

OSA Hunting Rifle Match

General Concept:

The general concept of this course of fire is to provide a hunter marksmanship challenge. The spirit of this experience is to use equipment that is commonly and usually used when hunting deer or moose.

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.

The Range Officer will give a "Load" to start each match. An official "Unload" and the clearing of each firearm will take place at the end of each match.

Equipment:

The only rifle that is acceptable is one that would be logically and practically used on a deer or moose hunt. This rifle would have a hunter weight barrel (the diameter at the muzzle must be .700" or less). This type of rifle will be known as the "Hunter Class".

A rifle with a heavier barrel than is allowed in the "Hunter Class" will be called the "Varmint Class" and will compete separately.

Any sight may be used in either class. In the "Hunter Class" an optic sight is limited to 10 power. The use of binoculars is permitted - the use of a spotting scope is not.

The rifle may have a muzzle brake installed. However, those competitors using a brake will be squadded on a position on either end of the shooting line and a divider may be used to prevent interference with other competitors.

The caliber used must be .243/6mm or bigger.

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 for hunting. For example, if a trigger has been adjusted to be so light as to be considered not practical for hunting, it would not be allowed. If a competitor experiences an accidental or negligent discharge, he may be disqualified from the competition. The rifle will not be allowed for further use until it has been repaired to the satisfaction of the Chief Range Officer.

The same rifle must be used throughout the competition.

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Clothing must be suitable for the day or what would logically be used for hunting. The use of padded jackets commonly known as "shooting jackets" is not allowed. Strap on or additional padding of any type cannot be used.

Ammunition:

The competitor must supply his own ammo. The ammunition used must be suitable for the rifle being used. It must be full power loads and bullets can be of any type.

Range Commands and Procedures:

Range Officer - Each active range will have a Range Officer who will have the responsibility for the safe and proper conduct of the match. He will have absolute and total control of all activities involved with that range. His instructions must be obeyed. Some of the range commands that may be used are as follows:

"This relay - move onto the firing mound and prepare for your match" - This command will be given when the Range Officer is ready to move a relay onto the firing line in preparation for the next match.

"Load" - On this command, each shooter on the firing line may now remove his breech flag, insert a magazine with the appropriate number of rounds or put the appropriate number of rounds into an internal magazine and chamber a round.

"Commence the Match" - This command means that the match has begun and shots may be fired. If the match has a time limit, the time will start on this command.

"Watch and Shoot" - This command is used for "snap" targets. These targets will appear and disappear in accordance with the match conditions. It is the command to allow shooting on the next appearance of the target.

"Unload" - This command is given when the match is over. Each competitor is to remove any and all ammunition for the firearm and insert a breach flag.

"Show Clear" - Each competitor is to open the action and insert a breach flag. He is then to hold the rifle in such a manner so that the Range Office can see and verify the rifle is unloaded.

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"The firing Line is Safe" - Once all firearms have been proven safe the Range Office will make this announcement and provide further instructions in accordance with match requirements.

Safety:

At any time the rifle is out of its carrying case, the action must be open and a breech flag inserted. (The breech flag will be provided by the range organization)

The rifle must be at all times kept in an unloaded state until ordered to "load" by a Range Officer.

Once a rifle has been loaded, the trigger finger must be off the trigger and located along the trigger guard, except when actually firing a shot.

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Match 1 - Moving Target

Specifications:

- Distance: 50 meters;
- Position: Standing unsupported;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Snap at moving target;
- Rate of Fire: One shot per exposure;
- Time Limit: 2 x fast exposures - 4 sec over a distance of 14 feet
2 x slow exposures - 6 sec over a distance of 14feet
1 x fast exposure - stop and go;
- Scoring: V, 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage moving targets:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing unsupported position";
- On the command "Watch and Shoot" the competitor will prepare for 5 moving target exposures - 2 x slow, 2 x fast and 1 x stop and go. During the stop and go exposure the target will come to a complete stop and then go again in approximately the center of its travel;
- Only one shot per exposure will be fired. If for some reason a shot is not fired during an exposure, it is considered a miss and cannot be "made up" on another exposure;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Match 2 - Moving Target

Specifications:

- Distance: 75 meters;
- Position: Standing unsupported;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Snap at moving target;
- Rate of Fire: One shot per exposure;
- Time Limit: 2 x fast exposures - 4 sec over a distance of 14 feet
2 x slow exposures - 6 sec over a distance of 14 feet
1 x fast exposure - stop and go;
- Scoring: V, 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage moving targets:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing unsupported position";
- On the command "Watch and Shoot" the competitor will prepare for 5 moving target exposures - 2 x slow, 2 x fast and 1 x stop and go. During the stop and go exposure the target will come to a complete stop and then go again in approximately the center of its travel;
- Only one shot per exposure will be fired. If for some reason a shot is not fired during an exposure, it is considered a miss and cannot be "made up" on another exposure;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Match 3 – Positions at a Stationary Target

Specifications:

- Distance: 100 meters;
- Position: Prone unsupported, sitting unsupported, kneeling unsupported, standing unsupported, and standing supported;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage a target from the standing position:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to “load” and “adopt the standing unsupported position”;
- On the command “Commence the Match” the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to “Unload and Show Clear”; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Match 4 - Standing with Shooting Stick

Specifications:

- Distance: 150 meters;
- Position: Standing supported;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage a target from the standing position using a shooting stick:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing supported position";
- The shooting stick will be a monopod and will be provided by the range staff. Everyone must use the provided shooting stick;
- On the command "Commence the Match" the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Match 5 - 200 meters

Specifications:

- Distance: 200 meters;
- Position: Prone with field expedient support;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage a target from 200 meters:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the prone supported position";
- Any type of field expedient support may be used. A block of wood/cement block will be provided but a day pack may be used;
- On the command "Commence the Match" the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Match 6 - 300 meters

Specifications:

- Distance: 300 meters;
- Position: Prone with field expedient support;
- Number of Shots: 5;
- Target: 1 x IPSC Classic mounted horizontally (with black dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25.

Procedure:

The aim of this match is to engage a target from 300 meters:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the prone supported position";
- Any type of field expedient support may be used. A block of wood/cement block will be provided but a day pack may be used;
- On the command "Commence the Match" the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.