

# OSA MOS (MilCun Operational Sniper)

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## The MilCun Operational Sniper (MOS) Rifle Matches

### *Overview*

#### *General Concept*

The general concept of this course of fire is to provide a set of operational sniper matches that support military/police and competition skills.

There are 7 matches fired from 100 to 600 meters. Each match comprises 10 shots for score. Some matches have sighters.

The matches are fired in shooter-spotter pairs, with one member of the pair shooting while the other member is observing the fall of shot. They then change around and perform the opposite job.

The shooter-spotter pairs are organized in relays with one pair at the firing mound and one member of the other pair scoring and the second member of that pair going to the butts.

Relay rotations are controlled by the Range Officer.

The Range Officer will give a "Load" command for each match (at the beginning of sighters, if there are sighters), except for deliberate-fire matches (Match 1 and Match 7) where one load command will be given for the pair.

The pair will bring their rifles to the mound at the beginning of the match and both will be cleared by the range officer at the end of the match, before the rifles can be removed from the firing point.

The use of a chamber flag is required after the rifle has been cleared and whenever else a competitor is not under command of the range officer.

#### *Classes*

All competitors will compete in the same class.

#### *Equipment*

Any rifle with any sight and in any caliber that meets range regulations.

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The rifle must weigh not more than 8.0kg (17.6lbs) including bipod and an empty magazine.

The rifle must be magazine fed. In all matches, the rounds must feed through the magazine and into the chamber.

The trigger pull weight must be safe. An accidental discharge may result in disqualification from the match and a ban until it is fixed.

The rifle must have a safety catch.

The bipod must be a tactical type with legs that will fold parallel to the barrel. Each leg must be adjustable for length.

An operational-style rear bag may be used to support the butt of the rifle.

Only two points of contact with the ground are allowed. Magazine extensions may not touch the ground. Only one magazine may be attached to the rifle.

A small wind flag - one that would be logical and practical for operations - may be used on the firing point. Also, a small hand-held anemometer may be used. Other than wind flags provided by the range, no other wind indicators may be used.

### *Ammunition*

All ammunition must be supplied by the competitor and be safe for their rifle. Ammunition showing pressure signs (hard extraction, popped primers, split cases, etc.) cannot be used.

Ammunition must be such that when unloading a live cartridge, it can be done so without difficulty and with the cartridge remaining intact.

### *General Match Rules*

All competitors must feed their rounds from the magazine. Magazines may be charged with up to the number of rounds to complete the match (e.g., 12 rounds for matches of 2 sighters and 10 on score) or the shooter may change magazines whenever required to complete the course of fire.

A sling may be used as an aid to shooting but must be a carry-type sling and must be attached to the rifle.

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Any time a question arises concerning the general activity or procedure to be followed, the 2016 NSCC rule book can be used to provide a guideline.

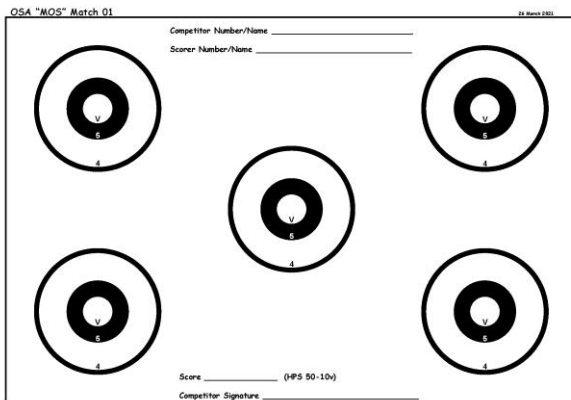
## Prizes

Prizes are available for each match (based on the pairs' scores). A prize is available for the aggregate of the matches (pair and individual).

## Targets and Dimensions

### MilCun 5-bull Target

Used in Match 1 only. This target has five bullseyes, each scoring V, 5, 4. Shots that land outside the 4-ring score 0 (zero).



Scoring Areas	Scoring Ring Dimensions		Scoring
	Millimeters	Inches	
V ring	14 mm	0.55"	V (5)
5-ring	28 mm	1.1"	5
4-ring	56 mm	2.2"	4

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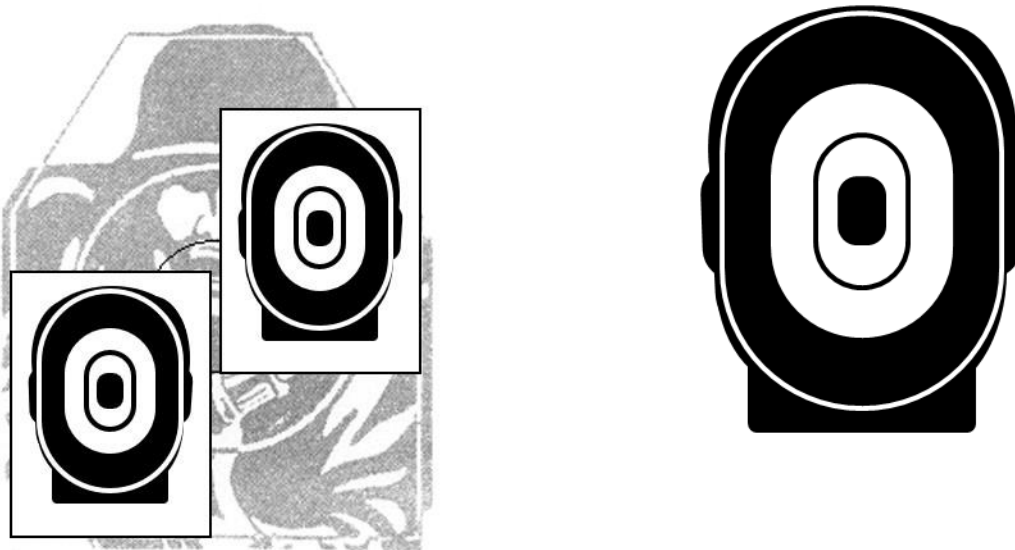
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## Rapid Follow-Up Target

Used in Match 2 only. It is comprised of a Figure 12 backer with two MilCun General Training Targets (GTT), one at the lower left corner and one at the upper right, as shown below. Shots must hit within the scoring rings of the GTT to score and must be fired in accordance with match conditions. Shots that land outside the GTT rings score 0 (zero).

## The MilCun GTT

The MilCun GTT is also used without a backer in Match 4.



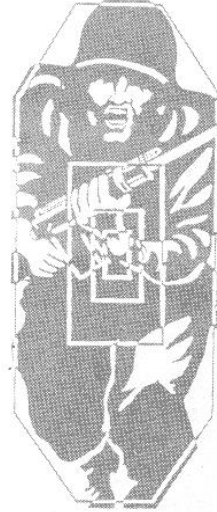
Scoring Areas	Scoring Ovals		Scoring
	Millimeters	Inches	
V-dot	25.4 x 36.58 mm	1.00 x 1.44"	V (5)
5-ring	50.8 x 82.80 mm	2.00 x 3.26"	5
4-ring	100.1 x 137.7 mm	3.94 x 5.42"	4
3-ring	150.6 x 211.8 mm	5.93 x 8.34"	3

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**Figure 11/59**

The Figure 11/59 is used in Matches 3, 5, 6, and 7. Shots must hit on the scoring surface to count. Shots that land outside of (and do not touch) the score line on the perimeter of the target score 0 (zero).

Scoring Areas	Scoring Rectangles		Scoring
	Millimeters	Inches	
V-ring	50 x 100 mm	2 x 4"	V (5)
	100 x 200 mm	4 x 8"	
5-ring	200 x 400 mm	8 x 16"	5
4-ring	Remainder of scoring surface		4



*Figure 11/59*

**Figure 12/59**

The Figure 12/59 is used in Match 6. Shots must hit on the scoring surface to count. Shots that land outside of (and do not touch) the score line on the perimeter of the target score 0 (zero).

Scoring Areas	Scoring Ring Diameters		Scoring
	Millimeters	Inches	
V-ring	152.5 mm	6"	5
5-ring	305.0 mm	12"	5
4-ring	Remainder of scoring surface		4



*Figure 12/59*

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## Scoring & Scorecards

Match 1 is scored once the targets are collected. The target is the scorecard.

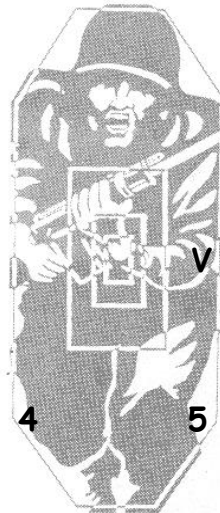
Matches 2-6, which are various types of snaps, are scored at the end of each shot series. The scores are radioed from the butts and the scorecards are filled in at the firing mound.

<b>OSA "MOS" MilCun Operational Sniper</b>		02	
<i>Competitor Number</i>	<i>Competitor Name</i>	200 RFU	
<i>Partner Comp Number</i>	<i>Partner Name</i>		<i>Hits</i>
		V	Values
		5-zone	Score
<i>Scorer Comp Number</i>	<i>Scorer Signature</i>	4-zone	x 5
		3-zone	x 4
<i>Competitor Signature</i>		Total	x 3
		Total	HPS 50

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Match 7, which is a deliberate-fire match is scored at the firing mound. The Figure 11 target is mounted in the target lifter. Shot holes are indicated with a small indicator and values are indicated with a large indicator placed on the edge of the Figure 11, as shown below. The scorer at the firing mound marks the shooter's scorecard and calls out the score as he is writing it down for each shot.

Scoring Areas	Scoring Rectangles		Scoring
	Millimeters	Inches	
V-ring	50 x 100 mm	2 x 4"	V (5)
	100 x 200 mm	4 x 8"	
5-ring	200 x 400 mm	8 x 16"	5
4-ring	Remainder of scoring surface		4



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07

600 m  
Deliberate

Target Number

HPS 50-10

<i>Competitor Number</i>		<i>Competitor Name</i>										
<i>Partner Comp Number</i>		<i>Partner Name</i>										
A	B	1	2	3	4	5	6	7	8	9	10	Total & Vs
<i>Scorer Comp Number</i>		<i>Scorer Signature</i>					<i>Competitor Signature</i>					

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## **Match Descriptions**

### *Match 1 - 100-Meter Check your Zero*

#### **Specification**

Distance:	100 meters
Position:	Prone
Number of Shots:	Unlimited sighters and ten on score
Target:	MilCun 5-bull target
Scoring:	V, 5, 4
Type of Fire:	Deliberate
Rate of Fire:	Sighters plus two shots at each bullseye
Time Limit:	25 minutes continuing time for the 2-person team
HPS:	50.10V

#### **Procedures**

- Each team has a total of 25 minutes for both members to complete the match.
- Two of the MilCun 5-bull targets will be mounted on each 4-ft frame, in addition to appropriate zeroing targets.
- Scoring will take place once the target has been retrieved.
- Sighting shots are to be shot into the provided "sighting target". The number of sighting shots is unlimited but must be fired within the time allowed for the pair to complete the match.
- Two shots will be fired per bullseye on the MilCun 5-bull target.
- Any shot that lands on the target page will be counted as a shot for score.
- Only 10 shots can be fired for score.
- If there are more than two shots on an individual bullseye, the competitor will receive the score of the two shots with the lowest value and all other shots will be scored as misses.
- A target with more than 10 shots will receive a penalty of 10 points per excessive hit.



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## Match 2 - 200-Meter Rapid Follow Up

### Specification

Distance:	200 meters
Position:	Prone
Number of Shots:	No sighters and ten on score
Target:	2 x MilCun GTT superimposed on a handheld Figure 12
Scoring:	V, 5, 4 and 3 (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; minimum of 10 seconds between exposures.
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 GTT target.
- The butt staff will be instructed to monitor the sequence of shots to ensure each GTT 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 (e.g., 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 (e.g., a crossfire from another shooter with 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 scoring shot hole and the target will be shown to the shooter for the duration of the scoring procedure.
- The scoring relay will move forward, obtain the shooter's score card 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.
- 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.

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## Match 3 - 200-Meter Moving Targets

### Specification

Distance:	200 meters
Position:	Prone
Number of Shots:	No sighters and ten on score
Target:	Figure 11/59 hand-held
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 4-second exposures; minimum of 10 seconds between exposures.
HPS:	50.10V

### Procedures

- Targets will appear from the center position on the assigned target number and move either left or right to the second cement pillar in the adjoining 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 over the described distance is 4 seconds. 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.
- The scoring relay will move forward, obtain the shooter's score card 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." When a particular scoring ring has no hits then a zero representing that ring is sent.
- Normal challenging procedures will be in effect. Target irregularities are restricted IAW Rule 6.08.12.c - NSCC 2016 rule book).
- Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

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## Match 4 - 300-Meter Agony Snap

### Specification

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighters and ten on score
Target:	2 x MilCun GTT
Scoring:	V, 5, 4, 3
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; minimum of 10 seconds between exposures.
HPS:	50.10V

### Procedures

- 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 lowered, 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 lowered, examined, and shown without a shot indicator. On completion of sighting shots, targets are to be patched.
- Targets will appear at any time throughout the ten-minute time limit with the first exposure within the first 30 seconds and the last exposure during the last 30 seconds. There is a minimum of 10 seconds between exposures.
- Each target bay will have 2 targets. After 5 exposures the targets will be switched so no more than 5 shots are fired at any one target.
- Upon completion of the match, shot indicators are put in each scoring 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 score card 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.
- Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

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## Match 5 - 400-Meter Moving Targets

### Specification

Distance:	400 meters
Position:	Prone
Number of Shots:	Two sighters and ten on score
Target:	Figure 11 hand-held
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; minimum of 10 seconds between exposures.-
HPS:	50.10V

### Procedures

- There will be 2 sighters fired on a stationary Figure 11. 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 lowered, 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 lowered, examined, and shown without a shot indicator. On completion of sighting shots, targets are to be patched.
- Targets will then appear from the center position on the assigned target number and move either left or right to the second cement pillar of the next 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 the described distance is 6 seconds. 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.
- Upon completion of the match, shot indicators are put in each scoring 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 score card 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

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number 15: 2, 0, 5." When a particular scoring ring has no hits then a zero representing that ring is sent.

- Challenging procedures will be through the FPO.
- Normal challenging procedures will be in effect. Target irregularities are restricted IAW Rule 6.08.12.c - NSCC 2016 Rule Book).
- Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

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## Match 6 - 500-Meter Targets of Opportunity

### Specification

Distance:	500 meters
Position:	Prone (without the use of a rear rest; shooter's hand may be used)
Number of Shots:	One field expedient sighter and ten on score
Target:	1 x Figure 11/59 hand-held 1 x Figure 12/59 hand-held
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:	Figure 11/59 - 5 x 10-second exposures Figure 12/59 - 5 x 3-second exposures Minimum of 10 seconds between sets of exposures.
HPS:	50.10V

### Procedures

- One field expedient sighter is fired into the backstop of the appropriate firing point. A large orange disc will be placed in the backstop for each target number. Two minutes is allowed to fire this sighter.
- Once the sighting shot is complete, the RO will command the shooters to apply their safety catch and adopt the standing alert position.
- On the appearance of the Figure 11/59 target for 10 seconds, the competitor will adopt the prone and fire one shot. This target will then disappear and 5 seconds later the Figure 12/59 target will appear for 3 seconds. The competitor will fire one shot at this target.
- The competitor is to remain in the prone throughout the exposure but return to the standing alert for the beginning of each exposure.
- 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.
- On the completion of the 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.
- The scoring relay will move forward, obtain the shooter's score card 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." When a particular scoring ring has no hits then a zero representing that ring is sent.

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- Challenging procedures will be through the FPO.
- Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

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## Match 7 - 600-Meter One Shot One Kill

### Specification

Distance:	600 meters
Position:	Prone
Number of Shots:	Two sighters and ten on score
Target:	Handheld 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-person 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.
- Target marking and challenging procedures are as indicated at Rule 6.07. (NSCC 2016 Rule Book)
- Placing the value indicator at the 3 o'clock position of the target edge indicates a V. Placing the value indicator on the bottom right corner of the target indicates a 5. Placing the value indicator on the bottom left corner of the target indicates a 4. Removing all indicators and showing a clear target indicates a miss.



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## *MOS Match Summary*

<b>Match</b>	<b>Shots</b>	<b>Range</b>	<b>Position</b>	<b>Type of Fire</b>	<b>Timing</b>	<b>Target</b>
1 Check Zero	Unlimited+10	100	Prone	Deliberate	25mins/pair	MilCun 5-bull
2 Rapid Follow Up	0+10	200	Prone	2 shots/exposure 1 shot at each tgt	5 x 8 sec	2 x GTT
3 Moving Targets	0+10	200	Prone	1 shot/exp	10 x 4 sec	Figure 11
4 Agony Snap	2+10	300	Prone	1 shot/exp	10 x 3 sec	2 x GTT
5 Moving Targets	2+10	400	Prone	1 shot/exp	10 x 6 sec	Figure 11
6 Targets of Opportunity	1 x field expedient+10	500	Stand Alert to Prone	2 shot/exp	5 x 10 5 x 3 sec	Figure 11 Figure 12
7 One Shot One Kill	2+10	600	Prone	Deliberate	25mins/pair	Figure 11

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MOS MaaG

## Butts/Targets

