



SSAA GALLERY RIFLE

CENTREFIRE

**A GUIDE TO THE
INTERNATIONAL GALLERY RIFLE
FEDERATION
RULES**

November 2018

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This SSAA Guide to the International Gallery Rifle Federation Rules for Gallery Rifle Centrefire is a precis written to assist members understand and gain a working knowledge of the Rules of the competitions. On matters where this Guide is silent, refer to the current edition of the International Gallery Rifle Federation Rule Book which can be found at www.galleryrifle.com. Note: The International Rule Book is updated yearly and released in early January.

SSAA is the National Governing Body (NGB) for Australia to the International Gallery Rifle Federation (IGRF). The IGRF holds World Title events every two (2) years in one (1) of the member countries of the Federation on a rotation basis.

The current edition of the SSAA Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules and should be read in conjunction with this Guide.

In all matters regarding safety, the SSAA conventions, including procedures for a stuck live round, and any applicable local Range Safety Rules will apply. In all other matters standard SSAA conventions and Rules for its target shooting disciplines should be taken into consideration.

Competition consists of 1 primary match, the 1500 Match, used to select a National Team to contest the World Titles every two (2) years. There are 3 other matches currently shot at a National Championship being the Imperial Silhouettes Match, the America Match and the 1020 Match. Where time allows a GRCF Classic Match will be programmed.

Rimfire class is not contested as the specifications for these firearms is not currently permitted in competition within Australia, i.e. Semi-Automatic rifles.

1. FIREARMS AND AMMUNITION – (Rules – Section A2)

This section defines authorised equipment.

1.1 Firearms: There is 1 primary class and 2 supplementary classes that fall within the Rules.

Primary Class: GRCF Standard: a lever action rifle with an integral tube magazine. Modifications are permitted to be made to these rifles to 'fit' the shooter. Raised cheek pieces, movable butt plates and additions to the fore-end piece are permitted.

GRCF Open: any other Gallery Rifle of different design. Types would include lever actions with removable magazines, bolt action, single shot, pump action and revolving carbine. State regulations may not permit some actions. A rifle that conforms to the GRCF Standard category may not be used in GRCF Open class.

Modifications are permitted to be made to Open class firearms to 'fit' the shooter. Raised cheek pieces, movable butt plates and additions to the fore-end piece are permitted.

GRCF Classic: a lever action rifle with an integral tube magazine and iron sights; open sights may be replaced by aperture rear sights, and front sights factory made for the gun - "In the Spirit of the Original". Basically, a lever action rifle that has not had any modifications to it since coming 'out of the box'.

The "spirit of the original" must endure. This means no contemporary telescopic sights, no high visibility red/green foresight elements, no dropped butt plates, no raised cheek pieces and no fore end hand hold/palm rest add-ons or similar. The onus is on the competitor to prove that any modification to a standard factory firearm is "in the spirit of the original" e.g. by reference to a publication or catalogue of the period.

1.2 All GRCF rifles must comply with the following:

A. **Calibre.** Any centrefire calibre. The factory muzzle velocity must not exceed 2150 ft/sec and the muzzle energy must not exceed 1496 ft lbs. Downloaded more powerful calibres are not permitted.

B. **Trigger Weight.** No minimum permitted trigger weight, but the trigger must be safe in the judgement of the Chief Range Officer (CRO).

C. **Slings.** The use of slings is prohibited.

D. **Sights.** Two types of sights are permitted:

i **Iron.** Iron sights which may include sights of any colour.

ii **Optical.** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself.

1.3 Ammunition:

The Range Approval / Safety Certificate will need to be taken into consideration for velocity, projectile type (lead bullet only) and energy limits as they may be lower than the maximum permitted.

The maximum muzzle velocity is 2150 ft/sec (655.32 m/sec) and the maximum muzzle energy is 1496 ft. lbs (206.83 kilogram metres). “Downloaded” fullbore rifle ammunition is not permitted in any class.

Should the Range Approval / Safety Certificate be lower than the maximum, this information will need to be conveyed to prospective competitors in the event notice.

Compliance with limits on muzzle velocity and muzzle energy may be enforced by testing with a scale and chronograph where such equipment is available.

Either hand-loaded or factory ammunition may be used. It must have sufficient energy to pass through paper / card targets and their backing board. Shots that do not pass through such targets will be scored as misses.

1.4 Spotting Scopes: The use of a telescope to spot shots is not permitted unless specified under “Sights” in the individual match conditions e.g. Imperial Silhouettes.

2. TARGETS – (Rules – Section C1.3)

2.1 Official 50 metre Slow Fire target (13M or A1) – Australian designation. Used in the America Match

2.2 25 metre Rapid Fire target (B1) – Australian designation. Used in the Imperial Silhouettes Match

2.3 NRA of the UK B1. Also known in Australia as the WA1500 target. Used in the 1020 and 1500 Matches.



3. POSITIONS – (Rules – Section B6)

3.1 The Ready positions are

- i. **45 Degrees:** The rifle loaded and held in both hands with the butt in the shoulder and barrel pointing toward the ground at an angle of 45 degrees.
- ii. **Parallel:** The rifle loaded and held in both hands parallel to the ground at waist height.

3.2 Sitting: The buttocks must be on the ground. One or both knees may be raised and used to support the elbows.

3.3 Kneeling: *Either* Kneeling on one (1) knee with the other leg extended toward the target. An elbow can be supported on the forward knee. The buttocks can be rested on a heel or side of foot. *Or* Kneeling on both knees. In either position the buttocks can be rested on the heels but must not touch the ground.

3.4 Standing Unsupported: All portions of the shooter's clothing and rifle must be clear of artificial support.

3.5 Moving between positions: When moving between kneeling to sitting then sitting to standing, the action must be open and the rifle empty of ammunition.

4. COURSES OF FIRE

4.1 America Match (05)

Targets

50 metres: 1 x PL7-13M-A1 50m International slow fire

25 metres: 1 x PL7-13M-A1 50m International slow fire

Positions

Standing unsupported

Ready Position

45 degrees

Course of Fire

This event takes approximately 45 minutes to complete

It requires 30 rounds plus sighters (unlimited)

The maximum possible score is 300

Sighters

50 metres, unlimited shots in 5 minutes-patch/repair

Practice 1

50 metres, one series of 10 shots in 10 minutes, standing unsupported

Score, patch/repair

Practice 2

25 metres, two series of 5 shots in 30 seconds, standing unsupported

Score, patch/repair

Practice 3

25 metres, two series of 5 shots in 20 seconds, standing unsupported

Score, patch/repair- match complete

4.2 Imperial Silhouettes (47)

Event Numbers

Target-PL17-B1 25m rapid fire

Sights- Spotting scopes may be used

Position

Standing unsupported

Ready Position

45 degrees

Course of Fire

This event is shot at 25 metres

It takes approximately 45 minutes to complete

It requires 35 rounds

The maximum possible score is 300

Sighters-unscored

1 series of 5 shots in 12 seconds

Score, patch/repair

Practice 1

2 series of 5 shots in 12 seconds

Score, patch/repair

Practice 2

2 series of 5 shots in 10 seconds

Score, patch/repair

Practice 3

2 series of 5 shots in 8 seconds

Score, patch/repair- match complete

4.3 1020 (16)

Targets B1 full size- WA1500

Positions Standing unsupported, kneeling and sitting

Ready Position parallel

Course of Fire

This event takes approximately 45 minutes to complete

It requires 102 rounds

The maximum possible score is 1020

Match 1

Stage 1 10 metres-

30 seconds

12 shots, including reloads, standing unsupported

Score, patch/repair

Stage 2 15 metres

30 seconds

12 shots, including reloads, standing unsupported

Score, patch/repair

Match 2

25 metres

90 seconds, including reloads

6 shots kneeling

6 shots left hand standing unsupported

6 shots right hand standing unsupported

Score, patch/repair

Match 3

25 metres

35 seconds, including reloads each stage

Stage 1 12 shots, including reloads, standing unsupported

Stage 2 12 shots, including reloads, standing unsupported

Score, patch/repair

Match 4

25 metres

2 minutes 45 seconds including reloads

6 shots kneeling

6 shots sitting

6 shots left hand standing unsupported

6 shots right hand standing unsupported

Score, patch/repair

Match 5

25 metres

12 seconds each stage

Stage 1 6 shots standing unsupported

Stage 2 6 shots standing unsupported

Score, patch/repair-match complete

Moving between Positions

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRCF must have the lever or action open. This Rule does not apply when moving the firearm between shoulders / hands in the standing position.

Reloading

After the initial order to load, all further loading must be with rounds taken from the competitor's pocket, cartridge belt, mechanical loader, special pouch or elsewhere on the competitor's person. Rounds in pouches etc. on the gun are permitted.

It is the competitor's responsibility to have sufficient ammunition in possession to complete the match or event

4.4 1500 (15)

Targets B1 full-size- WA1500

Positions : standing unsupported, kneeling and sitting

Ready Position parallel

Course of Fire

This event takes approximately 90 minutes to complete

It requires 150 rounds

The maximum possible score is 1500

Match 1

Stage 1 10 metres 30 seconds

12 shots, including reload, standing unsupported

Stage 2 15 metres- 30 seconds

12 shots, including reload, standing unsupported

Score, patch/repair

Match 2

25 metres

90 sec. (1 min. 30 sec.) including reloads

6 shots kneeling

6 shots left hand standing unsupported

6 shots right hand: standing unsupported

Score, patch/repair

Match 3

50 metres

165 sec. (2 min. 45 sec.) including reloads

6 shots kneeling

6 shots sitting

6 shots left hand standing unsupported

6 shots right hand standing unsupported

Score, patch/repair

Match 4

25 metres

35 seconds (including reload) each stage

Stage 1 12 shots standing unsupported

Stage 2 12 shots standing unsupported

Score, patch/repair

Match 5

Stage 1 10 metres

30 seconds

12 shots standing unsupported

Score, patch/repair

Stage 2 25 metres

90 sec. (1 min. 30 sec.) including reloads

6 shots kneeling

6 shots left hand- standing unsupported

6 shots right hand- standing unsupported

Score, patch/repair

Stage 3 50 metres

165 sec. (2 min. 45 sec.) including reloads

6 shots kneeling

6 shots sitting

6 shots left hand standing unsupported

6 shots right hand standing unsupported

Score, patch/repair

Stage 4 25 metres

12 seconds

6 shots standing unsupported

Score, patch/repair- match complete

Moving between Positions

Firearms must be unloaded when moving between positions. All rounds and cases must be ejected before moving. GRCF must have the lever or action open. This Rule does not apply when moving the firearm between shoulders / hands in the standing position.

Reloading

After the initial order to load, all further loading must be with rounds taken from the competitor's pocket, cartridge belt, mechanical loader, special pouch or elsewhere on the competitor's person. Rounds in pouches etc. on the gun are permitted.

It is the competitor's responsibility to have sufficient ammunition in possession to complete the match or event

5. RANGE COMMANDS – (Rules – Section B4)

This section defines the commands to be used.

5.1 When ready to begin an event the Chief Range Officer (CRO) declares '**The Range is Open**' and calls the Detail to the line. No firearms are to be handled prior to this call.

5.2 The CRO gives instructions specific to the event being shot.

5.3 'LOAD AND MAKE READY'. The required number of rounds are loaded into the magazine and the action cycled to chamber the first round. The CRO gives sufficient time for this to happen.

5.4 'ARE YOU READY?' Any competitor not ready will raise their hand and call '**NOT READY**'. The CRO will state '**NOT READY CALLED**' and will investigate and correct the difficulty.

5.5 Once corrected the CRO will call '**ARE YOU READY?'** again and if there is no response will call '**STAND BY**'. If a turning target system is in use the targets will face away.

5.6 A delay of 3 to 7 seconds will apply before the targets turn to face the shooter or an audible tone is sounded. Firing may then commence.

5.7 When the targets turn away or a second audible tone is sounded, firing must cease. The CRO will call '**UNLOAD AND SHOW CLEAR**'. Once it is confirmed that all firearms are cleared, they are placed in a rack or bagged.

5.8 The CRO will then call '**RANGE IS CLOSED**' and allow staff and competitors to go forward to score and replace/repair targets.

6. SCORING – (Rules – Section B8)

6.1 When to score: If a match is divided into stages, practices or matches then targets are scored at the end of each practice, match or second stage within a match.

6.2 Who can score: Targets are scored by an RO, another competitor or a person appointed to be the Scorer. No competitor may score their own target.

6.3 Where to score: Targets are scored on the target frames. The scorer records the hits and has the score accepted by the competitor, using the challenge method if necessary. Each target is then patched, repaired or replaced with a new target.

6.4 How to score:

- i. If the edge of a shot hole comes in contact with the scoring ring of a target the shot is given the higher value (inward gauging)
- ii. A shot hole will be scored provided it measures no more than 1.5 times the diameter of the bullet. If it measures more than 1.5 times the diameter of a bullet it will be recorded as a miss.
- iii. In the case where groupings of 3 or more shots are so close that it is possible for a shot or shots to have gone through the enlarged hole without leaving a mark the shooter will be given the benefit of the doubt and will have such shots scored as hits.
- iv. Early/Late shots – any shots fired at the target before the signal to commence or after the ceasefire call will result in the number of shots fired in error being deducted from the highest scoring shots on target.
- v. If a bullet enters the target from the back it will be scored as a miss.
- vi. Hits outside the scoring area - a bullet that does not pass through a target, hits on the wrong target or a hole judged to be made by a ricochet will be scored as misses.
- vii. All scoring shots, either hits or misses, are recorded on a scorecard for each competitor. Once the event is completed both the scorer and competitor will sign the card.

6.5 Gauging: A scoring overlay gauge may be used by any scorer to determine the value of close shots. Plug-type gauges may only be used by match officials. Refer to Rule Book for more info.

6.6 Malfunctions: Unless otherwise specified in the event conditions, no reshoots will be allowed for defective firearms, ammunition or a malfunction of the competitor's other equipment.

7. CLASSIFICATIONS (Grading)

Certain Matches within the Rule Book have classification, or grading scores, applied and are reviewed at the end of each year. The 1500 Match is the only match within the National Championships that has classification scores set by the NRA of the UK.

The remaining matches have had classification scores applied by SSAA for competition use. The 1020 Match levels are calculated based on a 68 percentage of classification levels of the 1500 Match, and the America Match and Imperial Silhouette Match have scores combined to calculate levels based on similar matches.

Classifications for Aggregate of Matches 5 (America) and 47 (Imperial Silhouettes)

- | | |
|---|-----------|
| X | 600 |
| A | 594 – 599 |
| B | 501 – 593 |
| C | Up to 500 |

Classifications for Match 16 (1020)

- X 1007 - 1020
- A 1000 – 1006
- B 985 – 999
- C 935 - 984
- D Up to 934

Classifications for Match 15 (1500)

- X 1481 - 1500
- A 1471 – 1480
- B 1448 – 1470

Classifications for Matches 5 (America) or 47 (Imperial Silhouettes) shot as an individual match

- X 300
- A 297 – 299
- B 251 – 296
- C Up to 250

7.1 Graded Competitors- Are competitors who are officially graded in SSAA Gallery Rifle competition. Grades can only be awarded from Registered Matches. Matches are registered by notifying the National Chairman a minimum of 1 week in advance, and sending the National Chairman the scores from the match within 2 weeks of the completion of the match. The National Grading Register is maintained by the National Chairman or an appointed assistant. There is no grading card as such. The National Grading Register will be available at all National Championships. An individual may maintain an individual grading card for themselves.

7.2 Ungraded Competitors- Are competitors who have yet to complete a registered match, and receive a grade.

7.3 Establishing Grades- A competitor will receive their first grading on the basis of their first match fired. In a Championship, an ungraded competitor would be marked as “Ungraded” until completion of the match upon which they will be placed in a grade based on that score.

For a shooter to go up a grade they must equal or exceed the qualifying score on 3 occasions, (in the next shoot they are in the higher grade) and there is no time constraint on this.

Exceptions – Shooting a higher grade score at an International, National or State level is an automatic upgrade.

7.4 Proof of Grade- the National Grading Register is the only proof of grading accepted. The National Grading Register will eventually be on the National website.

7.5 Downgrading- Any application for downgrading must be made in writing to the National Chairman with due reason and supported by documentary evidence (i.e. score sheets, medical statements, etc.) that will help the Chairman to reach a decision. If, upon being downgraded, a competitor shoots a higher grade score, they will be automatically upgraded.

7.6 Nominating to a Higher Grade is not permitted.

8. CHAMPIONSHIP AWARDS

National Championship medals will be awarded for the first 3 places in each grade in the contested matches, as well as for the first 3 highest placed juniors in each event, the first 3 places in the open Standard aggregate and the first 3 places in the Standard Junior aggregate.

3 gold medals will also be awarded for the first placed team in the State Team 1500 Match.