

NATIONAL TERRITORIAL CHAMPIONSHIP 2019 AGGREGATE DESCRIPTIONS

The following descriptions of the aggregates comprising the territorial match is provided only as a reference, and should not be considered as describing all conditions of a given match or aggregate. The current edition of the *NMLRA Range Rules and Regulations* should be consulted for specific information on targets, sights, positions, etc. (**Note:** Marksmanship is of prime importance. Therefore, sighting targets and spotting scopes are to be allowed except as expressly forbidden by the *NMLRA Range Rules and regulations*.) ******Note: All territorial relays are to be 30 minutes in duration, except ANY bench and musket, which may use two (2) consecutive relays.**

OFFHAND CHAMPIONSHIP (Aggregate: Ter. A) (Flintlock or Percussion) (This qualifies for NMLRA Offhand Classification)

One rifle, any metallic sights, offhand, one relay per match.

Match A1	25 yards	Five shots	Six bull 50 yard target (eight ring)
A2	50 yards	Five shots	Six bull 50 yard target (seven ring)
A3	50 yards	Five shots	Single bull 100 yard target (eight ring)
A4	100 yards	Five shots	Single bull 100 yard target (seven ring)

FLINTLOCK CHAMPIONSHIP (Aggregate: Ter. B) (This qualifies for NMLRA Offhand Classification)

One rifle, Traditional rifle, open sights, offhand, one relay per match. (Sights may be adjustable.)

Match B5	25 yards	Five shots	Six bull 50 yard target (eight ring)
B6	50 yards	Five shots	Six bull 50 yard target (seven ring)
B7	50 yards	Five shots	Single bull 100 yard target (eight ring)
B8	100 yards	Five shots	Single bull 100 yard target (seven ring)

BENCH REST CHAMPIONSHIP (Aggregate: Ter. C)

One or more rifles, sights as noted, five shots each target. Two (2) consecutive relays may be used to fire each of these matches. Bench matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match C9	50 yards	any metallic sights	Six bull 50 yard target (eight ring)
C10	50 yards	open sights	Six bull 50 yard target (eight ring)
C11	100 yards	any metallic sights	Single bull 100 yard target (eight ring)
C12	100 yards	open sights	Single bull 100 yard target (eight ring)

MUSKET CHAMPIONSHIP (Aggregate: Ter. D)

One musket, as issue sights on an approved musket (See *NMLRA Range Rules and Regulations*), ten shots each target. Two (2) consecutive relays may be used to fire each of these matches. Guns must be inspected before firing any match in this aggregate.

Match D13	50 yards	offhand	Single bull 100 yard target (eight ring)
D14	100 yards	any military position	Single bull 100 yard target (seven ring)
D15	100 yards	offhand	200 yard target

ONE GUN CHAMPIONSHIP (Aggregate: Ter. E)

One rifle, 14 pound weight limit, open sights, five shots each target, position as noted, offhand, one relay per match, except for bench rest matches, which may use two (2) consecutive relays. Bench rest matches may be shot from the cross sticks position and still be allowed two (2) consecutive relays to complete the match. Sights may be adjustable. Guns must be inspected before firing any match in this aggregate.

Match E16	50 yards	offhand	Single bull 100 yard target (eight ring)
E17	50 yards	bench rest	Six bull 50 yard target (eight ring)
E18	100 yards	offhand	Single bull 100 yard target (seven ring)
E19	100 yards	bench rest	Single bull 100 yard target (eight ring)

CROSS STICK CHAMPIONSHIP (Aggregate: Ter. F)

One or more rifles may be used, 14 pound weight limit, sights as noted, five shots each target. Cross sticks may be either round, oval, triangular, square, or rectangle. (DOESN'T MATTER THE SHAPE OF THE WOOD!) Cross sticks must be made of wood and may not exceed the following dimensions; 2 pieces of wood, no longer than 40" in length each, no wider than 2 1/4", and no thicker than 1 1/4" each. If they are round, they may not exceed 1 1/4" in diameter. They may be pointed on one end to facilitate insertion into the ground. They may be driven into the ground with a hammer or other device for safety purposes. They may also have an additional spike added to the pointed end not to exceed 4" in length. Overall length of the cross sticks may not exceed 44" with spikes. The pieces of wood must be BOLTED (with washers if desired) together to form an uneven X. They may have ONE layer of material on the sticks, either glued, strapped, tied, or laid on them to protect the rifle. All guns must be weighed before match. All targets must be posted in the "natural" position. (i.e., **no target may be posted upside-down or sideways.**) No practice or record target may be posted at the same distance as another record target for the same relay. Only one record target may be posted during the same relay regardless of the distance. A practice target may be posted at one distance and a record target posted at another distance during the same relay. See NMLRA Rules and Regulations for further cross sticks rules. Only one 30 minute relay allowed to complete each cross sticks match. Guns must be inspected before firing any match in this aggregate.

Match F20	50 yards	any metallic sights	Five bull buffalo (Large rings)
F21	50 yards	open sights	Five bull buffalo (Large rings)
F22	100 yards	any metallic sights	Single bull buffalo
F23	100 yards	open sights	Single bull buffalo

LADIES CHAMPIONSHIP (Aggregate: Ter. G)

One or more rifles, any metallic sights, five shots each target, position as noted, one relay per match except for bench rest matches, which may use two (2) consecutive relays for each bench rest match. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match

Match G24	25 yards	offhand	Six bull 50 yard target (eight ring)
G25	50 yards	offhand	Single bull 100 yard target (eight ring)
G26	50 yards	bench rest	Six bull 50 yard target (eight ring)
G27	100 yards	bench rest	Single bull 100 yard target (eight ring)

JUNIOR/4-H CHAMPIONSHIP (Aggregate: Ter. H) (Age Limit: Shooter who is under the age of 16, meaning not having reached their 16th birthday at time of registration)

Open to all 4-H shooting teams.

One or more rifles, any metallic sights, five shots each target, position as noted, one relay per match, except for bench rest matches, which may use two (2) consecutive relays for bench rest matches. Bench matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match H28	25 yards	bench rest	six bull (7 ring)
H29	25 yards	offhand	Three bull 100 yard target
H30	50 yards	offhand	100 yd (7 ring)
H31	50 yards	bench rest	100 yard (8 ring)

SKEET CHAMPIONSHIP (Aggregate: Ter. I)

Singles are shot first, stations one through eight in a high-low sequence. Doubles are shot in the high-low sequence from stations one and two; and in the low-high sequence from stations six and seven. All birds shot out of proper sequence shall be scored lost. All birds must be properly thrown to be scored a hit or a miss. The 25th bird is the option bird - shooter returns to the station where the first miss occurred. If a double bird is missed, the shooter shall call for another pair of doubles and shoot in the same sequence as the original miss, with only the original missed bird counting for score. The competitor may use two guns. If the competitor has shot 24 straight (clean), then the competitor chooses the option of where he/she wishes to shoot the 25th bird. Lo-Gun Match to be shot with gun lowered from the shoulder and be clearly down when the shooter calls for the bird. Upon release of the bird, shooter shall raise the gun to the shooting position and fire. Break open muzzle loading shotguns are allowed. See rule # 2470 in NMLRA Rules and Regulations.

Match I32a		25 birds
I32b	Lo-Gun	25 birds
I32c	Doubles	24 birds
I32d.....	Singles.....	16 birds

TRAP CHAMPIONSHIP (Aggregate: Ter. J)

Break open muzzle loading shotguns are allowed. See rule # 2470 in NMLRA Rules and Regulations.

Match J33	10 yards	15 birds
J34	16 yards	15 birds
J35	20 yards	10 birds

PISTOL CHAMPIONSHIP (Aggregate: Ter. K)

Percussion pistol or revolver, ten shots each target, to be fired in one relay. Scores fired will be submitted to the NMLRA Pistol Committee Chairperson. In order to obtain a National Pistol Classification, the territorial competitor must request NMLRA classification through the Pistol Committee Chairperson. One relay per match.

Match K36	25 yards	slow fire	25 yard pistol target
K37	25 yards	limited fire*	25 yard pistol target
K38	50 yards	slow fire	50 yard pistol target

**Time starts at first shot fired*

PRIMITIVE AGGREGATE (Aggregate: Ter. L)

The matches of this aggregate are designed to prove baseline skills in primitive competition. Distances should be unknown to competitors. Sighters are not usually fired and no spotting scopes are allowed. Sights should be as described in the *NMLRA Range Rules and Regulations* under the rules for the Primitive Range. Loading is to be from the pouch and horn/flask.

The targets involved are steel gongs and paper targets. The paper targets may be purchased from the NMLRA. A series of matches is offered to suit the needs of varying clubs. **Any series must include the Mountain Man Match.** Of the other matches presented, **three must be selected** and identified on the **APPLICATION** form.

These matches may be fired using firearms of either flint or percussion ignition. While period costume or clothing is recommended, it is not required.

Match L39 - Free Trapper

Target is standard six bull 50 yard, 7 ring black target. Range should be from 45 to 60 yards. One sighting shot permitted, five shots for record, one per bull, each shot to be fired from a different position: offhand, kneeling, sitting, prone, and cross stick. Maximum score - 50 points.

Match L40 - Hawken

Target is single bull 100 yard, 7 ring black target. Range is approximately 130 yards. Minimum caliber is .45. Five shots for record, no sighters or spotting. Three shots are to be fired from a "chunk log" or cross sticks - **to be determined before the match and same used by all competitors**. Two shots are to be fired offhand. Maximum score - 50 points.

Match L41 - Open Seneca

Four standard NMLRA animal silhouette targets and one "X" center target are to be used. A six bull 50 yard target overlay is used for scoring. This is a running event. The competitor runs about 150 yards before arriving at the first shooting position. There should then be a run of about 30 yards between each of the five shooting positions. The rifle must be loaded only at the firing position, and not on the run. The range at each position is different, the following ranges being suggested: 15, 25, 45, 65, and 75 yards. One shot is fired at each station. There is a ten minute time limit to complete the course. Over ten minutes disqualifies the competitor. The shorter time is used to break ties after X's. Maximum score - 50 points.

Match L42- Mountain Man (This match is required) Maximum score for this match is 100 points, based on six shots, knife and tomahawk throws, and fire-making. Ties are broken on the basis of fire-making time.

Part 1 - Split Ball on an Axe. Use a double bit axe embedded in end of log, with clay pigeons supported by nails on each side of axe head. Range should be 15 to 25 yards. One shot, both clay pigeons must be hit and broken in order to score. Scoring value is ten points.

Part 2 - Cut Playing Card. Use playing card supported in such a manner that only the edge is presented as a target. Range should be about 20 yards. One shot, the card must be cut cleanly into two pieces in order to score. Scoring value is ten points.

Part 3 - Cut Crossed Strings. Secure two strings in a frame a minimum of 12 inches square, in such a manner that a cross is presented as a target. Range should be about 25 yards. With one shot, both strings must be severed in order to score. Scoring value is ten points.

Part 4 - Tomahawk Throw. Secure a playing card to the end of a log. Three throws for score. One complete turn of the tomahawk is required. Cutting card scores five points.

Sticking tomahawk scores one point; bonus for three sticks without ever cutting card, scores one point. Maximum scoring value is 15 points.

Part 5 - Knife Throw. Secure a playing card to the end of a log. Three throws for score. One complete turn of the knife is required. Cutting card scores five points. Sticking knife scores one point; bonus for three sticks without ever cutting card, scores one point. Maximum scoring value is 15 points.

Part 6 - Gongs. Three gongs set at match coordinator's discretion. Ten points per gong. Maximum scoring value is 30 points.

Part 7 - Fire-Making. Using flint, steel, and traditional form of tinder, the competitor makes a fire. The score is determined by the time elapsed from the first strike of flint and steel until an open flame is seen. A stop watch is required for timing.

Scoring value: 0 to 5 seconds	-	10 points
6 to 10 seconds	-	9 points
11 to 15 seconds	-	8 points
16 to 20 seconds	-	7 points
21 to 25 seconds	-	6 points
26 to 30 seconds	-	5 points
31 to 35 seconds	-	4 points
36 to 40 seconds	-	3 points
41 to 45 seconds	-	2 points
46 to 50 seconds	-	1 points
over 51 seconds	-	0 points

10 points possible.

Match L43- Rifle Frolic

Target is the NMLRA Bottle Silhouette target. Range is 45 to 65 yards. Six shots are fired for record, all offhand. Scoring values are as follows: nick body - three points; center body - five points; nick neck - seven points; center neck - ten points. A nick is any shot touching but not fully in the bottle. Maximum score is 60 points.

SUB-JUNIOR CHAMPIONSHIP (Aggregate: Ter. M)

(Age Limit: Shooter who has not reached his/her 12th birthday at the time of registration).

One or more rifles, any metallic sights, 5 shots each target, bench rest matches may use two (2) consecutive relays for each match. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match.

Match M44	25 yards	bench rest	Three bull 100 yard target
M45	25 yards	bench rest	100 yard (8 ring)

HUNTERS (Aggregate: Ter. N)

The matches of this aggregate are designed to provide a test of hunting accuracy. All targets must be posted in the "natural" position. (i.e., **no target may be posted upside-down or sideways, no sighters**). Practice targets may be purchased but not used as sighters with match target. Flint or Percussion, Traditional Offhand Rifle, Open sights. Sights may be adjustable.

Match N46	25 yards	Five shots	Crow	Target #101
N47	50 yards	Five shots	Standing Groundhog	Target #201
N48	50 yards	Five shots	Running Fox	Target #701
N49	100 yards	Five shots	Standing Bear	Target #711

SIGHTED SMOOTHBORE CHAMPIONSHIP (Aggregate: Ter. O)

Flintlock or percussion, fixed open sights (front and rear). No limitations on caliber. Guns must be inspected before firing any match in this aggregate.

Match O50	25 yards	offhand	6 bull (7 ring black)
O51	25 yards	offhand	3 bull 100 yard target
O52	50 yards	offhand	100 yard target (7 ring blank)
O53	100 yards	offhand	200 yard target

UNLIMITED LONGHUNTER'S CHAMPIONSHIP (Aggregate: Ter. P)

Any muzzle loading gun, any sights including scopes, ball, bullet, or sabot (we have approved sabots). Offhand. All targets must be posted in the "natural" position (i.e., **no target may be posted upside-down or sideways, no sighters**). Practice targets may be purchased but not used as sighters with the match target. One relay per Match.

Match P54	25 yards	Five shots	Squirrel	Target # 202
P55	50 yards	Five shots	Running Chuckt	Target #203
P56	50 yards	Five shots	Running Deer	Target # 902
P57	100 yards	Five shots	Standing Buffalo	Target # 100

LADIES OFFHAND CHAMPIONSHIP (Aggregate: Ter. Q)

One or more rifles, any metallic sight, offhand, one relay per match.

Match Q58	25 yards	Five shots	3 bull 100 yd. target
Q59	25 yards	Five shots	Six bull 50 yard target (eight ring)
Q60	50 yards	Five shots	single bull 100 yard target (eight ring)
Q61	50 yards	Five shots	6 bull target (black 7 ring)

SMOOTHBORE CHAMPIONSHIP (Aggregate: Ter. R)

Flintlock only. No rear sights above plane of barrel, no set triggers, 54 cal. minimum. One relay per match. Guns must be inspected before firing any match in this aggregate.

Match R62	25 yards	Five shots	Standing Haffner groundhog Target #201
R63	25 yards	Five shots	Running deer Target#902
R64	50 yards	Five shots	100 yard (8 ring)
R65	100 yards	Five shots	200 yard

LADIES TRAP CHAMPIONSHIP (Aggregate: Ter. S)

Break open muzzle loading shotguns are allowed. See rule # 2470 in NMLRA Rules and Regulations.

Match S66	10 yards	15 birds
S67	16 yards	15 birds
S68	20 yards	10 birds

INTERMEDIATE/ 4-H CHAMPIONSHIP (Aggregate: Ter. T)

(An intermediate is anyone who is under the age of 21. Not having reached their 21st birthday at time of registration).

Percussion or flintlock. Any metallic sights, offhand, one relay per match. Open to all 4-H shooting teams.

Match T69	25 yards	five shots	6 bull 50 yard target (8 ring)
T70	50 yards	five shots	6 bull 50 yard target (7 ring)
T71	50 yards	five shots	Single bull 100 yard target (8 ring)
T72	100 yards	five shots	Single Bull 100 yard target (7 ring)

LADIES HUNTER CHAMPTIONSHIP (Aggregate: Ter. U)

Any metallic sight, one or more rifles, targets must be hung in natural position, no sighter targets when shooting the match. One relay per match.

Match U73	25 yard 5 shots	Running chuck	Target#-203
U74	25 yard 5 shots	Crow	Target#101
U75	50 yard 5 shots	Running fox	Target#701
U76	50 yard 5 shots	Standing ground hog	Target#201

CARTRIDGE (Aggregate: Ter. V)

Rifles as used at Friendship matches. Any position allowed, bench, prone cross sticks, sitting cross sticks or offhand. If sitting cross sticks, NMLRA rules apply. #'s 5310, 5320, 5330 and 5340. ANY SIGHTS allowed to include period correct scopes. One relay per match. Guns must be inspected before firing any match in this aggregate. 14 pound limit on gun.

Match V77	100 yards 10 shots	3 bull target	
V78	100 yards 5 shots	Haffner Standing Bear	TG711
V79	100 yards 10 shots	5 bull Buffalo target	
V80	100 yards 5 shots	Haffner Running Deer	TG902

All firearms must keep the muzzle pointed up or down range between shots.
All firearms must use the open bolt indicator to show the firearm is safe.

Black Powder Cartridge Guidelines

The following guidelines should be used in conjunction with the Black Powder Cartridge Aggregate V being shot in the Territorial Matches.

Black Powder Cartridge Rifle – A hunting or military style rifle, single shot, originally made for black powder cartridges, of United States manufacture prior to 1896 and being typical of the era. Replicas thereof, regardless of origin of manufacture, are permitted. Hammer must be exposed. If replacement barrels, stocks, or other parts are used, they must be as original. No Schuetzen-style rifles permitted. One rifle will be used during all phases of the match. Examples of permissible rifles are: Ballard, Buck, Bullard, Cole, Farrow, Maynard, Peabody, Redfield, Remington Hepburn, Remington Rolling Block, Sharps, Springfield Trapdoor, Stevens Tip-up, Stevens No. 44, Wesson Falling Block, Wesson (hinged barrel), Whitney Phoenix, Whitney Rolling Block, Winchester 1885, and Wurffli. While the following single shot actions may not conform to the exact criteria, they are allowed because they conform to the spirit of the competition in form and function. Browning Model 1878, Browning Model 1885, C. Sharps '75, Falling Block Works, Stevens 44 ½ and Wickliff '76. Replicas other than exact reproductions of pre-1896 Black Powder actions as described above and shooting equipment as described herein, may be approved by the Match Director.

- a. Maximum weight 14 pounds
- b. Period correct scopes are allowed. Vernier ladder style sights are allowed. No modern or Olympic-type sights permitted.
- c. Trigger typical to the rifle and not subject to accidental discharge.
- d. Cartridges will be of the American black powder era. Originally black powder loaded, manufactured prior to 1896, and originally chambered in American-manufactured rifles, taking into account normal variations in types of brass and primers, as well as bore sizes, rifling styles, twist and chamber dimensions. Limited use and special chambering (wildcats) are not acceptable. Cartridges must be loaded with black powder or Pyrodex only. No smokeless powder in any quantity may be used. Match officials, at their discretion, may select one or more loaded cartridges at random, pull bullet, and check contents. Competitors will furnish their own ammunition.
- e. Cast or swaged lead or lead alloy projectiles only; no jacketed or gas checked bullets. Paper patching permitted. Breech seating is permitted but no addition time will be allowed.
- f. Stock: Forearm must be attached and shall be of traditional design not to exceed 2 inches in width, cannot extend below the line of the bottom of the receiver or base of trigger guard, and no attachments will be allowed on the forearm. Measured from the centerline of the bore, the drop at the heel shall not exceed 2 ¾ inches; drop at toe shall not exceed 8 inches. No portion of the rifle stock behind the rifle action shall be higher than ¾ inch below the centerline of the bore. The butt shall not be longer than 5 ¼ inches top to bottom. Cheek pieces are permitted, but no roll over. Pistol grips are permissible, but no flared or hand-contoured styles. Crescent-style butt plates are permissible, but cannot be over 1 1/8 inch deep when measured from a straight line from points of the butt plate. Commercial recoil pads are permissible. Stocks and forearms must be made of natural wood and must be in keeping with designs of stocks of the era.
- g. No sling are permitted
- h. A palm rest may not be used. A palm rest is any attachment or extension below the forearm which aids the normal hand grip and support of the rifle by the forward hand/arm.
- i. An Open Bolt Indicator is required in all matches to indicate the bolt is open. When the "Cease Fire" command is given, all rifles will be unloaded, and Open Bolt Indicators will be inserted immediately. Actions will remain open.

Cross Sticks – Sitting Position - NMLRA rules 5310, 5320, 5330 & 5340 applies to the Cross Stick position.

LIGHT BENCH CHAMPIONSHIP (Aggregate: Ter. W)

One or more rifles may be used, 14 pound limit, sights as noted, five (5) shots at each target. (Friendship Cheater sights are **NOT ALLOWED**. See rule # 5030 & 5220). Matches in this aggregate may use two (2) consecutive relays. Bench rest matches may be fired from the cross sticks and they will still be allowed to use two (2) consecutive relays for each match. Guns must be inspected before firing any match in this aggregate.

Match W81	50 Yds	Any Metallic Sights	6-Bull Target (7-Ring)
W82	50 Yds	Open Sights	6-Bull Target (7-Ring)
W83	100 Yds	Any Metallic Sights	100-Yd Target (7-Ring)
W84	100 Yds	Open Sights	100-Yd Target (7-Ring)

LADIES PISTOL CHAMPIONSHIP (Aggregate: Ter. X)

Percussion pistol or revolver, ten shots each target, to be fired in one relay. Scores fired will be submitted to the NMLRA Pistol Committee Chairperson. In order to obtain a National Pistol Classification, the territorial competitor must request NMLRA classification through the Pistol Committee Chairperson. One relay per match.

Match X85	25 yards	slow fire	25 yard pistol target
X86	25 yards	limited fire*	25 yard pistol target
X87	50 yards	slow fire	50 yard pistol target

**Time starts with first shot fired*

UNLIMITED YOUTH HUNTER CHAMPIONSHIP (Aggregate: Ter. Y)
Competitors who have not yet reached their 21st birthday at time of registration are eligible.

Any muzzle loading gun, any sights including scopes, ball, bullet, or sabot (we have approved sabots). Offhand. All targets must be posted in the "natural" position (i.e., **no target may be posted upside-down or sideways, no sighters**). Practice targets may be purchased but not used as sighters with the match target. One relay per Match.

Match Y88	25 yard 5 shots	Standing Groundhog	Target#201
Y89	25 yard 5 shots	Running Deer	Target#902
Y90	50 yard 5 shots	Standing Bear Target	Target#711

LADIES SKEET CHAMPIONSHIP (Aggregate: Ter. Z)

Singles are shot stations one through eight in a high-low sequence. All birds must be properly thrown to be scored a hit or a miss. The competitor may use two guns. Break open muzzle loading shotguns are allowed. See rule # 2470 in NMLRA Rules and Regulations.

Match Z91	16 yards	16 birds	singles
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FLINTLOCK TRAP CHAMPIONSHIP (Aggregate: Ter. AA)

Flintlock only.

Match AA92	10 yards	15 birds
AA93	16 yards	15 birds

FLINTLOCK SKEET CHAMPIONSHIP (Aggregate: Ter. BB)

. Flintlock only.

Singles are shot stations one through eight in a high-low sequence. All birds must be properly thrown to be scored a hit or a miss. The competitor may use two guns.

Match BB94	16 yards	16 birds	singles
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REVOLVER AGGREGATE (AGREGATE CC)

Any percussion revolver, 13 shots each target. Best 10 out of 13 shots will be scored. To be fired in one relay. The revolver would encompass repro as issued revolvers manufactured between 1861-1865.

Match CC 95	25 yards	slow fire	25 yard pistol target
Match CC 96	25 yards	limited fire	25 yard pistol target
Match CC 97	50 yards	slow fire	50 yard pistol target
Match CC 99	25 yards	slow fire	25 yard B-19 Target

Aggregate DD (Provisional)

INLINE BENCH OPEN SIGHTS

Match DD99 25yds 6 bull, 8 ring black, SB1 target 10 shots (2 on each record bull)

Match DD100 50yds 6 bull, 7 ring black, SB7 target 10 shots (2 on each record bull)

Match DD101 100yds 3 bull, 100 yd-3 target 10 shots (5 on each record bull)

Aggregate EE (Provisional)

INLINE BENCH SCOPE

Match EE102 25yds 6 bull, 8 ring black, SB1 target 10 shots (2 on each record bull)

Match EE103 50yds 6 bull, 7 ring black, SB7 target 10 shots (2 on each record bull)

Match EE104 100yds 3 bull, 100 yd-3 target 10 shots (5 on each record bull)

Target List

6-bull 50 yd (8-ring black)	6-bull 50 yd (7-ring black)	Single bull 100 yd (8-ring black)	Single bull 100 yd (7-ring black)	Bottle silhouette
Target SB-1	Target SB-7	Target 100 YD-1	Target 100 YD-2	Target 2427
Match A1 Match B5 Match C9 Match C10 Match E17 Match G24 Match G26 Match Q59 Match T69 Match DD99 Match EE102	Match A2 Match B6 Match H28 Match L39 Match O50 Match Q61 Match T 70 Match W81 Match W82 Match DD100 Match EE103	Match A3 Match B7 Match C11 Match C12 Match D13 Match E16 Match E19 Match G25 Match G27 Match H31 Match M45 Match Q60 Match R64 Match T 71	Match A4 Match B8 Match D14 Match E18 Match H30 Match L40 Match O52 Match T 72 Match W83 Match W84	Match L43

200 yd	5 bull buffalo (large rings)	Single bull buffalo	3 bull 100 yd	Crow #101
Target 200 YD-1	Target BUFF-3	Target BUFF-1	Target 100 YD-3	Target # 101
Match D15 Match O53 Match R65	Match F20 Match F21 Match V79	Match F22 Match F23	Match H29 Match M44 Match O51 Match Q58 Match V77 Match DD101 Match EE104	Match N46 Match U74

Standing Groundhog #201	Running Fox #701	Standing Bear #711	Running Squirrel #202	Running Groundhog #203
Target # 201	Target # 701	Target # 711	Target # 202	Target #203
Match N47 Match R62 Match U76 Match Y88	Match N48 Match U75	Match N49 Match Y90 Match V78	Match P54	Match P55 Match U73

Running Deer #902	Standing Buffalo #100	Pistol target 25 yd	Pistol target 50 yd	2 bull buffalo
Target # 902	Target # 100	Target # TG2412	Target # TG2414	Target # BUFF-2
Match P56 Match R63 Match Y89 Match V80	Match P57	Match K36 Match K37 Match X85 Match X86 Match CC95 Match CC96	Match K38 Match X87 Match CC97	

Misc. Targets	Odds & Ends		
	Match I32a	25 "birds"	
	Match I32b	25 "birds"	
	Match I32c	14 "birds"	
	Match I32d	16 "birds"	
	Match J33	15 "birds"	
	Match J34	15 "birds"	
	Match J35	10 "birds"	
	Match L41	Uses 4 animal silhouette targets, one "X" center target, & one 6-bull 50 yd overlay for scoring.	
	Match L42	Wood log, clay pigeons, playing cards, string, 3 gongs, tinder.	
	Match S66	15 "birds"	
	Match S67	15 "birds"	
	Match S68	10 "birds"	

Match Z91 16 "birds"

Match AA92 15 "birds"

Match AA93 15 "birds"

Match BB94 16 "birds"

Match CC 99 B-19 target Revolver 25 yds