



**SSAA GALLERY RIFLE CENTREFIRE**

**A GUIDE TO THE**

**INTERNATIONAL GALLERY RIFLE FEDERATION**

**RULES**

**No 2**

**Revised Nov 2023**

These Rules, for the conduct of National Championships, have been compiled by the Discipline Subcommittee, with amendments by the SSAA National Discipline Chairman's Conference and approved and ratified by the SSAA Inc. National Board.

# **SSAA NATIONAL GUIDE TO THE INTERNATIONAL GALLERY RIFLE RULES FOR GALLERY RIFLE CENTREFIRE**

**No. 2**

**Revised Nov 2023**

This SSAA Guide to the International Gallery Rifle Federation Rules is a precis written to assist members understand and gain a working knowledge of the Rules to the competitions. On matters where this Guide is silent, refer to the current edition of the Rule Book which can be found at [www.galleryrifle.com](http://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 SSAA Standard Rules must be read in conjunction with these Rules, and any applicable local Range Safety Rules will apply.

Competition consists of 4 primary matches, with the aggregate score of the 4 matches used to select a SSAA National Team. The 1500 Match is the International Team Shoot with the remaining matches; - Timed & Precision, 1 Match, Multi-Target Match and the 50 Metre Precision Match. A GRCF Classic Match (currently the 1020 Match) and an extra match of up to 50 rounds chosen by the host branch are also on the program but do not form part of the SSAA selection process.

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

## **SECTION 1: AIMS AND OBJECTIVES**

1.1 To promote all forms of Gallery Rifle competition within Australia.

## **SECTION 2: SSAA STANDARD RULES**

The SSAA Standard Rules cover common Rules, including the Protest and Appeals process that apply to all disciplines. The current edition of the Standard Rules is available on the SSAA website at [www.ssaa.org.au/standard-rules](http://www.ssaa.org.au/standard-rules).

These Standard Rules should be used with each discipline's current Rule Book and they take precedence over any Standard Rule that may be in a discipline's Rule Book.

The Rules covered are shown as heading and subheadings in this Rule Book.

- 2.1 COMPETITOR'S ELIGIBILITY
- 2.2 JUNIOR COMPETITORS
- 2.3 PERSONS WITH DISABILITIES
  - 2.3.1 Authorisation
  - 2.3.2 Substitute position
  - 2.3.3 Awards, trophies, records, etc.
  - 2.3.4 Protests
- 2.4 COMPETITOR'S RESPONSIBILITY
  - 2.4.1 Competitors and Officials to be familiar with the Rules
    - 2.4.1.1 Competitors and Firearms Licence
  - 2.4.2 Sportsmanship
  - 2.4.3 Behaviour
  - 2.4.4 Range Safety Rules
  - 2.4.5 Safety Equipment
  - 2.4.6 Clothing
- 2.5 STUCK LIVE ROUND: MANDATORY RULE
- 2.6 RULE INFRINGEMENTS
- 2.7 DISCIPLINE CHAIRMAN'S AUTHORITY
- 2.8 PROTEST AND APPEALS COMMITTEE
- 2.9 NATIONAL CHAMPIONSHIPS
  - 2.9.1 Disruption to Competition
  - 2.9.2 National Championships and Other Shooting Events
  - 2.9.3 Supplementary Events

## SECTION 3: FIREARMS AND AMMUNITION

(See Section A2 of the GR&P Handbook) This section defines authorised equipment.

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

### 3.1 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 piece 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" eg. by reference to a publication or catalogue of the period.

### 3.2 All GRCF rifles must comply with the following:

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

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

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

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

- **Iron.** Iron sights which may include sights of any colour.
- **Optical.** Optical sights may include telescopic and 'red dot' sights but not lasers which project onto the target itself.

### **3.3 AMMUNITION:**

- 3.3.1** 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.
- 3.3.2** 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.
- 3.3.3** 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.
- 3.3.4** Compliance with limits on muzzle velocity and muzzle energy may be enforced by testing with a scale and chronograph where such equipment is available.
- 3.3.5** 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.

### **3.4 SPOTTING SCOPES:**

- 3.4.1** The use of a telescope to spot shots is not permitted unless specified under “Sights” in the individual match conditions

## **SECTION 4: TARGETS – (Rules – Section C1.3 of the GR&P Handbook)**

- 4.1** Official 50 metre Slow Fire target (13M – Australian designation). Used in the 50 Metre Precision Match.
- 4.2** NRA of the UK B1. Also known in Australia as the WA1500 target. Used in the 1020 and 1500 Matches.
- 4.3** DP1 (NRA of the UK designation). Used in the Multi-Target Match
- 4.4** DP2 (NRA of the UK designation). Used in the Timed & Precision 1 Match

Refer to Appendix A for illustrations of targets

## SECTION 5: POSITIONS – (Rules – Section B6 of the GR&P Handbook)

- 5.1 The Ready positions are:
- **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.
  - **Parallel:** The rifle loaded and held in both hands parallel to the ground at waist height.
- 5.2 **Sitting:** The buttocks must be on the ground. One or both knees may be raised and used to support the elbows.
- 5.3 **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.
- 5.4 **Standing Unsupported:** All portions of the shooter's clothing and rifle must be clear of artificial support.
- 5.5 **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.

## SECTION 6: COURSES OF FIRE – (Rules C1.4 of the GR&P Handbook)

### 6.1 50 Metre Precision (03)

**Targets:** 1 x 13M-A1 50m International slow fire

**Positions:** Standing unsupported

**Ready Position:** 45 degrees

**Course of Fire:** This event is shot at 50 metres.

It takes approximately 45 minutes to complete.

It requires 30 rounds plus sighters (unlimited).

The maximum possible score is 300.

**Sighters:** unlimited shots in 5 minutes-patch/repair

**Practice 1:** one series of 10 shots in 5 minutes. Score, patch/repair

**Practice 2:** one series of 10 shots in 5 minutes. Score, patch/repair

**Practice 3:** one series of 10 shots in 5 minutes. Score, match complete.

## 6.2 Timed & Precision 1 (07)

**Targets:** 1 x DP2

**Positions:** Standing unsupported

**Ready Position:** 45 degrees

**Course of Fire:** This event is shot at 25, 15 and 10 metres.

It takes approximately 30 minutes to complete.

It requires 30 rounds.

The maximum possible score is 300.

**Practice 1:** 25 metres, one series of 12 shots in 2 minutes, includes a reload of 6 rounds. Score, patch/repair

**Practice 2:** 15 metres, two series of 6 shots. 1 shot per exposure of 2 seconds, 5 seconds away. Score, patch/repair

**Practice 3:** 10 metres, one series of 6 shots. 2 shots per exposure of 3 seconds, 5 seconds away. Score, match complete.

## 6.3 Multi Target (11)

**Targets:** 2 x DP1

**Positions:** Standing unsupported

**Ready Position:** 45 degrees

**Course of Fire:** This event is shot at 25, 20, 15 and 10 metres.

It takes approximately 30 minutes to complete.

It requires 24 rounds.

The maximum possible score is 120.

Can be shot as a 'walk-through' or scored, patched/repared after each practice.

**Practice 1:** 25 metres, one series of 6 shots in 15 seconds, Left hand target.

**Practice 2:** 20 metres, one series of 6 shots with 3 shots on each target in 10 seconds.

**Practice 3:** 15 metres, one series of 6 shots with 2 shots on the right-hand target per exposure of 3 seconds, 5 seconds away. The firearm must be returned to the ready position between exposures.

**Practice 4:** 10 metres, one series of 6 shots with 3 shots on each target in 8 seconds. Score, match complete.

## 6.4 1500 Match (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

**(1500 Match Cont.)**

**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 (chamber to be empty)  
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 (chamber to be empty)  
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 (chamber to be empty)  
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 (chamber to be empty)  
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 - 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. When adopting the kneeling position in matches 2, 3 and 5 (stages 2 and 3) the rifle is loaded with the chamber empty.



## **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

## **6.5 1020 Match (Classic Class) (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

**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 (chamber must be empty)

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

## **(1020 Match Cont.)**

### **Match 4**

25 metres

2 minutes 45 seconds including reloads

6 shots kneeling (chamber must be empty)

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. When adopting the kneeling position in matches 2 and 4 the rifle is loaded with the chamber empty.

### 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

## SECTION 7: RANGE COMMANDS – (Rules – Section B5 of the GR&P Handbook)

This section defines the commands to be used.

- 7.1 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.
- 7.2 The CRO gives instructions specific to the event being shot.
- 7.3 '**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. **Note:** Refer to 'Moving between Positions' for events (15) and (16).
- 7.4 '**SHOOTERS, 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.
- 7.5 Once corrected the CRO will call '**SHOOTERS, ARE YOU READY?**' again and if there is no response will call '**SHOOTERS, YOU ARE READY, STAND BY**'. If a turning target system is in use the targets will face away.
- 7.6 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.
- 7.7 When the targets turn away or a second audible tone is sounded, firing must cease. The CRO will call '**CEASEFIRE, UNLOAD AND SHOW CLEAR**'. Once it is confirmed that all firearms are cleared, they are placed in a rack or bagged.
- 7.8 The CRO will then call '**RANGE IS CLOSED**' and allow staff and competitors to go forward to score and replace/repair targets.

## **SECTION 8: SCORING: – (Rules – Section B8 of the GR&P Handbook)**

- 8.1 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.
- 8.2 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.
- 8.3 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.
- 8.4 How to score:**
- If the edge of a shot hole comes into contact with the scoring ring of a target the shot is given the higher value (inward gauging)
  - 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.
  - 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.
  - 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.
  - If a bullet enters the target from the back it will be scored as a miss.
  - 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.
  - 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.
- 8.5 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.
- 8.6 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.

## **SECTION 9: CLASSIFICATIONS (GRADING): Rules – Section B12 of the GR&P Handbook)**

- 9.1** Certain Matches within the Rule Book have classification, or grading scores, applied and are reviewed at the end of each year. Of the four (4) primary matches within the National Championships, with the exception of the 50 Metre Precision match, all have classification scores set by the NRA of the UK.

The 1020 Match – Classic Class has had classification scores applied by SSAA for competition use, calculated on scores previously shot at state/national level.

For current classification/grade levels refer to the Gallery Rifle and Pistol Handbook (found at [www.galleryrifle.com/handbook](http://www.galleryrifle.com/handbook)) or contact the National Discipline Chairman.

- 9.2 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.
- 9.3 Ungraded Competitors -** Are competitors who have yet to complete a registered match.
- 9.4 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.**

- 9.5 Proof of Grade -** the National Grading Register is the only proof of grading accepted. The National Grading Register will eventually be available on the National website.
- 9.6 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.
- 9.7 Nominating to a Higher Grade –** This is not permitted.

## **SECTION 10: CHAMPIONSHIP AWARDS**

- 10.1** SSAA National Championship medals will be awarded for the first three (3) places in each grade in the graded matches. They will also be awarded to the first three (3) places in the ungraded matches and will also be awarded for the first three (3) places in each of the aggregates.

The medals will also be awarded to the first three (3) places in each junior age group for these matches and each aggregate.

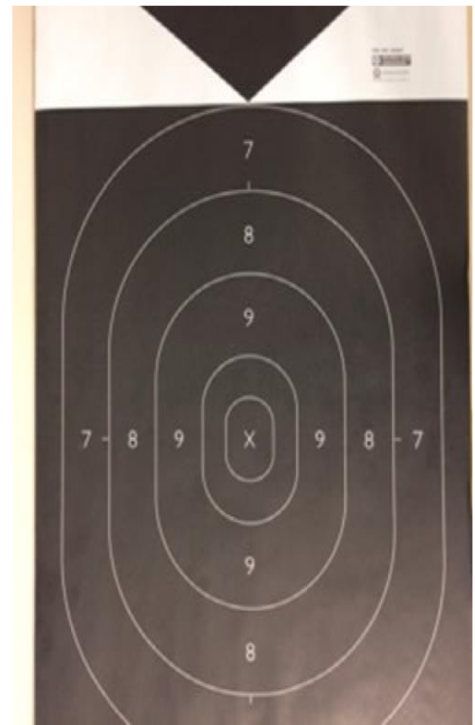
Three (3) gold medals will also be awarded for the first placed team in the State Team 1500 Match.

# APPENDIX A

## TARGETS



Official 50 metre Slow Fire – 13M



NRA of the UK B1  
aka WA 1500



DP1



DP2