

Event	Description	Targets
Rifle, Percussion:	Any traditional percussion rifle. Any Caliber patched round ball only. Each target will be shot at 5 times only. All shots are fired in standing off-Hand position. No braces, crossticks, use of slings, or artificial means of stabilizing a rifle hold. See Optics and scopes rule above. Youth are allowed peep sights. Range officer's rulings and decisions are final.	25, 50 and 100 yard Paper, 5 shots on steel at various distances.
Rifle, Musket:	Any military percussion or flintlock, musket or rifled musket. Any Caliber patched round ball only. Rifles most have minimum 3-lb trigger pull. Each target will be shot at 5 times only. All shots are fired in standing off-hand position. No braces, cross ticks, use of slings, or artificial means of stabilizing a rifle hold. See Optics and scope rule above. Youth are allowed peep sights. Range officer's rulings and decisions are final.	25, 50 and 100 yard paper, 5 shots on steel at various distances.
Rifle, Flintlock:	Any traditional flintlock rifle. Any caliber patched round ball only. Each target will be shot at 5 times only. All shots are fired in standing off-hand position. No braces, cross ticks, use of slings, or external means of stabilizing a rifle hold. See Optics and scopes rule above. Youth are allowed peep sights. Range officer's rulings and decisions are final.	25, 50 and 100 yard Paper, 5 shots on steel at various distances.
Smoothbore:	Any traditional smoothbore long gun including trade gun. Any caliber patched round ball only. No buckshot. Each target will be shot at 5 times only. All shots are fired in standing off-hand position. No braces, cross ticks, use of slings,	25, 35 and 50 yard paper, 5 shots on steel at various distances.

	<p>or external means of stabilizing a rifle hold. See Optics and scope rule above. Youth are allowed peep sights. Range officer's rulings and decisions are final.</p>	
<p>Rifle, Inline:</p>	<p>Any modern inline percussion rifle where the ignition system is in line with the breech and does not have a traditional external hammer to ignite the primer. Any caliber round ball only. NO conical, sabot bullets or buckshot allowed. Each target will be shot at 5 times only. All shots are fired in standing off-hand position. No braces, cross ticks, use of slings, or external means of stabilizing a rifle hold. Range officer's rulings and decisions are final.</p>	<p>25, 50 and 100 yard Paper, 5 shots on steel at various distances.</p>
<p>Pistol, Traditional:</p>	<p>Any traditional percussion or flintlock pistol where an external hammer is required to strike/ignite the priming system. Any caliber patched round ball only. NO conical bullets allowed. Only open Iron/metallic sights are allowed. All holds are single hand hold. Range officer's rulings and decisions are final.</p>	<p>25 and 35 yard Paper, 5 shots on steel at various distances. 25-yard target will require 10 shots and 35-yard target will require 5 shots.</p>
<p>Pistol, Cap and Ball Revolver:</p>	<p>Any traditional percussion cap and ball revolver, where an external hammer is required to strike/ignite the priming system and where the projectile is loaded through the front of a revolving cylinder. Any caliber round ball only. NO conical bullets allowed. Only open Iron/metallic sights are allowed. All holds are single hand hold. Must practice safe loading procedures to avoid chain fires. Loading restrictions require the hammer must rest on an empty cylinder when</p>	<p>25 and 35 yard Paper, 5 shots on steel at various distances. 25-yard target will require 10 shots and 35-yard target will require 5 shots.</p>

	approaching the firing line. Range officer's rulings and decisions are final.	
Muzzleloading, Shotgun:	The shotgun to be used will be either a single or double barreled firearm loaded from the muzzle utilizing black powder or an approved substitute and separate components consisting of wads and shot.	The course of fire will be fifteen (15) shots fired from five (5) stations. Two (2) shots will be fired from each station in sequence followed by one (1) shot from each station. Two (2) practice shots fired from any station will be allowed prior to firing for score. Each station will be eight (8) feet apart and the thrower will be five (5) yards in front of the third station. A broken clay pigeon is required for a shot to be considered a hit and the score decision is final.

