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**2005**

## ***Western Double Rifle Championship***

PROUDLY PRESENTED BY CALIFORNIA SIDE BY SIDE SOCIETY

AT SACRAMENTO VALLEY SHOOTING CENTER

SLOUGHHOUSE, CALIFORNIA OCTOBER 8, 2005

### **RULES & REGULATIONS**

*Eligibility:* Open

*Rifles:* Side-by-side and rifles

*Sights:* Open sights only; optical sights may not be used.

*Classes:* **Stopping:** Any cartridge that develops more than 4800foot-pounds of energy

**Stalking:** Any cartridge that develops less than 4800 foot-pounds of energy. All Blackpowder Express (BPE) cartridges fall in this category.

*Safety Rules:*

- 1.** Ear and eye protection must be worn.
- 2.** Smoking and eating at the shooting sites is prohibited.
- 3.** Rifles must be transported unloaded, in a case or with the action open.
- 4.** Competitors must thoroughly check their firearms and ammunition prior to the match. Special attention should be given to the proper chambering of ammunition.
- 5.** Competitors are responsible for their own reloading; referees or bystanders may not assist a competitor.
- 6.** Matches will be timed with a Competition Electronics, Inc. Pocket Pro Timer.
- 7.** If there is a substantive question about the power of a competitor's loads (with respect to Classes), an Oehler 35P chronograph will be available for testing on-site.
- 8.** The match director will resolve questions concerning assignment of a rifle/cartridge combination to a particular class. Shooting the British Double Rifle, by Graeme Wright, and The History and Development of Small Arms Ammunition, Vol. III, by George Hoyem will be used to assist in decision-making.
- 9.** Competitor must use the same rifle throughout the round except as indicated below.
- 10.** In the event of a rifle malfunction, a competitor will have one minute to perform repairs. After one minute, if the rifle is ruled non-operational by a referee, the competitor may substitute a rifle of the same caliber and type so long as it can be brought to the shooting line and put into service within one minute after the first rifle was ruled non-operational.
- 11.** Referees' decisions are final.
- 12.** Violation of safe firearms-handling practices may result in disqualification.

# **COURSE OF FIRE**

## **STAGES 1 & 2**

- Position: Standing rest  
Target: Bullseye  
Distance: 50 yards (Stopping)\*  
75 yards (Stalking)  
Shots fired: Four  
Time Limit: Unrestricted but reasonable  
Course of Fire: The shooter fires four rounds.  
Scoring: The maximum size of the four-shot group (hole center to hole center), measured to 1/10 inch, will be recorded (Stage 1). The total point score of the four shots also will be recorded (Stage 2).

## **STAGE 3**

- Position: Standing  
Target: Bullseye  
Distance: 50 yards (Stopping)  
75 yards (Stalking)  
Shots fired: Two  
Time Limit: Unrestricted but reasonable  
Course of Fire: From a standing position with the loaded rifle at the low ready position, at the command the shooter fires two rounds at the target.  
Scoring: From the point total of the two shots the elapsed time, in seconds, between the shots will be deducted to arrive at a score. *Negative scores are possible.*

## **STAGE 4**

- Position: Standing  
Targets: Pig, chicken and turkey steel silhouette targets  
Distance: 50 yards (Stopping)  
65 yards (Stalking)  
Shots fired: Minimum of two  
Time Limit: Unrestricted but reasonable  
Course of Fire: From a standing position with expended cartridge(s) in the chamber(s) and the rifle at the shoulder, on command the shooter reloads and then shoots until two targets are knocked down or the course official rules otherwise.  
Scoring: Each turkey target is worth 25 points; pigs are worth 35 points, and each chicken target 50 points. The elapsed time, in seconds, from the start signal until the second hit will be deducted from the point total to arrive at the final score. *Negative scores*

are possible.

## **STAGE 5**

Position: Standing

Targets: Balloons

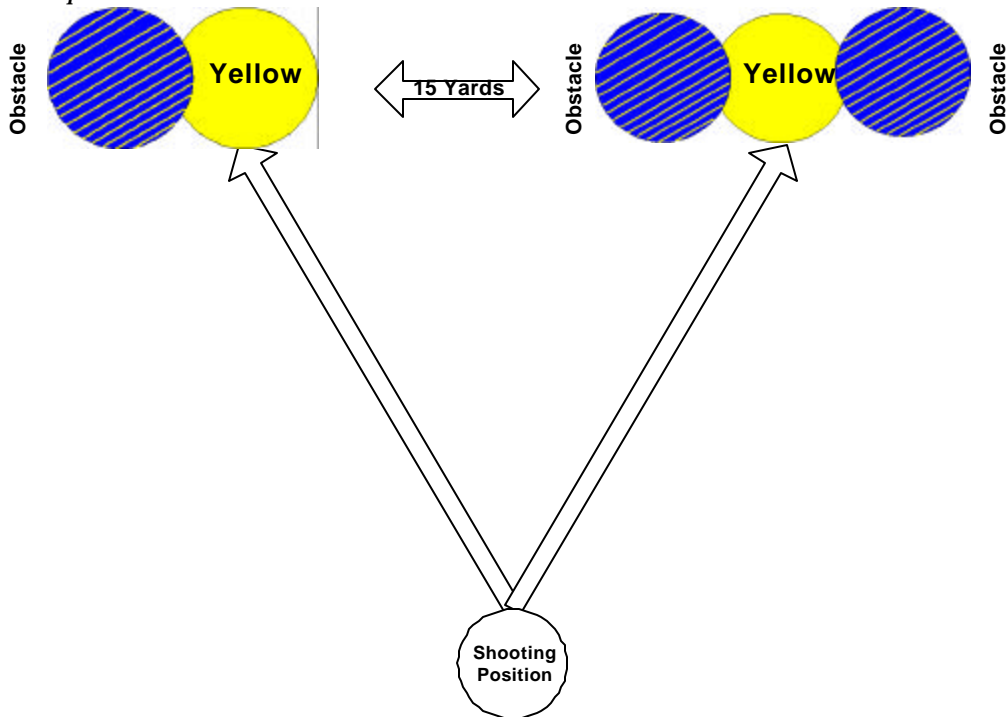
Distance: 50 yards (Stopping)  
65 yards (Stalking)

Shots fired: Minimum of two

Time Limit: Unrestricted but reasonable

Course of Fire: From a standing position with an expended cartridge(s) and the chamber(s) and the rifle at the shoulder, on command the shooter reloads and then shoots and then fires until the yellow balloons are broken or the course official rules otherwise.

Scoring: Each yellow balloon is worth 25 points. If an obstacle is hit, there is a 25-point deduction. If the obstacle and the yellow balloon are broken with the same shot, there is only a 25-point deduction. If the obstacle is hit but the yellow balloon is not broken, there is a 25-point deduction and no more shots can be taken at the subject target. The elapsed time, in seconds, from the start signal until the second hit will be deducted from the point total to arrive at the final score. *Negative scores are possible.*



## **STAGE 6**

Position: Moving and Standing

Targets: 2x Cape Buffalo

Distance: 50 yards (Stopping)  
65 yards (Stalking)

Shots fired: Four

Course of Fire: On command the shooter will move 15 yards to the shooting position. At that spot he/she takes the rifle from the range officer, unloads two expended cases, loads two live rounds and fires at a fixed cape buffalo target. When the second round is fired, the range officer starts the moving cape buffalo target. The shooter reloads and fires two rounds at the moving target. The total elapsed time will be deducted from the value of the hits on the targets. *Negative scores are possible.*

\* All distances are approximate

## **TOTAL SCORE**

After all competitors have completed the course, each score in each stage will be given a relative ranking and then added together to determine final scores and thus the winner. In the event of a tie, the higher score on Stage 5 will serve as the "Tie Breaker".

## **RE-ENTRY**

The fee for the match is \$25. Competitors can shoot again with a different rifle of a different power class. The re-entry fee is \$20.

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**SCORE SHEET**

**Competitor:** \_\_\_\_\_

**Rifle:** \_\_\_\_\_ **cal.** \_\_\_\_\_ **#** \_\_\_\_\_

**S x S**

**Hammer**

**SL**

**BL**

**Date of manufacturer (approx)** \_\_\_\_\_

**Class:** \_\_\_\_\_

**Comments:** \_\_\_\_\_

**Bullet** \_\_\_\_\_

**Brass** \_\_\_\_\_

**Primer** \_\_\_\_\_

**Powder** \_\_\_\_\_

**Safety Briefing** [    ]

**Eye Protection** [    ]

**Ear Protection** [    ]

**Stage 1** **Score** \_\_\_\_\_ **Rank** \_\_\_\_\_

**Stage 2** **Group Size** \_\_\_\_\_ **Rank** \_\_\_\_\_

**Stage 3** **Score** \_\_\_\_\_ - **Time** \_\_\_\_\_ = \_\_\_\_\_ **Rank** \_\_\_\_\_

**Stage 4** **P-P-C-C-T-T** **Score** \_\_\_\_\_ - **Time** \_\_\_\_\_ = \_\_\_\_\_ **Rank** \_\_\_\_\_

**Stage 5** **Score** \_\_\_\_\_ - **T/P\*** \_\_\_\_\_ = \_\_\_\_\_ **Rank** \_\_\_\_\_

**Stage 6** **Score** \_\_\_\_\_ - **Time** \_\_\_\_\_ = \_\_\_\_\_ **Rank** \_\_\_\_\_

**Range Officer** \_\_\_\_\_

**Competitor (init.)** \_\_\_\_\_

**Total** \_\_\_\_\_

\* T/P means Time and Penalties