

# OSA Running Boar Challenge

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## General Concept

The general concept of this course of fire is to provide a hunting challenge at moving targets.

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.

## Classes

There will be two classes:

Hunting Class - Any rifle of a caliber larger than .223 cal, that would be logical and practical to hunt wild boar.

Smallbore Class - Any rifle from 17 cal to and including .223 cal, that would be considered too small to ethically hunt wild boar.

## Equipment

Any rifle as described above.

Any sight may be used.

The rifle may have a muzzle brake.

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

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.

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A conventional carry sling may be attached to the rifle in a conventional carry configuration and may be used to support the rifle in this configuration.

## 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 breach 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.

"Watch and Shoot" -The 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 from the firearm and insert a breach flag. Detachable magazines must be removed.

"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 Officer or by the RO's representative who is qualified to do so.

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

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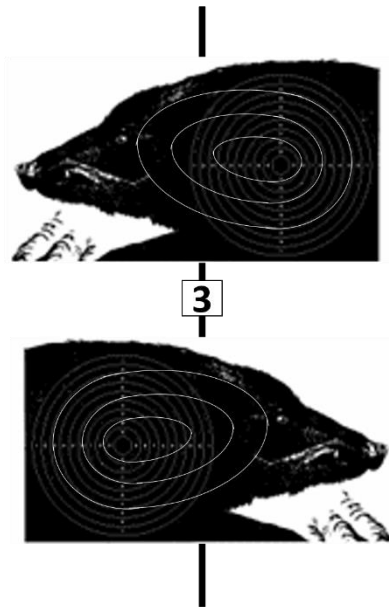
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## Safety

The rifle must always be kept in an unloaded state with a breach flag inserted until ordered to "load" by a Range Officer. During the match, the safety will be applied until the targets start to move. After each exposure, while waiting for the next exposure, the safety will be applied.

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.

## Target



## Scoring:

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")

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.

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## General Concept of the Courses of Fire

The range will be configured so that two of the 4-foot screens (targets 6 and 7) are removed and set to one side.

The moving target cart will be rigged with 4 targets. Each target will have 2 wild boar targets placed one above the other (as shown in "Targets" above). One wild boar target will be facing to the left and will be shot at only when moving to the left. The other wild boar target will be facing right and is to be shot at only when it is moving to the right. Each set of targets will be numbered 1, 2, 3, or 4.

The shooter will be called forward to the firing line and assigned a target.

The firing line will then be given the command to "LOAD". At this time, the chamber flag is removed, a magazine can be inserted, or rounds put into an internal magazine, a round may be chambered, and the safety catch applied.

The firing line will then receive the command, "WATCH AND SHOOT". This means they may engage their target on the next appearance.

The targets will appear through the opening created by the removal of the two 4-foot screens and may be engaged with one shot. This will continue for a total of 5 such exposures - 2 exposures in one direction and 3 exposures in the other direction.

In preparation for each exposure, the rifle must be held muzzle down to 45 degrees with the safety applied. As soon as the target is seen to be moving, the safety may be placed on "fire" and a standing unsupported position taken. The shooter may track the target as it moves between the other 4-foot frames but can engage it only through the opening created by the removal of the two 4-foot screens. The shooter is then to reload, apply the safety catch and assume the ready position described above in preparation for the next exposure.

The match will always start with targets appearing first from the right, moving left. They will appear travelling at 2 different speeds and will appear in the following sequence:

Slow - fast - slow - slow - fast

Only one shot per exposure may be taken - if a shot is not taken during an exposure, it is considered a miss.

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Once 5 exposures have been given, the firing line will be given the command to "UNLOAD".

Once the unload is complete, the firing line will move to the targets to carry our scoring and patching.

After each match, the score cards are to be handed in to the RO.

## **Prizes:**

OSA Medals and merchandise prizes.

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## Match 1 - Close and Fast

### Specifications:

- Distance: 25 meters
- Position: Standing unsupported
- Number of Shots: 5
- Target: Running Boar targets
- Type of Fire: Snap shooting
- Rate of Fire: One shot per exposure
- Time Limit: 3x slow and 2x fast
- Scoring: V, 5, 4
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage the boar at close range:

- 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" with safety catch applied. 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 exposures in the following sequence - slow, fast, slow, slow, 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".
- 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 - Here He Comes

### Specifications:

- Distance: 50 meters
- Position: Standing unsupported
- Number of Shots: 5
- Target: Running Boar targets
- Type of Fire: Snap shooting
- Rate of Fire: One shot per exposure
- Time Limit: 3x slow and 2x fast
- Scoring: V, 5, 4
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage the boar at close range:

- 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" with safety catch applied. 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 exposures in the following sequence - slow, fast, slow, slow, 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".
- 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 - Go for It

### Specifications:

- Distance: 75 meters
- Position: Standing unsupported
- Number of Shots: 5
- Target: Running Boar targets
- Type of Fire: Snap shooting
- Rate of Fire: One shot per exposure
- Time Limit: 3x slow and 2x fast
- Scoring: V, 5, 4
- HPS: 25 - 5V.

### Procedure:

The aim of this match is to engage the boar at close range:

- 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" with safety catch applied. 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 exposures in the following sequence - slow, fast, slow, slow, 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".
- 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 - Let's See What You Can do

### Specifications:

- Distance: 50 meters
- Position: Standing unsupported
- Number of Shots: 10
- Target: Running Boar targets
- Type of Fire: Snap shooting
- Rate of Fire: 2 shots per exposure
- Time Limit: 3x slow and 2x fast
- Scoring: V, 5, 4
- HPS: 50 - 10V.

### Procedure:

The aim of this match is to engage the boar with a rapid follow up shot:

- For this match, the range is rigged so that there are 2 openings made by the removal of four 4-foot screens with 2 target screens between the openings. For example: tgts 4, 5, 8, 9 removed - tgts 6, 7 in place.
- During this match, the shooter is to fire one shot as the targets move through the first opening, reload, and fire a second shot as the targets move through the second opening.
- 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" with safety catch applied. 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 exposures in the following sequence - slow, fast, slow, slow, fast.
- During the match, the competitor is to keep his rifle loaded as required.
- Once the match is complete, the firing line will be given the command to "Unload and show clear".
- When the firing line has been cleared, scoring will take place in accordance with the direction of the range staff.