



Black Powder Initiative Competition Rules: (Status 04.02.2005)

Number of shots:	Total of 13 fired shots. The best 10 shots will count.
Preparation time:	None (fouling shots and snapping of percussion caps only after "open-fire" signal)
Shooting time	40 minutes (incl. weapon unloading within the 2 last remaining minutes of shooting time!)
Distances:	Pistol/revolver: 25 m, Rifles: 50 m and 100 m according to type of event.
Shooting position:	<u>Pistol (25m)</u> : standing (free), Hold: single or double handed as desired <u>Rifle (50m)</u> : standing (free), Hold: using both hands, slings not permitted. <u>Rifle (100m)</u> : standing or prone (free), Hold: using both hands, slings allowed. <u>Rifle (>100m)</u> : any position as desired, Hold: using both hands, slings allowed.
Trigger pull:	<u>Standing/Sitting</u> : Single leg shooting stick (mono-pod) permitted as shooting rest!
Target:	<u>Prone</u> : Support rest for the hand permitted! Neither weapon, wrist or fore arm are allowed to be in contact with rest. No restrictions – the trigger should not self-actuate by shaking or jolting.
Calibre:	10-ring precision target, whereby the spacing between each scoring ring are the same. At shooting distances of 25, 50 and 100m. the space between each ring is 2,5cm. The diameter of the black section is 20cm. For longer distances: max. scoring ring spacing in cm = $2,5 \times (\text{distance in meters} / 100)$ max. black section in cm = $20 \times (\text{distance in meters} / 100)$
Scoring:	Events I.2, I.2v,I.2e, II.3, II.3v,VII.2 and VII.4: use standard musket targets. Limited to a max. of 0.8 inch for all events. (Exception Model Cannon Event = 35 mm.) The score is the sum of the 10 shots with the highest scores. The centre point of the bullet hole must be at least on the line to count for the higher score.
Ties in Scoring:	Ties with the same score based on the 10 best shots are decided by the grand total of all 13 shots fired. In the case that the total score of all 13 shots are still tied, the decision is based on the highest number of 10's, 9's, 8's, 7's etc. Is the result still undecided a decision is made using the distance from the middle of the target to the centre point of the worst of the 10 scoring shots. The shooter with the smaller distance wins. If still undecided the result remains a tie and those shooters are awarded the same ranking.
Shooting dress:	No restrictions on clothing except for 'Limited Class'
Competitor Classes:	<u>Unlimited Class</u> : open to all competitors irrespective of age or gender! <u>Ladies Class</u> : restricted to female competitors only. <u>Senior Class</u> : restricted to competitors aged 60 years and over or with a physical handicap of more than 70%. In this class shooting position and hold are not restricted. <u>Limited Class</u> : restricted to competitors in rifle events wearing modern shooting clothing and accessories. <u>Newcomer Class</u> : for all competitors who are not allowed by local legislation to possess black powder, weapons or ammunition, but are allowed to shoot firearms on authorised ranges. Also for those shooters using black powder in pelleted form. <u>Matchlock and Flintlock events are not permitted in this class, Events using cartridge ammunition are restricted to those shooters under 18 years of age.</u>
Optical Sights:	Riflescopes can only be used in those events where they are expressly allowed.
Other Sights:	No restrictions. Adjustable back sights and peep sights are allowed.

The right to enter and shoot the various events of the Black Powder Initiative (SPI) is for everyone who had paid his/her entrance fee to the local organiser of the Shoot or Championship. A direct membership in the Black Powder Initiative is not necessary. It is the duty and obligation of every shooter to acquaint themselves with the newest safety regulations and other legislation relating to the shooting activity. **Only Black Powder or officially recognised Black Powder substitutes are permitted in all events. Also Black Powder in pelleted form may be used in the Cap Lock Events.** The competitor is solely responsible for loading his weapon. (Exception: Newcomer Class and under certain conditions handicapped persons). The loading process can only commence after the start signal has been given. The competitor is allowed to use a spotting scope or binoculars to observe his target. The use of set triggers is permitted. At the end of time any targets with more than the prescribed 13 shots will be scored by discounting all the highest scoring shots in excess of 13. Cross fires are shots which will be counted as a miss. Bandaging and any other means of supporting the limbs and body joints are strictly forbidden. Shooting gloves are allowed, so long as they do not give support to the wrist and the complete trigger finger is free. It is the sole responsibility of the competitor to ensure that his weapon is safe and completely unloaded before entering or leaving the shooting range.

Extensive regulations are covered by the actual comprehensive version of SPI-Competition Rules!



Events (weapon/ignition types):

I. Matchlock:

I.1 Matchlock Pistol	I.1v = without sights	I.1e = electrical ignition
I.2 Matchlock Musket	I.2v = without sights	I.2e = electrical ignition

II. Flintlock/Wheel-Lock:

II.1 Flintlock and Wheel-Lock Pistol	- smooth bore	II.1v = without sights
II.2 Flintlock and Wheel-Lock Pistol	- rifled bore	II.2v = without sights
II.3 Flintlock and Wheel-Lock Musket	- smooth bore	II.3v = without sights
II.4 Flintlock and Wheel-Lock Rifle	- rifled bore	II.4v = without sights

III. Cap Lock:

III.1 Cap Lock Pistol	- conventional
III.2 Cap Lock Pistol	- under-hammer
III.3 Cap Lock Revolver	- closed frame
III.4 Cap Lock Revolver	- open frame
III.5 Cap Lock Rifle	- designed primarily for civilian use
III.6 Cap Lock Rifle	- designed primarily for military use
III.7 Cap Lock Rifle	- under-hammer
III.8 Cap Lock Breech Loader	III.8z = with optical sights

IV. Black Powder Cartridge:

IV.1 Revolver	
IV.2 Rifle	- single shot
IV.3 Rifle	- repeater

IV.2z = with optical sights
IV.3z = with optical sights

V. Pinfire

V.1 Pinfire Pistol
V.1 Pinfire Rifle

VI. Shotgun: (Rules see Attachment VI)

VI.1 Flintlock Gun
VI.2 Cap Lock Gun
VI.3 Hammer Gun (Black Powder Cartridge)

VII. Model Cannons (Rules see Attachment VII.)

VII.1 Prince Class
VII.2 King Class
VII.3 Unlimited Class A
VII.4 Unlimited Class B

Long Range Rifle Events:

To aid differentiation between rifle events shot at distances further than 50 m. the following suffixes are used. Example.: "IV.2w2" = Rifle (200m). The Black Powder Initiative offers the following distances as separate and distinct events.

Distance in metres:

w =100 m w7=700 m w10 = 1000 m
w2=200 m w8=800 m
w3=300 m w9=900 m

Distance in yards:

y =100 yards y5=500 yards y10=1000 yards
y2=200 yards y6=600 yards y12=1200 yards
y3=300 yards y9=900 yards y15=1500 yards

Important: All national laws and legislation relating to matters concerning guns and explosives have to be observed and complied with. In order to conform to any such national legislation, some events maybe modified in such a way that they then comply with such legislation. If there is any doubt, then that particular event should be withdrawn locally. The final decision rests with the local organiser based on local legal requirements.