

# OSA “M-Class”

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## General Concept

The general concept of this course of fire is to develop marksmanship, rifle handling drills and wind reading techniques.

The course of fire is 2 sighters and 10 rounds deliberate fire at 300, 400, 500, and 2 sighters and 15 shots on score at 600 meters. The matches will be conducted as for F-Class, with 2 or 3 shooters to the firing point. Each competitor will fire a single shot in turn until each has fired the course of fire. There is a 45-second time limit per shot as well as an overall time for each match. No coaching is allowed.

The Range Officer will give a “Load” for each match. Each rifle will be cleared by the range officer **and with a chamber flag inserted** before it can be removed from the firing point.

## Equipment

The spirit of the rules is to allow any rifle that is operationally oriented. It may be in any caliber that is legal for the range.

There is a 10 kg weight limit to the rifle.

The rifle may be single-shot or magazine-fed.

There are no limitations to the sight.

The use of a muzzle brake is permitted.

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

A field-oriented bipod with folding and extendable legs is to be used to support the front of the rifle. A field-expedient forward rifle rest is permitted. The rear may be supported with a “rabbit ear” bag or the equivalent field expedient type of rest.

A small wind flag – one that would be logical and practical for operations – may be used on the firing point, provided it does not interfere with any other participant. Also, a small hand-held anemometer may be used. Other than wind flags provided by the range, no other wind indicators may be used.

Any participant using equipment that does not meet the above requirements (such as benchrest and F-Open equipment) may “compete for honors”.

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## **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.

## **Prizes:**

Prizes are available for each match.

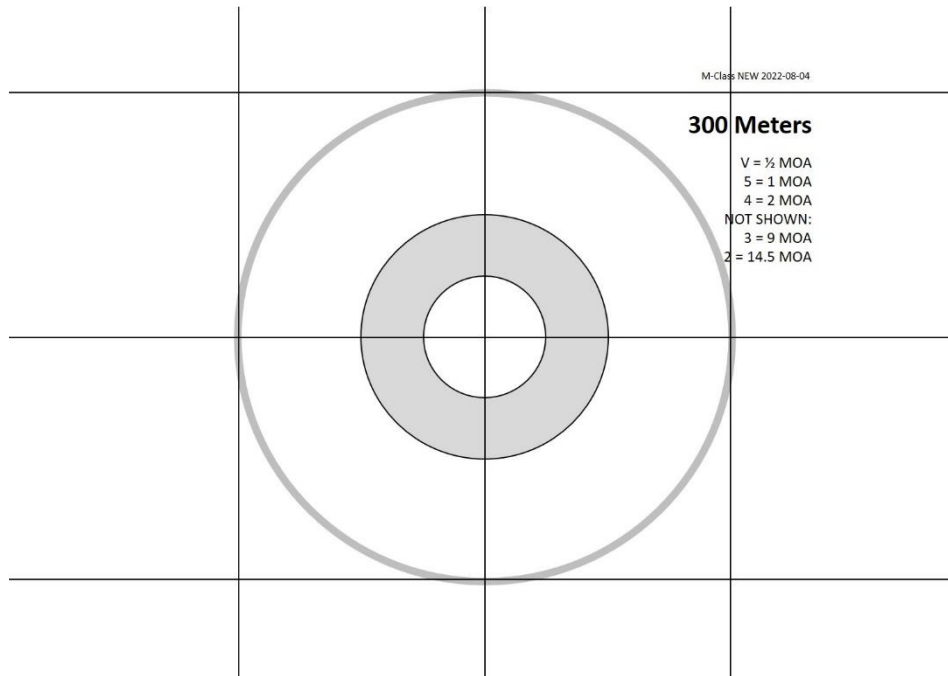
A prize is available for the aggregate of the matches.

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## Targets and Dimensions

For the 300 and 400-meter matches, the target is the MilCun M-Class target superimposed on a 4-foot screen. (In the charts below, RoT stands for Rest of Target.)

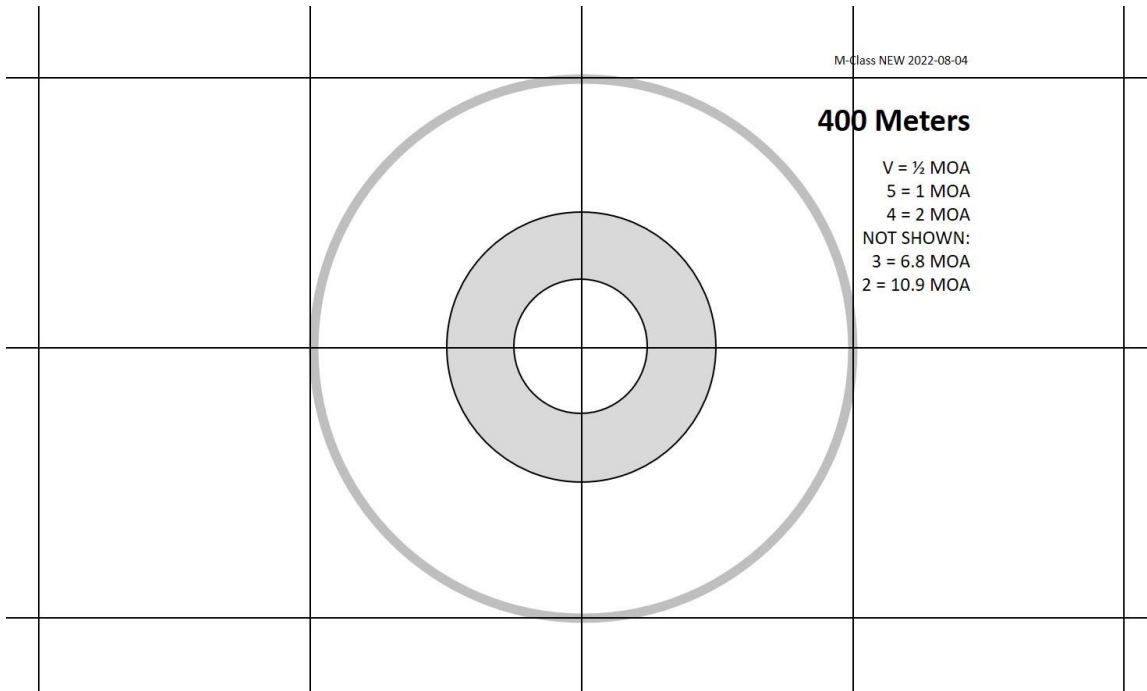
### 300 Meters (grid shows MoA)



Target	Inches	MoA	Cms	MilRads
		Inches/3.3		cms/30
V	1.6	0.5	4.1	0.15
5	3.3	1.0	8.4	0.3
Aiming Black	3.3	1.0	8.4	0.3
4	6.6	2.0	16.8	0.6
3	30.0	9.0	76.2	2.6
2	48.0	14.5	121.9	4.2
RoT	48.0	14.5	121.9	4.2

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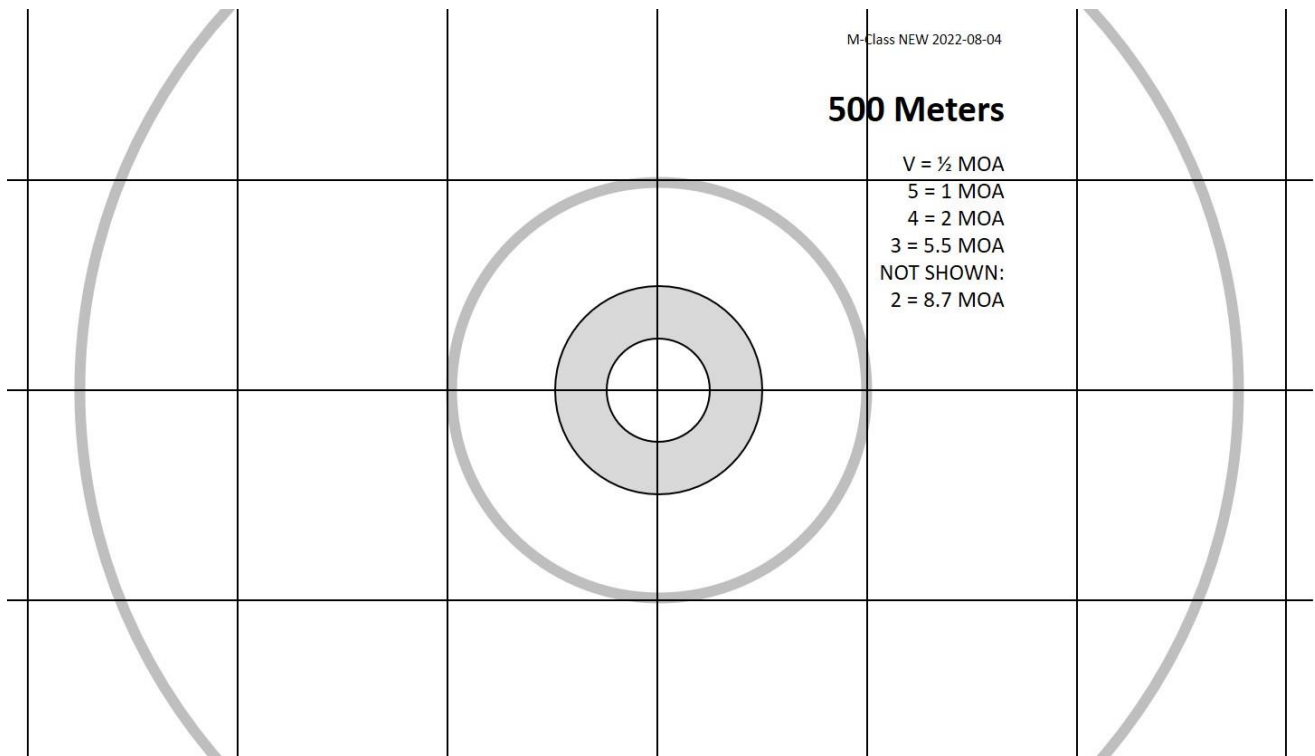
## 400 Meters (grid shows MoA)



Target	Inches	MoA	Cms	MilRads
		Inches/4.4		cms/40
V	2.2	0.5	5.6	0.15
5	4.4	1.0	11.2	0.3
Aiming Black	4.4	1.0	11.2	0.6
4	8.8	2.0	22.3	0.6
3	30.0	6.8	76.2	2.0
2	48.0	10.9	121.9	3.15
RoT	48.0	10.9	121.9	3.15

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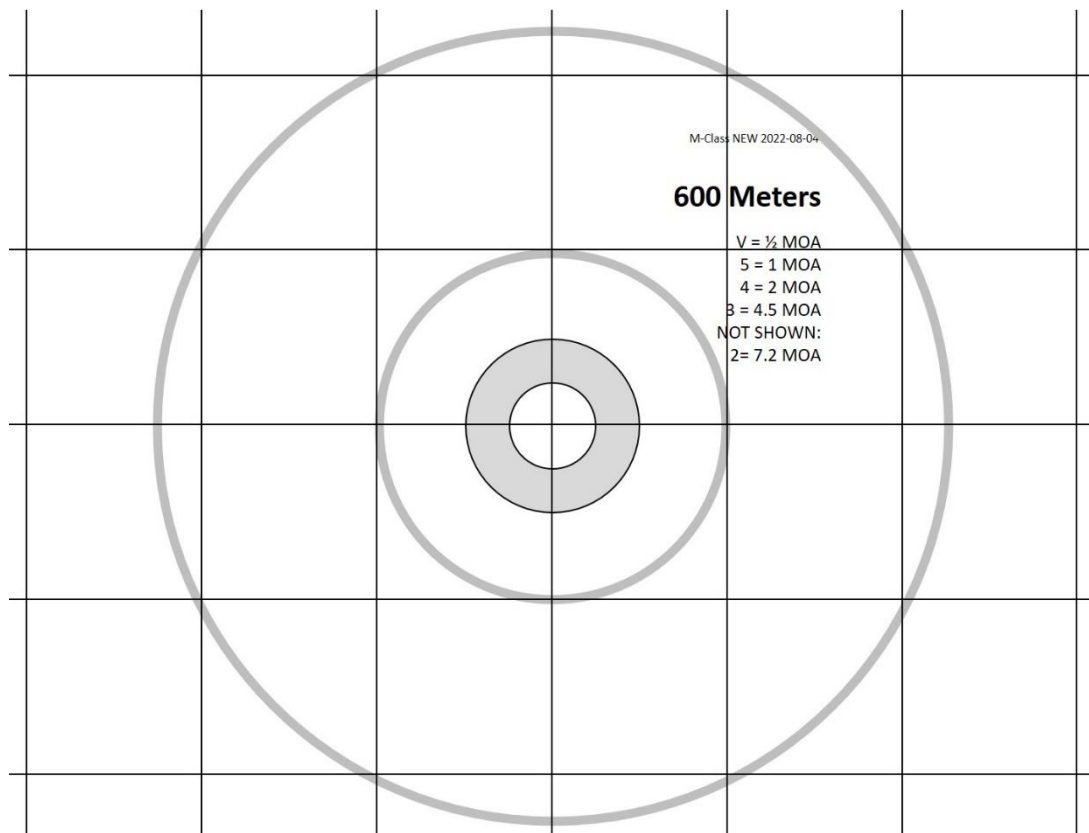
## 500 meters (grid shows MoA)



Target	Inches	MoA	Cms	MilRads
		Inches/5.5		cms/50
V	2.8	0.5	5.6	0.15
5	5.5	1.0	11.2	0.3
Aiming Black	5.5	1.0	11.2	0.3
4	11.0	2.0	22.3	0.6
3	30.0	5.5	76.2	1.6
2	48.0	8.7	121.9	2.5
RoT	48.0	8.7	121.9	2.5

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600 meters (grid shows MoA)



Target	Inches	MoA	Cms	MilRads
		Inches/6.6		cms/60
V	3.3	0.5	8.3	0.15
5	6.6	1.0	16.8	0.3
Aiming Black	6.6	1.0	16.8	0.3
4	13.2	2.0	33.5	0.6
3	30.0	5.5	76.2	1.3
2	48.0	8.7	121.9	2.1
RoT	48.0	8.7	121.9	2.1

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## Target Indications

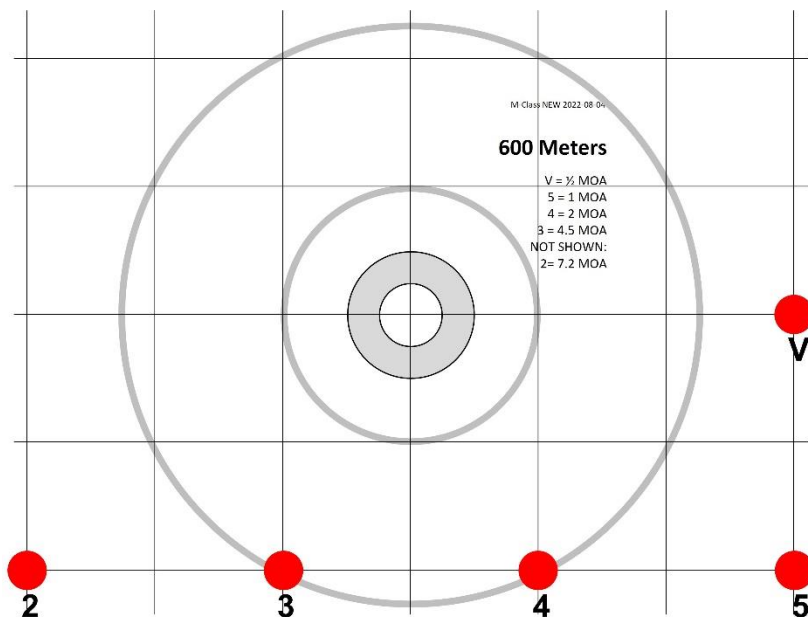
The targets are scored and indicated from the butts. Two indicators are shown each time the target is hit: the shot indicator and the value indicator.

The shot indicator is the smaller of the two indicators. When the target is being marked, the indicator is pulled out of the old hole and the old hole is patched. Then the indicator is inserted into the new shot hole.

The value indicator is the larger of the two indicators. Once the new hole has been marked, its value is indicated by placing it in the designated value hole around the target, as per the diagram below.

If the new shot has missed the scoring rings, but hits on the rest of target, it is indicated but without a value indicator and is scored as a miss. If the shot has missed the entire 4-foot targets, the shot and value indicators are removed, and the target is sent up with no indicators and the shot is scored as a miss.

If the shooter thinks that his target has been incorrectly indicated, he may challenge the target through the RO. The RO will send a message to the butts, “Challenge on target ??”. The BO will then go to that target, lower it, and rescore it. The correct score will then be shown, and a verbal message stating the correct score relayed back to the RO and the shooter. A shooter may challenge a shot only once.



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All targets are scored V, 5, 4, 3, and 2. The 6-inch indicator is used as the value indicator at all distances. For shot indication, the 1.5-inch indicator is used at 300m and 400m and the 3-inch indicator is used at 500m and 600m.

## Scorecards

Scorecards are filled out at the firing mound.

When there are 2 to the firing point, score cards are exchanged. The shooter on the right always shoots first.

When there are 3 to the firing point, score cards are passed to the right with the right-hand shooter passing his score card to the left-hand shooter. The shooter on the right always shoots first.

<b>OSA M-Class</b>											<b>01</b>		
<b>300m</b>											<b>Deliberate</b>		
<i>Competitor No</i>	<i>Competitor Name</i>							<i>Init</i>	<i>Rank</i>				HPS 50-10
<b>S</b>	<b>S</b>	1	2	3	4	5	6	7	8	9	10	Total	
<i>Scorer's Comp No</i>		<i>Scorer's Signature</i>						<i>Competitor's Signature</i>					

<b>OSA M-Class</b>											<b>04</b>		
<b>600m</b>											<b>Deliberate</b>		
<i>Competitor No</i>	<i>Competitor Name</i>							<i>Init</i>	<i>Rank</i>				
<b>S</b>	<b>S</b>	1	2	3	4	<i>Scorer's Comp No</i>		<i>Scorer's Signature</i>					
5	6	7	8	9	10								
		<b>HPS 75-15</b>		<i>Competitor's Signature</i>									
11	12	13	14						15	Total			



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## Match 1 - 300 Meters

### Specifications

- Distance 300 meters
- Position Prone
- Number of Shots 2 sighters and 10 on score
- Target MilCun 300m M-Class target on a 4 ft screen
- Scoring V, 5, 4, 3, 2
- Type of Fire Deliberate
- HPS: 50–10V
- Time Limit 24 minutes for 2 shooters/36 minutes for 3 shooters, with the 45-second rule in effect.

### Procedure

- These matches are shot IAW F-Class procedures. The competitors will be squadded 2 or 3 to a firing point, each firing a single shot in turn, starting with the competitor on the right. Once the shot is fired, it will be indicated and scored. The score will be recorded in the appropriate place on the shooter’s scorecard and announced to the shooter. The next competitor to the left will then fire a single shot and it will be indicated and scored – the value being recorded in the appropriate place on his scorecard and announced. If there are 3 competitors to the firing point, the third shooter will now fire a single shot and have it indicated and scored as above. This procedure continues until each competitor has fired the required number of shots. The previous indication will remain on the target while the next shooter fires his shot. The **previous** shot will only be patched out when there is a new shot on the target **or when a miss has been determined**.
- If there are 2 to the firing point, the competitors will exchange scorecards and score for each other. If there are 3 to the firing point, the competitors will pass their card to the right. The right-most shooter will pass his card to the left-most shooter.
- Sighters are fired in the same manner and as part of the overall time. Sighters are **NOT** counted in the match score.
- If a competitor disagrees with the signaled value, he may challenge the indication through the RO. The challenge must be made while that shot is still showing on the target and before the next shooter fires his next shot.
- Although there is an overall time limit, when it is a competitor’s turn to fire, he must fire his shot within 45 seconds of the target being available to him to shoot. Failure to fire a shot within this time limit can result in the shot receiving a value of zero.

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## Match 2 - 400 Meters

### Specifications

- Distance 400 meters
- Position Prone
- Number of Shots 2 sighters and 10 on score
- Target MilCun 400m M-Class target on a 4 ft screen
- Scoring V, 5, 4, 3, 2
- Type of Fire Deliberate
- HPS 50–10V
- Time Limit 24 minutes for 2 shooters/36 minutes for 3 shooters with the 45-second rule in effect.

### Procedure

- These matches are shot IAW F-Class procedures. The competitors will be squadded 2 or 3 to a firing point, each firing a single shot in turn, starting with the competitor on the right. Once the shot is fired, it will be indicated and scored. The score will be recorded in the appropriate place on the shooter’s scorecard and announced to the shooter. The next competitor to the left will then fire a single shot and it will be indicated and scored – the value being recorded in the appropriate place on his scorecard and announced. If there are 3 competitors to the firing point, the third shooter will now fire a single shot and have it indicated and scored as above. This procedure continues until each competitor has fired the required number of shots. The previous indication will remain on the target while the next shooter fires his shot. The **previous** shot will only be patched out when there is a new shot on the target **or when a miss has been determined**.
- If there are 2 to the firing point, the competitors will exchange scorecards and score for each other. If there are 3 to the firing point, the competitors will pass their card to the right. The right-most shooter will pass his card to the left-most shooter.
- Sighters are fired in the same manner and as part of the overall time. Sighters are not counted in the match score.
- If a competitor disagrees with the signaled value, he may challenge the indication through the RO. The challenge must be made while that shot is still showing on the target and before the next shooter fires his next shot.
- Although there is an overall time limit, when it is a competitor’s turn to fire, he must fire his shot within 45 seconds of the target being available to him to shoot. Failure to fire a shot within this time limit can result in the shot receiving a value of zero.

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## Match 3 - 500 Meters

### Specifications

- Distance 500 meters
- Position Prone
- Number of Shots 2 sighters and 10 on score
- Target MilCun 500m M-Class target on a 4 ft screen
- Scoring V, 5, 4, 3, 2
- Type of Fire Deliberate
- HPS 50–10V
- Time Limit 24 minutes for 2 shooters/36 minutes for 3 shooters with the 45-second rule in effect.

### Procedure

- These matches are shot IAW F-Class procedures. The competitors will be squadded 2 or 3 to a firing point, each firing a single shot in turn, starting with the competitor on the right. Once the shot is fired, it will be indicated and scored. The score will be recorded in the appropriate place on the shooter’s scorecard and announced to the shooter. The next competitor to the left will then fire a single shot and it will be indicated and scored – the value being recorded in the appropriate place on his scorecard and announced. If there are 3 competitors to the firing point, the third shooter will now fire a single shot and have it indicated and scored as above. This procedure continues until each competitor has fired the required number of shots. The previous indication will remain on the target while the next shooter fires his shot. The **previous** shot will only be patched out when there is a new shot on the target **or when a miss has been determined**.
- If there are 2 to the firing point, the competitors will exchange scorecards and score for each other. If there are 3 to the firing point, the competitors will pass their card to the right. The right-most shooter will pass his card to the left-most shooter.
- Sighters are fired in the same manner and as part of the overall time. Sighters are not counted in the match score.
- If a competitor disagrees with the signaled value, he may challenge the indication through the RO. The challenge must be made while that shot is still showing on the target and before the next shooter fires his next shot.
- Although there is an overall time limit, when it is a competitor’s turn to fire, he must fire his shot within 45 seconds of the target being available to him to shoot. Failure to fire a shot within this time limit can result in the shot receiving a value of zero.

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## Match 4 - 600 Meters

### Specifications

- Distance 600 meters
- Position Prone
- Number of Shots 2 sighters and 15 on score
- Target MilCun 600m M-Class target on a 4 ft screen
- Scoring V, 5, 4, 3, 2
- Type of Fire Deliberate
- HPS 75–15V
- Time Limit 34 minutes for 2 shooters/51 minutes for 3 shooters with the 45-second rule in effect.

### Procedure

- These matches are shot IAW F-Class procedures. The competitors will be squadded 2 or 3 to a firing point, each firing a single shot in turn, starting with the competitor on the right. Once the shot is fired, it will be indicated and scored. The score will be recorded in the appropriate place on the shooter’s scorecard and announced to the shooter. The next competitor to the left will then fire a single shot and it will be indicated and scored – the value being recorded in the appropriate place on his scorecard and announced. If there are 3 competitors to the firing point, the third shooter will now fire a single shot and have it indicated and scored as above. This procedure continues until each competitor has fired the required number of shots. The previous indication will remain on the target while the next shooter fires his shot. The **previous** shot will only be patched out when there is a new shot on the target **or when a miss has been determined**.
- If there are 2 to the firing point, the competitors will exchange scorecards and score for each other. If there are 3 to the firing point, the competitors will pass their card to the right. The right-most shooter will pass his card to the left-most shooter.
- Sighters are fired in the same manner and as part of the overall time. Sighters are not counted in the match score.
- If a competitor disagrees with the signaled value, he may challenge the indication through the RO. The challenge must be made while that shot is still showing on the target and before the next shooter fires his next shot.
- Although there is an overall time limit, when it is a competitor’s turn to fire, he must fire his shot within 45 seconds of the target being available to him to shoot. Failure to fire a shot within this time limit can result in the shot receiving a value of zero.