.

Section 7.20: Qualifying for Records

A shooter may only qualify for a record score in one of two ways. First, The Schuetzenmeister for any of the ASSRA National matches may verify that a target has qualified for Both National Match Records and an ASSRA Match Record.

Second, for scores fired at any ASSRA affiliated club match event shot under ASSRA match rules:

The official ASSRA target to be considered is to be signed by the local Schuetzenmeister to verify that the target was shot under ASSRA rules at an affiliated club scheduled event, and that the shooter is an ASSRA member in good standing.

The signed target is to be sent to the Clubs Coordinator for verification. If the target is to be returned to the shooter a self addressed stamped envelope of an appropriate size should be sent with the target.

The Clubs coordinator will notify the ASSRA Schuetzenmeister and the Journal Editor of any new records.

The Journal editor will add any new or tied records to the list of ASSRA records.

Section 7.10: Multiple Target Matches

Records are kept for each individual match event, but also for high target scores even though the high score target is part of another event. For example if one target of the Hudson Match has a score bettering 241-5 centers (The current record) it will set a new record for a 10-shot offhand target.

Article III: General Information on Matches

This section covers designated matches and their requirements, which are fired at the Association's range at Etna Green, Indiana. All centerfire matches are fired at two (200) yards. Targets are scored from the leaded

edge of the bullet hole for Offhand Matches and from the center of the bullet hole for Benchrest Matches. These listed matches may be used as guidelines for matches by associated clubs but are not mandatory. Associated clubs may formulate their own match programs and change them when and how they desire. Only record targets fired at designated ranges under full ASSRA rules or stricter will be accepted by the Association as records, however.

Section 1.0: Offhand Matches

Section 1.01: Burch-McCoy Match

This is a re-entry offhand event open to any sights and consists of two matches fired simultaneously on the #3 or #4 target. Closest shot and highest score need not be on the same target. This match is fired at all three matches of the Association.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 3 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

1. This is usually shot at the Spring, Summer and Fall Matches. A shooter may reenter this match more than once.
2. Burch Match: 3 shots for score
3. McCoy Match: Of the targets entered, the best center shot is the entry in the McCoy match.

Guy Burch was a charter member of the Association from Macedonia, Ill. William McCoy was a charter member of the Association from Sullivan, Ind.

Section 1.02: Hill Match

This is a single entry, offhand, any sights match which is fired during the summer match. It consists of ten shots fired for a total possible of 250.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This is normally shot at the Summer Match. This is a non- reentry match , which is fired by all shooters on one scheduled relay.

Rupert Hill was a charter member of the Association from Warsaw, Indiana. He was instrumental in locating the original range there.

Section 1.03: Hudson Match

This is a single entry offhand match that is fired at each of the Association's matches: any sight, 100 shots on ten targets, each having a possible score of 250 for a possible total score of 2500 points.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This is shot at the Spring, Summer and Fall Matches and some local club events. A shooter may shoot this once at each of these matches.

Dr. Walter G. Hudson was a turn of the century offhand shooter of exceptional ability. His score of 2301 has only recently been broken with modern equipment and high-powered telescope sights.

Section 1.04: May Match

Re-entry 10 shot offhand, any sight, fired for a possible score of 250.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This is shot at the Spring, Summer and Fall Matches. A shooter may enter this match more than once.

Named in honor of Dr. John P. May of Palentine, Illinois who was our third newsletter editor.

Section 1.05: Niender Match

Single entry offhand match offered only at the fall match each year. Twenty shots offhand for a possible score of 500.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 20 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This is normally shot at the Fall Match. It is a non-reentry match, which is fired by all shooters on one scheduled relay.

Adolph O. Niedner was a famous shot and rifle builder at about the turn of the century and later. He did much experimental work for Dr. Franklin Mann.

Section 1.06: Zischang Match

Re-entry match, offhand, iron sight, ten shots for a possible score of 250.

Distance: 200 yards

Position: Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Iron (metallic) sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center be used at the shooter's option.

Notes:

This is normally shot at the Spring, Summer and Fall Matches. A shooter may enter this match more than once

Named for August O. Zischang from New York who was a famous rifle maker at the turn of the century.

Section 1.07: .22 Caliber Rimfire Offhand Match

Ten shots on the #8 target for a maximum score of 250.

Distance: 50 yards

Position: Offhand

Rifle: Any rimfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 8, 50 yard .22 RF Offhand.

Notes:

This is usually shot at the Spring, Summer and Fall Matches. A shooter may normally enter this match more than once.

Section 1.08: .22 Caliber Rimfire Stitch Match

Re-entry, six shots on the #7 target, one shot per bull for closest shot to center.

Distance: 50 yards
Position: Offhand
Rifle: Any rimfire rifle which meets ASSRA guidelines.
Sight: Any sights which meet ASSRA guidelines.
Shots: 6, closest shot to center
Target: ASSRA No. 7, 50 foot .22 RF shot at 50 yards
Notes:

1. This is simply the best center shot of the match, regardless of the total score achieved on the target.
2. This is normally shot at the Spring, Summer and Fall Matches. A shooter may enter this match more than once.

The Stitch Match of Schuetzen tradition was fired on a 12-inch bull at 200 yards for closest to center shot.

Section 2.0: Benchrest Matches

Section 2.01: Bartlett Match

Twenty-five shots, five shots on the bull of five #6 single bull red targets for average group. Any sights, single entry. Fired only at the Summer Match.

Distance: 200 yards
Position: Benchrest
Rifle: Any centerfire rifle which meets ASSRA guidelines.
Sight: Any sights which meet ASSRA guidelines.
Shots: 25 for group

Target: ASSRA No. 6, red, single target side.

Notes:

1. Five (5) targets are shot with five shots per target. Each target is measured for group size. The average group size of all five targets is calculated. This product determines the shooter's group size entry.
2. This target is a typical benchrest target and would be difficult to use with iron sights unless a supplementary aiming bull is used
3. There is a 1-inch border on top and sides with a 1-3/8 inch bottom border on this target. The center of the bullet must fall on or inside those lines to be scored. If the center of any bullet hole falls outside the borderlines the target is disqualified.
4. This is normally shot at the Summer Match. This is a non-reentry match, which is fired by all shooters on one scheduled relay.

Named for Waldfritz Bartlett.

Section 2.02: Beeson Match

Ten shots for score on the #1 1/2 (100 yard benchrest target), any sights, single entry. Fired only at the Summer Match.

Distance: 200 yards

Position: Benchrest

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 2. The upper left bull is designated as the *Sighter* bull. The upper center bull is the #1 bull, the upper right bull as the #2 bull and the three bottom bulls numbered from left to right as #3, #4 and #5.

Notes:

1. This match is shot on five bulls of the # 2 target. Two (2) Shots on each of the five bulls. Yes, it is a 100-yard target being shot at 200 yards.
2. This target is normally shot at the Summer Match. This is a non-reentry match, which is fired by all shooters on one scheduled relay.

Named for Jim Beeson, benchrest riflesmith and former owner of our range property.

Section 2.03: Brockway Match

Ten shots for score on the # 4 target, iron sights, re-entry. This match is fired at all of our Association matches.

Distance: 200 yards

Position: Benchrest

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Iron (metallic) sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

1. This is normally shot at the Spring, Summer and Fall Matches.
2. A shooter may enter this match more than once.

Norman S. Brockway of Vernon, Vermont was a famous builder of muzzle loading slug guns who promoted early benchrest shooting.

Section 2.04: Kelley Match

Five shots for group on the #6 target. Any sights, re-entry. This Match is fired at all Association matches.

Distance: 200 yards

Position: Benchrest

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 5 for group

Target: ASSRA No. 6, red, single target side.

Notes:

1. This target is a typical benchrest target and would be difficult to use with iron sights unless a supplementary aiming bull is used.

2. There is a 1-inch border on top and sides with a 1-3/8 inch bottom border on this target. The center of the bullet must fall on or inside those lines to be scored. If the center of any bullet hole falls outside the borderlines the target is disqualified.
3. This is normally shot at the Spring, Summer and Fall Matches shooter may enter this match more than once.

Named for John D. Kelley of Williamsport, Pennsylvania who was one of the foremost benchrest shooters at the turn of the century.

Section 2.05: Rowland Match

Ten shots for group on the #6 target. Any sights, single entry. This Match is fired only at the Association's Spring Match.

- Distance: 200 yards
- Position: Benchrest
- Rifle: Any centerfire rifle which meets ASSRA guidelines.
- Sight: Any sights which meet ASSRA guidelines.
- Shots: 10 for group
- Target: ASSRA No. 6, red, single target side.

Notes:

1. This target is a typical benchrest target and would be difficult to use with iron sights unless a supplementary aiming bull is used.
2. There is a 1-inch border on top and sides with a 1-3/8 inch bottom border on this target. The center of the bullet must fall on or inside those lines to be scored. If the center of any bullet hole falls outside the borderlines the target is disqualified.
3. This is normally shot at the Spring Match. This is a non- reentry match, which is fired by all shooters on the same scheduled relay.

Charles W. Rowland was a famous shooter from Boulder, Colorado who in 1901 fired the still unequaled 200-yard benchrest group of 0.727 inches.

Section 2.06: Schoyen Match

Ten shots for score on the # 5 target, any sights, re-entry. This match is fired at all of our Association matches.

Distance: 200 yards
Position: Benchrest
Rifle: Any centerfire rifle which meets ASSRA guidelines.
Sight: Any sights which meet ASSRA guidelines.
Shots: 10 for score
Target: ASSRA No5, red or black center may be used at the shooter's option.
Notes:

1. This is normally shot at the Spring, Summer and Fall Matches.
2. A shooter may enter this match more than once.

Named for George C. Shoyen who was a noted barrel maker and gunsmith at the turn of the century.

Section 2.07: Ten Shot Group Match

Fired on the #6 target. Any sights, single entry at the Fall Match.

Distance: 200 yards
Position: Benchrest
Rifle: Any centerfire rifle which meets ASSRA guidelines.
Sight: Any sights which meet ASSRA guidelines.
Shots: 10 shots for group
Target: ASSRA No. 6, red, single target side.
Notes:

1. This target is a typical benchrest group target.
2. There is a border around the target. The center of the bullet must fall on or inside of this border. If the center of any bullet hole falls outside the outside edge of the border, the target will be disqualified. This is normally shot at the Fall Match. This is a non-reentry match, which is fired by all shooters on the same scheduled relay.

Section 2.08: Ten Shot Score Match

Fired on the #5 target, any sights, single entry at the Fall Match.

Distance: 200 yards

Position: Benchrest

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 shots for group

Target: ASSRA No 5

Notes:

This match is normally fired at the Fall Match. This is a non-reentry match, which is fired by all shooters on the same scheduled relay.

Section 2.09: .22 Rimfire 200 Yard Bench Rest Match

Ten shots for score on the #3 target, any sights, single entry. Fired at all Association matches. Match.

Distance: 200 yards

Position: Benchrest

Rifle: Any .22 rimfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 shots for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This match is normally fired at the Spring, Summer and Fall Matches. A shooter may reenter this match more than once per season but only once at each match of the Association. It is not a match fired by all shooters on the same relay.

Section 3.0: Special Matches

Section 3.01: Benchrest Centerfire Championship Match

Eighty shots, twenty (20) each day for four days, fired on the #5 target, single entry.

Distance: 200 yards

Position: Benchrest

Rifle: Any centerfire rifle which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 80 shots for score, 20 shots per day during four (4) consecutive days

Target: ASSRA No 5, red or black center may be used at the shooter's option.

Notes:

This match is normally fired at the Spring, and Fall Matches. A shooter may only enter this match once at each match event.

Section 3.02: National Championship Match, Offhand and Benchrest

Distance: 200 yards

Position: Benchrest and Offhand

Rifle: Any centerfire rifle which meets ASSRA guidelines and complies with noted restrictions

Sight:

- A. Iron (metallic) sights, which meet ASSRA guidelines for the "Iron Sight" stage
- B. Any sights which meet ASSRA guidelines for the "Any Sight" stage

Shots: 80 for score, total possible score of 2000

Target: ASSRA No. 3 or No. 4, red or black center may be used at the shooter's option.

Notes:

This is normally fired at the Fall Match. A shooter may enter this match only once. Twenty (20) shots fired from each condition: Iron Sight Benchrest, Iron sight Offhand, Any Sight Benchrest and Any Sight Offhand. A total of eighty (80) shots for score. Must be fired with the same rifle, the butt plate *only* can be changed from the Offhand to the Benchrest event. If a palm rest is used for the offhand position, it may be removed for the benchrest portion of the event.

Section 3.03: Buffalo Match From Crossed Sticks, Iron Sights

Ten shots on the #4 target for score.

Distance: 200 yards

Position: Cross-sticks, sitting or kneeling.

Rifle: Any centerfire rifle, .40 caliber or larger which meets ASSRA guidelines.

Sight: Iron (metallic) sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

1. Fired only at the Fall Match. A shooter may normally enter this match more than once. Rifles must be .40 caliber or larger and of the 1850/1900 period or replicas of rifles of that period. Tube sights are acceptable. Ammunition may be fixed or breech seated. *Targets are scored from leaded edge of bullet holes.*
2. Sitting or kneeling positions are acceptable but shooter must sit on the ground. Crossed sticks are defined as sticks with a cross section not to exceed 1 x 2 inches in dimension or 1.5 inches in diameter. They may be bolted or lashed together. These may be driven into the ground for safety and stability. Ground clothes, rugs or blankets are permitted as well as cushions if not more than two inches in thickness.

Section 3.04: Buffalo Match from Crossed Sticks, Any Sight

Same general requirements as for the iron sight event, reentry. Fired on the #3 or #4 target.

Distance: 200 yards

Position: Cross-sticks, sitting or kneeling.

Rifle: Any centerfire rifle, .40 caliber or larger which meets ASSRA guidelines.

Sight: Any sights which meet ASSRA guidelines.

Shots: 10 for score

Target: ASSRA No. 3 or No. 4, large or small red or black center may be used at the shooter's option.

Notes:

This is usually fired at the Fall Match. A shooter may normally enter this match more than once. *Targets are scored from leaded edge of bullet holes.*

Section 3.05: Traditional Rifle Buffalo Match from Crossed Sticks

Period sights of the tang and globe type without click adjustments. Lyman type 103 rear sights are excluded. Open barrel sights are acceptable. Fixed ammunition: bullet seated in the cartridge case and loaded into the rifle as a single unit. Otherwise as other Buffalo Matches.

Distance: 200 yards

Position: Cross-sticks, sitting or kneeling.

Rifle: Any centerfire rifle, .40 caliber or larger which is an original or a reproduction of rifles of the 1859/1900 time period.

Sight: Vernier or other tang sight with no click adjustments with 1850/1900 period type aperture, open barrel sights are acceptable, front sights may be open or globe (nothing bigger than the Lyman #77)

Shots: 10 for score

Target: ASSRA No. # 4, large black center, red not allowed.

Notes:

1. This is usually shot at the Fall Match. A shooter may normally enter this match more than once.
2. Black, duplex or smokeless powder. Fixed ammunition; breach seating is not allowed; any wads and fillers.
3. Ground clothes, rugs or blankets are permitted as well as cushions if not more than about two inches in thickness. *See Crossed Sticks as defined in Section 3.03.*

Section 3.06: Rimfire Postal Match

100 shots .22 caliber Rimfire at 50 feet. Offhand, no slings, any sights, any non bolt action single shot rifle. Targets may be obtained from and must be returned to the Schuezenmeister or designated Postal Match Director. Targets must be returned and postmarked before May 30 of the designated year. Entry fee is payable in US funds. Competitors must be ASSRA members.

Section 3.07: Centerfire Postal Match

100 shots offhand on ten (10) #3 targets or equivalent, ten shots per target. Subject to rules on extra shots on individual targets. May be fired on any 100 yard range and witnesses are not required except to check scoring and addition. Targets may be obtained from and must be returned to the Schuetzenmeister or designated Postal Match Director. Targets must be returned and postmarked before July 31 of the designated year. Entry fee is payable in US funds. Competitors must be ASSRA members.

Article IV: Targets

Section 1.0: Official Targets: Sizes, Colors & Identifying Numbers

Target #1, 100 Yard Offhand:

Black bull to the 18 ring (6.0 inch diameter), scoring rings to #14. 0.75" bull. 0.375" rings. Paper size 9 ½ x 11 ½ inches. Same on back in red.

Target #1 ½, 100 Yard Benchrest Score:

Red bull to the 22 ring, 0.75" center, 0.375" rings Scoring rings to #14. Paper size 9 ½" X 11 ½"

Target #2, 100 Yard Bench Rest Score:

6 bull, black to 22 ring, 0.75" center, 0.375" rings. Paper size 9 ½ x 11 ½ inches.

Target #3, 200 Yard Offhand Scope:

Red bull to 22 ring, scoring to 15 ring. 1.50" center, 0.75" rings. Paper size 18x20 inches. On back is red target, red to the 18 ring scoring to 15 ring.

Target #4, 200 Yard Offhand Iron Sight:

Black bull to 18 ring, scoring to 15 ring. 1.50" center, 0.75" rings. Paper size 18x20 inches. On back is same target in red

Target #5, 200 Yard Benchrest:

Red bull to the 22 ring, and scoring to the 21 ring. 1.50" center and 0.75" rings. Paper size 8 ½ x 11 inches.

Target #6, All-Range Group Benchrest:

Red 2-bull with un-numbered rings and 4 Square aiming points with 0.375" white cross. Same red Single Bull on back. Paper size 9 ½ x 11 inches.

Target #7, 500 Foot, .22 Rimfire:

5 black bulls plus sighter. Bull to 18 ring scoring to 17 ring. 0.25" center, 0.125" rings. Paper size 9 ½ x 11 ¼ inches.

Target # 8, 50 yard .22 Rimfire:

2 black bulls to the 18 rings, scoring to the 13 ring, 0.375" center, 0.188" rings. Paper size 8 ½ x 11 ¼ inches.

Article V: Postal Matches

Section 1.0: Supervision & Management

All postal matches will be supervised by the Schuetzenmeister or designated Postal Match Director or appointed assistant(s). Targets and entry forms will be obtained from the Schuetzenmeister or Postal Match

Director. The match entry fee(s), completed entry forms and fired targets will be sent to the Schuetzenmeister or Postal Match Director. Names, addresses, telephone numbers and match entry fee schedules will be listed in an addendum sheet to this rulebook. This sheet will be updated annually or as required by the ASSRA.

Section 1.10: ASSRA .22 Caliber Postal Match

100 shot, .22 Rimfire at 50 feet, offhand, no slings, any non-bolt action single shot rifle, any sights. Targets must be returned and postmarked before May 30. Entry fee is payable in US funds, sent to the Schuetzenmeister or designated Postal Match director. Competitors must be ASSRA members.

Section 1.11: ASSRA 100 Shot 100 Yard Centerfire Offhand Postal Match

100 shot Match fired on ten #1 targets. Targets to be fired on any 100 yard range, ASSRA member's witnesses are not required except to check scoring and addition. Targets must be obtained from and returned to the Schuetzenmeister or designated Postal Match Director. Fees are payable in U.S. funds to be sent with request for targets. Targets to be returned to the Schuetzenmeister no later than July 31. Winners to be announced at the Fall Match. Competitors must be ASSRA members. There will be a permanent trophy to be kept in the clubhouse plus individual awards to the fifth place if participation warrants.

Article VI: Amendments to Match & Equipment Rules

Section 1.0: Match Rules Committee

A Match Rules Committee shall be set up to consider proposed changes to these rules and regulations. The committee shall consist of seven members headed by the vice-President. Three shall be elected from the floor at the annual meeting. Initially, one will serve for a period of one year, one for two years and one for three years. As each term expires, the newly elected member will serve three years. This will ensure continuity on the committee. Three other members will be appointed by the President from associated clubs that are not normally represented at our annual meeting with the intent of getting as broad a base of interest as possible.

Section 1.10: Changes to Match and Equipment Rules

Proposed changes to these rules shall be submitted in writing to the Vice-President who will then send copies to members of the Match Committee. If approved by the committee, the proposed changes shall then be submitted to the board of Directors and if approved, they shall be accepted as revisions to these match rules. The revised rules will be published in the Journal.

Article VII: Midrange & Long Range Match Rules

The intent of these rules is to promote Midrange and Long Range Black Powder marksmanship within the Association and conform to the shooting tradition of the era 1860-1895. In areas of unanswered questions or interpretation of issues, the governing body shall resolve all questions in light of the Creedmore tradition and against modern technology and innovation. Any deviation from these rules should exist solely to encourage participation as opposed to technological improvement.

Section 1.0: Scope of Rules

The following rules apply to domestic ASSRA sponsored Midrange and Long Range Matches and take precedence over any other Black Powder rules. In cases of international competitions, where 100% black powder and plain based lead bullets are required, the match program, announcements and/or advertisements for matches must indicate these and any other rule variations or special conditions that exist in the matches.

Section 1.01: Arms

Any original or modern manufactured breech loading cartridge rifle designed as a single shot. Bolt-action rifles are specifically excluded. Original or reproduction muzzle loading rifles are acceptable. They must be chambered for authentic original black powder cartridges and in an authentic original black powder caliber. The weight shall not exceed fifteen (15) pounds. Rifles must have a safe trigger of any type and be traditional configuration and of .32 caliber or larger. The stock may have an adjustable comb only and must not adjust above the centerline of the bore.

Section 1.02: Sights

Any metallic sight, open aperture or tube sight is permitted but *no* sight may have click adjustments. One optical lens may be used in the rear sight as a substitute for prescription glasses.

Section 1.03: Slings and Rests

Slings, rests or crossed sticks may be used at all distances as a support for the hand, which holds the forend of the rifle. The support must not extend below the “break of the wrist”. The hand must be between the top surface of the rest and under the forend of the rifle stock. A rest of any type may be used but may not be attached or fixed to the rifle in any manner. No part of the stock is to be in contact with the shooting mat or the ground. Gloves, shooting jackets and shoulder pads are permitted. The combined use of a sling and a rest is not permitted.

Section 1.04: Ammunition

Genuine black powder or its equivalent must be used. No more than 15% of smokeless powder (by total weight) may be used as a cleaning or priming charge. Non-metallic wads or filler may be used; no gas checks. Loading may be breech seating with fixed ammunition or by muzzle loading, with no restrictions on size or shape of the bullet. Bullets must be lead or lead alloy with plain bases and no half jackets. Paper patched bullets may be used. Wiping or cleaning the barrel during the match is permitted.

Section 1.05: Positions

Any safe position including the various back positions may be used. No part of the rifle may be in contact with the ground, shooting mat or any artificial support.

Section 1.06: Time Limits

Two sighting shots and ten (10) record shots in a thirty (30) minute relay or fifteen (15) record shots in a forty five (45) minute relay (total time). When two shooters are firing on the same firing point (pair shooting) the time will be doubled (60 minutes and 90 minutes respectively).

Section 1.07: Sighters and Record Shots

Any number of shots may be fired to get on target. The first two consecutive hits are considered as sighters. Regardless of the number of shots fired during the relay, *no* extra time will be allowed. Sighting shots must be either accepted as such, or by advising the scorekeeper to be converted to record shots before firing the next record shot. The first sighting shot alone cannot be converted. The second sighting shot or both may be

converted at the shooter's option. Coaching is allowed for all sighting shots but not for the record shots. In team competitions coaching will be allowed for the entire team match. Spotting telescopes or good binoculars are essential on the firing line to locate the spotter on the target indicating the value of the shot fired.

Section 1.08: Targets

The accepted targets for use at all range distances are the standard NRA decimal type targets:

200 Yards:

SR (Short Range) 13" black, 3" X Ring, 7" ten ring, 13" nine ring, plus 8, 7, 6 and 5 rings.

300 Yards:

SR3 19" black, 3" X Ring, 7" ten ring, 13" nine ring, 19" 8 ring plus 7, 6 and 5 rings.

400 – 600 Yards:

MR1 (Mid Range) 36" black, 6" X Ring, 12" ten ring, 18" nine ring,, 24" eight ring, 36" seven ring plus 6 and 5 rings.

800 – 1000 Yards:

LR (Long Range) 44" black, 10" X Ring, 20" ten ring, 30" nine ring,, 44" eight ring, plus 60" seven ring; 6 ring is the remainder of the target.

Section 1.09: Safety

All rifles and ammunition used in the ASSRA's Black Powder programs must be in a safe and sound operating condition. Further, any rifles, ammunition or articles of equipment not appearing or not believed to be safe in the eyes and mind of the Match director or his designated representative will be prohibited from competition. Competitors are especially cautioned with regard to their personal responsibility to ensure that their equipment and supplies are in safe condition. Actions must be open at all times when not in hand on the firing line, and must have a yellow, blaze orange or red flag indicator rod inserted in the chamber, or if a muzzleloader, in the muzzle of the barrel. Although not mandatory, the wearing of adequate eye and ear protection aids are strongly advised while shooting is in progress.

Section 1.10: Scoring and Breaking Ties

Shots are to be scored from the lead edge of the bullet hole. When the lead edge of the bullet hole touches or is tangent to the scoring ring, it shall be scored at the value of the ring touched. Numerically tied scores will be broken by counting the total number of X ring shots scored. Thereafter if scores are still tied, by counting back from the last shot fired. Whenever possible scores tied for first place should be resolved by means of a “sudden death” shoot off procedure.

Section 1.11: General rules for Match and Range

Midrange and Long Range Matches shall be governed by the general ASSRA match rules. Competitors can recommend rule changes to the chairman of the Match Rules Committee. Upon a favorable recommendation by the committee, the proposed changes will be submitted to the Board of directors. If approved, the changes will take effect immediately.