

Proposed 2022 WBR QUALIFICATION COURSE OF FIRE

SAFETY

Safety is our top priority; therefore, we will follow all N-SSA safety rules and procedures while firing our Qualification Course of Fire. This includes, but is not limited to the clearing of firearms every time we come off the line. For Musket, Muzzle Loading Carbine, and Smoothbore this requires snapping a cap from the shoulder down range, followed by snapping a cap into the ground while being observed by the Qualification Officer or his designee. For Carbine and Single Shot it is simply observing that the barrel is clear. For Revolver checking the cylinder front and back is the appropriate action to take. Be Safe at all times.

MUSKET & CARBINE

50 YD.

- **Pigeon Board**: Maximum 4 pigeons per shooter worth 1 pt. per hit - 100 seconds.
- **Pigeon**: Paper target worth 1 pt. per hit. Live pigeon hung immediately above paper targets for first shot only, 2 pts. - 3 Minutes - Musket; **2 Minutes - 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" Tile**: Involves paper & live targets fired in two separate, 2 minute events. First 2 minute event fired on PAPER ONLY, 1 pt per hit. Second 2 minute event, live tile hung from top cross bar adjacent to paper target for first shot only, 2 pts. All remaining shots fired at the previous paper tile worth 1 pt. per hit.

These two 100 yd. strings of fire 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. Next, fire one, 2 minute event with the first shot at the live tile & all other shots at the paper tile. Shooter will receive 2 pts. for hitting the live tile & 1 pt. for each hit on their paper tile.

REVOLVER (No live targets)

25 YD.

- **Pigeon**: Paper target worth 1 pt. per hit. - 1 Minute.
- **Pot**: Paper target worth 1 pt. per hit. - 1 Minute.
- **4" Tile**: Paper target worth 1 pt. per hit. - 1 Minute.

SMOOTHBORE (No live targets)

25 YD.

- **Pigeon**: Paper target worth 1 pt. per hit. - 2 Minutes.
- **Pot**: Paper target worth 1 pt. per hit. - 2 Minutes.
- **4" Tile**: Paper target worth 1 pt. per hit. - 2 Minutes.

50YD.

- **6" Paper Tile**: 1 pt. per hit. - 2 Minutes.

SINGLE SHOT (No live targets)

50 YD.

- **Pigeon**: Paper target worth 1 pt. per hit. - 1 Minute.
- **Pot**: Paper target worth 1 pt. per hit. - 1 Minute.
- **4" Tile**: Paper target worth 1 pt. per hit. - 1 Minute.

100YD.

- **6" Paper Tile**: 1 pt. per hit. - 1 Minute.

Proposed 2022 WBR QUALIFICATION RULES

- a) All members are encouraged to fire as many qualification rounds as often as they desire, subject to all Qualification Rules **beginning January 1, 2022**. Members are also encouraged to complete every qualification round started.
- b) Top 3 scores shall be averaged to determine each member's Qualification Avg for the Spring National. Initially, one of the 3 scores will be the member's average from 2021. Therefore, the member's average from 2021 plus 2 scores fired in 2022 will constitute the member's average for 2022 until such time as the member fires 3 scores higher than his/her 2021 average. The average from 2021 shall be treated as a score fired in 2022 until such time as the member fires 3 higher scores in 2022.
- c) Qualifications shall be scheduled by the Deputy Commander, or designee, prior to being shot. Qualifications will be advertised via email no later than one day in advance, so members have the opportunity to participate.
- d) The Deputy Commander or designee shall appoint a Qualification Officer for every scheduled Qualification.
- e) Any two members, including those related by blood or marriage, may qualify one another subject to all Qualification Rules. The corresponding Qualification Score Sheet and all paper targets fired are to be presented to the Deputy Commander, or designee, prior to the next skirmish.
- f) To encourage qualifying and sighting-in at Ft. Shenandoah, 2 pts. shall be added to each final qualification score earned while at Ft. Shenandoah during Approved Qualification Events.
- g) At least one Qualification Score to calculate a member's Qual Avg must be fired at Ft. Shenandoah.
- h) Approved Qualification Event scores must be submitted to the Deputy Commander, or designee, prior to 9:00 PM on the Sunday before the next skirmish so as to be included in a member's qualification average for that skirmish. Scores from a Qualification submitted by 9:00 PM on a Monday which is a National Holiday shall be included in a member's qualification average for that skirmish.
- i) Clean up and dispose of all trash/used target materials in the roll-off cans provided by the N-SSA at the top of the hill near the barn.
- j) Maintenance and organization of all team target/range materials in the target shed is required at all times. Leave all materials and the interior of the target shed in better condition than when you found it.
- k) The firearm(s) a member uses in skirmishes shall be the same one(s) used to shoot Qualification Scores.
- l) All firearms' triggers shall be checked prior to shooting at every Qualification. Long guns must hold the 3 lb. 2 oz. WBR trigger weight. Revolvers must hold a 2 lb. trigger weight. Arms failing will be permitted to fire for that Qualification only.
- m) Timing shall be performed by a member running, not shooting, that particular round/event. They shall issue the commands to: *Load and come to the ready*, *Commence firing*, and *Cease fire*. Timers shall also alert shooters firing on the line when they have 30 seconds remaining for that event..

This Qualification Program has been formally approved by the Executive Committee. Be prepared. Arrive early. Don't make your teammates wait for you to get to the line.