

Badges and qualifying scores:-

Each competition is two consecutive scores of 10 shots (ex 200)
except STD Pistol (ex 300)

The colour of each badge is shown in brackets.

10m Match Air Rifle

“Air Rifle” (Green).

Master 91. Expert 86. Marksman 81.
Shot on Air 1, 2 or 3/89 at 10m. 1 or five
shots per card, as appropriate. Stickers
on cards 1 & 4, or 1 & 11, as appropriate.

20/25 yds .22 Rifle

“Rifle 20” (Blue).

Master 98. Expert 93. Marksman 85.
Shot on 2010BM/89 at 20 yds or
2510BM/89 at 25 yds.

Gallery Rifle C/F

“Gallery Rifle” (Black).

Master 98. Expert 92. Marksman 80.
Shot on PL12 at 20 yards or
PL7 at 25m (Inward gauging).

Lightweight Sporting Rifle

“Sporting Rifle” (Light Blue).

Master 98. Expert 85. Marksman 70.
Shot at 20 yards on PL14 (Inward gaug-
ing).

10m Match Air Pistol

“Air Pistol 10” (Green).

Master 93. Expert 82. Marksman 70.
Shot on Air 4/89 at 10m
five shots per card, as appropriate.
Stickers to be placed on cards 1 & 3,

Air Pistol 20 yards

“Air Pistol 20” (Blue).

Master 93. Expert 82. Marksman 70.
Shot on PL15 at 20 yds.

Free (Long Arm) Pistol

“Free Pistol” (Brown).

Master 92. Expert 85. Marksman 70
Shot on PL14 at 20yds or
PL7 at 50m

Standard Pistol (Air)

“Std Pistol” (Purple)

Master 270. Expert 255. Marksman 240.
Shot on Air 4/89 precision and
Air 10 for timed.
5 shots on each target.
Total of half course for badge standards.
Stickers to be placed on cards 1 & 3.

Muzzle Loading Pistol

“M/L Pistol” (Light Red).

Master 95. Expert 85. Marksman 70.
Shot on PL7 at 25m or PL12 at 20 yds.
(MLAGB rules 50% over to count).

The competitions for Air Rifle and Air Pistol
10m, may be shot on electronic target equip-
ment by placing both stickers on the start of
the “till roll” score sheet and having the “till roll”
signed by the Range Officer.