



## **Historical Shooting Competition Rules 1.5.2022**

### **10 Safety Rules**

1. All firearms shall always be unloaded, empty chamber, empty fixed magazine and magazine removed. Firearms shall be loaded only before shooting, with range officer permission.
2. The barrel shall always point to a safe direction.
3. Shooter's trigger finger shall not touch the trigger and shall always be clearly outside of the trigger guard. The exception is during the course of fire, when shooting aimed shots or shooting an empty shot.
4. Long firearms shall be held, shouldered, slung or placed in a rack, with the muzzle pointed skywards. Long firearms placed in a slip or case are not required to be pointed skywards.
5. Smoking is forbidden within the shooting range.
6. The snapping of caps or the flashing of pans before the 'Commence Fire' signal is not permitted. Firearms shall only be capped or primed with the muzzle pointing down range.
7. All firearms shall be uncapped or unprimed and placed in a safe position during a temporary cease fire.
8. All firearms shall be unloaded, or discharged into a safe area upon the 'Cease fire' signal and before retiring from the firing line.
9. Powder in bulk is not allowed at the firing point. Powder shall not be placed in direct sunlight.
10. Percussion caps shall be protected from accidental ignition by heat or sparks. Only a nominal quantity shall be taken to the firing point. The cap container shall be kept closed or covered when firing.
11. When loading, the bullet shall be carefully pressed all the way into the powder to prevent damage to the barrel.
12. The use of shooting spectacles or eye protection by competitors is mandatory. Shooting glasses may be used, colored or clear. Corrective shooting lenses are permitted.
13. The use of hearing protection by competitors and Range Officials is mandatory.

### **20 Firearms Specific Rules**

1. A firearm may be used once only in each competition unless being shared by direct family members. The competition organizer shall be informed when registering.
2. All weapons used in competitions shall be privately owned.
3. No colours, other than base metal, black or white may be used on the foresight. An exception is the competition event #404 Pocket Pistol.
4. Half cock positions, if present in a firearm, must be in a safe working condition.

## **21 Original Firearms**

Major modifications to an original firearm which would spoil its historical value will disqualify its use in SAHS competitions.

### **100 Rules for Competition Events #301-#308, #401-#405, #501, #601, #602, #701**

#### **110 Range Commands and Signals**

- a) Commence Fire - Two blasts with a whistle or similar audible instrument.
- b) Cease Fire - One long blast. (A shot is legal if fired before the end of the blast)

Instead of the whistle, the organizer can give a signal with a different instrument.

No firearm shall be loaded until the signal is given to 'Commence Fire'.  
In full auto events, firearms shall be loaded after the specific command.

After the ceasefire signal is given, firearms shall be unloaded.

Any charges shall be emptied under the supervision of the range officer.

Note! The firearm shall not be removed until it has been checked by the range officer.

#### **120 Targets**

ISSF/SAL pistol target

Targets shall bear the following markings:

Top Left: Relay Number

Top Right: No of Target

Bottom Left: No of Competitor

Bottom Right: No of Event

Neither the competitor's name, shooting club nor nationality shall appear or be identifiable in any manner on the target.

On scoring, the value of each shot and the total score shall be clearly marked on the lower right corner of the target and initialled by the scoring official.

### **130 Scoring**

In competitions where pairs of targets are being used, a maximum of seven shots on one target and six on the other is allowed. If there are more than seven shots on a target the best scoring additional shots will be counted as misses.

Example:

Target 1 (8 shots): 10, 9, 9, 9, 9, 9, 8, 7 (delete the best shot 10)

Target 2 (5 shots): 10, 9, 9, 9, 8

Score: 9, 9, 9, 9, 9, 8, 7, 10, 9, 9, 9, 8 = 90

The centre point of the bullet hole shall touch the line to count for the higher score.

A bullet fired into another competitor's target shall be signalled, by either the shooter or the recipient, to the range officer and shall be counted as a miss.

In the event of ties, the winner is the one who has the highest number of shots in each scoring ring in descending order. If these are the same for each ten scoring shots, then the scoring shot furthest from the centre will determine the loser. If the tie is still unresolved the next nearest scoring shots are used until the winner is determined. The three non-scoring shots shall only be considered if a tie could not be resolved on measuring the 10 counting shots.

The fourth place and onwards can be decided by counting tens, nines, etc. If the result is still the same, the shooters are placed in the same position in alphabetical order. The corresponding number of positions shall be skipped before the next position.

### **140 Other Shooting Rules**

Prone, kneeling and standing positions according to ISSF rules. The use of slings is allowed in all positions.

### **150 Loads**

Only factory made black powder may be used.

Powder charges shall be in pre-measured single charge containers.

Priming powder shall be kept in containers not exceeding 16 grams (250 grains).

No plastic wads are permitted in any competition. Wads shall be made from natural and/or organic materials.

Bullets shall be of the style associated with the original firearm.

## **200 Rules for Separately Timed Competition Events**

### **210 Range Commands and Signals**

"Load and make ready"

The shooter loads the firearm and puts the safety on.

"Are You Ready?"

If ready, the shooter should respond verbally, or by obvious nodding of the head, but may also choose to stand ready. If there is no response from the shooter in approximately 3 seconds, the shooter is considered to be ready.

"Standby"

This command will be followed by the start signal within 1-4 seconds.

Start Signal

The timer signal for the shooter to begin their attempt at the course of fire.

"If Finished, Unload And Show Clear"

If the shooter is finished shooting, all ammunition will be removed from the firearm and a clear chamber will be shown to the range officer.

"If Clear, Hammer Down, Open Action"

The shooter will point the firearm in a safe direction downrange and pull the trigger to further verify that the chamber is clear.

### **220 Targets**

IDPA, IPSC or SRA targets, ISSF/SAL pistol targets and steel plates may be used.

IDPA, IPSC and SRA targets define A / -0 scoring area, C / -1 scoring area, and D / -3 scoring area.

The course of fire defines the number of shots required for cardboard targets.

Steel plates are scored as A / -0 if they fall. If the target is left standing it is scored as a Miss.

The score of steel plate targets shall be marked to the bottom of the first cardboard target or to a scoring card.

### **230 Scoring**

The raw time is measured from the start signal to the last shot.

. The bullet hole shall reach the scoring area to count for the higher score. Hitting lower scoring area adds extra time to the total score, as follows.

A / -0 : 0 s, no extra time  
C / -1. : 0,5 s  
D / -3. : 1,5 s  
Miss : 5 s

Steel plate is A / -0.

ISSF/SAL pistol targets define extra time as follows.

10 : 0 s, no extra time  
9 : 0,1 s  
8 : 0,2 s  
7 : 0,3 s  
6 : 0,4 s  
5 : 0,5 s  
4 : 0,6 s  
3 : 0,7 s  
2 : 0,8 s  
1 : 0,9 s  
Miss : 5 s

Raw time and extra time are combined as a total time. The winner has the lowest total time.

A hit shall break the scoring area to be scored. A hit touching the border line will not result the higher scoring area.

In the event of ties, the winner is the one who has the highest number of hits in each scoring area in descending order.

## **240 Other Shooting Rules**

Start position standing, stock touching the competitor at hip level, barrel parallel to the ground, muzzle pointing downrange and with fingers outside trigger guard.

## **250 Cartridges and Reloads**

The cartridges shall be similar to those typically used, or equivalent charges. Normal pressure pistol cartridges. There is no requirement for higher pressure submachine gun cartridges.

## **300 Rifle Events**

### **301 Breech-Loading Black Powder Rifle**

Position: standing

Distance: 100 m

Shots: 13, best 10 shots to score

Time: 30 min

### **302 Flintlock Musket Miquelet**

Position: standing

Distance: 50 m

Shots: 13, best 10 shots to score

Time: 30 min

### **303 Percussion Rifle Vetterli**

Position: standing

Distance: 50 m

Shots: 13, best 10 shots to score

Time: 30 min

### **304 Military Rifle 100 Years**

Military rifles that are original and over 100 years old. (Approved in 2022: rifles manufactured in or before 1921.)

Position: prone

Distance: 100 m

Shots: 13, best 10 shots to score

Time: 30 min

### **305 Military Rifle 50 Years**

Military rifles that are original and over 50 years old. (Approved in 2022: rifles manufactured in or before 1971.)

Position: prone

Distance: 100 m  
Shots: 13, best 10 shots to score  
Time: 30 min

#### 306 Military Rifle, 6+7

Military rifles that are original and manufactured in or before 1945.  
Position: kneeling and standing  
Distance: 100 m  
Shots: 13, best 10 shots to score  
Time: 30 min

#### 307 Military Sniper Rifle

Military rifles that are original and manufactured in or before 1945. An original scope of that era is allowed, which was manufactured in 1945 or before.  
Position: prone  
Distance: 200 m  
Shots: 13, best 10 shots to score  
Time: 30 min

#### 308 Air Rifle

Caliber 0,30 inch or more.  
Position: standing  
Distance: 100 m  
Shots: 13, best 10 shots to score  
Time: 30 min

### **400 Pistol Events**

#### 401 Breech-loading black powder pistol

Breech-loading black powder pistols and revolvers  
Position: standing, one handed  
Distance: 25 m  
Shots: 13, best 10 shots to score  
Time: 30 min

#### 402 Percussion Revolver

Percussion black powder revolvers  
Position: standing, one handed  
Distance: 25 m  
Shots: 13, best 10 shots to score  
Time: 30 min

#### 403 Military Pistol

Military Pistols and revolvers that are original and manufactured in or before 1945.

Position: standing, one handed

Distance: 25 m

Shots: 13, best 10 shots to score

Time: 30 min

#### 404 Pocket Pistol

Pocket pistols and revolvers that fit into a 130mm x 180mm box.

Position: standing, one handed

Distance: 25 m

Shots: 13, best 10 shots to score

Time: 30 min

#### 405 Vest Pocket Pistol

Vest pocket pistols and revolvers that fit into a 130mm x 90mm box, when shooting condition.

Position: standing, one handed

Distance: 25 m

Shots: 13, best 10 shots to score

Time: 30 min

### **500 Submachine Gun Events**

#### 501 Submachine Gun, 5+5+5

Military submachine guns that are original and manufactured in or before 1945.

Position: prone, kneeling and standing, mandatory reload when changing the position

Distance: 100 m

Shots: 15 (5+5+5), best 10 shots to score, 3 magazines where 5 rounds loaded each.

Time: 1 min, including position changes and reloads.

#### 502 Submachine Gun #2

Military submachine guns that are original and manufactured in or before 1945.

Position: standing

Distance: 10 m ja 25 m

Shots: min. 5+4+4+4

Time: separately timed

Start condition safety on. Fire selection shall be full auto.

5 steel plates at 10 m. Mandatory reload. 3 targets at 25 m where 4 best hits to be counted each.

### **600 Light Machine Gun Events**

#### 601 Light Machine Gun, 5+5+5



Military light machine guns that are original and manufactured in or before 1945. The bipod shall be original.

Position: prone

Distance: 100 m

Shots: 15, best 10 shots to score, 3 magazines where 5 rounds loaded each.

Time: 1 min, including position changes and reloads.

#### 602 Light Machine Gun 20

Military light machine guns that are original and manufactured in or before 1945. The bipod shall be original.

Position: prone

Distance: 100 m

Shots: 30, best 20 shots to score

Time: 20 s

Start condition safety on. Fire selection shall be full auto.

### **700 Machine Gun Events**

#### 701 Machine Gun

Military machine guns that are original and manufactured in or before 1945. The bipod or the stand shall be original.

Position: free

Distance: 100 m

Shots: 30, best 20 shots to score

Time: 20 s

Start condition safety on. Fire selection shall be full auto.