

2026 QUALIFICATION COURSE OF FIRE

WBR By-Law Article XI

- (a) Qualifications for company-team position shall be held at least once a year. If more qualifications are desired, the Executive Committee must vote on this at a regular or a special meeting. The course for qualification shall be prescribed by the Executive Committee, and conducted under the supervision of the Vice-President. The final teams' positions shall be determined by the Executive Committee based on qualifications, participation, experience and past skirmish performance.

MUSKET & CARBINE

50 YD.

- **Pigeon Board**: Max of 4 live pigeons per shooter, 1 pt. per hit - 100 seconds
- **Pigeon**: Live & paper fired in same event. Live pigeon hung immediately above paper targets for *first shot ONLY*, 2 pts. All remaining shots fired at paper pigeon, 1 pt. per hit
3 minutes for Musket; 2 minutes for Carbine
- **Pot**: Paper target, 1 pt. per hit. - 2 minutes
- **4" Tile**: Paper target, 1 pt. per hit. - 2 minutes

100 YD.

- **6" Tile**: Paper & live fired in in two separate events. First event - Paper target, 1 pt. per hit - 2 minutes. Second 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, 1 pt. per hit - 2 minutes

SMOOTHBORE

25YD.

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

50 YD.

- **6" Tile**: Paper target, 1 pt. per hit - 2 minutes

SINGLE SHOT

50 YD.

- **Pigeon**: Paper target, 1 pt. per hit - 1 minute
- **Pot**: Paper target, 1 pt. per hit - 1 minute
- **4" Tile**: Paper target, 1 pt. per hit - 1 minute

100 YD.

- **6" Tile**: Paper target, 1 pt. per hit - 1 minute

REVOLVER

12.5 YD.

- **Pigeon**: Paper target, 1 pt. per hit - 1 minute
- **Pot**: Paper target, 1 pt. per hit - 1 minute
- **4" Tile**: Paper target, 1 pt. per hit - 1 minute

SINGLE SHOT PISTOL

12.5 YD.

- Pigeon: Paper target, 1 pt. per hit - 2 minutes
- Pot: Paper target, 1 pt. per hit - 2 minutes
- 4" Tile: Paper target, 1 pt. per hit - 2 minutes

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- a) All members are encouraged to fire as many qualification rounds as they desire, subject to all WBR Qualification Rules **beginning January 1, 2026.**
- b) Top 3 scores shall be averaged to determine one's team standings for the Spring National. **8 May: last day for Quals prior to the Spring National.** One of the Top 3 scores can be a member's Carry Over score (their average from '25). Their Carry Over shall be used to calculate their current avg until a higher score is earned, thus eliminating the Carry Over value from one's top three scores.
- c) Top 4 scores shall be averaged to determine Qualified Members' team standings for the Fall National. **25 Sep: last day for Quals prior to the Fall National.** A member is deemed "Fully Qualified" on an arm once they have earned four Approved Qualification Scores during the year (one of which may be their Carry Over Score).
- d) All Approved Qualification Events shall be scheduled by the Deputy Commander, or designee, prior to being shot. Qualification sessions shall be advertised via team-wide email no later than 24 hours in advance, so members have the opportunity to participate.
- e) The Deputy Commander, or designee, shall appoint a Qualification Officer of the Day (QOD) for every Approved Qualification Event.
- 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 submitted to the Deputy Cmdr, or designee, prior to the next skirmish.
- g) To encourage qualifying at Ft. Shenandoah, 2 points shall be added to each qualification score earned at the Fort during Approved Qualification Events.
- h) At least one Qual 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 one's Qual Avg for that skirmish.
- j) The QOD shall ensure target areas are cleaned at the completion of firing. Dispose of all trash/used target materials in the dumpster at the top of the hill near the barn.
- k) Maintenance & organization of all team range material in the target shed is required at all times. Leave all materials & the target shed in better condition than when you found it!
- l) Firearm(s) a member uses in skirmishing, shall be the same one(s) used to shoot Quals.
- m) Firearms' triggers shall be checked prior to shooting at an 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 (Spotting) shall not be called. However, shooters firing on the same relay may Spot/Call out the location of 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 & come to the ready; Commence fire; and Cease fire*. Timers shall also verbally alert shooters firing on the line when 30 seconds remain for that event.