

# OSA Junior Hunter Rifle Challenge

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## General Concept:

The general concept of this course of fire is to provide a junior hunter the opportunity to develop hunting marksmanship skills along with their hunting mentor. The spirit of this experience is to use equipment that is commonly and usually used when hunting.

The spirit of these rules is to provide competitors with information as to what they **can do**. "Gaming" or the approach that "the rules don't say I can't do it" will not be accepted. The rules are intentionally kept simple to be fair to everyone involved.

Any question concerning the interpretation of these rules are to be directed to the Match Organizer/Chief Range Officer. Standard national and international adjudication procedures will apply.

The junior/mentor pair will shoot as a team with coaching allowed between the pair and during the match. While one member of the team is shooting the other member may coach but can not touch or otherwise control the shooter's rifle or person - verbal coaching only.

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.

Each competitor will have their own target secured to the center on the 4-foot target holder.

Competitors will be organized into 2 relays - one made up of junior shooters and the other the mentors. The junior relay will always shoot first.

## Equipment:

The junior must use a rifle of caliber .22 Long Rifle. The mentor must use a center fire cartridge. Both rifles must be what would be considered a hunter weight rifle.

**Every rifle requires a breach flag at all times. The flag may be removed only after the load command, and will be replaced during the unload command.**

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Any sight may be used.

The use of binoculars to spot fall of shot is permitted - the use of a spotting scope is not.

The rifle may have a muzzle brake.

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 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. You must be able to feel the trigger through gloves without setting it off. 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.

**The use of working electronic ear defenders is required. Eye protection must also be worn during firing.**

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**.

The only sling allowed will be the standard, ordinary carry sling, attached at the fore end and the butt. This sling can be used for support but must remain attached at the fore end and the butt and cannot be attached to any body part with loop or knot and can only be wrapped around the forward arm.

## **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:**

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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), chamber a round **and apply the safety catch..**

"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.

"Unload" - This command is given when the match is over. Each competitor is to remove all ammunition from the firearm, **and remove the detachable magazine (if applicable)** and insert a breech 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.

"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.

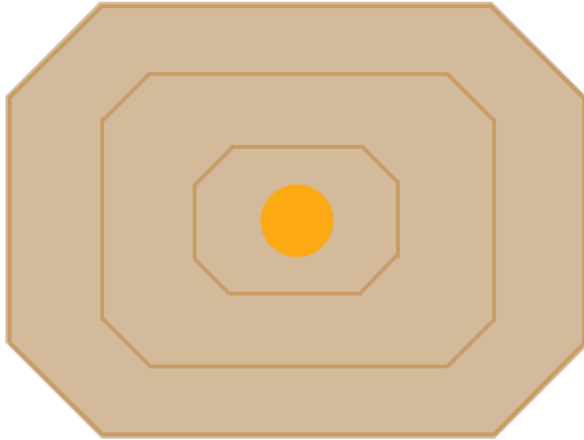
The rifle must always be kept in an unloaded state with a breech flag inserted until ordered to "load" by a Range Officer.

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

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## Target:



## Scoring:

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 the "none scoring line" around the outside of the target edge to score.

Shots fired on the wrong target will count as a miss.

Tie Scores - If the team score is tied, both members of the tying teams will reshoot match 4 - Standing at 50m using Africa stick. If still tied, the junior members of each team would go shot-for-shot until settled.

If there is a tie for the rifle, then those juniors who are so tied would reshoot match 4 and if still tied, then go shot-for-shot until settled.

## Prizes:

MilCun (gold, silver, and bronze) medals will be provided for both team members if there are a minimum of 9 teams entered.

MilCun (gold and silver) medals if there are 4 to 8 teams entered.

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MilCun (gold) medals if there are 3 or less teams entered.

A Ruger American hunting rifle in 6.5CM will be awarded to the Junior who produces the overall top score.

Merchandise prizes may be awarded as provided.

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## Match 1 - Standing Unsupported

### Specifications:

- Distance: 25 meters
- Position: Standing unsupported
- Number of Shots: 10 for Junior  
5 for Mentor
- 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: 10 minutes for Junior  
5 minutes for Mentor
- Scoring: V, 5, 4, 3
- HPS: 50-10V for Junior  
25-5V for Mentor

### Procedure:

The aim of this match is to engage a target at close range:

- The Junior relay will be moved onto the firing line first.
- The Range Officer will give the command to "load" and "adopt the standing unsupported 'alert' 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 "Commence the match", the Junior competitor will have 10 minutes to fire 10 shots at their target. On the following relay, the Mentors will have 5 minutes to fire 5 shots.
- 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 with chamber flag inserted, scoring will take place in accordance with the direction of the range staff.
- The Mentor relay will then follow.

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## Match 2 - Kneeling Unsupported

### Specifications:

- Distance: 25 meters
- Position: Kneeling unsupported
- Number of Shots: 10 for Junior  
5 for Mentor
- 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: 10 minutes for Junior  
5 minutes for Mentor
- Scoring: V, 5, 4, 3
- HPS: 50-10V for Junior  
25-5V for Mentor

### Procedure:

The aim of this match is to engage a target at close range from the kneeling position:

- The Junior relay will be moved onto the firing line first.
- The Range Officer will give the command to "load" and "adopt the kneeling unsupported position".
- On the command "Commence the match", the Junior competitor will have 10 minutes to fire 10 shots at their target. On the following relay, the Mentors will have 5 minutes to fire 5 shots.
- 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 with chamber flag inserted, scoring will take place in accordance with the direction of the range staff.
- The Mentor relay will then follow.

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## Match 3 - Prone with Field Expedient Support

### Specifications:

- Distance: 50 meters
- Position: Prone supported with field expedient rest
- Number of Shots: 10 for Junior  
5 for Mentor
- 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: 10 minutes for Junior  
5 minutes for Mentor
- Scoring: V, 5, 4, 3; and
- HPS: 50-10V for Junior  
25-5V for Mentor

### Procedure:

The aim of this match is to engage a target from a prone position:

- The Junior relay will be moved onto the firing line first.
- The Range Officer will give the command to "load" and "adopt the prone position". Any field expedient rest may be used that would be logically found in a hunting situation. A day pack may be used provided it is filled with logical items that would be carried while hunting.
- On the command "Commence the match", the Junior competitor will have 10 minutes to fire 10 shots at their target. On the following relay, the Mentors will have 5 minutes to fire 5 shots.
- 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 with chamber flag inserted, scoring will take place in accordance with the direction of the range staff.
- The Mentor relay will then follow.



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## Match 4 - Standing Supported

### Specifications:

- Distance: 50 meters
- Position: Standing supported
- Number of Shots: 10 for Junior  
5 for Mentor
- 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: 10 minutes for Junior  
5 minutes for Mentor
- Scoring: V, 5, 4, 3; and
- HPS: 50-10V for Junior  
25 - 5V for Mentor

### Procedure:

The aim of this match is to engage a target using support for standing:

- The Junior relay will be moved onto the firing line first.
- The Range Officer will give the command to "load" and "adopt the standing supported position". The only support that may be used is that which is commonly known as "Africa sticks". A modern equivalent may be used but can support the rifle at only one place and cannot be attached to the rifle.
- On the command "Commence the match", the Junior competitor will have 10 minutes to fire 10 shots at their target. On the following relay, the Mentors will have 5 minutes to fire 5 shots.
- 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 with chamber flag inserted, scoring will take place in accordance with the direction of the range staff.
- The Mentor relay will then follow.