

# THE BIG SHOOT

## 2026 Information Pack

Thank you for enquiring about The Big Shoot 2026.

The dates of the event will be Saturday 9th & Sunday 10th May 2026 at Drum Hill Scout Campsite.

Please find enclosed: -

- Archery entry rules.
- Air-rifle entry rules.
- Fencing entry rules.
- The Big Shoot Team Challenge Cup

The deadline for entries will be 1<sup>st</sup> April 2026, however entries may close early if the competition fills up before this date, so we would recommend early submission of entry forms to avoid disappointment.

Entry numbers limited to: - Archery 120, Rifles 115, Fencing 120

Entry fees;

Entry for any one activity will be £6.50

Entry for any two activities will be £12.00

Entry for all three activities will be £16.00

For those wanting to camp, please book camping directly through Drum Hill.

[bookings@drumhill.org.uk](mailto:bookings@drumhill.org.uk)

Regards

Chris

On Behalf of The Big Shoot Team

# THE BIG SHOOT

## 2026 Information Pack

The dates are May 9th & 10th. Please find enclosed:

Entries will open on the 15<sup>th</sup> January 2026.

The deadline for the entries is **1<sup>st</sup> April 2026**. We would recommend early submission of entry forms to avoid disappointment.

Entries are now ONLINE. Please go to <https://www.derbyshirescouts.org/events/bigshoot> And follow the link to the entry form.

For groups where the leader is co-ordinating the entries please use the link for Group Entry Form.

If you would like to camp during the competition, please book it directly with Drum Hill.

Each Scout Leader/individual entry will receive an e-mail to confirm that their entry has been received. All time tables and competition information will be emailed at least two weeks before the event. If you have any queries in the meantime, please contact:

e-mail; [bigshoot@drumhill.org.uk](mailto:bigshoot@drumhill.org.uk) or phone : 07931 521101

### Classes

All entries in the novice classes must have some prior knowledge and experience of the discipline they choose. **This is not suitable for first time shooters** as it is a competition and would be unfair for anyone to shoot over 10 times the amount they would do in a 'come and try it' session without any prior training.

All competitors **must** have sufficient experience on an archery/air rifle range. Troops/units/leaders requiring practice or refresher should book in as a Big Shoot Troop booking, giving at least four weeks' notice, at [drumhill.org.uk](http://drumhill.org.uk).

**For fencing, no experience is necessary as all training will be given at the event.**

All rules will be explained on the day prior to the competition.

**Archery entries are for Take down Recurve bows only**

# Big Shoot Rules and Regulations, Archery.

**Junior (Scouts):** classes will shoot 3 dozen arrows at 15 metres.

**Senior (Explorer & Adult):** Classes will shoot 3 dozen arrows at 20 metres.

## 1. Safety

- a. All archers must attend a range safety session before they shoot. This will be held in the briefing session before each round.
- b. The Field Captain, Official Scorer or Range Staff may examine equipment at any time. However this will be done in the presence of the archer.
- c. A copy of the range safety rules will be on display by the range. The same rules will be read out at the briefing session. Failure to adhere to all the rules may result in immediate disqualification. The rules are for the competition, not necessary for Archery GB. The rules are adapted to aid the competitors.
- d. A First Aider will be present on the range during shooting.

## 2. Equipment

- a. Archers who do not possess their own equipment will be provided with a TD1 (take down) recurve bow with arrows and bracer. An optional finger tab will also be available.
- b. Own equipment must be declared prior to the competition. Failure to declare may lead to instant disqualification. Own equipment is any equipment not supplied by Drum Hill.
- c. Archers bringing their own equipment will be required to present it to an official prior to their round to ensure their equipment is safe. Any equipment refused will be because it is classed as unsafe to the competitor.
- d. Own equipment should include sufficient number of arrows to cover the competition eg: spares and losses. There will be no extra time to recover losses.
- e. Archers that have been issued equipment by the organisers may not add any aids, sights or further equipment to what has been issued.

## 3. Miscellaneous

- a. The Field Captain reserves the right to remove any person from the range for any reason.
- b. The Organisers reserve the right to disqualify any person from the competition for breach of the rules.
- c. No substitutions can be made to replace a competitor for any reason after the entry deadline, without prior approval.
- d. Spectators / watchers / leaders **must** stay in the spectator area.
- e. In the event of a scoring query, the decision of the adjudicator on the range will be final..
- f. Any complaints are to be brought to the attention of the organisers of the event at the time.
- g. Any conduct unbecoming of a member of the Scout Association towards any other person eg staff or competitor will be disqualified and removed from the range immediately.
- h. There is to be **NO** coaching of competitors by leaders or parents, this can be off-putting for them and other competitors.

## 4. Reclassification.

- a. Any shooter that has been placed in a previous Big Shoot competition cannot enter the same class but must be in a higher class. Exception to this will be advanced shooters, (there is no higher class). However a junior changing to a senior the following year can enter any class.
- b. Any shooter that has a bow with **any** aid fitted will be classified as advanced freestyle. Aids are sights, clickers, stabilising bars, etc. This is to ensure parity in the classes.
- c. Any archer who scores what the officials deem to be an exceptional score may be reclassified on the day.
- d. The organisers estimate that a beginner shooter would have an average arrow score of no more than 5, an intermediate an average of no more than 7 per arrow. If an entrant's score is above that then they will be reclassified.

# Big Shoot Rules and Regulations, Air Rifles.

An Extract from THE FIREARMS ACT 1968 "SECTION 21"

**Please read this carefully before signing the declaration**

**SECTION 21 Prohibits the possession of a firearm and ammunition (under any circumstances), by any person who has been convicted of a crime and sentenced to a term of imprisonment (or its equivalent for young persons) of 3 months or more. The prohibition applies in all circumstances, including handling and firing at an approved shooting club or at a clay pigeon shoot where a certificate is not ordinarily required. It also applies to the possession or use of other categories of firearms and ammunition such as AIRGUNS or shot gun cartridges for which a certificate is not needed. A sentence of 3 months to 3 years attracts a 5 years prohibition, shorter ones no prohibition but a longer one means a life ban.**

## 1. Rules

Rules will be based on the Standing Position of the "NSRA's 3P Air Rifle and Sporter Air rifle Rules 2013" (as ratified at PAC on 24<sup>th</sup> November, 2012.) Variations to these rules are written below.

## 2. Course of Fire

- a) One sighting card with unlimited shots over 4 minutes will be given prior to the start of competition.
- b) Each competitor is required to fire 40 shots consisting of 8 rounds (cards) of 5 shots, shot in the standing position at a distance of 10 metres. Each round must be shot within a 4 Minute time period. A time warning will be given at the 4 minute mark. Any shots not fired in the 5 minute time period will be considered a miss and scored as 0 (zero).
- c) Cards will be changed for the shooter and then shown to them prior to the start of the next round.
- d) We will endeavour to run to the published times. It is the responsibility of the shooter to arrive at least 10 minutes prior to their allotted shooting time to register. Any shooter arriving late will be allowed to enter the competition at the next change of targets following receiving a safety briefing. No extra time will awarded for missed rounds. Any missed round will be scored as 0 (zero).

## 3. Safety

- a. All Competitors must attend the safety briefing at the start of their competition time.
- b. All competitors are expected to have shot before and know how to act in a safe manner whilst on the range.
- c. Loading and sighting of the rifle will be demonstrated prior to the start of shooting.
- d. A copy of the range safety rules will be displayed around the range.
- e. Failure to adhere to the Safety Rules may result in immediate disqualification.
- f. A First Aider will be present within the building during the competition.

## 4. Equipment

- a. All shooters will be provided with an Air Arms, S200T, 0.177 (4.5mm), Pre-Charged Target Air Rifle and ammunition.
- b. Shooters may provide their own 0.177 (4.5 mm) Air Rifle and/or ammunition for the **Super Advanced Category ONLY**.

## 5. Miscellaneous

- a. Any shooter who shoots after the command to "Stop" will be deducted the highest score from that target and given -2 penalty points.
- b. It is the responsibility of the shooter to ensure the correct numbers of shots are fired at their card.
- c. For targets containing more or less than 5 shot holes, NSRA Rule 5.3.2.1 – 5.3.3 shall be used. (Extract printed below.)

5.3.2.1 If a card has more shot holes than the number specified in the competition, the scorer shall score the appropriate number of hits for that competition having the lowest value, subject to Rule 5.3.2.2.

5.3.2.2 When a card has on it fewer shot holes than the number specified in the competition, the shots deficient shall be deemed misses, unless the Range Officer and/or a witness certifies that the shot or shots have been placed in error on the card of another competitor. In which case the shooter who has fired on the wrong card shall receive a hit or hits of the lowest value from the target with the extra shot or shots upon it, (subject to Rule 5.3.2.3) less two points penalty for each shot he placed on the wrong card. The shooter whose card has on it the extra shot or shots shall receive the full value of the remaining shots on his card.

5.3.2.3 Where the Range Officer and/or witness can certify without doubt that a particular shot or shots were fired by another shooter, the shooter who has fired on the wrong card will receive the full value of his own shot or shots less two penalty points for each of those shots.

5.3.3 Any shooter who fires more than the specified number of shots at his own card, but not more on the card than the number specified in the competition, full credit shall be given for every shot which can distinctly be seen, subject to a penalty of one point for each shot in excess on any particular target.

- d. The Range Officer reserves the right to remove any person from the range for any reason.
- e. Each group of Scouts is allowed one representative (Leader or parent) to be on the range with them. They must not interfere with the course of firing. If they wish to communicate, it must be done quietly behind the safety line. A representative is not required, but it is advised that one does attend.
- f. Extra time will be given to any malfunctions, that aren't the direct fault of the shooter, i.e. if the shooter adjusts their equipment and it stops working - it is their fault. However, if a rifle genuinely stops working, a spare rifle will be issued and extra time if required for that shooter only will be given.
- g. Scored Targets must be signed by the competitor at the end of the competition. Any challenges of scores or penalties must be made **BEFORE** signing the card. Any cards not signed will be scored as 0 (zero).
- h. The Judge reserves the right to disqualify any shooter from the competition for breach of the rules.
- i. **The Judge's decision is final.**

## 6. Classes

**Novice, Intermediate & Advanced** - 40 shots @ 10m (8 Rounds of 5 shots on NSRA Air 4/89, (Single bull Pistol Targets)).

**Super Advanced** - 40 shots @ 10m (8 Rounds of 5 shots on NSRA Air 3/89 (5 Bull, Rifle Targets)).

## 7. Reclassifying

- a. Any shooter that has been placed in a previous Big Shoot competition cannot enter the same class but must be in a higher class. Exception to this will be super advanced shooters, (there is no higher class)
- b. The organisers estimate that a novice shooter would have an average card score of no more than 43, and an intermediate shooters average card score no greater than 45. Any Shooter who scores, what the officials deem to be, an exceptional score for their class may be reclassified on the day. Any reclassification will be relayed to the shooter at the earliest opportunity.

# Big Shoot Rules and Regulations, Fencing.

## 1. Safety

- a. All Fencers must attend a range safety session before they take part; this will be held in the briefing session before each round.
- b. All rules will be read out at the briefing session. Failure to adhere to all the rules may result in immediate disqualification.
- c. A First Aider will be present during the session.

## 2. Equipment

- a. Each fencer will be issued with all equipment to be used for the activity.
- b. Equipment will be checked prior to the session for damage etc.
- c. No additional equipment is allowed to be used.

## 3. Scoring

- a. Scoring is recorded by hitting a knock down target. There are two sizes of knock down 'disc' each size will have a different value, 5 points & 10 points
- b. Each category will have its own approach to scoring which will be explained during the briefing session. Participants will be instructed when and how to strike by the instructors in charge. Participants (under instruction) will be responsible for the setting of their own length for the lunges and thrusts
- c. Novice class scoring rounds will be 3 x 10 thrusts
- d. Intermediate class scoring rounds will be 2 x 10 thrusts & 1 x 10 Lunges
- e. Advanced class scoring rounds will be 1 x 10 thrusts & 2 x 10 Lunges
- f. Both Juniors and Seniors will do the same scoring rounds.

## 4. Miscellaneous

- a. Participants behaving in a careless or irresponsible way will receive 1 strike.
- b. Participants not following instructions safely and correctly will receive 1 strike.
- c. Participants trying to increase their score in an unsportsmanlike way will receive 1 strike.
- d. Points may be deducted if you receive 1 or 2 strikes. Three strikes will result in disqualification.
- e. There will be the opportunity for some 'opponent' fencing during the session.

## 5. Reclassification

- a. Any competitor that has been placed in a previous Big Shoot competition cannot enter the same class but must be in a higher class. Exception to this will be advanced shooters, (there is no higher class)
- b. It is felt that a score of 150 and above in each class is exceptional and any competitor achieving this score will enter the next higher class the following year.
- c. Due to each category having different scoring rounds, there will no re-classification for that year's competition.

# THE BIG SHOOT



## Team Challenge Cup

### Requirements:

Teams must have **six members**. They should be from the **same group** and be **Scouts and / or Explorers**. They must complete in all the events of **rifles, archery and fencing**.

### Shooting Team Challenge

The scores from **all** disciplines for each team member will be added together to obtain the total team score.

The highest team score will be the winner.

Please specify team names on the Group booking form.

Please note that a leader/responsible adult is required to stay with the competitors for the duration of the camp/visit. The program content other than the competition is the responsibility of each group. If you wish to book other activities during the weekend that are available, please contact Drum Hill.