

# OSA Hunter's Challenge

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## General Concept:

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

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

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

## Equipment:

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

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

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

The rifle may have a muzzle brake.

In the "Hunter Class", the caliber used must be .243/6mm or bigger.

In the "Hunter Class", the use of any mechanical support, other than that allowed in the match conditions, is not allowed.

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

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The same rifle must be used throughout the competition.

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

## **Ammunition:**

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

## **Range Commands and Procedures:**

Range Officer - Each active range will have a Range Officer who will have the responsibility for the safe and proper conduct of the match. He will have absolute and total control of all activities involved with that range. His instructions must be obeyed without question or pause. Some of the range commands that may be used are as follows:

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

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

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

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

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

"Show Clear" - Each competitor is to present his rifle so that the chamber can be inspected, and the rifle can be verified to be unloaded and safe by the Range Office or by the RO's representative who is qualified to do so.

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

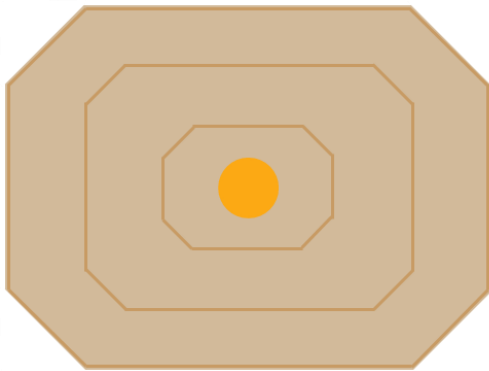
## **Safety:**

At all times, the action of the rifle must be open, and a breech flag inserted.

The rifle must always be kept in an unloaded state with a breech flag inserted until ordered to "load" by a Range Officer.

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

## **Targets & Scoring**



### **Center-Mass Target:**

- V: Orange dot, 3.5"/63.5mm diameter (value 5 points, written as "V")
- 5: 8x6"/200x150mm (value 5 points, written as "5")
- 4: 12x16"/305x406mm (value 4 points, written as "4")
- 3: 23x17"/585x440, (value 3 points, written as "3")
- A shot must touch or be inside the "none scoring line" around the outside of the target edge to score.

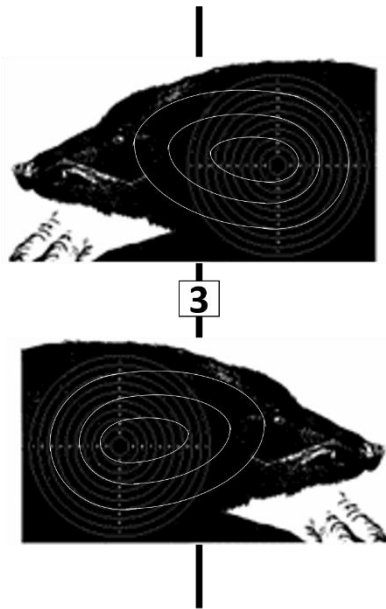
### **Running Boar Target:**

- V: Central oval, approx. 8"/20cm on long axis (value 5 points, written as "V")
- 5: Second oval, approx. 15"/38cm on long axis (value 5 points, written as "5")

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- 4: Third oval, approx. 19"/48cm on long axis (value 4 points, written as "4")
- Any shot that hits the boar but lands outside of these scoring rings is scored as a miss.
- A shot must touch or be inside the drawn "scoring line" to score. The drawn scoring rings are the only ones that count; the bullseye scoring rings printed on the target are not to be used.



## Prizes:

OSA Medals and merchandise prizes.

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## Match 1 - He's Gonna Run (Snap Target)

### Specifications:

- Distance: 25 meters;
- Position: Standing unsupported;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Snap shooting;
- Rate of Fire: More than one shot per exposure may be fired, up to a total of 5 shots for the match;
- Time Limit: 5 x 3-second exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage a snap target with a time limit:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing unsupported 'alert' position". Each exposure must start from this position. The "alert position" is with the butt into the shoulder and the rifle held at a 45-degree angle towards the ground;
- On the command "Watch and Shoot", the competitor will receive 5 x 3-second exposures;
- During the match, the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete, the firing line will be given the command to "Unload and show clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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## Match 2 - Don't Move, He Sees Me (Deliberate Stationary Target)

### Specifications:

- Distance: 50 meters;
- Position: Standing unsupported;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

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

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

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## Match 3 - Ahead of the Hounds (Moving Target)

### Specifications:

- Distance: 50 meters;
- Position: Standing unsupported;
- Number of Shots: 5;
- Target: 2 x MilCun Running Boar targets;
- Type of Fire: Snap at moving target;
- Rate of Fire: Only one shot per exposure may be fired, up to a total of 5 shots for the match;
- Time Limit: 2 x fast exposures - 4 sec over 14 feet - setting 50  
3 x slow exposures - 6 sec over 14 feet - setting 30.75  
Order of exposures - slow, slow, fast, fast, slow
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage moving targets:

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing unsupported 'alert' position" and return to this position for each exposure;
- On the command "Watch and Shoot" the competitor will receive 5 moving target exposures - in random order, 3 x slow, 2 x fast;
- During the match, the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete, the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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## Match 4 - On Watch (Kneeling or Sitting Stationary Target)

### Specifications:

- Distance: 75 meters;
- Position: Kneeling or sitting unsupported;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage a target from the kneeling or sitting position:

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



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## Match 5 - Behind Cover (Positions at a Stationary Target)

### Specifications:

- Distance: 100 meters;
- Position: Supported positions: prone, sitting, kneeling, standing;
- Number of Shots: Total of 5 - 1 shot prone, 1 shot sitting, 1 shot kneeling and 2 shots standing;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage a target from various positions:

- A relay will be moved onto the firing line;
- A single stick will be provided for support and the shooter may use it as provided or use no support at all;
- The Range Officer will give the command to "load";
- On the command "Commence the Match" the competitor will have 3-minutes to fire 5 shots as follows:
  - 1 shot from the prone supported;
  - 1 shot from the sitting supported;
  - 1 shot from the kneeling supported; and
  - 2 shots from the standing supported;
- During the match, the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete, the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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## Match 6 - Stalk & Spot (Standing with Shooting Stick)

### Specifications:

- Distance: 150 meters;
- Position: Standing supported;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

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

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the standing supported position";
- The shooting stick will be provided by the range staff. Everyone must use the provided shooting stick;
- On the command "Commence the Match", the competitor will fire 5 shots at his target within the 3-minute time limit;
- The first 2 shots will be indicated - the last 3 shots will not be indicated;
- During the match, the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete, the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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## Match 7 - Long Shooting Lane (200 meters)

### Specifications:

- Distance: 200 meters;
- Position: Prone with field expedient support;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

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

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the prone supported position";
- Any type of field expedient support may be used. A daypack may be used, but must be filled with something that would be logical and practical, ie, extra clothing, rain gear etc;
- The first 2 shots will be indicated - the last 3 shots will not be indicated;
- On the command "Commence the Match" the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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## Match 8 - Across the Muskeg (300 meters)

### Specifications:

- Distance: 300 meters;
- Position: Prone with field expedient support;
- Number of Shots: 5;
- Target: 1 x MilCun Center-Mass mounted horizontally (with orange 3.5" dot);
- Type of Fire: Timed deliberate;
- Rate of Fire: As required;
- Time Limit: 1 x 3-minute exposure;
- Scoring: V, 5, 4, 3; and
- HPS: 25 - 5V.

### Procedure:

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

- A relay will be moved onto the firing line;
- The Range Officer will give the command to "load" and "adopt the prone supported position";
- Any type of field expedient support may be used. A daypack may be used, but must be filled with something that would be logical and practical, ie, extra clothing, rain gear etc;
- The first 2 shots will be indicated - the last 3 shots will not be indicated;
- On the command "Commence the Match" the competitor will fire 5 shots at his target within the 3-minute time limit;
- During the match, the competitor is to keep his rifle loaded as required by the match conditions;
- Once the match is complete, the firing line will be given the command to "Unload and Show Clear"; and
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.