

# OSA Service Rifle

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## General Concept

The general concept of this course of fire is to provide a set of service rifle matches that reflect the current legal restrictions on semi-automatic rifles in Canada. While any semi-automatic that has not yet been banned is welcome to join in (as a Modern Service Rifle), the matches are geared to accommodate other types of rifles (such as bolt-action rifles). See also – Historic Military Rifle.

There are 16 matches in four phases. The phases are fired at 200, 300, 400, and 500 meters. Each phase includes a deliberate, a snap, a rapid, and a fire-and-movement match. Each match is two sighters and 10 rounds for score (except rundowns which have no sighters).

The shooters will be organized in relays with a shooter and a scorer at the firing mound and two target handlers/markers in the butts for each firing lane. Relay rotations are controlled by the Range Officer.

Since the course of fire includes fire-and-movement matches, the Range Officer will enforce additional safety requirements.

The Range Officer will give a “Load” command for each match (at the beginning of sighters, if there are sighters). Each rifle will be cleared by the range officer before it can be removed from the firing point.

The use of a chamber flag/magazine block is required after the rifle has been cleared and whenever else a competitor is not under command of the match conductor.

## Classes

- Modern Class - all competitors.
- Historic Military Rifle Class - any competitor who is using a Historic Military Rifle IAW those rules.

## Equipment

**Modern Class Rifle** – Any rifle with any sight and in any caliber that meets range regulations.

- These firearms must meet the trigger pull specifications of a minimum of 1.5 kg for bolt action or 2.0 kg for self-loading.
- The rifle’s total weight as used (less magazine or sling) must weigh not more than 5 kg.

The rifle may contact the ground at only one point. A bipod is not allowed. In the prone position, the use of the hand or arm to make a direct connection from the rifle to the ground is considered a point of contact.

# OSA Service Rifle

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The rifle may rest on the magazine. A magazine extension may be used. The magazine with an extension shall be no longer than 20 cm as measured from the bottom of the magazine as it rests on the ground to the top of the magazine feeding lip. The magazine extension must follow the profile of the magazine and cannot be flared out at the bottom so as to provide extra contact with the ground. Only one magazine may be attached to the rifle.

**Historic Military Rifle Class** – Any rifle that meets the requirements of Historic Military Rifle event.

**Ammunition** – All ammunition must be supplied by the competitor. It must be safe for use in the specific rifle being used. Any pressure signs or hard extractions will deem the ammo as unsafe.

## **General Match Rules**

All competitors must load no more than 5 rounds in a single magazine and must carry out a mag change in each match (during the scoring shots). Those rifles that are legal to use higher capacity mags may include sighting shots in one mag.

All items used on the firing point must be used/carried in all matches – the only exceptions are a spotting scope and shooting mat.

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

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. A prize is available for the aggregate of the matches.

# OSA Service Rifle

## Targets and Dimensions

Figure 12/59

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

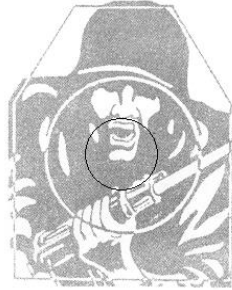


Figure 12/59

Figure 11/59

Scoring Areas	Scoring Rectangles		Scoring
	Millimeters	Inches	
V-ring	50 x 100 mm	2 x 4"	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

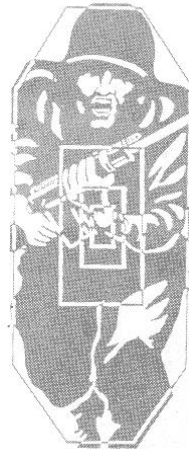


Figure 11/59

Figure 12/59 Type A, Type B, Type C

Scoring Areas	Scoring Ring Diameters								Scoring
	Type A (500 m)		Type C (400 m)		Type B (300 m)		Type C (200 m)		
	Millimeters	Inches	Millimeters	Inches	Millimeters	Inches	Millimeters	Inches	
V-rec	190.5 mm	7.5"	152mm	6"	114.5 mm	4.5"	76 mm	3"	V-5
5-rec	381 mm	15"	305 mm	12"	229 mm	9"	152 mm	6"	5
4-rec	762 mm	30"	762 mm	30"	457 mm	18"	305 mm	12"	4
3-ring	1219 mm	48"	1219 mm	48"	762 mm	30"	762 mm	30"	3
2-ring	No 2- ring		No 2- ring		1219 mm	48"	1219 mm	48"	2

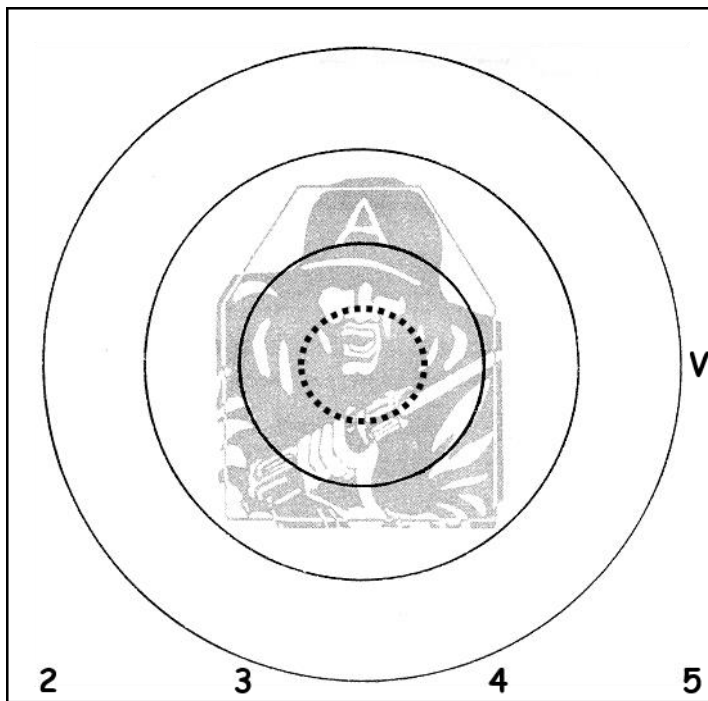
# OSA Service Rifle

## Scoring

Deliberate-fire matches are scored at the firing mound. The targets are mounted on the 4-foot screen. Shot holes are indicated with a smaller indicator (small or medium – shooter preference) and values are indicated with the large indicator placed around the edge of the 4-foot, 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.

For the 200- and 300-phases, the snaps, rapids, and rundowns are scored in the butts. The scorecard is filled out after the shooter has arrived.

For the 400- and 500-phases, the snaps and rapids are scored at the firing mound after the shot series is finished by radioing the scores. The rundowns are scored in the butts.



*Figure 12/59 – Type A, B or C –*

*Note: There is no 2-ring on the Type A target (500 meters) or the Type C at 400 meters*

# OSA Service Rifle

## Scorecards

<b>OSA Service Rifle</b>											<b>1</b>	
<b>200 m</b>											Target Number <hr/> HPS 50-10	
Competitor No	Competitor Name					Init	Rank					
Class <b>Vintage</b>					4-Man Team Name							
s	s	1	2	3	4	5	6	7	8	9	10	Total - V
Competitor Signature			Scorer Signature					Comp No				

<b>OSA Service Rifle</b>											<b>1</b>	
<b>200 m</b>											Target Number <hr/> HPS 50-10	
Competitor No	Competitor Name					Init	Rank					
Class <b>Modern (Open)</b>					4-Man Team Name							
s	s	1	2	3	4	5	6	7	8	9	10	Total - V
Competitor Signature			Scorer Signature					Comp No				

## OSA Service Rifle

### 200 Phase - Matches 02 - 04

Competitor/Compétiteur Name/Nom	
Scorer/Marqueur Comp No	Scorer/Marqueur Signature
Competitor/Compétiteur No	Competitor/Compétiteur Signature

### Match 02 - 200 Snap

02	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
Total		HPS 50-10	

### Match 03 - 200 Rapid

03	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
Total		HPS 50-10	

### Match 04 - 200 Rundown

04	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
Total		HPS 50-10	

## OSA Service Rifle

### 400 Phase - Matches 10 - 12

Competitor/Compétiteur Name/Nom	
Scorer/Marqueur Comp No	Scorer/Marqueur Signature
Competitor/Compétiteur No	Competitor/Compétiteur Signature

### Match 10 - 400 Snap

10	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
3-zone		x 3	
Total		HPS 50-10	

### Match 11 - 400 Rapid

11	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
3-zone		x 3	
Total		HPS 50-10	

### Match 12 - 400 Rundown

12	Hits	Values	Score
V		x 5	
5-zone		x 5	
4-zone		x 4	
3-zone		x 3	
Total		HPS 50-10	

# OSA Service Rifle

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## Match Descriptions

### **Match 1 - 200 Meter Deliberate (Point Target Engagement)**

#### **Specification**

Distance:	200 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	4-foot with Figure 12/59 Type "C" face (with inscribed V-bull)
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**

- The firing line will be given the command to “load” and “commence the match”. 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 but are **NOT** part of the final score.
- All rifle types will shoot the same course of fire and timings.

### **Match 2 - 200 Meter Snap (Defensive Fire)**

#### **Specification**

Distance:	200 meters
Position:	Standing alert to kneeling or squatting
Number of shots:	Two sighting and ten on score
Target:	1 x 12/59 with inscribed V-bull
Scoring:	V, 5 and 4
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 15-second exposures
HPS:	50.10V

#### **Procedure**

- The firing relay will be given the “load” command and have 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

# OSA Service Rifle

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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 match 4 - the Run Down.
- The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

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

### Specification

Distance:	200 meters
Position:	Standing Alert to Sitting, Kneeling or Squatting
Number of Shots:	Two sighting and ten on score
Target:	2 x Figure 11/59 spaced 4 feet 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 60-second exposure
HPS:	50.10V

### Procedure

- The firing relay will be given the "Load" command and will have 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, 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 60 seconds to adopt the sitting,

# OSA Service Rifle

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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 match 4 - the Run Down.
- All rifle types will shoot the same course of fire and timings.

## Match 4 - 200 to 100<sup>1</sup> Run Down (Sudden Engagement)

### 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)
Target:	Figure 12/59 with inscribed V-bull
Scoring:	V, 5 and 4
Type of Fire:	Fire and Movement
Rate of Fire:	Two shots only at 200 meters and 8 shots only at 100 meters
Timing:	One exposure of 20 seconds, one exposure of 60 seconds and 3 x 15 seconds
HPS:	50.10V

### Procedure

- The firing relay will take up a standing position 10 meters behind the 200-meter firing point and will be given the "load and ready" command. They will then adopt a "standing – prepare to move" position, rifle held "at the trail".
- The targets will be exposed for 20 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 15 second exposures for **2 shots only** for each exposure.
- During the 3 x 15 second exposures, the shooter must start each exposure in the standing alert position.
- The target handle will be marked with the letter "B" and placed in an appropriate area to facilitate scoring.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 2, 3 and 4.
- All rifle types will shoot the same course of fire and timings.

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<sup>1</sup> At MilCun Training Center, the 150-meter mound will be used wherever the matches call for 100 meters. The timings will not be changed.



# OSA Service Rifle

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

### Specification

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	4-foot screen with Fig 12/59 Type "B" face (with inscribed V-bull)
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

- The firing line will be given the command to "load" and "commence the match". 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 but are **NOT** part of the final score.
- All rifle types will shoot the same course of fire and timings.

## Match 6 - 300 Meter Snap (Defensive Fire)

### Specification

Distance:	300 meters
Position:	Standing alert to prone
Number of shots:	Two sighting and ten on score
Target:	1 x 12/59 with inscribed V-bull
Scoring:	V, 5, and 4
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 15-second exposures
HPS:	50.10V

### Procedure

- The firing relay will be given the "load" command and have 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

# OSA Service Rifle

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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 match 8 - the Run Down.
- The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

## Match 7 - 300 Meter Rapid (Final Protective Fire)

### Specification

Distance:	300 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score
Target:	2 x Figure 11/59 spaced 4 feet apart center to center
Scoring:	V, 5 and 4
Type of Fire:	Rapid
Time Limit:	1 x 60-second exposure
Rate of Fire:	5 shots to be fired at each Figure 11/59 target
HPS:	50.10V

### Procedure

- The firing relay will be given the "load" command and have 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 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 60 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.

# OSA Service Rifle

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- 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 Match 8 - the Run Down. The target handle will be marked with the letter "B" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

## Match 8 - 300 to 100<sup>2</sup> Run Down (Sudden Engagement)

### 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)
Target:	Figure 12/59 with inscribed V-bull
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 20 seconds, two exposures of 60 seconds, and 2 x 15 second
HPS:	50.10V

### Procedure

- The firing relay will take up a standing position 10 meters behind the 300-meter firing point and will be given the "load and ready" command. They will then adopt a "standing – prepare to move" position, rifle held "at the trail".
- The targets will be exposed for 20 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 15 second exposures for **2 shots only** at each exposure.
- During the 2 x 15 second exposures, the shooter must start each exposure in the standing alert position.
- All targets will be exposed in the center of the shooter's target bay.

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<sup>2</sup> At MilCun Training Center, the 150-meter mound will be used wherever the matches call for 100 meters. The timings will not be changed.

# OSA Service Rifle

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

## Match 9 - 400 Meter Deliberate (Point Target Engagement)

### Specification

Distance:	400 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	4-ft screen with Figure 12/59 Type "C" face ( <b>WITHOUT inscribed V-ring</b> )
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

- The firing line will be given the command to "load" and "commence the match". 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 but are **NOT** part of the final score.
- All rifle types will shoot the same course of fire and timings.
- There is no 2-ring on this target.

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

### Specification

Distance:	400 meters
Position:	Standing alert to prone
Number of shots:	Two sighting and ten on score
Target:	4-ft screen with Figure 12/59 Type "C" face ( <b>WITHOUT inscribed V-ring</b> )
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 15-second exposures
HPS:	50.10V

# OSA Service Rifle

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## Procedure

- The firing relay will be given the “load” command and have 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 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.
- All rifle types will shoot the same course of fire and timings.

## Match 11 - 400 Meter Rapid (Enemy Patrol Engagement)

### Specification

Distance:	400 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score
Target:	4-ft screen with Figure 12/59 Type "C" face ( <b>WITHOUT inscribed V-ring</b> )
Scoring:	V, 5, 4 and 3 (There is no 2-ring)
Type of Fire:	Rapid
Time Limit:	1 x 60-second exposure
Rate of Fire:	As required
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 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

# OSA Service Rifle

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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 60 seconds to adopt the prone position and fire 10 shots.
- 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 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.
- All rifle types will shoot the same course of fire and timings.

## Match 12 - 400 to 100<sup>3</sup> Run Down (Advancing Fire)

### Specification

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)
Target:	400 meters: 4-ft screen with Figure 12/59 Type "C" face ( <b>WITHOUT inscribed V-ring</b> ) 300, 200, 100 meters: Figure 12/59 with inscribed V-bull
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:	Two shots only at 400, 300 and 200 meters and 4 shots at 100 meters
Timing:	One exposure of 20 seconds, three exposures of 60 seconds, and 1 x 15 seconds
HPS:	50.10V

### Procedure

- The firing relay will take up a standing position 10 meters behind the 400-meter firing point and will be given the "load and ready" command. They will then adopt a "standing – prepare to move" position, rifle held "at the trail".

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<sup>3</sup> At MilCun Training Center, the 150-meter mound will be used wherever the matches call for 100 meters. The timings will not be changed.

# OSA Service Rifle

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- The targets will appear for 20 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 60 seconds 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 15-second exposure for **2 shots only**.
- Prior to the 1 x 15 second exposures, the shooter must be in the standing alert position.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 12.
- All rifle types will shoot the same course of fire and timings.

## Match 13 - 500 Meter Deliberate (Point Target Engagement)

### Specification

Distance:	500 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	4-foot screen with Fig 12/59 Type "A" face (with inscribed V-bull)
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

- The firing line will be given the command to "load" and "commence the match". 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 but are **NOT** part of the final score.
- All rifle types will shoot the same course of fire and timings.
- There is no 2-ring on this target.

# OSA Service Rifle

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## Match 14 - 500 Meter Snap (Return Fire)

### Specification

Distance:	500 meters
Position:	Standing alert to prone
Number of shots:	Two sighting and ten on score
Target:	4-foot screen with Fig 12/59, Type "A" face (with inscribed V-bull)
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 15 second exposures
HPS:	50.10V

### Procedure

- The firing relay will be given the "load" command and have 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 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 score card 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.
- 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



# OSA Service Rifle

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Number of Shots:	Two sighting and ten on score
Target:	4-foot screen with 12/59 type "A" face (with inscribed V-bull)
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 60-second exposure
HPS:	50.10V

## Procedure

- The firing relay will be given the "load" command and have 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 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 60 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 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.
- All rifle types will shoot the same course of fire and timings.

## Match 16 - 500 to 100<sup>4</sup> Run Down (Advancing Fire)

### Specification

Distance:	500 - 100 meters
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 (no sighters)

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<sup>4</sup> At MilCun Training Center, the 150-meter mound will be used wherever the matches call for 100 meters. The timings will not be changed.

# OSA Service Rifle

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Target:	500 and 400 meters: 4-foot screen with Fig 12/59 Type "A" face (with inscribed V-bull) 300, 200, 100 meters: Figure 12/59 with inscribed V-bull
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:	Two shots only at each distance
Timing:	One exposure of 20 seconds, followed by four exposures of 60 seconds, with intervals of 15 seconds between exposures
HPS:	50.10V

## Procedure

- The firing relay will take up a standing position 10 meters behind the 500-meter firing point and will be given the "load and ready" command. They will then adopt a "standing – prepare to move" position, rifle held "at the trail".
- The appearance of the target for 20 seconds is the signal to move to the 500-meter mound, adopt the prone position and fire **2 shots only**. The shooter is to apply the safety catch, remain in position and prepare to move.
- The appearance of the target is the signal to move to the 400-meter firing point, adopt the prone position and fire **2 shots only**. The shooter is to apply the safety catch, remain in position and prepare to move.
- The appearance of the Figure 12/59 is the signal to move to the 300-meter firing point, adopt the prone position and fire **2 shots only**. The shooter is to apply the safety catch, remain in position and prepare to move.
- 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 **2 shots only**. The shooter is to apply the safety catch, remain in position and prepare to move.
- 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 **2 shots only**.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 16.
- All rifle types will shoot the same course of fire and timings.

# OSA Service Rifle

## Service Rifle Match Summary

Match	Name	Shots	Range	Position	Time	Type of Fire	Target
1	200 Del	2 + 10	200	Prone	12 min	Deliberate	4 ft/Fig 12 Type "C" (w/inscribed V)
2	200 Snap	2 + 10	200	Standing Alert to Kneeling	5 x 15 sec	2 shots per exp	Fig 12 Handheld
3	200 Rapid	2 + 10	200	Standing Alert to Sitting or Kneeling or Squatting	1x60 sec	Rapid	2 x Fig 11
4	200-100 <sup>5</sup> Run Down	10	200	Run up to Sit Kneel or Squat	1x20	2 shots per exp	Fig 12 Handheld
			100	Run down to Standing	1x60, then 3x15		
5	300 Del	2 + 10	300	Prone	12 min	Deliberate	4 ft/Fig 12 Type "B" (w/inscribed V)
6	300 Snap	2 + 10	300	Standing Alert to Prone	5 x 15 sec	2 shots per exp	Fig 12 Handheld
7	300 Rapid	2 + 10	300	Standing Alert to Prone	1x60 sec	Rapid	2 x Fig 11
8	300-100 Run Down	10	300	Run up to Prone	1x20 sec	2 shots per exp	Fig 12 Handheld
			200	Run down to Sit, Kneel, Squat	1x60 sec		
			100	Run down to Standing	1x60, then 2x15		
9	400 Del	2 + 10	400	Prone	15 min	Deliberate	4 ft/Fig 12 Type "C"
10	400 Snap	2 + 10	400	Standing Alert to Prone	5 x 15 sec	2 shots per exp	4 ft/Fig 12 Type "C"
11	400 Rapid	2 + 10	400	Standing Alert to Prone	1x60 sec	Rapid	4 ft/Fig 12 Type "C"
12	400-100 Run Down	10	400	Run up to Prone	1x20 sec	2 shots per exp	4 ft/Fig 12 Type "C"
			300	Run down to Prone	1x60 sec		Fig 12 Handheld
			200	Run down to Sit,	1x60 sec		






























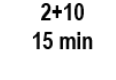
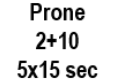
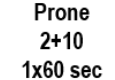
<sup>5</sup> At MilCun Training Center, the 150-meter mound will be used wherever the matches call for 100 meters. The timings will not be changed.

# OSA Service Rifle

				Kneel, Squat			
		100		Run down to Standing	1x60, then 1x15		
13	500 Del	2 + 10	500	Prone	15 min	Deliberate	4 ft/Fig 12 Type "A" (w/inscribed V)
14	500 Snap	2 + 10	500	Standing Alert to Prone	5 x 15 sec	2 shots per exp	4 ft/Fig 12 Type "A" (w/inscribed V)
15	500 Rapid	2 + 10	500	Standing Alert to Prone	1x60 sec	Rapid	4 ft/Fig 12 Type "A" (w/inscribed V)
16	500- 100 Run Down	10	500	Run up to Prone	1x20sec	2 shots per exp	4 ft/Fig 12 Type "A" (w/inscribed V)
			400	Run down to Prone	1x60 sec		
			300	Run down to Prone	1x60 sec		
			200	Run down to sit, kneel, squat	1x60 sec		
			100	Run down to Standing	1x60 sec		Fig 12 Handheld

# OSA Service Rifle

## Butts/Targets

	   							
100 Or 150	 <b>Match 1</b> Deliberate	 <b>Match 2</b> Snap	  <b>Match 3</b> Rapid	 <b>Match 4</b> F&M	Standing 2 shots Then 3x15 sec exp 	Standing 2 shots Then 2x15 sec exp 	Standing 2 shots Then 1x15 sec exp 	Standing 2 shots 
200	Prone 2+10 12 min  <b>Match 5</b> Deliberate	Standing to Kneeling 2+10 5x15 sec  <b>Match 6</b> Snap	Standing to Sit or Kneel 2+10 1x60 sec   <b>Match 7</b> Rapid	0+10 Run-up to Sit or Kneel 20 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) 	
300	Prone 2+10 12 min  <b>Match 9</b> Deliberate	Standing to Prone 2+10 5x15 sec  <b>Match 10</b> Snap	Standing to Prone 2+10 1x60 sec  <b>Match 11</b> Rapid	0+10 Run-up to Prone 20 secs - 2 shots (15 sec delay)	Prone 2 shots (15 sec delay) 	Prone 2 shots (15 sec delay) 		
400	 <b>Match 13</b> Deliberate	 <b>Match 14</b> Snap	 <b>Match 15</b> Rapid	0+10 Run-up to prone 20 secs - 2 shots (15 sec delay)	Prone 2 shots (15 sec delay) 			
500	 <b>Match 13</b> Deliberate	 <b>Match 14</b> Snap	 <b>Match 15</b> Rapid	0+10 Run-up to prone 20 secs - 2 shots (15 sec delay)	Prone 2 shots (15 sec delay) 