

# OSA Operational Sniper Rifle

## General Concept:

The general concept of this course of fire is to develop operational marksmanship, sniper rifle handling drills and techniques and minor tactics. These matches and procedures are designed to be an intermediate step before operational ready.

The matches are being applied to a conventional rifle range and will be shot in relays so more competitors will have more opportunity to shoot. Therefore additional safety requirements are included.

Although no specific scenario is applied to these matches, they are designed to develop and practice those techniques that can be used on operations.

The Range Officer will give a "Load and Ready" for each match. An official "Unload" and the clearing of each rifle will take place at the end of each match, or as required.

## Equipment:

The only sniper rifle that is acceptable is one that would be logically and practically used on operations. It may be in any caliber that is legal for the range.

There is no weight limit to the rifle.

The same rifle must be used throughout the competition.

Ammunition must be suitable for operations and the same type of ammunition must be used throughout the matches.

There are no limitations to the sight.

The use of a muzzle brake is permitted.

Although the rifle may be tuned, adjusted or accurized, all of its functioning must be safe and must be such that it would be considered logical and practical on operations. The weight of the trigger pull must be 1 kg (2.2 lbs).

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The use of hand held wind meters (i.e. Kestrel or Skymate type) or operationally oriented wind indicators (i.e. string, thread, yarn, ribbon etc, of suitable operational color) maybe used on the firing point and during matches.

A support bag may be used to support the toe of the butt (except in Match 9 - see match conditions), so long as it is not bigger then the commercial "Rabbit Ear" bag. This bag may be filled with a lightweight material to make it easy to carry on operations. In all positions it may be used to support the body or the rifle. Only one bag may be used.

### **Prizes:**

These matches are shot individually. Competitors must fire the matches without the use of a coach or number 2.

Prizes are available for each sniper who scores win an individual match 1 through 11.

A prize is available to the sniper whose combined scores win the aggregate of matches 1 -10.

A prize is available to the sniper team of two whose combined scores win the aggregate of matches 1 -10.

# OSA Operational Sniper Rifle

## Match 1 - First Shot/CCB Match

### Specifications:

- Distance: 100 to 600 meters;
- Position: Prone;
- Number of Shots: Ten on score;
- Target: IAW match conditions;
- Scoring: IAW match conditions;
- Type of Fire: Deliberate;
- Time Limit: IAW match conditions; and
- HPS: 50.

### Procedures:

- Match 1 score card must be kept throughout the competition and for each match where sighters are allowed, the value of those sighters is to be entered in the appropriate place on the score card;
- There will be 1 sighter each at 100 and 200 meters and 2 sighters each at 300, 400, 500, and 600 meters for a total of 10 sighters;
- All sighters are to be fired IAW match conditions; and
- The value of the sighters will be communicated from the butts IAW match conditions.

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## Match 2 - 100 meter Sitting

### Specifications:

- Distance: 100 meters;
- Position: Sitting unsupported;
- Number of Shots: One sighter and ten on score;
- Target: 2 x MilCun General Training Targets (GTT);
- Scoring: 5, 4, 3 and 2;
- Type of Fire: Deliberate;
- Time Limit: 10 minutes; and
- HPS: 50.

### Procedures:

- The sighting shot can be fired from any position and is to be fired at one of the GTT. This sighter is fired as part of the overall time limit;
- Once the sighter is fired, and without further instructions from the RO, the competitor is to adopt the sitting unsupported position and fire 10 rounds at the other GTT;
- Once firing is complete and the firing line has been cleared, the shooting relay will walk down range with their scorecard to carry out scoring. The scoring will be conducted by the waiting relay or by a competitor on his right or left; and
- Once scoring is complete and all challenges settled, the target is to be replaced.

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## Match 3 - 100 meter Kneeling

### Specifications:

- Distance: 100 meters;
- Position: Kneeling unsupported;
- Number of Shots: (No sighter) ten on score;
- Target: 1 x MilCun General Training Target (GTT);
- Scoring: 5, 4, 3 and 2;
- Type of Fire: Deliberate;
- Time Limit: 10 minutes; and
- HPS: 50.

### Procedures:

- There will be no sighting shot for this match;
- When instructed to do so by the RO, the competitor will adopt the kneeling unsupported position, load, ready and fire 10 shots at their target;
- Once firing is complete and the firing line has been cleared, the shooting relay will walk down range with their scorecard to carry out scoring. The scoring will be conducted by the waiting relay or by a competitor on his right or left; and
- Once scoring is complete and all challenges settled, the target is to be replaced.

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## Match 4 - 100 meter Standing

### Specifications:

- Distance: 100 meters;
- Position: Standing unsupported;
- Number of Shots: (No sighter) ten on score;
- Target: 1 x MilCun Body Target;
- Scoring: 5, 4 and 3;
- Type of Fire: Deliberate;
- Time Limit: 10 minutes; and
- HPS: 50.

### Procedures:

- There will be no sighting shot for this match;
- When instructed to do so by the RO, the competitor will adopt the standing unsupported position, load, ready and fire 10 shots at their body target;
- Once firing is complete and the firing line has been cleared, the shooting relay will walk down range with their scorecard to carry out scoring. The scoring will be conducted by the waiting relay or by a competitor on his right or left; and
- Once scoring is complete and all challenges settled, the target is to be patched out. If the target is worn so as to create potential scoring problems for the next relay, it is to be replaced.

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## Match 5 - 200-meter Rapid Follow-Up

### Specifications:

- Distance: 200 meters;
- Position: Prone;
- Number of Shots: One sighter and ten on score;
- Target: 2 X MilCun General Training targets superimposed on a hand held Figure 12;
- Scoring: 5 and 4;
- Type of Fire: Snap shooting;
- Time Limit: 5 exposures of 8 seconds; and
- HPS: 50.

### Procedures:

- The figure 14 targets will be placed over a figure 12 hand held target so that one figure 14 is located in the upper right area and the other figure 14 is located in the lower left area;
- There is one sighting shots. It is to be fired onto one of the Figure 14s and it's value is to be recorded onto the Match 1 scoring card;
- Once the sighter is complete, the RO will give the cautionary command of "Watch and Shoot... What and Shoot".
- Targets will appear left, right or center in random order and within the area of one target lane;
- When an exposure appears, the competitor is to fire one shot at each Figure 14 target;
- The butt staff will be instructed to monitor the sequence of shots to insure each Figure 14 has been shot at during each exposure; and
- On the completion of each match, indicators will be placed in each shot hole and scores will be radioed back to the firing line. Both targets will be shown to the firer for the duration of the scoring procedure. Normal challenging procedures will be in effect.

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## Match 6 - 200-meter Moving Target

### Specifications:

- Distance: 200 meters;
- Position: Prone;
- Number of Shots: (No sighters) ten on score;
- Target: Fig 20 Running Man (one facing right and one facing left);
- Scoring: 5, 4 and 2 (scored below the waist);
- Type of Fire: Snap shooting, moving target;
- Time Limit: 10 X 4 second exposures; and
- HPS: 50.

### Procedures:

- There are no sighting shots;
- Targets will appear from the center position on the assigned target number and move either left or right to the center position of the next target bay. All targets will move in the same direction at the same time;
- Since targets will always appear from the same position for each exposure, they will be moving when they appear;
- The time limit for the targets to travel from the center of one bay to the center of the next is 4 second. This timing is to be controlled and monitored by the firing point. There is a minimum of 10 seconds between exposures;
- Target exposures will be in random order for a total of 5 exposures in each direction. Targets will not fall when hit but continue for the entire exposure sequence. The firer may fire more than one shot per exposure, to a total of 10 shots. Only five shots on each target will count for score. Shots must touch the outline of the figure to score; and
- On the completion of each match, indicators will be placed in each shot hole and scores will be radioed to the firing line. The targets will be shown to the firer for the duration of the scoring procedure. Normal challenging procedures will be in effect. (Target irregularities are restricted to complete target visibility).



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## Match 7 - 300 Meter Agony Snap

### Specifications:

- Distance: 300 meters;
- Position: Prone;
- Number of Shots: Two sighting and ten on score;
- Target: 2 X MilCun General Training Target (individual hand held);
- Scoring: 5 and 4;
- Type of Fire: Snap shooting - 10 X 3 second exposures;
- Time Limit: 10 minutes; and
- HPS: 50.

### Procedures:

- Sighting shots will be on a Figure 14 target. Two minutes are allowed to complete sighting shots. The value of these sighting shots is to be entered onto the Match 1 scorecard;
- Each firer is to be given 10 minutes to fire the match;
- Targets will appear left, right or center in random order and within the area of one target bay. Firers may fire more than one shot per exposure, to a total of 10 shots;
- Targets will appear at any time throughout the ten-minute time limit with the first exposure within the first 30 seconds and the last exposure during the last 30 seconds. There is a minimum of 10 seconds between exposures;
- Each target bay will have 2 targets. After 5 exposures the targets will be switched so that no more than 5 shots are fired at any one target. If the butts miscount the number of exposures for each target they will then conduct normal scoring procedures for a total of 10 shots; and
- On the completion of each match, indicators will be placed in each shot hole and scores will be radioed to the firing line. The targets will be shown to the firer for the duration of the scoring procedure. Normal challenging procedures will be in effect.

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## Match 8 - 400-meter Moving Target

### Specifications:

- Distance: 400 meters;
- Position: Prone;
- Number of Shots: Two sighters and ten on score;
- Target: Fig 20 Running Man (one facing right and one facing left);
- Scoring: 5, 4 and 2 (scoring below the waist);
- Type of Fire: Snap shooting, moving target;
- Time Limit: 10 X 6 second exposures; and
- HPS: 50.

### Procedures:

- There are two sighting shots to be fired at a stationary Fig 20. The value of these shots is to be entered on the Match 1 scorecard;
- Targets will appear from a center position on the assigned target number and move either left or right to the center position of the next target bay. All targets will move in the same direction at the same time;
- Since targets will always appear from the same position for each exposure they will be moving when they appear;
- The time limit for the targets to travel from the center of one bay to the center of the next is 6 second. This timing is to be controlled and monitors by the firing point. There is a minimum of 10 seconds between exposures;
- Target exposures will be in random order for a total of 5 exposures in each direction. Targets will not fall when hit but continue for the entire exposure sequence. The firer may fire more than one shot per exposure, to a total of 10 shots. Only 5 shot will count for score on each target. Shots must touch the outline of the figure to score; and
- On the completion of each match, indicators will be placed in each shot hole and scores will be radioed to the firing line. The targets will be shown to the firer for the duration of the scoring procedure. Normal challenging procedures will be in effect. (Target irregularities are restricted to complete target visibility).

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## Match 9 - 500-meter Targets of Opportunity

### Specifications:

- Distance: 500 meters;
- Position: Standing alert to Prone;
- Number of Shots: Two sighters and ten on score;
- Target: 1 X MilCun Body Target;  
1 X IPSC Classic Target;
- Scoring: 5, 4 and 3;
- Type of Fire: Snap shooting;
- Time Limit: 5 X sets - Metric target up for 10 seconds/ down for 5 seconds/ Classic target up for 5 seconds; and
- HPS: 50.

### Procedures:

- Both sighters are to be fired onto the Metric target. The value of these sighters is to be entered onto the Match 1 scorecard. Two minutes is allowed to fire the sighters;
- For each set of exposures the competitor will start from the standing alert position. On the appearance of the Metric target, the competitor will adopt the prone position and fire one shot. After 10 seconds the Metric target will be lowered and no target will be exposure for 5 seconds. During which time the competitor remains in the prone and prepares for the next exposure. The next exposure is of the Classic target for a duration of 5 seconds. After this set of exposures the competitor is to return to the standing alert position. There will be a total of 5 sets of exposures. Firers may fire more than one shot per exposure to a total of 10 shots. No more than 5 shots will count on each target;
- There is a minimum of 15 seconds between exposures;
- The competitor may not use any kind of artificial rest at the butt end of the rifle and may use only his usual support for the front end (i.e. bipod). He may use his hand or fist only to support the butt end of the rifle; and
- On the completion of each match, indicators will be placed in each shot hole and scores will be radioed to the firing line. The targets will be shown to the firer for the duration of the scoring procedure. Normal challenging procedures will be in effect.

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## Match 10 - 600-meter One Shot - One Kill

### Specifications:

- Distance: 600 meters;
- Position: Prone;
- Number of Shots: Two sighters and ten on score;
- Target: 1 x MilCun Body Target centered on a 4 foot frame;
- Scoring: 5, 4 and 3;
- Type of Fire: Deliberate
- Time Limit: 12 minutes; and
- HPS: 50.

### Procedures:

- Each competitor will have 12 minutes to complete the match;
- Both sighting shots are scored and indicated as per record shots and during the same overall time period. The value of these shot must be entered onto the Match 1 scorecard and the Match 10 scorecard;
- Target marking and challenging procedures are IAW deliberate fire match conditions; and
- Placing the value indicator on the bottom right corner of the 4 ft target indicates a bull-5. Placing the value indicator  $\frac{1}{4}$  of the distance in from the bottom right corner and along the bottom edge of the 4 ft target indicates an Inner-4. Placing the value indicator  $\frac{3}{4}$  of the distance in from the bottom right corner and along the bottom edge of the 4 ft target indicates a Magpie-3. Placing the value indicator at the bottom left corner of the 4 ft target edge indicates an Outer 2 (if required). A hit off the body target but on the 4 ft target will be indicated but without a value indicator. Removing all indicators and showing a clear target indicate a complete miss of the 4 ft target.

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## Match 11 - 600 - 200 Meter Run Down

### Specifications:

- Distance: 600 to 200 meters;
- Position: Prone;
- Number of Shots: (No sighters) ten on score;
- Target: MilCun Body Target;
- Scoring: 5, 4 and 3;
- Type of Fire: Fire and Movement;
- Time Limit: 20 sec up at 600, down for 15 sec, up for 90 sec; and
- HPS: 50.

### Procedures:

- There are no sighting shots;
- Each competitor will take with them whatever equipment they deem necessary to fire 2 shots from each distance of 600, 500, 400, 300 and 200 meters. He may use any of his usual equipment at the 600 and then leave it behind for the remaining distances, but once carried forward it must be carried forward to all distances;
- At the 600 meter firing line, the RO will command "load and ready" and then a cautionary "What and Shoot... What and Shoot";
- The competitor will adopt the standing alert position and on the appearance of the Metric target have 20 seconds to adopt the prone position and fire 2 shots;
- The target is then lowered for 15 seconds during which time the competitor remains in the prone position, applies his safety catch and awaits the next exposure;
- On the next appearance of the body target the competitor will have 90 seconds to move to the next firing mound and fire 2 shots. This procedure will continue at each range until complete at the 200 meter firing line; and
- On the completion of this match, the relay will move directly into the butts with his match 11 scoring card and conduct scoring procedures. Normal challenging procedures will be in effect.