



**2024 Big Game Rifle Club National
Shoot**
hosted by
Big Game Rifle Club of Victoria
Saturday 5 October 2024



- **Venue:** Big Game Rifle Range, SSAA 'Eagle Park', Gifkins Road, Little River (after signing in proceed through Main Gate of the Eagle Park Range complex. The Big Game Range is approx. 1 Km on the left and clearly signposted).
- Please note the following conditions that will apply for the 2024 National Big Game Rifle Championship:
- **Event Timetable:** The Big Game Range will open for familiarisation and preparation on Friday 4 October. Competition on Friday 4 October competition is restricted to only the Shoot Marshall's, who will be conducting the competition on Saturday 5 October. The Main Range 1 at Eagle Park will be open to anyone who wants to practice on Friday 4 October.
- **Black Powder Express** - participants may use a smokeless 'nitro for black' load that results in equivalent ballistics to the original black powder loading.
- **Optical Sights** - this includes any sort of optical sight such as a telescopic or 'red dot' sight. Optical sights up to and including 3 power can be used without penalty. If set above 3 power they attract the penalties in the National Rules. No optical sights may be used in the Black Powder Express or Bore Gun events. Black Powder Express and Bore Guns must only have hunting iron sights. No micro adjustable sights are allowed.
- **Course of Fire** - due to the weight restrictions on transporting ammunition, a reduced course of fire will apply.

1. Special Snap	8 rounds
2. Stalking Double Rifle	10 rounds
3. Group 1 Nitro	10 rounds
4. Black Powder Express	10 rounds
5. Group 2 Nitro	10 rounds
6. Stopping Double Rifle	8 rounds
7. Bore Guns	10 rounds
8. Group 3 Nitro	6 rounds

- **Rifle eligibility – General:** All rifles used **must** be hunting rifles which are 'in the spirit of the event' - meaning a rifle of style, weight and configuration as would normally be used, or have been used, for hunting big game. In the interest of fellow shooters, use of muzzle brakes or rifles with 'ported' barrels is **not** permitted.
- **BGRC National Rules (2016 revision) apply** (with the specific exceptions above) – competitors are expected to familiarise themselves with these rules. The complete rules may be downloaded from the SSAA National website: www.ssaa.org.au/disciplines/all-disciplines/big-game-rifle/
- **Nominations:** will only be accepted upon a completed Nomination Form, which together with payment, must be received by Big Game Rifle Club Vic., no later than 20 September 2024. Any nomination received after that date may not be accepted. A nomination fee of \$5 per event applies (maximum fee of \$40) No nomination fee applies for Juniors.
- **Signing In:** All competitors and non-shooting visitors must sign in at the Eagle Park Main Gate. A SSAA gate entry fee to Eagle Park applies for competitors and will be collected at the gate when you sign in. No gate fee applies to non-shooters – but they must still sign in.
- **Start time:** Safety Briefing will commence @ 9:30am (attendance is mandatory). First event commences @ 10:00am.
- **Lunch provided at nominal cost on the Saturday.**

- **National Medals** for 1st, 2nd & 3rd in each event.
- **Prizes for Champions** calculated as per National Rules is the following categories: (i) Open, (ii) Veteran (60 years & over), (iii) Ladies, (iv) Junior under 15 years and (v) Junior under 18 years.

A presentation dinner will be held on Saturday 5 October in the BGRC Clubrooms @\$50 per head.

If you have any inquiries please contact: (Bill Poynton - President 0438889975
wpoynton@saltinternational.com.au, Neil Hibble - Treasurer 0401717700 neil.hibble@bigpond.com)

Extract from the Big Game Rifle National Rules (2016 Revision)

Marked up in red showing variations specific to the 2024 National Shoot

1.1 AIMS AND OBJECTIVES

- 1.5 The overriding basis for our competition is that the sporting rifles used are in the spirit of the event.
 Note: In the context of these Rules "in the spirit of the event" is taken to mean a rifle or gun of a style, weight and configuration as would normally be used, or have been used, in the game fields of the world.

RIFLE SPECIFICATIONS AND AMMUNITION

The classification of Big Game Rifles has been agreed as follows:

3.1 Group One:

- 3.1.1 Minimum calibre .330"
- 3.1.2 Minimum bullet weight 225 grains
- 3.1.3 Minimum muzzle energy 2900 ft. lbs

3.2 Group Two:

- 3.2.1 Minimum calibre .400"
- 3.2.2 Minimum bullet weight 400 grains
- 3.2.3 Minimum muzzle energy 3900 ft. lbs
- 3.2.4 Double rifles chambered for the 450-400x3" and the 450-400x3 1/4" Nitro are considered Group Two rifles provided they meet the following criteria:
 - Minimum calibre .400"
 - Minimum bullet weight 400 grains
 - Minimum muzzle velocity 1950 fps

3.3 Group Three:

- 3.3.1 Minimum calibre .485"
- 3.3.2 Minimum bullet weight 525 grains
- 3.3.3 Minimum muzzle energy 5300 ft. lbs

3.4 Black Powder Express:

- 3.4.1 Minimum calibre .400"
- 3.4.2 Bullet weight to comply with the following:
 - 400 calibre – 230 to 270 grains
 - 450 calibre – 270 to 365 grains
 - 500 calibre – 340 to 480 grains
 - 577 calibre – 520 to 610 grains
- 3.4.3 Minimum case capacity 110 grains of black powder
- 3.4.4 Minimum muzzle velocity – 1600 fps.
- 3.4.5 Loads may be full black powder, or suitable black powder substitutes. Duplex loads are permitted provided they contain at least 80% black Powder (by weight). **Smokeless 'Nitro for Black' loads permitted for this event which duplicate the original cartridge ballistics**
- 3.4.6 Jacketed bullets may be used with full black powder loads. - restriction waved for this event

3.5 Stalking Double Rifle:

- 3.5.1 Any centrefire double rifle of minimum calibre .228"

3.6 Stopping Double Rifle:

- 3.6.1 Must meet the Group Two requirements or above. If using a bore gun or rifle it must be 12 gauge or greater.

3.7 Bore Guns and Rifles:

- 3.7.1 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.
- 3.7.2 Minimum 16 bore.
- 3.7.3 Must have maker's fitted sights. **(For clarity to be in the spirit of the event must only have period hunting iron sights. No micro adjustable sights are allowed.)**
- 3.7.4 May use black powder or nitro loads. Must be factory maximum or equivalent reloads.
- 3.7.5 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.
- 3.7.6 Firearms of modern manufacture in keeping with the spirit of the event may be used, for example the Greener GP.

3.8 Proof of Eligibility of Any Rifle:

3.8.1 Where there is any doubt as to the eligibility of a particular rifle, calibre or piece of equipment, the competitor may be required to provide documentary evidence that the rifle and any accessory meets the definitions as defined in these Rules.

3.8.2 The National Discipline Chairman or his nominee shall disallow any rifle, Caliber or piece of associated equipment where it is contrary to the spirit of the competition.

3.9 Ammunition:

3.9.1 Ammunition is to be as close as practical to factory ballistics of the original ammunition and must meet the minimum criteria laid down for the class being contested.

3.9.2 A shooter shall have available at the firing line, two (2) extra rounds for Evaluation by the Range Officer if required. Failure to comply with the above will mean disqualification from the particular event.

3.9.3 If evaluation of a shooter's ammunition is required then the Range Officer will choose at random from the firing line those rounds required for evaluation.

3.9.4 Evaluation of ammunition will be carried out by the use of a chronograph and the competitor's rifle and / or by manual checking of projectiles for weight and type

3.9.5 Ammunition may not be borrowed while on the line.

3.10 Calculation of muzzle energy:

3.10.1 The formula for calculating muzzle energy is: $E = M \times V^2 \div 450435$ Where E is muzzle energy, M is bullet weight in grains and V is muzzle velocity in fps.

4.6 Scope Sights: Scope sights may be used subject to the following conditions. In these Rules a scope sight includes any optical device that gives a single sighting plane. For example 'red dot' and holographic sights are included in this definition.

4.6.1 Rifles fitted with scope sights **up to and including three (3) power may be used without penalty.** Up to and including four (4) power may be used subject to the following points penalty. **(reduced in accordance with the reduced shots per event)**

- Group One 15 points
- Group Two 10 points
- Group Three 6 points
- Stalker Double Rifle 10 points
- Stopper Double Rifle 7 points
- Charging Animal 4 points
- Special Snap 6 points

4.6.2 Rifles fitted with scope sights over four (4) power may be used subject to the following points penalty. **(reduced in accordance with the reduced shots per event)**

- Group One 20 points
- Group Two 14 points
- Group Three 8 points
- Stalker Double Rifle 14 points
- Stopper Double Rifle 10 points
- Charging Animal 6 points
- Special Snap 8 points

4.6.3 Scope sights are not permitted in the following two events: Black Powder Express and Bore Guns.

4.6.4 Variable power scopes may be used provided the Range Officer is satisfied that the power will remain at an appropriate setting during the event.

4.6.5 The penalty is applied in full to the shooter's score. It is not dependent on the number of shots fired or the number of scoring shots on the target. For example, if a shooter using a four power scoped rifle and scores 167 points in the Group One event, then 15 points are subtracted leaving a score of 152 points.

4.6.6 The full penalty also applies if a scope is only used for some of the shots during an event. In this case, if a detachable scope is used for only the 100yard shots and then removed, the whole penalty still applies.

4.6.7 Changes to the reticule or sighting system are not allowed during the course of an event.

SECTION 5: NATIONAL BIG GAME RIFLE CHAMPIONSHIPS

5.3 Each National Big Game Rifle Championship shall consist of the following events:

- 5.3.1 Special Snap
- 5.3.2 Stalking Double Rifle
- 5.3.3 Group One
- 5.3.4 Black Powder Express
- 5.3.5 Stopping Double Rifle
- 5.3.6 Group Two
- 5.3.7 Bore Guns and Rifles
- 5.3.8 Group Three

5.4 These events are categorised in two sections as follows:

5.4.1 Stalking Rifles:

- Group One
- Charging Animal and Special Snap
- Stalking Double Rifle
- Black Powder Express

5.4.2 Stopping Rifles:

- Group Two
- Group Three
- Stopping Double Rifle
- Bore Guns and Rifles

5.5 **Required Events for Championships:** All competitors competing for the title of "National Champion" MUST compete in a minimum of TWO Stalking Rifle and TWO Stopping Rifle categories to be eligible. The Scorers will collate the National Championship score from the highest two percentages in each category and aggregate them. The Ladies, Junior and Veteran Championships are to be an aggregate of any two Big Game Rifle events. In the event of a tied score for National Open, Veteran, Ladies or Junior Champion, joint winners will be declared.

5.5.1 **Ladies medal:** A SSAA medal may be presented to the lady who achieves The highest overall score of those ladies competing in the competition. The Decision to present this medal is at the discretion of the National Discipline Chairman. The winning of a Ladies medal does not preclude the lady from winning any other medal.

5.5.2 A Veteran competitor is a person who has passed their sixtieth (60) birthday.

5.6 **State Teams:** It is agreed that each team shall consist of three (3) members and it will be the responsibility of each State and/or Territory to select their own team members. All team members MUST compete in a minimum of TWO Stalking Rifle and TWO Stopping Rifle categories to be eligible. The team score is the sum of the three team members individual aggregate as recorded for the "National Champion" in 5.6.

5.7 **The course of fire for the events listed in paragraph 5.4, to be as follows:**

(Note The Big Game Range at Eagle park is set up in yards and where the distance is given in metres, yards will apply. e.g. 100 yards in lieu of 100 metres)

5.7.1 **Group One and Black Powder Express: ~~20~~ 10 shots**

Range	Shots	Position	Timing
100 metres	0	Sitting or Kneeling	Up to 10 minutes
100 metres	2	Standing Unsupported	Up to 10 minutes
50 metres	2	Standing Unsupported	Up to 10 minutes
50 metres	2	Standing Unsupported	in 10 seconds
25 metres	2 x 2 shots	Standing Unsupported	Each pair in 10 seconds

5.7.2 **Group Two and Bore Guns and Rifles: 10 shots**

Range	Shots	Position	Timing
100 metres	2	Sitting or Kneeling	Up to 5 minutes
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	in 10 seconds
25 metres	2 x 2 shots	Standing Unsupported	Each pair in 10 seconds

5.7.3 **Group Three: 6 shots**

Range	Shots	Position	Timing
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	in 10 seconds
25 metres	2 shots	Standing Unsupported	in 10 seconds

5.7.4 **Special Snap: 8 shots**

Range	Shots	Position	Timing
25 metres	8	Standing Unsupported	Total time 35 seconds

5.7.4.1 A maximum of four cartridges are permitted in the rifle at any time. Rifles using detachable magazines may use additional loaded magazines for reloading.

5.7.4.2 The rifle must meet the Group One requirement or above (refer 3.1)

5.7.5 **Stopping Double Rifle: ~~8~~ 8 shots**

Range	Shots	Position	Timing
100 metres	4	Standing Unsupported	In 16 seconds
50 metres	4	Standing Unsupported	In 16 seconds
25 metres	4	Standing Unsupported	In 16 seconds

Deleted: 10

Deleted: 50 metres

Deleted: 2

Deleted: Standing Unsupported

Deleted: Up to 5 minutes

5.8.7 **Stalking Double Rifle: 10 shots**

Range	Shots	Position	Timing
100 metres	2	Sitting or Kneeling	Up to 5 minutes
100 metres	2	Standing Unsupported	Up to 5 minutes
50 metres	2	Standing Unsupported	Up to 5 minutes

50 metres	4	Standing Unsupported	In 16 seconds
25 metres	4	Standing Unsupported	In 16 seconds

