

There are five competitions this summer: - The Presidents Tankard, The Furr Cup, The Ken West Shield, Gamblers Ahoy and the Shooting the Wings of a Fly (in memory of Malcolm Smith) rules for each competition are detailed below.

Generic rules: - you can shoot and submit as many entries as you wish. All competitions close on the 3<sup>rd</sup> September.

### The Presidents Tankard

Targets: - 2 x racetrack  
Rounds fired 20

**Rules: -**

Any .22 Semi Auto  
Target 1: 10 shots in 60 seconds @ 25M  
Target 2: 5 shots in 10 seconds @ 15M  
Target 2: 5 shots in 5 seconds @ 10M

Max Score 200

### The Furr Cup

Targets: - 2 x std prone  
(10 bull)  
Rounds fired 20

**Rules: -**

Distance 25 yards  
Match .22 Prone  
10 shots on each card  
7 minutes per card  
Name your own start minimum 95  
per card

Max Score 200

### The Ken West Shield

Targets: - 1 x Skittles  
Rounds fired 10

**Rules: -**

Distance 15 yards  
Any .22 Semi Auto  
Inward scoring  
The course of fire consists of 10 shots  
in two strings of 5.  
(magazines should be loaded with five  
rounds only)

The ready position: - the rifle may be  
held in the shoulder pointing at the  
target.

Once the signal to start is given the  
competitor will fire one round at each  
skittle reload and then again will fire  
one round at each skittle.

If there are more than two hits on any  
skittle the highest is ignored.

If there is no magazine change  
then a penalty of 10 seconds is  
added to the total time.

**Scoring**

The time taken will be divided  
into the score achieved to give  
the hit factor, which is then  
multiplied by 25 to produce a  
score for the round.

(Score/time) x 25 =

E.G. score 50, divided by time 8  
seconds, multiplied by 25 =  
156.25

## Gamblers Ahoy Trophy

Targets: - **1 x Guns**

1 x Cards

1 x .22

**1 x Hostages**

Rounds fired 40

### **Rules: -**

Distance 25 yards

All targets must be shot in one evening.

No time limits.

£100 stake money

**Stake to be gambled must be written on card before shooting.**

On the Card target the card symbols have to be hit to count.

If the stake is lost then you are out of the game for the evening (try again next week).

### Scoring

**Guns Score x stake x 5**

Cards Score x stake x 20

.22" Score x stake x 10

**Hostages Score x stake x 5**

**Remember you might get a negative score on the red ones...**

Winner is the one with the highest amount left.

For the hostage card **one round per target.**

If there is a dual score i.e. both the Hostage and the hostage taker are shot then as you are likely to be sued, hence only the hostage score will be counted

### Points for cards

Royal Flush A – 10 same suit = 10

Straight Flush any 5 same suit = 9

Four of a kind = 8

Full house = 7

Flush = 6

Straight = 5

three of a kind = 4

two pairs = 3

Pair = 2

**No one high card hands = 0**

**A shot card will only count once to the hand**

## The Malcolm Smith Shooting the Wings of a Fly Quaich

Targets: - 1 (A3) fly

Rounds fired 20

Distance 25m

### **Changed Rules: -**

This is not a timed event and will have handicap system.

Top two shooters in **any** Phoenix competition will receive a -20 point handicap.

Targets will consist of an A3 sheet with 15 flies. You can hit a fly more than once.

Scoring: - each wing hit will score 10 points. Body hit -5 points.

Total score = (the addition of all hits)

Feelers and legs count as a body hit.

The flies are worth different points and have a multiplier according to the difficulty.



x 2



x 3



x 4