

2023 WBR QUALIFICATION COURSE OF FIRE

SAFETY is the top priority. While qualifying, all members shall diligently adhere to, and perform all, range safety protocols per the *Skirmish Rules*.

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**: Paper & live tile fired in two separate, 2 minute events. First, a 2 minute event fired on PAPER ONLY, 1 pt per hit. Second, another 2 minute event using a 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.

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.

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.

2023 WBR QUALIFICATION RULES

- a) All members are encouraged to fire as many qualification rounds as they desire, subject to all WBR Qualification Rules **beginning January 1, 2023**. 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. **The last day for Qualifications prior to the Spring National shall be May 12, 2023.** Initially, one of the 3 scores may be the member's average from 2022. Therefore, the member's average from 2022 plus 2 scores fired in 2023 will constitute the member's average for 2023 until such time as the member fires 3 scores higher than his/her 2022 average. The average from 2022 shall be treated as a score fired in 2023 until such time as the member fires 3 higher scores in 2023.
- c) Top 4 scores s (one of which may be the member's average from 2022) shall be averaged to determine each member's Qualification Average for the Fall National. **The last day for Qualifications prior to the 2023 Fall National shall be September 29, 2023.**
- d) All Approved Qualifications shall be scheduled by the Deputy Commander, or designee, prior to being shot. Qualification sessions will be advertised via team-wide email no later than one day in advance, so members have the opportunity to participate.
- e) The Commander, Deputy Commander, or designee shall appoint a Qualification Officer for every Approved Qualification.
- f) 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.
- g) To encourage qualifying at Ft. Shenandoah, 2 points shall be added to each final qualification score earned while at Ft. Shenandoah during Approved Qualification Events.
- h) At least one Qualification Score to calculate a member's average must be fired at Ft. Shenandoah.
- i) Approved Qualification scores must be submitted to the Deputy Commander, or designee, via email. Scores submitted by 9:00 PM on the Sunday (or 9:00 PM on a Monday which is a National Holiday) before the next skirmish shall be included in a member's Qualification Average for that skirmish.
- j) 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.
- k) Maintenance & organization of all team target/range material in the target shed is required at all times. Leave all material & the target shed's interior in better condition than when you found it!
- l) Firearm(s) a member uses in skirmishes, shall be the same one(s) used to shoot Qual Scores.
- m) All firearms' triggers shall be checked prior to shooting at every Approved Qualification. Long guns must hold the 3 lb. 2 oz. WBR trigger weight. Revolvers must hold a 2 lb. trigger weight. Arms failing are permitted to fire for that Approved Qualification only.
- n) Calling hits by any non-firing member is encouraged whenever possible, however, the location of hits or misses is not to be called. Shooters firing on the same relay may call hits or misses in accordance with the Skirmish Rules.
- o) Timing shall be performed by a non-shooting member running that particular round/event. They shall issue the commands to: *Load and come to the ready*, *Commence firing*, and *Cease fire*. Timers shall also verbally alert shooters firing on the line when 30 seconds remain 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