

# 2019 WBR QUALIFICATION COURSE OF FIRE

## MUSKET and CARBINE

### 50 YD.

- Pigeon Board. Maximum of 4 pigeons per shooter – 100 sec., 1 pt. per hit
- Pigeon. Paper target worth 1 pt. per hit. Live pigeon hung immediately above paper targets for first shot only, 2 pts. - 3 minutes for Musket; 2 minutes for Carbine.
- Pot. Paper target worth 1 pt. per hit – 2 Minutes. No live target.
- 4" Tile. Paper target worth 1 pt. per hit – 2 Minutes. No live target.

### 100 YD.

- 6" Paper Tile. 1 pt. per hit. - 2 Minutes. No live target.
- 6" Tile. Paper target worth 1 pt. per hit. Live 6" tile hung from top cross bar adjacent to paper targets for first shot only, 2 pts. - 2 minutes.
- ***These two 100 yd. events will be scored as one event. Hang one 6" paper tile and one 6" live tile per competitor. Fire one 2 minute event at the paper tile only. Competitor will receive 1 pt. per hit when hits are counted at the end. Then fire one 2 minute event with the first shot at the live tile and all other shots at the paper. Competitor will receive 2 pts. for hitting the live tile and 1 pt. each for hits on the paper. Count all hits on the paper and record on the Qualification Form.***

## REVOLVER

### 25 YD.

- Pigeon. Paper target worth 1 pt. per hit. – 1 Minute. No live target.
- Pot. Paper target worth 1 pt. per hit. – 1 Minute. No live target.
- 4" Tile. Paper target worth 1 pt. per hit. – 1 Minute. No live target.

## SMOOTHBORE

### 25 YD.

- Pigeon. Paper target worth 1 pt. per hit. – 2 Minutes. No live target.
- Pot. Paper target worth 1 pt. per hit. – 2 Minutes. No live target.
- 4" Tile. Paper target worth 1 pt. per hit. – 2 Minutes. No live target.

### 50YD.

- 6" Paper Tile . 1 pt. per hit. - 2 Minutes. No live target.

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## SINGLE SHOT

### 50 YD.

- Pigeon. Paper target worth 1 pt. per hit. – 1 Minute. No live target.
- Pot. Paper target worth 1 pt. per hit. – 1 Minute. No live target.
- 4" Tile. Paper target worth 1 pt. per hit. – 1 Minute. No live target.

### 100YD.

- 6" Paper Tile. 1 pt. per hit. - 1 Minute. No live target.

## Qualification Rules

- A member may fire as many qualification rounds as he/she desires ***beginning February 1, 2019.*** Members are **strongly** encouraged to **complete every round commenced**, just as if it were a skirmish. The ability to come back from a bad event requires practice too.
- The top 3 scores will be averaged to establish each member's Qualification Score for the **Spring** National.
- The top 4 scores will be averaged to determine each member's Qualification Score for the **Fall** National.
- We will continue to use individual match size cardboard to mount qualification targets for ease of handling and to facilitate neat and organized storage in the shed.
- All Qualification Events shall be scheduled and approved by the Deputy Commander or designee prior to being shot. All Qualification Events will be posted by email no later than one day in advance to afford all Blues the opportunity to participate in the Approved Qualification Event.
- The Deputy Commander or designee shall appoint a Qualification Officer for each Approved Qualification Event. Qualifications fired without approval will not be considered official.
- Any two members, including those related by blood or marriage, may qualify one another, subject to all Qualification Rules, providing all targets fired are presented to the Deputy Commander or designee prior to the next skirmish.
- To encourage qualifying and sighting-in at Ft. Shenandoah, 2 pts. will be added to each score fired at Ft. Shenandoah during an Approved Qualification Event.
- At least one Qualification Score of those used to calculate a member's average must be fired at Ft. Shenandoah.
- Scores from an Approved Qualification Event must be submitted to the Deputy Commander or designee prior to 9:00 PM on the Sunday before the next skirmish to be included in the average

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for that skirmish. Scores from an Approved Qualification Event submitted by 9:00 PM on a Monday which is a National Holiday will be included in the average for the next skirmish.

- k) Members are encouraged to qualify as often as they desire subject to all Qualification Rules.
- l) Good housekeeping practices on the Range are a requirement during all visits to Ft. Shenandoah, especially during Approved Qualification Events. Clean up and dispose of all trash and used target materials in the roll-off cans provided by the N-SSA at the top of the hill near the barn.
- m) Maintenance of target material in good order in the shed is required at all times. Leave it in better condition than you found it.
- n) The firearm a member uses in competition at skirmishes must be the one with which the member's Qualification Scores were fired.
- o) Spotting & calling of "hit" by the person running the round is encouraged whenever possible. Calling out the location of hits and misses is not permitted. Shooters firing in the same relay may call out the locations of shots for one another as they are firing as is permitted by skirmish rules.
- p) Trigger pull will be checked on all firearms prior to each Qualification day. Long guns must hold 3 lb. 2 oz. WBR trigger weight. Revolvers must hold 2 lb. weight.

This Qualification Program has been created at a meeting of the Executive Committee. ***The Team, like a chain, is only as strong as its weakest link. Don't be the weak link! Make sure your equipment is in 100% readiness. Also, make sure you are ready and focused every time we go to the line to uphold our competitive tradition.*** As weather permits prior to February 1st, ensure your firearms are sighted-in and ready for qualifications before the first qualification date. "Sighters" on qualification days are a waste of your time. We hope that the trigger time resulting from this Qualification Program improves our performance at Skirmishes. We know that Skirmishing is fun, win or lose and that Qualifications are the best practice to prepare us for competition. Be prepared. Arrive early. Don't make your teammates wait for you to get to the line. Fire your Qualifications as though you were firing a skirmish. After all, Skirmishing is **more** fun when we **win**!