

## - The Single Shot Black Powder Cartridge Rifle Club of Great Britain - Affiliated to the NRA - No. 1285

## Sharpe's Challenge

Target: H300 and E600 (see below)

• The H300 target represents an early 19<sup>th</sup> Century Officer's hat being worn. The purpose of this stage is to shoot off the hat. One point is awarded for shooting the hat but one point is deducted for hitting the head that is wearing it! **Note: The "head" extends into the hat.** 

The E600 represents the Napoleonic eagle

No. of Rounds required: 40 for Competition plus sighters

**Di stance s:** 300 yards – H300 & 600 yards – E600

Max. Competition Score: 40 points

**Squading Time:** 30 minutes per distance.

Course of Fire: This match requires you to shoot up to 20 consecutive rounds to score at each distance within the allotted time. You may fire as many sighters as you deem necessary or prudent prior to your rounds for score. The only restriction is that you have 30 minutes to complete this in total. Once you are satisfied with your sighting and wish to start to shoot for score, it is your responsibility to ensure that the scorer is aware of this and is ready to mark your score card. Each shot, sighter and comp etition, will be scored and fall of shot indicated. At the end of your 20 scoring shots or 30 minute squad, whichever comes first, you will be asked to countersign your score card. If you complete your string within the 30 minutes make sure that the scorer is aware that you have finished. Your time for completion (from the beginning of your squading time) will also be recorded and may be used in the event of a tie.

Artificial Support: Crossed-sticks and Wrist Supports are allowed as rests for this match

Please present yourself at the firing point at least 20 minutes before the start of your allotted shooting time. You will be expected to be ready to shoot the moment that your squading time begins so set up your equipment during the preceding shooters string. Please take care not to distract the active competitor - it's your turn next!



