

# Rapid Shooting of a 10-Bull 25 Yard Target

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## Introduction

A number of competitions, most notably the Queen Alexandra Challenge Trophy, require a 10-Bull 25 yard targets to be shot in a maximum of 90 seconds. This compares to a typical allowance of around 12 minutes to shoot a 'deliberate' target, albeit this includes sighting and scoring shots.

Rapid shooting can be enjoyable in itself, as the style of shooting is a great contrast to the more measured 'deliberate' style. The sense of achievement in scoring 100 on a rapid card is significant indeed! In addition, the benefits of rapid shooting can extend to deliberate shooting, both to encourage the shooter to fire on the first (and often best) sight picture, and to enable the shooter to take full advantage of short moments when the ideal conditions exist during outdoor shooting (or to cope in the case of an equipment failure or other event limiting time to complete the shoot).

So, what techniques should be employed to ensure success in rapid shooting, where scores can be equal or even better to targets shot under 'deliberate' conditions?

## The Rules for Rapid Shooting

1. You are permitted to sight in before the 90' commence. In the Queen Alex finals this is achieved by shooting two deliberate cards before the rapid cards are shot i.e. there is no time allowed for sighting between the last deliberate and the first rapid cards
2. You are permitted to sight during a rapid card but there is no point!
3. You must not be touching a round before the order 'commence' is given
4. The Range Officer will check all shooters are ready and then say "3, 2, 1, Commence". The RO will then call out every 10 seconds to state the elapsed time e.g. 10, 20, 30, etc. The RO will then count down from the 85<sup>th</sup> second by saying '5, 4, 3, 2, 1, Ceasefire'
5. You will be permitted to re-shoot a rapid card only if there is an 'allowable malfunction'. This means if a cartridge fails to fire, a bullet or pellet is lodged in the barrel, the rifle fails to fire (although the trigger has been operated) or the extractor fails to extract the cartridge. If any of these events occur you must raise your arm to signal the problem to the Range Officer
6. You will not be allowed a reshoot if you drop a round when loading or have problems loading the rifle (e.g. 'fumbling the round as it is put into the chamber')

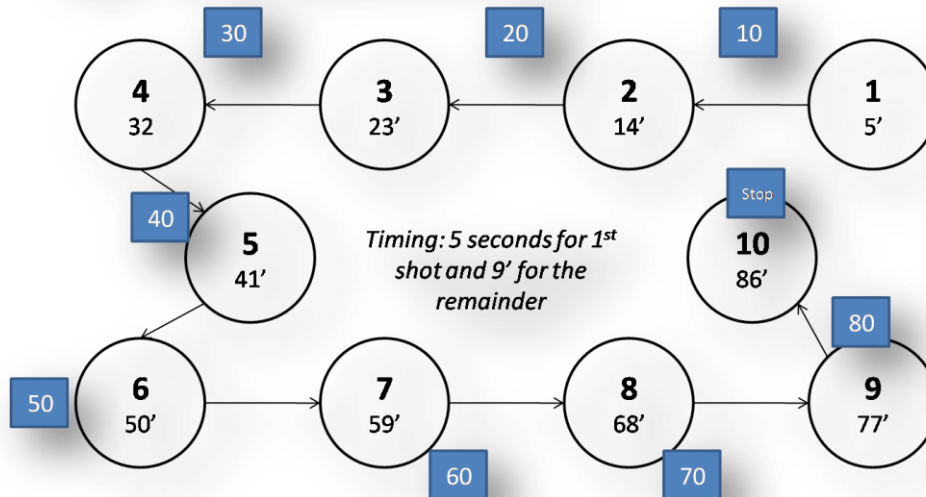
## Suggested Techniques

7. Remember to take your breach plug out during the preparation phase i.e. when the RO has given you permission to put the rifle into your shoulder
8. Put ammunition into a block, with spaces between rounds to make retrieval as easy as possible. Put out at least 12 rounds to allow for dropping of ammo or misfires
9. When getting into position, set up with the sights pointing at the middle of the target. Then, if you are not able to move your body between shots to adjust your aim, you will need only the minimum of muscle effort to get your sights 'on aim'
10. Try to keep your cheek constantly engaged with the stock, as this will minimise time taken to get into the aim
11. Aim to allow about 4 seconds to unload/load the rifle and 4 seconds to take the shot. You'll have more time for the first shot as there is no need to unload. Know exactly what shot you should be firing, relative to the 10 second count. So for example, if you hear "30 (seconds)" called you know

you should be just about to fire your 4<sup>th</sup> shot (see diagram below). If you cannot remember all the timings, try and remember the key timings, so that at '20' you should have reloaded for your third shot and at '50' you should be firing your 6<sup>th</sup> shot. One way to 'orientate' yourself on the card is to work out when you should hear a count, relative to your shot e.g. on the first shot the count will be very soon after you fire (2') and on the 4<sup>th</sup> shot it will be (relatively) much later



## Rapid Shooting Timings for 10-bull Target at 25 Yards (90 seconds allowed)



12. Focus on a smooth trigger release and on following through i.e. letting the sights settle back onto the target once the shot is fired
13. If you drop a round or have problems loading, you have 4' 'spare' to catch up lost time, so there is no need to panic

## Putting the Theory into Practice

There are two main events for rapid shooting. The first is the Surrey Time Limit League that runs during the winter season. This is an individual league with c. 5 divisions with averages ranging from c.92 to 97+. There are 10 rounds with two cards per round.

The second is the Queen Alexandra Cup competition. The finals for the top County and Club teams are shot shoulder to shoulder during the first weekend of the National Meeting at Bisley, with two deliberate targets and two rapid (plus a single skirmisher target). Entries are made in September and the County Captain organises one 'practice' round before a second to determine the six shooters who will represent Surrey in the qualifying stage for the finals.

Practice for those shooters qualifying for the County and club finals may be held at Worplesdon during the summer months, to which all shooters will be welcome.

You should notify the club Rifle Captain that you wish to shoot in either of both of these competitions when the winter league entries are made.

In addition there is a club rapid competition called the Counce Rapid, shot in mid October each year.