

## OSA Historic Military Rifle

### Introduction

Intended for responsible, licensed firearms owners of all ages, genders and varying skill levels, the event will be a celebration of the international heritage of military service rifle marksmanship in the form of friendly competition.

Whether you are a marksman, a collector, a veteran, a history buff, or just someone who loves to shoot old-fashioned guns, we hope this will be a fun & safe day at the range with like-minded company. Period costumes or uniforms are not required!

You must be competent with the operation of your particular firearm(s), and have test-fired and zeroed your firearm(s) before arriving at the event. Read the instructions provided and be prepared for a day in the Canadian outdoors.

Suggested reading for the purposes of training and for Canadian historical context: *“Shoot-to-Live, The Johnson Method of Musketry Coaching as adopted by the Canadian Army, Ottawa: Edmund Cloutier (1945)”*.<sup>1</sup>

### Individual Equipment Checklist

(Bold = mandatory)

	<b>Firearms Licence</b>		Backpack, Knapsack or Range Bag
	<b>Drinking Water</b>		Hat
	<b>Rifle, including the bolt (!)</b>		Sunscreen
	Keys or combo for your gun case/trigger lock		Insect Repellent
	Magazines (if applicable), Charger Clips		Raincoat or Poncho / Rain Pants
	<b>Ammunition: 60 to 100+ rounds.</b>		Shooting Mat
	<b>Hearing Protection (electronic)</b> + spare batteries		Long Sleeve Shirt, Long Pants
	<b>Eye Protection</b>		Sturdy Footwear
	<b>Breech Flag</b>		Prescription Medication / EpiPen
	<b>Spotting Scope or Binoculars</b>		Lunch

<sup>1</sup> <https://archive.org/details/CanadianArmyShootToLiveMusketryManual1945/mode/1up?view=theater>

## Participant Classification Rules

Classifications are based on the type of equipment being used.

Shooters using standard service rifles with iron sights will shoot in the “**Service Rifle**” class for scored events.

Shooters using rifles equipped with telescopic sights will shoot in the “**Sniper-Optic**” class for scored events.

See the *Equipment Rules* section of this document for details defining the rules for conforming to these classes.

Shooters who brought otherwise safe firearms deemed not to conform with the rules as guided by the spirit of the event may shoot in the “**Honours**” class, time and space permitting. Honours class scores will not be recognized in the standings nor eligible for awards/prizes, regardless of their performance. This classification will also apply to event organizers if they shoot.

## Equipment Rules

### Firearms

This event is for standard-issue, original configuration, full-powered, historical military service rifles & sniper rifles including replica's.

Participants may choose to bring more than one rifle.

All applicable Canadian firearms laws & regulations must be observed.

### **Firearm Condition & Safety**

Rifle must be in safe, reliable operating condition.

Rifle must be zeroed prior to arriving at event (see: *Course of Fire – Confirmation of Zero*)

Rifle must accept centre-fire cartridge ammunition of equal or greater power to 7.62x39. This rule is to ensure that rounds impact the backstop at the longer distances. Examples of

unacceptable calibres include: 30 M1 carbine; 9mm Largo; 9mm Parabellum, .41 Swiss Rimfire etc.

Note: If at any point the Firing Point Officer declares a firearm to be unsafe and it must be unloaded and removed from the firing line.

### **Acceptable Rifle Types**

Design should have been in general service of a national military force prior to 1953.

This is primarily a shooting event. Firearms are not required to be all-matching, collector grade museum pieces, however in the spirit of the event they should be in an original configuration and calibre as would have been issued to troops in the field. We won't be too picky but please don't "game" the event for competitive advantage. Examples of unacceptable configurations include cut-down & "sporterized" rifles, glass bedded stocks, target or sporting sights, aftermarket triggers, or target rifles (including those built for the military or national shooting clubs).

It is accepted that particularly within the Sniper-Optic category there may be rifles that are reproductions or containing reproduction parts. For reference purposes only, please see section 6.2.1 Table B of the [U.S. Civillian Marksmanship Program \(CMP\) rules](#)<sup>2</sup> for guidance on acceptable sniper rifle configurations and optic substitutions.

Notes:

- Post 1953 armoury calibre standardization conversions of older service rifles that were performed in-service, are specifically permitted. For example: Czech Vz52/57 - 7.62x39 or Spanish FR8 - 7.62x51, South American Mausers -30-06, - 7.62x51, etc.
- The Match Director of this event will have the final say as to whether any firearm conforms to the constraints and spirit of the event.
- Firearms that do not conform but which are deemed safe, may still be fired at the event for honours only (no score/prizes), should time and relay squadding space permit.

### **Ammunition**

60 rounds (minimum for participation). 100 rounds or more (recommended)

<sup>2</sup> <https://thecmp.org/wp-content/uploads/2022/01/2022CMPGamesRules.pdf> p. 59-62

Any safe, reliable, centrefire cartridge ammunition (including handloads) of the calibre appropriate for the firearm(s) being used. No tracer, incendiary or armour-piercing ammunition permitted.<sup>3</sup>

Note: If at any time the Firing Point Officer declares that ammunition is unsafe the shooter will be required to use other ammunition or cease firing.

### **Magazines and Clips**

Shooters should bring enough magazines or charger clips (also known as “stripper clips”) to keep the rifle loaded for each match as specified in the *Course of Fire*. Time will be provided to reload in between matches. For example, to fire a match consisting of 2 sighting shots and 10 on score (12 total), the No4 Mk1 Enfield with 10 shot capacity detachable box magazines would require 2 magazines, or, alternatively, 1 box magazine and 1 charger clip.

Even if your rifle does use detachable magazines, you will certainly want to bring some charger clips to use for the “Mad Minute”!

### **Other Shooting Equipment**

#### **Breech Flags**

Mandatory for everyone’s safety. High-visibility Breech Flags will be used in your rifle at all times when the rifle is not on the firing point, or when the firing point is not live.

#### **Personal Protective Equipment (PPE)**

Mandatory: Hearing and eye protection. Hearing protection must be electronic (amplified) in working condition with spare batteries. The ability to hear range commands is necessary for the safety of everyone.

Recommended: Hat; Long-sleeved shirt & long pants; Sunscreen; Insect repellent; Sturdy footwear; Rain gear; Gloves for target handling.

Optional: Shooting mats are permitted.

#### **Optics for Viewing**

<sup>3</sup> Projectiles with mild-steel or iron cores or steel jackets are **not** armour-piercing.

Mandatory. All shooters will bring an optic of their own choosing for observing fall of shot indications and scoring indications in the prone and sitting positions. A 20X spotting scope is ideal but even a quality pair of 6X binoculars will be adequate for the purposes of this event. There will be no need to spot for bullet holes in paper.

### **Rifle Slings**

Optional. Rifles may be equipped with a sling. In the spirit of the event, slings should be generally of the military type and somewhat period appropriate, but do not need to be of the type specifically issued with that rifle.

Slings must be attached to the rifle in two places (front & rear), using the sling swivels or other mounting locations as originally designed for that rifle.

### **Shooting Jackets & Recoil Mitigation Accessories**

Do not wear heavy canvas or leather shooting jackets intended for target rifle events as they are counter to the spirit of this event. However, the light fabric ‘USMC style’ shooting/sniper jackets, or padded hunting coats or vests may be worn.

If needed, strap-on recoil shoulder padding is may be worn by the recoil-sensitive shooter.

Pads which attach to the rifle butt or cheek-piece are not permitted unless they are part of the original, standard, “as-issued” rifle configuration (Jungle carbine, M1D, etc).

Accessory devices intended to function as a “muzzle brake” are not permitted whether they are original or not. “As-issued” fixed or integral muzzle brakes are permitted. Examples of firearms that use fixed or integral brakes include: SVT-40, AG-42b, Venezuelan FN-49.

### **Improvised (Field-Expedient) Rests**

Where indicated, shooters may use an improvised or “field-expedient” rest for support of the rifle forend consisting of a bag or pack that would be reasonable and logical for use in operations, with contents being likewise. For example, don’t bring packs stuffed with sandbags, beanbags or foam packing peanuts. A raincoat and spare wool socks might be more appropriate filler. Use of a military surplus bag or pack of some sort is suggested for this purpose but not required. Rear bags or rests for supporting the rifle butt are not permitted.

### **Shooting Books and Wind Gauges.**

Personal Wind meters or wind flags/vanes, whether electronic or analog are not permitted on the firing point.

Shooting record books, wind charts, ballistics reference tables, etc are permitted to be used on the firing point if they do not interfere with the progress of the match. No extra time allowances will be provided for using these items.

### **Comfort and Health**

Mandatory: Drinking water. Keep yourself hydrated.

Shooters are responsible to bring their own provisions as needed including prescription medication, lunch, snacks, etc.

## Shooting Position Rules

### Prone

Prone Unsupported: As defined by CMP, “The competitor lies on the ground, with the head towards the target, with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the ground or any artificial support.”<sup>4</sup>

The magazine may not rest on the ground, but for the purposes of this match, we are not concerned if the magazine rests on or touches the arm or not.

Prone with field expedient support: Similar to prone unsupported above, however the rifle may optionally be provided with a field-expedient forward support in the form of a pack or bag, as described in the *Equipment* section of this document. The forend may be rested directly on the field-expedient support, or the field-expedient support may be used to support the forward support arm. The support arm may grip the rifle by the forend or may be used to support the rifle butt.

### Sitting or Kneeling<sup>5</sup>

In the sitting position the shooter sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. The legs may be crossed, extended or open. Both elbows may rest on the legs that are extended or crossed in front of the competitor at any point above the ankles. The elbows may not rest on the ground.

In the kneeling position, the shooter sits on one foot while supporting the rifle with both hands, the shoulder and cheek. One elbow may rest on the knee opposite the leg/foot on which the shooter is sitting. No other part of the body or rifle may rest on any object or support.

Note: For the purposes of this event the angle of the foot on which the shooter is resting on in the kneeling position will left as matter of individual preference.

The rifle sling may be used in both the sitting and kneeling positions.

<sup>4</sup> <https://thecmp.org/wp-content/uploads/2022/01/2022CMPGamesRules.pdf> Section 3.3.3, p. 20

<sup>5</sup> *ibid.* 3.3.2

### **Accommodation for Shooters with Disabilities**

Shooters with physical disabilities will be accommodated to the extent that range safety and match conditions allow. If you believe you have a disability that requires accommodation, please speak with the Match Director about it in advance, or at the start of the day.

Shooters with physical disabilities that prevent the adoption of the standard shooting positions as defined above may be allowed to make use of rests or supports that they have brought, so long as these are portable and their use does not pose a safety hazard, disrupt the flow of a match or interfere with other shooters.

Shooters with disabilities may also be allowed the option of using a less-stable firing position such as a supported sitting position instead of the prone, or shooting from the standing with shooting sticks as an alternative to kneeling or sitting.

Shooters being accommodated for disabilities will still be allowed to compete for score and prizes with all the other participants in the defined equipment classes.



## Course of fire

This course of fire is suitable for either practice or competition. Distances in Metres may be directly substituted for yards if needed without other alterations. Targets are printed to standard military dimensions and specifications. Alternative target faces may be used where specified targets are unavailable.

Scoring will be recorded on the scorecards provided to the shooter at check-in.

Number of relays & relay assignments, butts & firing point duties and firing point scoring procedures will be explained by the range staff during the range briefing.

Target exposure timings for the snap and rapid fire matches are controlled by the butts officer once the command to commence the match has been given by the firing point officer.

There will be no time limit extensions or extra exposures provided in the event of a rifle misfeed or difficulties in reloading during or between target exposures.

### **Series A – Confirmation of Zero**

**100m "safety qualification"**. Prone. HPS: 0, Shots: 5-15

Purpose: To ensure that rifles and ammunition are safe and functional. To confirm shooters are reasonably competent marksmen who will meet the expectation to keep most shots on target at longer distances.

Target: "Zeroing Target 100 Yards Rifle FN (C1)"

Procedure: The shooter may post the target in any orientation. From the prone position the shooter will fire 5 shots on target.

Spotting & coaching: Spotting & coaching for others is not only permitted but encouraged during the safety qualification. Range staff will assist with coaching and sight adjustment advice.

Qualification criteria: In order to be permitted to shoot on the 600m range with the rifle, the shooter should prove to be able to place all 5 shots within an 8.5"x11" rectangle centred on the scoring surface without exceptions being made for so-called "flyers" or alibis. A shooter will be allowed to fire up to 3 groups during zeroing. A shooter may attempt to qualify with a different rifle on the 2<sup>nd</sup> and 3<sup>rd</sup> group, if needed, but only one rifle may be used for scored aggregate events.

Note: Any rifle & ammunition combination exhibiting unsafe characteristics such as misfires, hang fires, separated or ruptured casings, "popped" primers, unstable projectiles ("tumbling",

“keyholing”), hard-extractions, repeated misfeeding or stoppages, must be reported immediately and will not be permitted for use on the 600m range.

### **Series B – Scored Aggregate Matches** – HPS: 170

Equipment Classes: Iron sights (Service Rifle) & Optical sights (Sniper-Optic). Shooter must declare class on the Match B-0 scorecard and shoot the same rifle throughout within the rules applied to that equipment classification. Once the command to load is given, it is the shooters responsibility to keep the rifle loaded until the specified number of rounds for the match are expended or the unload is given.

For ammunition conservation, sighting shots are optional. In the Deliberate Fire matches, the shooter must inform the scorer of the decision to forego sighters before firing the first shot. Unfired sighting rounds may not be used to exceed the specified number of shots for the scored component of the match.

#### **B-0) 100m Deliberate Fire**

Prone unsupported or with field expedient support

HPS: 35, Shots: 7 for score.

Target: Figure 14 Sniper target, or equivalent.

Scoring: 5,4 Fall of shot will not be indicated.

#### **B-1) 200m Deliberate Fire.**

Prone unsupported or with field expedient support

HPS: 35, Shots: 2 sighters, 7 for score.

Target: Figure 12/59 Type "C" face on a 4 foot frame

Scoring: 5, 4, 3, 2 Fall of shot and value will be indicated for each shot.

#### **B-2) 200m Snap Shooting.**

Sitting or kneeling, unsupported.

HPS: 50, Shots: 10 for score.

Target: Figure 11/59 hand-held

Scoring: 5, 4

After receiving the load, and a “watch and shoot” order, shooters will be provided with 10 exposures of 3 seconds in the centre, left or right side of the target bay. Shooters will start and remain in the prone position. Any number of shots may be fired during an exposure, to the maximum of total of 10 shots for the match.

### **B-3) 300m Deliberate Fire.**

Prone unsupported or with field expedient support

HPS: 35, Shots: 2 sighters, 7 for score.

Target: Figure 12/59 Type “B” face on a 4 foot frame

Scoring: 5, 4, 3, 2 Fall of shot and value will be indicated.

### **B-4) 300m Snap Shooting.**

Prone unsupported or with field expedient support

HPS: 50, Shots: 10 for score.

Target: Figure 11/59 hand-held

Scoring: 5, 4

After receiving the load, and a “watch and shoot” order, shooters will be provided with 10 exposures of 3 seconds in the centre, left or right side of the target bay. Shooters will start and remain in the prone position. Any number of shots may be fired during an exposure, to the maximum of total of 10 shots for the match.

### **Series C - Fun Events**

Should interest and time permit. Equipment class to be declared on individual match scorecard. These events must be fired with the same rifle qualified in series A and which was used in Series B.

These are stand-alone matches and the results do not contribute to the overall individual score.

### **C-1) 200m Rapid Fire - “The Mad Minute”.**

For the purposes of this event, different equipment classes are defined:

**(Historic-Bolt)** Bolt action charger-fed rifle ie. SMLE

**(Classic-Semi)** Semi-automatic rifle ie. M1 Garand

**(Other)** Other rifles including single-shot, lever action or tubular magazine fed designs

Iron sights only permitted for this event.

Position: Prone, **unsupported**.

HPS: Unlimited, Shots: 2 sighters, unlimited for score.

Target: 1 Figure 11/59 in lifter frame

Scoring: 5, **3**

Sighters will be exposed in the centre of the bay and will be indicated after each shot.

Unload when sighters are complete and show clear. Actions open. Ammunition at the ready (may already be in chargers or en-bloc clips) Detachable magazines must be empty but may start inserted in the firearm. Load and fire at the appearance of the target. 1 Minute target exposure.

Scorecards on the firing point will indicate shooter name, equipment class, relay and target

Targets will be marked with relay and target number prior to commencing the match. Target faces will be removed from the targets and will be scored and then mated with the scorecard. Targets will be provided to the shooter after scores are recorded at the end of the event. There will be no challenges or requests for corrections accepted.

Note: The scoring surface of the figure 11 that is normally scored as a 4 will be scored as a 3 in this event. It will more closely align with the scoring system used for the corresponding match at Bisley; also to encourage aimed shots.

### **C-2) Last One Standing – “One Shot, One Kill”. 200-600m**

Equipment Classes: Irons (Service), Optics (Sniper)

Targets: 1 – 12”x12” falling plates/block on elevated wooden support (to avoid ground ricochets), or 1 fixed plate on post per shooter as range conditions permit. Tie breaker target on post or stick.

Prone unsupported or with field expedient support

1 shot per shooter, per distance.

All participating shooters will assemble at the firing point at the start of the match by relay with relay adjustments made as necessary. Where possible the relay that was in the butts last will be the first to shoot.

Once the command to load and fire has been given, shooters must hit their targets with a single shot. Shooters who have missed targets will turn in their match card to the firing point officer and are eliminated from further shooting. Those who have hit their targets are still in the match

If falling targets are used, targets which are hit, but fail to fall over are considered to be misses. The firing point officer will designate the targets, call upon the shooters to fire in turn and observe the targets with optics and declare whether the target was hit or missed. The Firing Point Officer's decisions regarding eliminations are final.

#### Time limits:

There are no time limits specified. In the interest of maintaining momentum, the Match Director may opt to impose a time limit at any point in the match. All shooters in that elimination stage are subject to the same time limit.

#### Moving to the next distance:

Shooters that are eliminated at the 200m or 300m phases may be tasked to perform target reset or re-painting duties for the remainder of the event. Shooters that succeed in hitting their targets will be allowed to proceed back to the next, furthest firing point. Eliminated shooters may be tasked to reset and repaint the targets as needed, then take cover underneath the mantlet of the butts until they have received further orders by radio. Shooting at the next distance will not commence until all relays have completed shooting at that distance, targets are reset (if required), butts crew is under cover and all shooters have assembled behind the next firing point. This elimination & movement procedure will continue until all but one shooter in each class has been eliminated, or until all remaining shooters have completed one elimination round at the 600m.

#### Ties:

If nobody in a class has hit the target at a distance, there will be no further movement for those shooters to longer distances, and all will participate in the tie-breaking round.

The tie breaking procedure will also apply if more than one shooter hits the target at 600m.

#### Tie Breaking Procedure:

At that point the remaining shooters will fire one shot each in sequence at a designated target under observation by spotters. Shooters must hit each shot on the tie-breaker target to remain in the match until the honour of "Last One Standing" has been declared.

#### Winning conditions:

When only one shooter within each equipment class who has hit the assigned target at a given distance, or won the tie-breaker round, that person is the "last one standing".

**Follow Instructions | Be Polite | Show good sportsmanship | Practice safety**