



Editorial

Our September issue is a bit different - I hope you like these first, small, changes. There will be a completely new cover for the November issue - although the arrival of three unsolicited suggestions (complete with excellent art work) from mind reading members has compounded the difficulty of decision. I want it to be one which will not only look good this year and the next, but for a number of years to come. But we cannot content ourselves with cosmetic surgery - we have to do some work on the character as well - and the character of a publication is decided by the content. Characters can be dull, stodgy, uninteresting, irritating, stable and unstable to choose only a few variants; or they can be vital, exciting, compelling, attractive, but yet with stability and integrity. During recent years, the content of this publication has become stodgy, dull self-satisfied and slightly boring, rather like a friend who gets your "goat" but who, for old times' sake or some desire not to alter the status quo, you welcome - if with hidden yawns.

Where are the articles of interest and debate? Where are those "soap box" writers with enthusiasm and concern for their sport . . . the vital, interesting and exciting people who filled our pages a few years ago and risked their ego and their reputation in the doing but, in the doing, pushed this Union hard and made it the thing it is today. We need a new generation of "stirrers"; people who can take the well established truths and ask if they are still valid; who can find an old article and revamp it.

Pistol shooters can seem a fairly stuffy race, having proved to the "powers that be" that they are suitable people to hold a pistol licence they seem somewhat hesitant to rock the boat - any boat. Or have we, by organising the Union so well and establishing "experts" in many fields, made it seem that no further comment is required or desired? If so, then we have done our movement a great dis-service. No organisation can thrive without a constant inter-change of ideas . . . without discussion or argument.

I want articles, new ones or old ones updated; thoughts on pistol shooting (administration or technique), ammo., pistols, people. Don't sit out there waiting for the "experts" to provide this sort of copy. Our "experts" are eyebrow deep in being experts, because you wanted it that way. Challenge their ideas, their decisions, but don't let this publication become a dear little old lady whose only use is in "being there".

My sincere thanks to the advertisers who have supported this issue. Do pay them the courtesy of reading their copy. Those who read all the advertisements in whatever publication they take, benefit most from trade house offers. Have a close look at those in this issue and you could win yourself \$10.00. There is a face in one advertisement which was not put there by the advertiser. Find it, write the name of the advertiser with your own name and address on the back of an envelope and send it to P.O. Box 529, Mount Gambier, S.A. 5290. Correct entries go in a box. The first out, for \$10.00, could be yours!



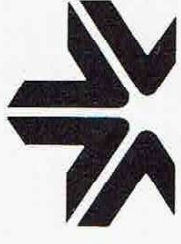
Jules Sobrian, Gold in Rapid Fire



John Cooke, Rapid Fire Silver



Jeff Farrell, Rapid Fire Bronze



EDMONTON

Jeff Farrell, New South Wales, won the Rapid Fire bronze medal at the Commonwealth Games. He shot off for the silver against John Cooke (England) after rounds of 289-292. Jules Sobrian (Canada) won the event with a record 587. Steven Faunt (Queensland) was 5th on 574.

Sobrian is co-holder with Norm Harrison of the Commonwealth Games Free Pistol record, set in Christchurch when Sobrian counted Harrison out to the silver medal (549). Edmonton's Free Pistol event saw J. Tempe (Canada) win with 543, from E. Jans (Canada) 540, and B. Manhim (Trinidad) 536. Harrison 535, Col O'Brien 529.

In trap, T. Rumble won the bronze with 183, J. Ellis was fourth on the same figure. No positions first round Smallbore, but Brooks 3 points from winner, possible fifth.



Peter Anderson, Training Co-ordinator



Steven Faunt, Queensland