



National Service Conditions  
Championships (NSCC)  
2014

# Course of Fire Booklet

Pistol - 29-30 August

Sniper/Precision Rifle - 31 Aug - 01 Sep

Service Rifle - 02-05 September

## **Purpose**

The purpose of this booklet is to provide a short-form version of the 2014 NSCC Rulebook.

The NSCC Rule Book is the only authority governing the conduct of these matches. Any question concerning the application of the rules is to be referred to the Rulebook.

## **Registration Information**

All registration is conducted through the DCRA office either in person or by e-mail through the DCRA website [www.dkra.com](http://www.dkra.com).

## **Fees**

For information about fees, contact the DCRA.

## **Schedule**

A schedule of these matches is located elsewhere in this booklet.

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## Service Rifle

### Classes

Open Class - all competitors.

CF/RCMP Class - a competitor who is a serving member of the Canadian Forces or the RCMP and is using issue equipment.

Senior - any competitor who is not a tyro.

**Tyro** - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.

CF/RCMP Tyro - a competitor who is in the CF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open and Senior class.

**Equipment** - Any rifle with any sight and in any caliber that meets range regulations. All firearms must meet the trigger pull specifications of these rules - minimum 2 kg.

CF and RCMP competitors competing in the CF/RCMP Class must use CF/RCMP issue equipment and ammunition.

All competitors must load no more than 5 rds in any magazine. For most of the matches a total of 3 mags are required: one for sighters and 2 for the match.

**Ammunition** - All ammunition must be supplied by the competitor. CF/RCMP competitors must use issue ammo.

## Course of Fire

### Match 1 - 200 Meter Deliberate (Point Target Engagement) (Rule 5.50) Specification

Distance: 200 meters

Position: Prone

Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)

Target: 4-foot (1.2-meter) screen with Figure 12/59 Type "C" face

Scoring: V, 5, 4, 3 and 2

Type of Fire: Deliberate

Rate of fire: Each shot must be indicated and scored before the next shot is fired

Time Limit: 12 minutes

HPS: 50.10V

**Procedure**

Each shooter is to be given 12 minutes to fire the match.

The scorer (from the waiting relay) is to take a position on the firing mound so he can carry out proper scoring duties.

Sighting shots are scored and indicated as per record shots and during the same overall time period.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine; and All rifle types will shoot the same course of fire and timings.

**Match 2 - 200 Meter Snap (Defensive Fire) (Rule 5.51)**

**Specification**

Distance: 200 meters

Position: Standing alert to kneeling or squatting

Number of shots: Two sighting and ten on score (from 3 x mags 2+5+5)

Target: 1 x 12/59

Scoring: V, 5 and 4

Type of fire: Snap shooting

Rate of fire: May fire more than two shot per exposure, up to a total of ten shots

Time Limit: 5 x 10 second exposures

HPS: 50.10V

**Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter.

A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place.

If a miss is fired, the target is brought down, examined and shown without a shot indicator. On completion of sighting shots, targets are to be patched. Any position may be used to shoot sighters.

The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure.

For each exposure, the shooters will adopt the kneeling or squatting position and engage the target.

The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time between exposures will be from 15 to 20 seconds.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the run down.

Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the run down.

The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

### **Match 3 - 200 Meter Rapid (Final Protective Fire) (Rule 5.52)**

#### **Specification**

Distance:	200 meters
Position:	Standing Alert to Sitting, Kneeling or Squatting
Number of Shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center
Scoring:	V, 5 and 4
Type of Fire:	Rapid
Rate of Fire:	5 shots to be fired at each Figure 11/59 target
Time Limit:	1 x 30 second exposure
HPS:	50.10V

#### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without a shot indicator. On completion of sighting shots, targets are to be patched.

Once commanded by the RO the shooters will apply their safety catch and adopt the standing alert position.

On the next appearance of the targets, the competitor will have 30 seconds to adopt the sitting, kneeling or squatting position and fire 5 rounds at each target.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the targets but the targets are NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the run down.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

### **Match 4 - 200 to 100 Run Down (Sudden Engagement) (Rule 5.53)**

#### **Specification**

Distance:	200 - 100 meters
Position:	200 meters: Run up to Sitting, kneeling or squatting 100 meters: Standing

Number of Shots: Ten on score (2 shots at 200 meters and 8 shots at 100 meters from 2 x 5-rd mags)  
Target: Figure 12/59  
Scoring: V, 5 and 4  
Type of Fire: Fire and Movement  
Rate of Fire: Two shots only at 200 meters and 8 shots at 100 meters  
Timing: One exposure of 15 seconds, one exposures of (50 seconds for a metric range or 45 seconds for a yard range), and 3 x 5 second  
HPS: 50.10V

### **Procedure**

The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 200 meter firing point with the rifle in a loaded and readied state.

The targets will be exposed for 15 second which will be the signal for the shooter to move to the 200 meter firing point, assume the sitting, kneeling or squatting position, and engage the target with 2 shots only. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move. On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100 meter firing mound, adopt the standing position and fire 2 shots only. The target will then disappear and reappear for 3 x 5 second exposures.

During the 3 x 5 second exposures, the shooter must start each exposure in the standing alert position.

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 2, 3 and 4.

The target handle will be marked with the letter "B" and placed in an appropriate area to facilitate scoring.

A competitor will need 2 x 5-rd mags.

All rifle types will shoot the same course of fire and timings.

### **Match 5 - 300 Meter Deliberate (Point Target Engagement) (Rule 5.54)**

#### **Specification**

Distance: 300 meters  
Position: Prone  
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)  
Target: 4-foot (1.2-meter) screen with Figure 12/59 Type "B" face  
Scoring: V, 5, 4, 3 and 2  
Type of Fire: Deliberate  
Rate of Fire: Each shot must be indicated and scored before the next shot is fired  
Time Limit: 12 minutes  
HPS: 50.10V

#### **Procedure**

Each shooter is to be given 12 minutes to fire the match.

The scorer, from the waiting relay, is to take a position on the firing mound so he can carry out proper scoring duties.

Sighting shots are scored and indicated as per record shots and during the same overall time period.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 6 - 300 Meter Snap (Defensive Fire) (Rule 5.55)**

### **Specification**

Distance:	300 meters
Position:	Standing alert to prone
Number of shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	1 x 12/59
Scoring:	V, 5, and 4
Type of fire:	Snap shooting
Rate of fire:	May fire more than two shot per exposure, up to a total of ten shots
Time Limit:	5 x 10 second exposures
HPS:	50.10V

### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure.

For each exposure, the shooters will adopt the prone position and engage the target.

The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time between exposures will be from 15 to 20 seconds.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the target but the target is NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the run down.

The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 7 – 300 Meter Rapid (Final Protective Fire) (Rule 5.56)**

### **Specification**

Distance:	300 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center
Scoring:	V, 5 and 4
Type of Fire:	Rapid
Time Limit:	1 x 30 second exposure
Rate of Fire:	5 shots to be fired at each Figure 11/59 target
HPS:	50.10V

### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The RO will command the shooters to apply their safety catch and adopt the standing alert position.

On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 5 rounds at each target.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the targets but the targets are NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the Run Down.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 8 – 300 to 100 Run Down (Sudden Engagement) (Rule 5.57)**

### **Specification**

Distance:	300, 200 and 100 meters
Position:	300 meters: Run up to prone 200 meters: Sitting, kneeling or squatting 100 meters: Standing
Number of Shots:	Ten on score (2 shots at 300 and 200 meters and 6 shots at 100 meters from 2 x 5-rd mags)
Target:	Figure 12/59
Scoring:	V, 5 and 4
Type of Fire:	Fire and Movement
Rate of Fire:	Two shots only at 200 and 300 meters and 6 shots at 100 meters



Timing: One exposure of 15 seconds, two exposures of (50 seconds for a metric range or 45 seconds for a yard range), and 2 x 5 second  
HPS: 50.10V

### **Procedure**

The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 300 meter firing point with the rifle in a loaded and readied state.

The targets will be exposed for 15 second which will be the signal for the shooter to move to the 300 meter firing point, assume the prone position, and engage the target with **2 shots only**. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move.

On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 200 meter firing mound adopt the sitting, kneeling or squatting and fire **2 shots only**. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move.

On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100 meter firing mound adopt the standing position and fire **2 shots only**. The target will then disappear and reappear for 2 x 5 second exposures.

During the 2 x 5 second exposures, the shooter must start each exposure in the standing alert position.

The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time limit between exposures will be 10-20 seconds.

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 6, 7 and 8.

The target handle will be marked with the letter "B" and placed in an appropriate location to facilitate scoring.

The competitor must use 2 x 5-rd mags.

### **Match 9 - 400 Meter Deliberate (Point Target Engagement) (Rule5.58)**

#### **Specification**

Distance: 400 meters  
Position: Prone  
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)  
Target: 4-foot (1.2 Meter) screen with Figure 12/59 Type "C" face  
Scoring: V, 5, 4 and 3 (There is no 2-ring)  
Type of Fire: Deliberate  
Rate of Fire: Each shot must be indicated and scored before the next shot is fired  
Time Limit: 15 minutes  
HPS: 50.10V

### **Procedure**

Each shooter is to be given 15 minutes to fire the match.

The scorer, from the waiting relay, is to take a position on the firing mound so he can carry out proper scoring duties.

Sighting shots are scored and indicated as per record shots and during the same overall time period.

There is no 2 ring on this target.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 10 - 400 Meter Snap (Target of Opportunity) (Rule 5.59)**

### **Specification**

Distance:	400 meters
Position:	Standing alert to prone
Number of shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	1 x 12/59
Scoring:	V, 5, and 4
Type of fire:	Snap shooting
Rate of fire:	May fire more than two shot per exposure, up to a total of ten shots
Time Limit:	5 x 10 second exposures
HPS:	50.10V

### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure.

For each exposure, the shooters will adopt the prone position and engage the target. The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time between exposures will be from 15 to 20 seconds.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the target but the target is NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the run down.

The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 11 – 400 Meter Rapid (Enemy Patrol Engagement) (Rule 5.60)**

### **Specification**

Distance:	400 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center
Scoring:	V, 5 and 4
Type of Fire:	Rapid
Time Limit:	1 x 30 second exposure
Rate of Fire:	5 shots to be fired at each Figure 11/59 target
HPS:	50.10V

### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The RO will command the shooters to apply their safety catch and adopt the standing alert position.

On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 5 rounds at each target.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so he can see his group.

Shot indicators are to be removed from the targets but the targets are NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the Run Down.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

## **Match 12 – 400 to 300 Run Down (Advancing Fire) (Rule 5.61)**

### **Specifications**

Distance:	400, 300, 200 and 100 meters
Position:	400 meters: Run up to prone 300 meters: Prone 200 meters: Sitting, kneeling or squatting 100 meters: Standing
Number of Shots:	Ten on score (2 shots at 400, 300 and 200 meters and 4 shots at 100 meters from 2 x 5-rd mags)
Target:	Figure 12/59
Scoring:	V, 5 and 4
Type of Fire:	Fire and Movement

Rate of Fire: Two shots only at 400, 300 and 200 meters and 4 shots at 100 meters

Timing: One exposure of 15 seconds, three exposures of (50 seconds for a metric range or 45 seconds for a yard range), and 1 x 5 second

HPS: 50.10V

**Procedure**

The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 400 meter firing point with the rifle in a loaded and readied state.

The targets will appear for 15 second which will be the signal for the shooter to move to the 400 meter firing point, assume the prone position, and engage the target with 2 shots only. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move.

On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 300 meter firing mound adopt the prone position and fire 2 shots only. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move.

On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 200 meter firing mound adopt the sitting, kneeling or squatting position and fire 2 shots only. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move.

On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100 meter firing mound adopt the standing position and fire 2 shots only. The target will then disappear and reappear for 1 x 5 second exposures.

Prior to the 1 x 5 second exposures, the shooter must be in the standing alert position.

The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time limit between exposures will be 10-20 seconds.

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 10, 11 and 12.

The target handle will be marked with the letter "B" and placed in an appropriate location to facilitate scoring.

The competitor must use 2 x 5-rd mags.

**Match 13 - 500 Meter Deliberate (Point Target Engagement) (Rule5.62)**

**Specification**

Distance: 500 meters

Position: Prone

Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)

Target: 4-foot (1.2 Meter) screen with Figure 12/59 Type "A" face

Scoring: V, 5, 4 and 3 (There is no 2 ring)

Type of Fire: Deliberate

Rate of fire: Each shot must be indicated and scored before the next shot is fired

Time Limit: 15 minutes

HPS: 50.10V

**Procedure**

Each shooter is to be given 15 minutes to fire the match.

The scorer, from the waiting relay, is to take a position on the firing mound so he can carry out proper scoring duties.

Sighting shots are scored and indicated as per record shots and during the same overall time period.

There is no 2 ring on this target.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

**Match 14 - 500 Meter Snap (Return Fire) (Rule5.63)**

**Specification**

Distance: 500 meters

Position: Standing alert to prone

Number of shots: Two sighting and ten on score (from 3 x mags 2+5+5)

Target: 4-foot (1.2-meter) screen with Figure 12/59, Type "A" face

Scoring: V, 5, 4 and 3 (There is no 2 ring)

Type of fire: Snap shooting

Rate of fire: May fire more than two shots per exposure, up to a total of ten shots

Time Limit: 5 x 10 second exposures

HPS: 50.10V

**Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure.

For each exposure, the shooters will adopt the prone position and engage the target. Upon completion of the match, shot indicators are put in each shot hole and are shown to the shooter until all scoring procedures are complete.

The scoring relay will move forward, obtain the shooter's scorecard and be prepared to copy down the score received from the butts. The scores are communicated to the FPO by sending a series of numbers that begin with a target number and then follow with the total number of Vs, the total number of 5s, the total number of 4s and the total number of 3s; e.g., "Target number 15: 2, 0, 5, 3." When a particular scoring ring has no hits then a zero representing that ring is sent.

Challenging procedures will be through the FPO.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

### **Match 15 - 500 Meter Rapid Fire (Suppressing Fire) (Rule5.64)**

#### **Specification**

Distance:	500 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	4 foot (1.2 meter) screen with 12/59 type "A" face
Scoring:	V, 5, 4 and 3 (There is no 2 ring)
Type of Fire:	Rapid
Rate of Fire:	10 shots at the same target
Time Limit:	1 x 30 second exposure
HPS:	50.10V

#### **Procedure**

The firing relay is given 2 minutes to fire both of their sighting shots. The targets are to work independently of each other and react when shot at with the first sighter. A shot indicator is placed in the shot hole and the target is shown to the shooter. The target is left up until the second sighter is fired. The target is brought down and the second sighter is indicated and the target is shown to the shooter with both shot indicators in place. If a miss is fired, then the target is brought down, examined and shown without appropriate shot indicator. On completion of sighting shots, targets are to be patched.

The RO will command the shooters to apply their safety catch and adopt the standing alert position.

On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 10 rounds.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter until all scoring procedures are complete.

The scoring relay will move forward, obtain the shooter's scorecard and be prepared to copy down the scores received from the butts. The scores are communicated to the FPO by sending a series of numbers that begin with a target number and then follow with the total number of Vs, the total number of 5s, the total number of 4s and the total number of 3s; e.g., "Target number 15: 2, 0, 5, 3." When a particular scoring ring has no hits then a zero representing that ring is sent.

Challenging procedures will be through the FPO.

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine.

All rifle types will shoot the same course of fire and timings.

### **Match 16 - 500 to 100 Run Down (Advancing Fire) (Rule5.65)**

#### **Specification**

Distance:	500 - 100 meters
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Position:	500 meters: Run up to prone 400 and 300 meters: Prone 200 meters: Sitting, kneeling or squatting 100 meters: Standing
Number of Shots:	Ten on score (2 shots at each distance from 2 x 5-rd mags)
Target:	500 meters: 4-foot (1.2 meter) screen with Figure 12/59 Type "A" face 400, 300, 200, 100 meters: Figure 12/59
Scoring:	On the 4 ft: V, 5, 4 and 3 (There is no 2 ring) On the Figure 12/59: V, 5 and 4
Type of Fire:	Fire and Movement
Rate of Fire:	<b>Two shots only at each distance</b>
Timing:	One exposure of 15 seconds, followed by four exposures of (50 seconds for a metric range or 45 seconds for a yard range) each, with intervals of 15 seconds between exposures
HPS:	50.10V

### Procedure

Competitors will be ordered to adopt the standing alert position, load and make ready 10 meters behind the 500 meter mound.

The appearance of the target for 15 seconds is the signal to move to the 500 meter mound, adopt the prone position and fire ***two shots only***. Following this, shooters will place the selector lever on safe and await the next appearance of a target.

The appearance of a figure 12 target is the signal to move to the 400-meter firing point, adopt the prone position and fire ***two shots only***. Following this, shooters will place the change lever on safe and await the next target exposure.

The appearance of the Figure 12/59 is the signal to move to the 300-meter firing point, adopt the prone position and fire ***two shots only***. Following this, shooters will place the change lever on safe and await the next target exposure.

The next appearance of the Figure 12/59 is the signal to move to the 200-meter firing point, adopt the sitting, kneeling or squatting position and fire ***two shots only***. Following this, the shooter will place the change lever on safe and await the next target.

The last appearance of the Figure 12/59 is the signal to move to the 100-meter firing point, adopt the standing position and fire ***two shots only***.

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 16.

Each competitor must use 2 x 5-rd mags.

### Match 17 – Moving Targets Match (Rule 5.66)

#### General Specification

Distance: 300, 200, 100 and 50, meters

Position: As specified for each stage

Number of Shots: Two sighters at a stationary target at 300 meters. 50 (from 5-round magazines - minimum of 4 magazines required)

Target:	Total of 3 x fig 11 and 1 x fig 12 per lane. Used as specified for each stage
Scoring:	All targets score V, 5 and 4
Type of Fire:	Snap at moving targets
Rate of Fire:	As required for each stage
Timing:	As specified for each stage and under the control of the RO
HPS:	250.50V

### **General Procedure**

The competition is fired individually as in Service Rifle with a team of four aggregate coming from the individual scores.

Dress and equipment is as per Service Rifle rules.

Competitors will be squadded as per Service Rifle on the 300 meter firing point as directed by range staff.

Each competitor will be assigned one firing lane and will fire on his own targets. Each target will be marked with a number to identify in which stage it was used.

The match is comprised of four stages.

Each stage will require a "run up" to adopt the specified position and then 5 x 5 second moving target exposures.

Rifles will be unloaded after each stage and before moving forward to the next stage.

Competitor will move forward under control of the RO.

Competitors will be given a "load and ready" for each stage.

A clean target will be used for each competitor at each stage with scoring taking place in the butts at the end of the match.

### **Stage 1 - 300 meters**

#### **Specification**

Distance:	300 meters
Position:	From standing alert, run up to prone
Number of Shots:	2 sighters at a stationary target. 10 for score (from 2 x 5 rds/mag)
Target:	Fig 11 (marked with the letter "A" on the handle)
Scoring:	V, 5, 4
Type of Fire:	Snap moving target
Rate of Fire:	Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage; and
Timing:	1 second flash, delay of 10 seconds followed by 5 x 5-second exposures.

#### **Procedure**

Once sighters are complete, all shooters will form up 10 meters behind the 300 meter firing line. They will then be given the "load and ready... watch and run".

On a one second flash of the target, the competitors will have 10 seconds to move to the firing line, adopt the prone position and prepare for 5 x 5 second exposures.



The target will appear at the competitor's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO.

At the end of this stage, competitors will be given an "unload" and will move forward to the next distance under control of the Range Staff. Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score. Fall of shot will be shown before the commencement of stage 2.

## **Stage 2 - 200 meters**

### **Specification**

Distance:	200 meters
Position:	From standing alert, run up to kneeling
Number of Shots:	10 (from 2 x 5 rds/mag)
Target:	Fig 11 (marked with the letter "B" on the handle)
Scoring:	V, 5 and 4
Type of Fire:	Snap at moving target
Rate of Fire:	Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage
Timing:	1 second flash, delay of 10 seconds followed by 5 x 5-second exposures

### **Procedure**

All shooters will form up 10 meters behind the 200 meter firing line. They will then be given the "load and ready... watch and run".

On a one second flash of the target, the competitors will have 10 seconds to move to the firing line, adopt the kneeling position and prepare for 5 x 5 second exposures.

The target will appear at the competitor's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO.

At the end of this stage, competitors will be given an "unload" and will move forward to the next distance under control of the Range Staff. Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score. Fall of shot will be shown before the commencement of stage 3.

## **Stage 3 - 100 meters**

### **Specification**

Distance:	100 meters
Position:	From standing alert, run up to standing
Number of Shots:	10 (from 2 x 5 rds/mag)
Target:	Fig 11 (with the letter "C" marked on the handle)
Scoring:	V, 5 and 4
Type of Fire:	Snap at moving targets
Rate of Fire:	Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage

Timing: 1 second flash, delay of 10 seconds followed by 5 x 5-second exposures

### **Procedure**

All shooters will form up 10 meters behind the 100 meter firing line. They will then be given the "load and ready... watch and run".

On a one second flash of the target, the competitors will have 10 seconds to move to the firing line, adopt the standing position and prepare for 5 x 5 second exposures. The target will appear at the competitor's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO.

At the end of this stage, competitors will be given an "unload" and await further instruction from the Range Staff. Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score.

## **Stage 4 - 50 meters**

### **Specification**

Distance: 50 meters  
Position: From standing alert, run down to standing  
Number of Shots: 20 (from 4 x 5 rds/mag)  
Target: Fig 12  
Scoring: V, 5 and 4  
Type of Fire: Snap at moving targets  
Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 20 for the stage  
Timing: 1 second flash, delay of 20 seconds followed by 5 x 5-second exposures

### **Procedure**

All shooters will form up on the 100 meter firing line. They will then be given the "load and ready... watch and run".

On a one second flash of the target, the competitors will have 20 seconds to move to the 50 meter firing line, adopt the standing position and prepare for 5 x 5 second exposures.

The target will appear at the competitor's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO.

At the end of this stage, competitors will be given an "unload and prepare for inspection" and await further instruction from the Range Staff. Only 20 rounds on this target will count for score.

## **Match 18 - FIBUA/OBUA Match (Rule5.67)**

### **General Specification**

Distance: 100, 75, 50, 25 meters  
Position: As specified for each stage

Number of Shots: 60 (from 5-round magazines - minimum of 4 magazines required)  
Target: As specified for each stage  
Scoring: As specified for each stage  
Type of Fire: Snap, double tap, rapid  
Rate of Fire: As required for each stage  
Timing: As specified for each stage and under the control of the RO  
HPS: 300.60V

### **General Procedure**

The competition is fired individually as in Service Rifle with a team of four aggregate coming from the individual scores.

Dress and equipment is as per Service Rifle rules.

Competitors will be squadded as per Service Rifle on the 100 meter firing point as directed by range staff.

Each competitor will be assigned one firing lane and will fire on his own targets. Each target will be marked with a number to identify in which stage it was used.

The match is comprised of five stages.

Rifles are to be kept ready for the next stage and with the safety catch applied when moving forward.

Competitors are to change magazines as required, keep their rifle "hot" throughout the match and may load only 5 rounds in any magazine.

At the end of Stages 2, 3 and 4 competitors are to ground arms (safety catch applied, muzzle towards the target), recharge magazines as required, and prepare for the next stage.

The RO is to control the forward progress of the match. Prior to the start of each stage he will announce a brief description of the stage and whether the competitor is shooting from that distance or running forward to shoot.

A clean target will be used for each competitor at each stage with scoring taking place in the butts at the end of the match.

### **Stage 1 - Close Quarter Engagement**

#### **Specification**

Distance: 100 meters  
Position: From standing alert to standing and then kneeling or squatting  
Number of Shots: Ten  
Target: Fig 12 (with the number "1" marked on the handle)  
Scoring: V, 5, 4  
Type of Fire: Snap  
Rate of Fire: One shot only from each position  
Timing: 5 x double exposures of 3 seconds up, 2 seconds down and 3 seconds up at irregular intervals

#### **Procedure**

All shooters will return to the standing alert position between double exposures.

For each double exposure, when the target appears, the shooter will fire one shot at the first exposure from the standing position and immediately adopt the kneeling or squatting position and fire one shot at the second exposure.

At the end of this stage, shooters are to change magazines, make ready, apply safety catch and be prepared for the move forward to the next stage.

Range Officers are to announce the following:

*Stage 1 - from the 100 mound - there is no run forward - each exposure set will require one shot from the standing at the first exposure followed by one shot kneeling at the second exposure - there will be 5 sets of exposures. Adopt the standing alert position - watch and shoot - watch and shoot".*

## **Stage 2 - Double Tap Engagement**

### **Specification**

Distance:	75 meters
Position:	From standing alert to standing
Number of Shots:	Ten
Target:	Fig 11 (with the number "2" marked on the handle);
Scoring:	V, 5 and 4
Type of Fire:	Double tap
Rate of Fire:	Two rounds per exposure
Timing:	A 1-second flash, an 8-second interval to move from the 100 to the 75 and 5 x 3-second exposures with intervals of 5 to 8 seconds

### **Procedure**

The shooters will adopt the trail prepare to move position at the 100-meter firing line. On receiving a 1-second flash of a Figure 11 target, they will have 8 seconds to move to the 75-meter line and adopt the standing alert position in preparation for 5 x 3-second exposures.

The shooter will return to the standing alert position between exposures.

At the end of this stage, shooters will be given the opportunity to re-charge magazines, load, make ready, apply safety catch and be prepared for the move forward to the next stage.

Range Officers are to announce the following:

*"Stage 2 - at the 75 firing line - with a run forward - two shots per exposure - Adopt the trail position - watch and run - watch and run".*

## **Stage 3 - Sudden Engagement**

### **Specifications**

Distance:	50 meters
Position:	Standing Alert to Standing
Number of Shots:	10
Target:	Fig 14 (with the number "3" marked on the handle)
Scoring:	V, 5 and 4
Type of Fire:	Double tap
Rate of Fire:	Two shots per exposure

Timing: A 1-second flash, an 8-second interval to move from the 75 to the 50 and 5 x 5-second exposures at irregular intervals

### **Procedure**

The shooters adopt the trail prepare to move position at the 75-meter firing line. On receiving a 1-second flash of a Figure 14 target, they will have 8 seconds to move to the 50-meter line and adopt the standing alert position in preparation for 5 x 5-second exposures.

The shooter will return to the standing alert position between exposures.

At the end of this stage, shooters will be given the opportunity to re-charge magazines, load, make ready, apply safety catch and be prepared for the next stage.

Range Officers are to announce the following:

*"Stage 3 - at the 50 firing line - with a run forward - two shots per exposure - Adopt the trail position - watch and run - watch and run".*

## **Stage 4 - Moving Targets**

### **Specification**

Distance: 50 meters

Position: Standing Alert to Standing

Number of Shots: 20

Target: Fig 11 (with the number "4" marked on the handle)

Scoring: V, 5 and 4

Type of Fire: Multiple shots at a moving target

Rate of Fire: 2 shots per exposure

Timing: 10 x 4 second exposures at irregular intervals, 5 in each direction

### **Procedure**

The shooters adopt the standing alert position at the 50-meter firing line.

The target will appear at the competitor's assigned target number and move either left or right to the centre of the next bay. There will be a total of 10 exposures; 5 exposures in each direction in a random order.

The shooter will return to the standing alert position between exposures.

At the end of this stage, shooters will be given the opportunity to re-charge magazines, load, make ready, apply safety catch and be prepared for the move forward to the next stage.

Range Officers are to announce the following:

*"Stage 4 - from the 50 firing line - there is "NO" run forward - moving targets - 2 shots per exposure - Adopt the standing alert position - watch and shoot - watch and shoot".*

## **Stage 5 - Immediate Encounter**

### **Specification**

Distance: 25 meters

Position: Standing Alert to Standing

Number of Shots: 10

Target: Fig 14 (with the number "5" marked on the handle)

Scoring: V, 5 and 4  
Type of Fire: Rapid  
Rate of Fire: As required  
Timing: A 1-second flash, an 8 second interval to move from the 50 to the 25 and 3 x 3 second exposures

### **Procedure**

The shooters will adopt the trail prepare to move position at the 50-meter firing line. On receiving a 1-second flash of a Figure 14 target, they will have 8 seconds to move to the 25-meter line and adopt the standing alert position in preparation for 3 x 3 second exposures.

The shooter will return to the standing alert position between exposures.

Rifles will be unloaded at the end of this stage.

Range Officers are to announce the following:

*"Stage 5 - at the 25 firing line - with a run forward - for three exposures - Adopt the trail position - watch and run - watch and run".*

### **Match 19 - Stage Two (Rule5.68)**

Stage 2 is to be fired upon completion of Stage 1 (Matches 1-16) and in accordance with the events timetable. Stage 2 will consist of the following matches and are fired in the order indicated:

- Match 13
- Match 16
- Match 7
- Match 8

### **Procedure**

The top 50% will be selected from Stage 1 to compete in Stage 2. Those in positions just below this cut off should be prepared to fill in for any who are missing from the top 50%.

The 50% will be added to accordingly to make up two relays with an even number of competitors in each relay. Relay one will consist of the top half and relay two the second half. Relay one will go to the butts first and relay two will shoot first. Prior to the commencement of the match, the RO will arrange everyone into two ranks in accordance with their placement in Stage 1 so all spots are filled and everyone knows which relay they are on.

At this time, relay one will be dispatched to the butts. Once there, they will be scrambles and assigned a target to mark.

At the firing point, the RO will scramble the shooters and arrange them into side-by-side pairs so they can score for each other. The RO will insure no one from the same team or unit is scoring for each other at the firing point.

On the firing point for match 13 (deliberate), that member of the pair who's assigned target is on the right, will shoot first with the left hand member of the pair scoring for him. When the right hand member has completed firing, and without further delay, except to inform the FPO they are switching targets, the shooter will place his

rifle down on his firing point and move to the left target and score for that shooter. This same pair will exchange scorecards and score for each other during the non-deliberate matches. Non-deliberate scores will be radioed back through the FPO. Prior to the commencement of Match 16 the firing relay will pack the equipment they will want to have at the 300 meter firing point into their equipment bag and place the bag onto a designated vehicle - having with them only equipment required to shoot Match 16. Upon completion of Match 16, the shooting relay will return to the 300 meter firing mound, retrieve their equipment bag from the designated vehicle, carry out scoring duties for Match 16 and make ready for Match 7.

Upon completion of Match 8, the firing relay will move back to the 300 meter firing point to receive scores. Once scoring is complete they will change around with the butts, as required.

Once the relays have changed around, the same scrambling in the butts and on the firing point will take place as above.

In the event of a tie score for the Canadian National Service Rifle Champion (the aggregate of Stage 1 Matches 1-16 and Stage 2), the tie will be resolved by a reshoot of Match 13. If a single reshoot does not determine a winner, the tied shooters will carry on shot-for-shot until a single shooter is victorious.

### **Chairing of the Winners**

Upon completion of the match and when all score cards are received, there will be a short delay while the unofficial results are established.

During this delay, all competitors are expected to assist with the range clean up - relay two in the butts and relay one at the firing mounds.

The announcing and the chairing of the winners from the range will then take place.

## **Match 52 - Falling Plates (Rule 5.71)**

### **Specification**

Distance:	200 meters
Position:	Any legal position
Number of Shots:	Ten (from 2 x 5-rd mag)
Target:	10 x steel plates (12" x 12")
Scoring:	First team to knock all plates over will win
Type of Fire:	Fire and Movement
Rate of Fire:	As required
Timing:	Match will end when the first team has all its plates knocked over
Size of Team:	Four-person team of any class

### **Procedure**

Competitors will form up in teams of four on the 300 meter firing point as directed by range staff.

Each competitor will have 2 x five round magazines and may carry the magazines in any way but each member must carry their own ammo and rifle.

The teams will adopt the prone prepare to move position and on command of the RO will move to the 200 meter firing point, adopt any legal firing position, load, ready and commence firing. Team members change magazines on their own as required.

When conducted in heats, a member of the range staff will accompany each team with a flag and signal by raising the flag when the team they are watching has shot down all of the plates. They will also carry a stopwatch and start it when the team receives the command to run and stop it when the last plate is shot down. This time will be used to break apparent ties. If a tie cannot be broken this way the teams in question will do a reshoot.

When conducted in relays, a member of the range staff will accompany each team with a stopwatch and start it when the team receives the command to run and stop it when the last plate is shot down. This time will be recorded on to the team's scorecard, as well as the number of unused round.

The winning team is that which:

Knocks all of its plates down in the least amount of time; or

Knocks all of its plates down in the least amount of time with the least amount of ammo expended.



## Service Rifle Match Summary

Match	Shots	Range	Position	Type of Fire	Time	Target
1 200 Del	2+10	200	Prone	Del	12 min	4 ft/Fig 12 Type "C"
2 200 Snp	2+10	200	Standing Alert to Kneeling	2 shots per exp	5 x 10 sec	Fig 12 Hand Held
3 200 Rap	2+10	200	Standing Alert to Kneeling or Sitting	Rapid	1x30 sec	2xFig 11
4 200-100 Run Dn	10	200 100	Run up to Sit Kneel or Squat Standing	2 shots per exp	1x15 1x50 3x5	Fig 12 Hand Held
5 300 Del	2+10	300	Prone	Del	12 min	4 ft/Fig 12 Type "B"
6 300 Snp	2+10	300	Standing Alert to Prone	2 shots per exp	5 x 10 sec	Fig 12 Hand Held
7 300 Rap	2+10	300	Standing Alert to Prone	Rapid	1x30 sec	2xFig 11
8 300-100 Run Dn	10	300 200 100	Run up to Prone Sit Kneel or Squat Standing	2 shots per exp	1x15 2x50 2x5	Fig 12 Hand Held
9 400 Del	2+10	400	Prone	Del	12 min	4 ft/Fig 12 Type "C"
10 400 Snp	2+10	400	Standing Alert to Prone	2 shots per exp	5 x 10 sec	Fig 12 Hand Held
11 400 Rap	2+10	400	Standing Alert to Prone	Rapid	1x30 sec	2xFig 11
12 400-100 Run Dn	10	400 300 200 100	Run up to Prone Prone Sit Kneel Squat Standing	2 shots per exp	1x15 3x50 1x5	Fig 12 Hand Held
13 500 Del	2+10	500	Prone	Del	15 min	4 ft/Fig 12 Type "A"
14 500 Snp	2+10	500	Standing Alert to Prone	2 shots per exp	5 x 10 sec	4 ft/Fig 12 Type "A"
15 500 Rap	2+10	500	Standing Alert to Prone	Rapid	1x30 sec	4 ft/Fig 12 Type "A"
16 500-100 Run Dn	10	500 400 300 200 100	Run up to Prone Prone Prone Sit Kneel or Squat Standing	2 shots per exp	1x15 4x50	4 ft/Fig 12 Type "A" Fig 12 Hand Held

# The Precision/Sniper Rifle Matches

## Classes

Open Class - all competitors.

CF Regular, Reserve and RCMP competitors who wish to compete in the CF/RCMP class must use CF/RCMP issue rifles, equipment and ammunition. They must be a serving active members.

Designated Marksman Match (DM) - only those eligible to compete in the CF/RCMP class may shoot in this match. This match will be shot IAW the Sniper/Precision Rifle course of fire and equipment unless specifically stated otherwise.

Senior - any competitor who is not a tyro.

**Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CFSAC or other international service conditions competition in the sniper rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.**

CF/RCMP Tyro - a competitor who is in the CF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open and Senior class.

**Equipment** - Any rifle with any sight and in any caliber that meets range regulations. The trigger pull specifications must meet these rules - minimum 1 kg.

Only the CF/RCMP issue service rifle mounted with CF/RCMP issue sight and using issue ammo may be used in the DM match - trigger pull 2 kg.

**Ammunition** - All ammunition must be supplied by the competitor. CF/RCMP competitors must use issue ammo.

## Course of Fire

### Match 60 - 200 Meter Rapid Follow Up (Rule6.50)

#### Specification

Distance: 200 meters  
Position: Prone  
Number of Shots: No sighting and ten on score  
Target: 2 x Figure 14 superimposed on a hand held Figure 12  
Scoring: V, 5, and 4 (only 5 shots on each target will count)  
Type of Fire: Snap shooting

Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots; however, each target must be hit at least once per exposure
Time Limit:	5 exposures of 8 seconds
HPS:	50.10V

### **Procedures**

There are no sighting shots.

Targets will appear left, right or center in random order and within the area of one target bay.

When an exposure appears the shooter 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.

If a target has excessive hits (more than 5) and it is deemed to have been the shooters fault (i.e. 6 hits on one target and 4 on the other), it will be corrected by removing shots of the highest value until the correct number of shots remain. If the excessive hits are deemed to be other than the shooters fault (i.e. cross fire from another shooter - 6 or more hits on each target), it will be corrected by removing first a shot of the lowest value and then one of the highest. This "low-high" procedure will continue until the correct number of shots remains.

On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the shooter for the duration of the scoring procedure.

Normal challenging procedures will be in effect.

Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### **Match 61 - 300 Meter Agony Snap (Rule6.51)**

#### **Specification**

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting (to be entered on the match 68 score card) and ten on score
Target:	2 x Figure 14
Scoring:	V, 5, 4
Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots
Time Limit:	10 x 3 second exposures over 10 minutes
HPS:	50.10V

### **Procedures**

Two minutes are allowed to complete sighting shots. The value of each sighter is to be communicated to the firing line and recorded on the match 68 score card.

Each shooter 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. Shooters 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 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 no more than 5 shots are fired at any one target.

On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the shooter for the duration of the scoring procedure.

Normal challenging procedures will be in effect.

Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

## **Match 62 - 400 Meter Moving Targets (Rule 6.52)**

### **Specification**

Distance: 400 meters

Position: Prone

Number of Shots: 2 sighters (to be entered on the match 68 score card) and ten on score

Target: Figure 11

Scoring: V, 5 and 4

Type of Fire: Snap shooting, moving target

Rate of Fire: Any number of shots can be fired per exposure up to a maximum of 10 shots

Time Limit: 10 x 6 second exposures

HPS: 50.10V

### **Procedures**

There will be 2 sighters fired on a stationary figure 11. The value of each sighter is to be communicated to the firing line and recorded on the match 68 score card.

Targets will then 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. 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 shooter may fire more than one shot per exposure, to a total of 10 shots.

On the completion of each match indicators will be placed in scoring shot holes and the targets will be shown to the shooter for the duration of the scoring procedure.

Normal challenging procedures will be in effect. Target irregularities are restricted IAW Rule 6.08.12.c).

Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

## **Match 63 - 500 Meter Targets of Opportunity (Rule6.53)**

### **Specification**

Distance:	500 meters
Position:	Prone
Number of Shots:	One field expedient sighter and ten on score
Target:	1 x Fig 12/59 1 x Fig 11/59
Scoring:	V, 5 and 4 (only 5 hits on each target will count)
Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots maybe fired per exposure to a maximum of 10 shots
Time Limit:	Fig 12/59 - 5 x 3-second exposures Fig 11/59 - 5 x 3-second exposures
HPS:	50.10V

### **Procedures**

One field expedient sighter is fired into the backstop of the appropriate firing point. No target is to be provided other than what is naturally laying about the backstop.

Two minutes is allowed to fire this sighter.

Targets will appear left, right or center in random order and within the area of one target bay. Shooters 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 10 seconds between exposures.

Each target bay will have 1 each of the required targets. Each target is exposed a total of 5 times in random order for a total of 10 exposures.

On the completion of each match indicators will be placed in scoring shot holes and both targets will be shown to the shooter for the duration of the scoring procedure. Normal challenging procedures will be in effect.

Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

## **Match 64 - 600 Meter One Shot One Kill (Rule6.54)**

### **Specification**

Distance:	600 meters
Position:	Prone
Number of Shots:	2 sighters (to be entered on the match 68 score card) and 10 on score
Target:	Hand held figure 11/59 (secured in target lifter);
Scoring:	V, 5 and 4
Type of Fire:	Deliberate
Rate of Fire:	Each shot must be indicated and scored before the next shot is fired
Time Limit:	25 minutes continuing time for the 2-man team
HPS:	50.10V

### **Procedures**

Each team has a total of 25 minutes for both members to complete the match. A scorer is to be provided from the waiting relay. Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card. Target marking and challenging procedures are as indicated at Rule 6.07. Placing the value indicator at the 3 o'clock position of the target edge indicates a V. Placing the value indicator on the top right corner of the target indicates a 5. Placing the value indicator on the top left corner of the target indicates a 4 (ref para 6.07.9.a). Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b).

## **Match 65 - 700 Meter Selective Engagement (Rule 6.55)**

### **Specification**

Distance: 700 meters  
Position: Prone  
Number of Shots: 2 sighters (to be entered on the match 68 score card) and 10 on score  
Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen  
Scoring: V, 5, 4 and 3  
Type of Fire: Deliberate  
Rate of Fire: Each shot must be indicated and scored before the next shot is fired  
Time Limit: 25 minutes continuing time for the 2-man team  
HPS: 50.10V

### **Procedures**

For each running of this competition, the RO will decide and announce (at the start of the day) which of the two figure 11s will be considered a "hit target" and which will be a "no hit target". Once designated, the status of these targets will remain the same for all competitors throughout the conduct of each relay.

Each team has a total of 25 minutes for both members to complete the match. A scorer will be provided from the waiting relay.

Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card.

Target marking and challenging procedures are as indicated at Rule 6.07.

Placing the value indicator at the 3 o'clock position on the screen indicates a V. Placing the value indicator on the upper right corner of the screen indicates a 5. Placing the value indicator on the 12 o'clock of the screen indicates a 4 and placing the value indicator in the upper left corner indicates a 3 (ref para 6.07.9.b). Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b).

Vs, 5s and 4s can be scored on the designated "hit" target only. Any shots touching the non-scoring line or strike inside of the designated "no hit" target will be indicated but will score as per a miss (no value indicator showing). Hits anywhere outside the non-scoring line of the designated "hit" target, but on the 4-foot screen will be scored as a 3. There is no 2-ring on this target.

## **Match 66 - 800 Meter Harassing Fire (Rule6.56)**

### **Specification**

Distance:	800 meters
Position:	Prone
Number of Shots:	2 sighters (to be entered on the match 68 score card) and 10 on score
Target:	2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen;
Scoring:	V, 5, 4 and 3
Type of Fire:	Deliberate
Rate of Fire:	Each shot must be indicated and scored before the next shot is fired
Time Limit:	25 minutes continuing time for the 2-man team
HPS:	50.10V

### **Procedures**

Each team has a total of 25 minutes for both members to complete the match.

A scorer is to be provided from the waiting relay.

Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card.

Target marking and challenging procedures are as indicated at Rule 6.07.

Vs, 5s and 4s can be scored on either of the figure 11 targets and are indicated with a shot indicator in the shot hole and a value indicator placed appropriately to show the value of the shot. Hits anywhere outside the non-scoring line of either figure 11 targets but on the 4-foot screen will be scored as a 3. There is no 2-ring on this target. Shot values will be indicated as shown in para 6.07.9.b. Removing all indicators and showing a clear target indicate a miss (ref para 6.07.11.c).

## **Match 67 - 400 Meter Falling Plates (Rule6.57)**

### **Specification**

Distance:	400 meters
Position:	Prone
Number of Shots:	5 shots for each member of the 2-man team
Target:	8 x falling plates (12 x 12" white fall when hit steel plates)

### **Procedures**

Teams will form up at the 500-meter firing point. Anything they wish to use at the 400 meter firing point must be carried on the run.

Each member of the team will have 5 rounds to knock down 8 plates. One member of the pair will shoot while the other acts as the observer. Only one member of the pair can fire at one time.

Both members of the pair must be in the prone ready to move position on the 500-meter firing line. Equipment can be carried by either or both competitors and a team may use the same rifle. On the command to begin the pair move to the 400 meter firing mound, set up, load, make ready and commence firing at their plates. When the

first to fire has fired 5 rounds the pair change positions and the second to fire is to fire his 5 rounds.

The winning team is as follows:

All plates knocked down in the shorter time, or

Has knocked down the greater number of plates, or

If the teams have expended all of their ammo and have the equal number of plates still standing, they will reshoot the heat.

In the event there is no dedicated butt crew, the losing teams from the first (and if necessary, the second) heat will move directly to the butts to reset the plates for the remainder of the match.

## **Match 68 - The Sniper's Match (Rule 6.58)**

### **Specification**

Distance: 300, 400, 600, 700 and 800 meters

Position: IAW match conditions

Number of Shots: 10 on score

Target: IAW match conditions

Scoring: V, 5, 4 and 3

Type of Fire: IAW match conditions

Rate of Fire: IAW match conditions

Time Limit: IAW match conditions

HPS: 50.10V

### **Procedures**

Match 68 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 2 sighters each at 300, 400, 600, 700 and 800 meters.

All sighters are to be fired IAW match conditions

The value of the sighters will be communicated from the butts, before that match is to begin.

If a tie in this match exists at the completion of match 66, it will be shot off IAW 2 sighters and sudden death in the following manner:

All competitors involved in the shoot-off will be assembled at the 800 firing point as soon as possible after match 66. The target will be the four foot with 2 figure 11 targets;

Each competitor will be assigned a firing point and target. He will shoot at only the right hand figure 11 on his four foot and only shots falling on this figure 11 will be scored;

Once all are ready and under control of the RO, the competitors will have 2 minutes to fire 2 sighters;

Three minutes after the last sighter has been shot the RO will call for all competitors to fire one shot at their target. The targets will be scored and those with the higher valued shots will prepare to fire again on the RO's command. Those with lesser valued shots will be cleared and retire from the firing line; and



Those still left in the shoot off will continue as above, shot for shot, sudden death, until a winner is declared.

If there is not time for a shoot off, then the tie will be settled by means of a count back. The value of each pair of shots at each distance will be considered. For example, the competitor with the highest valued sighters at 800 would win the tie. If there is still a tie, then the competitor with the highest valued sighters at 700 will win and so on until the tie is settled.

### Sniper Rifle Match Summary

Match	Shots	Range	Position	Type of Fire	Timing	Target
60 Rap Fol Up	0+10	200	prone	2 shot/exposure 1 shot at each tgt	5 x 8 sec	2xFig 14
61 Agony Snp	2+10	300	Prone	1 shot/exp	10x3 sec	Fig 14
62 Moving Tgt	2+10	400	Prone	1 shot/exp	10x6 sec	Fig11
63 Tgt of Opportunity	1x field expedient +10	500	Prone	1 shot/exp	10x 3 sec	Fig 12 Fig 11
64 One shot One Kill	2+10	600	Prone	Deliberate	25 mins for the pair	Fig 11
65 Shoot-No Shoot	2+10	700	Prone	Deliberate	25 mins for the pair	2xFig 11
66 Harassing Fire	2+10	800	Prone	Deliberate	25 mins for the pair	2xFig 11
67 Falling Plates	0+10	400 W/run down	Prone	Rapid	In Heats	8x 12"x12" Plates
68 Sniper's Match	0+10	300 400 600 700 800	Prone	IAW Match Conditions	IAW Match Condns	IAW Match Condns

## Service/Tactical Pistol Matches

### Classes

Open Class - all competitors.

CF Regular, Reserve and RCMP competitors who wish to compete in the CF/RCMP class must use CF/RCMP issue rifles, equipment and ammunition. They must be serving active members.

Senior - any competitor who is not a tyro.

**Tyro** - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CFSAC or other international service conditions competition in the pistol section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.

CF/RCMP Tyro - a competitor who is in the CF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open and Senior class.

**Equipment** - Any pistol in any caliber which meets range regulations and would logically and practically be used on operations. The trigger pull specifications must meet rule 7.04.6.

CF/RCMP personnel, competing in this class must use CF/RCMP issue equipment and ammunition.

**Ammunition** - All ammunition used in a competition must be supplied by the competitor. It is the competitor's responsibility to ensure it is safe for use in his firearm and it meets with specific range regulations.

CF/RCMP personnel, competing in this class must use CF/RCMP issue ammunition.

All competitors must use full power ammunition as would be suitable for general operations. The spirit of this rule is more specifically applied with the use of the IPSC power factor. This power factor is reached by multiplying the velocity in feet per second by the bullet weight in grains and then dividing by 1000. For 9mm ammunition the power factor must be 130 or greater. For 40 and 45 caliber the power factor must be 170 or greater.

### Course of Fire

## Series "A"

Series "A" and Series "B" matches are the same except for the exposure timings or the distance. Series "B" timings/distances are indicated within the Series "A" course of fire below.

### Match 20 - Strong Hand (only) and Support Hand (only) (Rule7.50)

#### Specification

Distance:	10 meters
Position:	Standing
Number of Shots:	20
Target:	1 x MilCun Body Target 1 x Classic
Type of Fire:	Double Tap
Rate of Fire:	More than 2 shots per exposure may be fired to a maximum of 20 shots - only 10 shots on each target will count for score
Time Limit:	10 x 5-second exposures (Series "B" Match 30 - 10 x 4-second exposures)
Scoring:	V, 5, 4, 3
HPS:	100-20V

#### Procedure

The aim of this match is to have the competitor engage targets using his strong hand only and then using his support hand only.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position with the pistol in his strong hand only (not supported by the other hand) and return to this position for each exposure. He may engage either target with his strong hand.

On a short whistle blast, he will engage either target with 2 rounds.

The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blast.

After five exposures the competitor will switch to the other target and switch the pistol to his support hand only (not supported by the other hand), adopting the "Start" position and return to this position for each exposure.

The competitor will change magazines as required using both hands.

### Match 21 - Save the Hostage (Rule7.51)

#### Specification

Distance:	10 meters
Position:	Standing
Number of Shots:	10 (2 x 5 round magazines)
Target:	Each half of a Fig 14 1 x MilCun Body Target
Type of Fire:	Deliberate
Rate of Fire:	Shots may be fired at any rate during the exposure
Time Limit:	1 x 2-minute exposure

(Series "B" Match 31 - 1 x 1-minute exposure)

Scoring: Only on the Fig 14 - scoring V, 5 and 4. A hit anywhere on the Body Target (or touching any part of the Body target) will be considered a miss scoring zero

HPS: 50-10V

### Procedure

The aim of this match is to effectively engage a target which is partially hidden by a hostage.

The competitor will be presented with a Fig 14 target cut in half - top to bottom. The bottom edge of the Fig 14 is to be tucked under the shoulder of the Body target. The cut edge of the Fig 14 is to be placed tightly against the head. The 12 o'clock of the 5 point scoring line on the Fig 14 target is to be aligned with the upper left or right corner of the head on the Body target.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position.

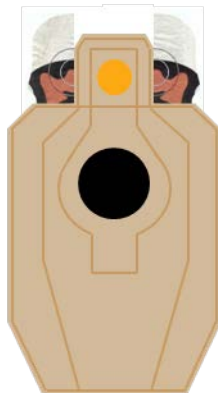
On a short whistle blast, he will engage one of the half targets with 5 rounds, change magazines and engage the other half target with 5 rounds.

The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blasts.

Only 5 shots on each target half will count for score.

2 x 5 round magazines must be used.



## Match 22 - Keep Shooting (Rule 7.52)

### Specification

Distance: 10 meters

Position: Standing

Number of Shots: 12 (2 x 6 round magazines)

Target: 1 x MilCun Body Target  
1 x Classic Target

Type of Fire: Rapid

Rate of Fire: Shots may be fired at any rate during the time limit

Time Limit: 1 x 15-second exposure

(Series "B" Match 32 - 1 x 12-second exposure)

Scoring: V, 5, 4, 3

HPS: 60-12V

### Procedure

The aim of this match is to keep shooting fast, often and well.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position.

On a short whistle blast, he will engage either target with 6 rounds (run the gun dry), do an emergency magazine change and engage the other target with 6 rounds.

The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blasts.

Only 6 shots on each target will count for score.

2 x 6 round magazines must be used.

### **Match 23 - Body Armour Drills (Rule7.53)**

#### **Specification**

Distance: 10 meters

Position: Standing

Number of Shots: 15

Target: 1 x MilCun Body Targets  
1 x Fig 14

Type of Fire: Triple Tap Snap

Rate of Fire: **Three shots only per exposure**

Time Limit: 5 x 6-second exposures  
(Series "B" Match 33 - 5 x 5-second exposures)

Scoring: Fig 14 - V, 5, 4

Body Target - V, 5, 4, 3

HPS: 75-15V.

#### **Procedure**

The aim of this match is to effectively carry out the correct drill when engaging a target equipped with body armor.

The targets will be set up such that the Fig 14 is positioned to the right of the Body Target.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position.

On a short whistle blast, he will engage the Body Target with 2 shots and the Fig 14 with one shot.

This procedure will continue for a total of 5 exposures.

Only 10 shots in the Body Target and 5 shots on the Fig 14 will count. Excess hits in either scoring area are dealt with by removing (patching out) a hit of the highest value for each excess hit until there are the correct number of hits. The target is then scored in a normal manner.

The exposure will end with a 1 second whistle blast, starting 1 second before the exposure time has elapsed.

Shots may be fired during either whistle blast.

The competitor is to change magazines as required.

### **Match 24 - Long Range (Rule7.54)**

#### **Specification**

Distance: 35 meters

Position: Prone, Sitting, Kneeling and Standing

Number of Shots: 20 (from 4x5 rd mags)  
Target: 1 x MilCun Body Target  
1 x Classic target  
Type of Fire: Deliberate Fire  
Rate of Fire: Shots may be fired at any rate during the time limit  
Time Limit: 1 x 5-minute exposure  
(Series "B" Match 34 - 1 x 3-minute exposure)  
Scoring: V, 5, 4, 3  
HPS: 100-20V

### **Procedure**

The aim of this match is to effectively engage targets from an extended distance using various positions.

The competitors will cover off their targets at the 35 meter firing line;

The competitors will be given the command, "Load... ready..." and will adopt the "Start" position.

On a short whistle blast, he will adopt the prone position and fire 5 shots at either target.

Without further instruction, the competitors will then adopt the sitting position, change magazine and fire 5 shots at either target.

Without further instruction, the competitors will then adopt the kneeling position, change magazine and fire 5 shots at either target.

Without further instruction, the competitors will then adopt the standing position, change magazine and fire 5 shots at either target.

Once all firing is complete or the 5-minute time limit has expired, the RSO will end the match.

When required the match will end with a one second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blast.

Only 10 shots on each target will count for score.

At any time the competitor comes out of the aim below the High Alert position, he must remove his finger from the trigger and locate it along the trigger guard.

### **Match 25 – 10-meter Attack (Rule 7.55)**

#### **Specification**

Distance: 10 meters  
(Series "B" Match 35 - 15 meters)  
Position: Standing  
Number of Shots: 20  
Target: 1 x MilCun Body Target  
1 x Classic Target  
Type of Fire: Double Tap  
Rate of Fire: 2 shots only per exposure  
Time Limit: 10 x 2-second exposures  
Scoring: V, 5, 4, 3  
HPS: 100-20V

**Procedure**

The aim of this match is to effectively engage a target that is within knife attacking range.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position and return to this position for each exposure

On a continuous 2 second whistle blast, he will engage either target with 2 rounds. Shots are fired only during the whistle blast.

After five exposures the competitor will switch to the other target on his own and engage it for the next 5 exposures so there are 10 shots on each target.

Only 10 shots on each target will count for score.

The competitor will change magazines as required.

**Match 26 - Transition Strong Hand to Support Hand (Rule7.56)****Specification**

Distance: 10 meters

Position: Standing

Number of Shots: 20

Target: 2 x MilCun Body Target

Type of Fire: Double Tap

Rate of Fire: Four shots only per exposure

Time Limit: 5 x 6-second exposures  
(Series "B" Match 36 - 5 x 5-second exposures)

Scoring: V, 5, 4, 3

HPS: 100-20V

**Procedure**

The aim of this match is to have the competitor engage targets effectively using either hand as he might do when shooting from around cover.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position with the pistol in his strong hand (two-hand hold) and return to this position for each exposure.

On a short whistle blast, he will engage one target with 2 rounds, transition to his support hand (two-hand hold) and engage the second target with 2 rounds.

Between exposures he will transition back to his strong hand and adopt the "start" position in preparation for the next exposure.

The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blast.

Only 10 shots on each target will count for score.

The competitor will change magazines as required using both hands.

**Match 27 - Two on One (Rule7.57)****Specification**

Distance: 15 meters

Position: Standing  
Number of Shots: 20  
Target: 2 x MilCun Body Target  
Type of Fire: Double Tap Snap  
Rate of Fire: Four shots only per exposure  
Time Limit: 5 x 6-second exposures  
(Series "B" Match 37 - 5 x 5-second exposures)  
Scoring: V, 5, 4, 3  
HPS: 100-20V

### **Procedure**

The aim of this match is to effectively carry out the correct drill when engaging two assailants.

The competitor will be given the load and ready.

On the command "Watch and Shoot" he will adopt the "Start" position.

On a short whistle blast, he will engage one target with 1 shot only, the other target with two shots only and then the first target with one more shot.

This procedure will continue for a total of 5 exposures.

The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed.

Shots may be fired during either whistle blast.

Only 10 shots on each target will count for score.

The competitor is to change magazines as required.

### **Match 28 - FBI Qualification (Rule 7.58)**

#### **Specification**

Distance: 25 and 15 meters  
Position: Standing  
Number of Shots: Total 30 rds  
Stage 1 - 10 shots  
Stage 2 - 10 shots in 2 x 5 shot strings  
Stage 3 - 10 shots in 2 x 5 shot strings  
Target: 3 x MilCun Body Target  
Type of Fire: As required  
Rate of Fire: As required  
Time Limit: Stage 1 - 3 minutes  
Stage 2 - 15 seconds per 5 shot string  
Stage 3 - 10 seconds per 5 shot string  
(Series "B" Match 38 Stage 1 - 2 minutes)  
(Series "B" Match 38 Stage 2 - 10 seconds per 5 shot string)  
(Series "B" Match 38 Stage 3 - 6 seconds per 5 shot string)  
Scoring: V, 5, 4, 3  
HPS: 150 -30V

### **Procedure**



The aim of this match is to have the competitor experience and successfully deal with the stress felt in making each shot count.

Stage 1 at 25 meters - 3 minutes to fire 10 rounds.

Stage 2 at 15 meters - 2 strings of 15 seconds to fire 5 rounds.

Stage 3 at 15 meters - 2 strings of 10 seconds to fire 5 rounds.

## **Match 40 - Last One Standing (Rule7.70)**

### **Specification**

Distance: 5 and 10 meters

Position: Standing

Number of Shots: As required

Target: FN C1 25-yard zeroing target (or a target with an appropriate-sized aiming mark - about 65 mm square)

Type of Fire: As required

Time Limit: At 5 meters - Stage 1 in 2 minutes, Stage 2 in 1 minute and Stage 3 in 30 seconds.

At 10 meters - 10 seconds per shot for the first 3 shots and 5 seconds per shot for the next 3 shots and 3 seconds per shot until the match is decided

Scoring: Only shots in the aiming mark will count

HPS: Match winner

### **Procedure**

The aim of this match is to have the competitor experience and successfully deal with the stress felt in making each shot count.

In Stage 1 at 5 meters - each shooter will have 2 minutes to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 2.

All competitors are to complete Stage 1 before any competitors are called to fire Stage 2.

In Stage 2 at 5 meters - each shooter will have 1 minute to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 3.

All competitors are to complete Stage 2 before any competitors are called to fire Stage 3.

In Stage 3 at 5 meters - each shooter will have 30 seconds to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 4 at 10 meters.

All competitors are to complete Stage 3 before any competitors are called to fire stage 4 at 10 meters. If there are more qualifying shooters than there are targets, Stage 3 is repeated until the appropriate numbers are remaining.

At 10 meters the shooting will be "sudden death". Each of the remaining shooters will fire one shot. Those who do not hit the aiming mark will retire. Those who do will, under the command of the Range Officer, again fire one shot and continue in this manner until there is a winner decided.

If at any time all shooters do not hit the aiming mark, then everyone will remain for another shot.

## Match 54 – Team Falling Blocks Shoot (Rule 7.72)

### Specification

Distance:	75 meters to 10 meters
Position:	Standing
Number of Shots:	10 per team member in 2 x 5-round mags
Target:	10 x wooden blocks per team of 4
Type of Fire:	Rapid fire with rundown
Time Limit:	N/A
HPS:	N/A

### Conditions

Targets are affixed on appropriate holders and each lane will have the blocks laid out in a similar pattern.

Pistols are loaded (magazine on with empty chamber) on the 75 meter line. During the run the pistol is carried in hand and is made ready (action cycled) once the competitor arrives at the firing line.

The wooden block is considered hit when it falls off its target stand.

A winning team is that which:

Hits all the targets in the shortest time; or

Hits the greatest number of blocks; or

If tied, the teams will reshoot.

The match is conducted in elimination heats.

### Procedure

Team members will be at the 75-meter starting line in a standing position and will await the signal to commence the run.

A whistle blast will be used to signal the start of the match.

Team members will run to the 10-meter point, make ready and commence firing without further instructions.

## Pistol Match Summary

Match	Shots	Distance	Position	Type of Fire	Target
20 Strong Hand Support Hand	20	10	Standing	Series "A" 10x5 sec Series "B" 10x4 sec	1 x Body 1 x Classic
21 Save the Hostage	10	10	Standing	Series "A" 1x2 min Series "B" 1x1 min	1xBody 1xFig 14 cut in half
22 Keep Shooting	12	10	Standing	Series "A" 1x15 sec Series "B" 1x12 sec	1x Body 1xClassic
23 Body Armour	15	10	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	1xBody 1xFig 14

24 Long Range	20	35	Prone Sitting Kneeling Standing	Series "A" 1x5 min Series "B" 1x3 min	1 x Body 1 x Classic
25 10 meter Attack	20	Series "A" 10 Series "B" 15	Standing	10 x 2 seconds	1 x Body 1 x Classic
26 Trans Str hand to Sup hand	20	10	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	2 x Body
27 Two on One	20	15	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	2 x Body
28 FBI Qualification	30	25 and 15	Standing	Series "A" Stage 1 - 3 minutes Stage 2 - 15 secs per 5 shot string Stage 3 - 10 secs per 5 shot string Series "B" Stage 1 - 2 minutes Stage 2 - 10 secs per 5 shot string Stage 3 - 6 secs per 5 shot string	3 x Body
40 Last One Standing	Stage 1,2,3 10 shots each	5 and 10	Standing	Stage 1 10 shots 2min Stage 2 10 shots 1min Stage 2 10 shots 30secs Stage 4 as required	FN 25meter zeroing tgt or equivalent
54 Falling Blocks	10 per team mbr	Run Down to 10	Standing	Conducted in heats	6x6 inch wooden blocks

# Targets and Scoring

Scoring Areas	Scoring Ring Diameters	Scoring
V-ring	152.5 mm	5
5-ring	305 mm	5
4-ring	Remainder of scoring surface	4

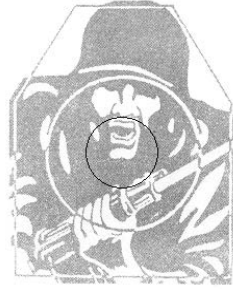


Figure 12

Scoring Areas	Scoring Rectangles	Scoring
V-ring	50 x 100 mm	5
	100 x 200 mm	
5-ring	200 x 400 mm	5
4-ring	Remainder of scoring surface	4

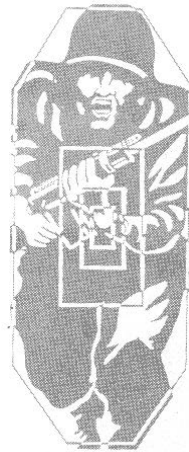
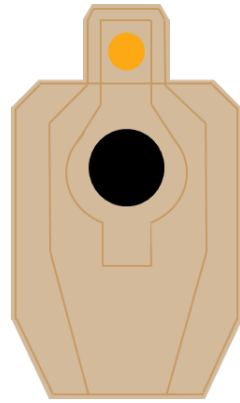


Figure 11

Scoring Areas	Scoring Ring Diameters	Scoring
V-ring	52 mm	5
5-ring	104 mm	5
4-ring	Remainder of scoring surface	4

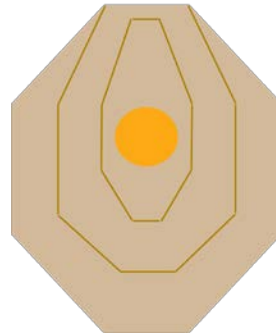


MilCun Body Target		
Scoring Zones	Scoring Areas	Scoring
V	89 mm orange dot on head	5
	145 mm black dot on body	
A	Lethal Zone	5
B	Less Lethal Zone	4
C	Lawsuit Zone	3



MilCun Body Target

IPSC Classic Target		
Scoring Zones	Scoring Areas	Scoring
V	89 mm orange dot	5
A	150 x 320 mm	5
B	300 x 450 mm	4
C	Remainder of scoring surface	3






























Classic Target

Last One Standing Target	
Scoring Area	Score
65 mm square	Hit/miss



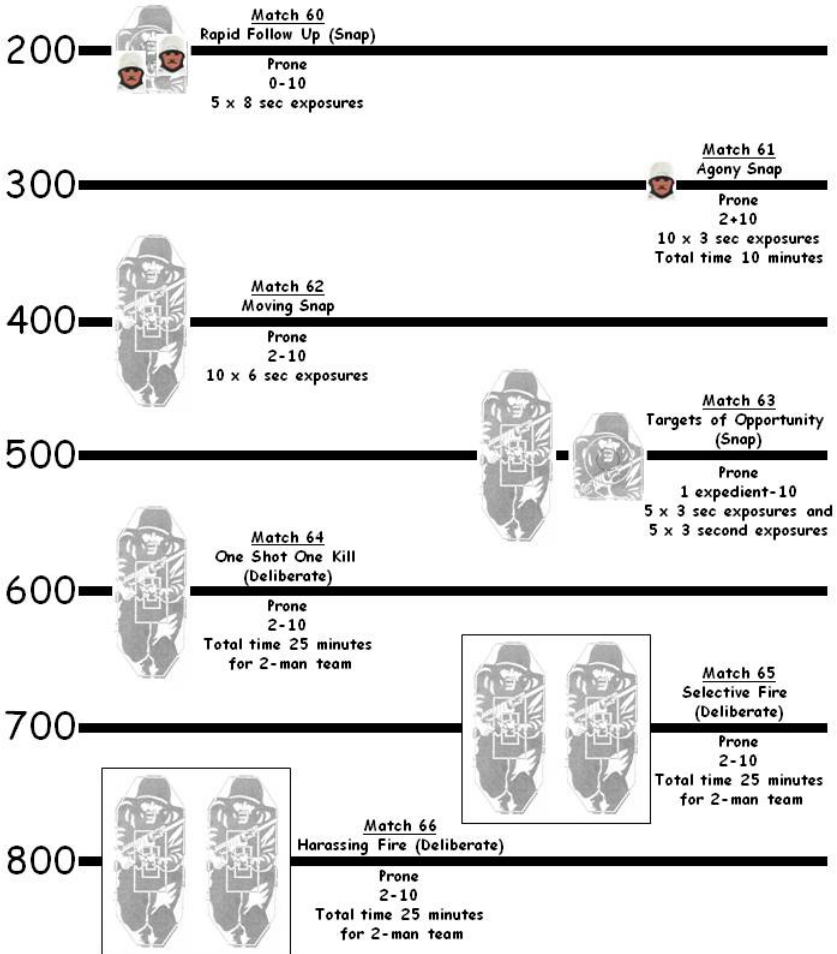
# MaaG - Service Rifle

## Butts/Targets

							
100				Standing 2 shots Then 3x5 sec exp	Standing 2 shots Then 2x5 sec exp	Standing 2 shots Then 1x5 sec exp	Standing 2 shots
							
200	<b>Match 1</b> Deliberate	<b>Match 2</b> Snap	<b>Match 3</b> Rapid	<b>Match 4</b> F&M	50 secs	50 secs	50 secs
	Prone 2+10 12 min	Standing to Kneeling 2+10 5x10 sec	Standing to Sit or Kneel 2+10 1x30 sec	0+10 Run-up to Sitting or Kneeling 2 shots 15 secs - 2 shots (15 sec delay)	Sitting or Kneeling 2 shots (15 sec delay)	Sitting or Kneeling 2 shots (15 sec delay)	Sitting or Kneeling 2 shots (15 sec delay)
					50 secs		
300	<b>Match 5</b> Deliberate	<b>Match 6</b> Snap	<b>Match 7</b> Rapid	<b>Match 8</b> F&M	50 secs	50 secs	50 secs
	Prone 2+10 12 min	Standing to Prone 2+10 5x10 sec	Standing to Prone 2+10 1x30 sec	0+10 Run-up to Prone 2 shots 15 secs - 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)
					50 secs		
400	<b>Match 9</b> Deliberate	<b>Match 10</b> Snap	<b>Match 11</b> Rapid	<b>Match 12</b> F&M	50 secs	50 secs	50 secs
	Prone 2+10 12 min	Standing to Prone 2+10 5x10 sec	Standing to Prone 2+10 1x30 sec	0+10 Run-up to prone 2 shots 15 secs - 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)	Prone 2 shots (15 sec delay)
					50 secs		
500	<b>Match 13</b> Deliberate	<b>Match 14</b> Snap	<b>Match 15</b> Rapid	<b>Match 16</b> F&M	50 secs		
	Prone 2+10 12 min	Standing to Prone 2+10 5x10 sec	Standing to Prone 2+10 1x30 sec	0+10 Run-up to prone 2 shots 15 secs - 2 shots (15 sec delay)			

# MaaG - Precision/Sniper/DM Rifle

## Butts/Targets



# ANNEX G - Competition Schedule

GROUP PHOTO - timing & location to be announced

MEET & GREET - timing & location to be announced

	Thurs 28 August	Day 1 - Fri 29 August	Day 2 - Sat 30 August	Day 3 - Sun 31 August	Day 4 - Mon 1 September	Day 5 - Tues 2 September	Day 6 - Wed 3 September	Day 6 - Thurs 4 September	Day 8 - Fri 5 September
07:30-1200 Days marked w/ * start at 0830 hrs	Pistol Range set up and other set up if available	Pistol Matches Series A	Pistol Matches Series B *	Snpr/Prec Rifle Rge set up* SR rge set up Basic zeros as time will allow	Snpr/Prec Rifle Matches 63, 64, 65	Service Rifle Match 1-4	Service Rifle Match 9-12	Moving Targets Match 17	Service Rifle Stage Two Match 19 (All eligible competitors in 2 relays)
Location (Range)	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range
1300-1700	Pistol Range set up and other set up if available	Pistol Matches Series A Last One Standing Match 40	Pistol Matches Series B Falling Blocks	Snpr/Prec Rifle Matches 60, 61, 62	Snpr/Prec Rifle Matches 66, 67 The shoots	Service Rifle Match 5-8	Service Rifle Match 13-16	Falling Plates	Service Rifle/Prize Presentations
Location (Range)	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range	TBA
1800-1830	Pistol Competitor's Meeting	Pistol Prize Presentation Snpr/Prec Competitor's Meeting	Pistol Prize Presentation Snpr/Prec Competitor's Meeting	Pistol Prize Presentation Snpr/Prec Competitor's Meeting	Snpr/Prec Prize Presentations Service Rifle Competitor's Meeting	The Shoots	The Shoots	The Shoots	





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# Operational Shooting Association

The Operational Shooting Association was formed to support Law Enforcement and Military personnel in the development of their marksmanship skills. To this end, it provides training and competition opportunities with courses of fire that are operationally oriented.

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