

# Big Game Rifle



SSAA Big Game Rifle aims to foster the collection, preservation and use of vintage and modern large-calibre big-game rifles, particularly those of British origin, including black powder and early Nitro cartridge firearms. The discipline began in Melbourne in 1983.



## Firearms

There are three general groups: One, Two and Three, with each defined by projectile diameter, projectile weight and muzzle energy. The number of shots fired in competition decreases from Group One to Group Three to take into account increasing recoil. Each group has a number of slowly aimed shots and rapid-fire shots to mitigate the differences between rifles.

At state and branch levels, events have been expanded to include a diverse range of rifle categories and other shooting events, including a showcase event with pre-1939 rifles and cartridges (Classic Cartridge), early smallbore black powder rifles for small game (Rook and Rabbit Rifle), and rifles such as the 7mm and .300 Magnums, which shoot out to 200 yards (African Plains Rifle).

## Categories

Big Game Rifle comprises eight core categories and most are shot standing unsupported, while a select few include a sitting or kneeling stage. Matches aim to simulate field-shooting conditions to improve the shooter's firearm skills.

Group One starts at .330 with no upper limits, while Group Two starts at .400-calibres. Group Three encompasses the largest of the big-game-stopping rifles, beginning at the .500-calibres.

Black Powder Express cartridges range from .400- to .577-calibres. Loads may be full black powder, pyrodex or duplex.

Bore Guns and Rifles were the real big-game and dangerous-game-stopping rifles of their day, typically 12-, 10- or 8-bore firearms.

Stalking and Stopping Double Rifles encompass all centrefire double rifles, both the traditional side-by-side configuration and European over-and-under style.

Rapid-fire events include Charging Animal shot at 75, 50 and 25 yards and Special Snap fired at 25 yards.

