

OSA Running Boar Challenge

General Concept

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

The Range Officer will give a “Load” to start each match. An official “Unload” and the clearing of each firearm will take place at the end of each match.

Classes

There will be three classes: There must be a minimum of 3 competitors shooting in a class to be recognized for prizes.

Hunter Class – May use any center fire rifle that is legal for hunting deer, bear, or moose. It must have a “hunter weight” barrel. It must be logically considered “hunting style” and not a “tactical, competition or varmint style” rifle.

Smallbore Class – Any rimfire rifle.

Junior Hunter Class – the competitor must be less than 18 years old. They must use a hunting style rifle of any caliber. They may use African style shooting sticks in all matches. A junior hunter may shoot in the Hunter Class but must follow the Hunter Class requirement and would not be eligible to compete in the Junior Hunter Class.

Equipment

Any firearm used must have a “hunter weight” barrel. It must be logically considered “hunting style” and not a “tactical, competition or varmint style” rifle.

Any sight may be used in any class.

The rifle may have a muzzle brake.

In the “Hunter Class”, 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. 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.

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All firearms must have working safety catches.

The same rifle must be used throughout the competition.

Clothing must be suitable for the day or what would logically be used for hunting. The use of padded jackets commonly known as “shooting jackets” is not allowed. Strap on or additional padding of any type cannot be used.

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

The support used at 75m is to be “Africa Sticks” in nature but any modern version of these may be used. The rifle can be supported only at one point of contact.

For matches 5 and 10, a day pack filled with logical items may be used for support. This pack cannot be larger than the military-type Alice pack.

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.

Prizes:

OSA Medals and merchandise prizes.

Range Commands and Procedures

Range Officer – a Range Officer who will have the responsibility for the safe and proper conduct of the match. 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 chamber flag, insert a magazine (or into an internal magazine) with the appropriate number of rounds, chamber a round **and apply the safety catch**.
- “Watch and Shoot” – This command allows shooting on the next appearance of the target.

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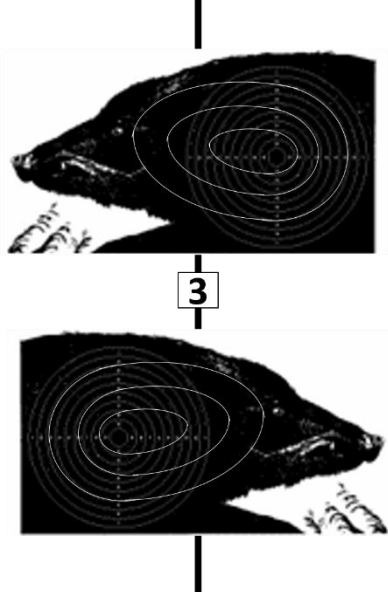
- “Alert Position” – The position adopted while waiting for the targets to move. Rifle butt into the shoulder, pointed at 45o towards the ground with safety applied.
- “Unload” – This command is given when the match is over. Each competitor is to remove all ammunition from the firearm, remove the magazine and insert a chamber 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 Officer or by the RO’s representative who is qualified to do so.
- “The Firing Line is Safe” – Once all firearms have been proven safe, the Range Officer will make this announcement and provide further instructions IAW match requirements.

Safety

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

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

Targets:

	<p>Running Boar Target:</p> <ul style="list-style-type: none">• V: Central oval, approx. 8”/20cm on long axis (value 5 points, written as “V”)• 5: Second oval, approx. 15”/38cm on long axis (value 5 points, written as “5”)• 4: Third oval, approx. 19”/48cm on long axis (value 4 points, written as “4”)• Any shot that hits the boar but lands outside of these scoring rings is scored as a miss.• A shot must touch or be inside the drawn “scoring line” to score. The drawn scoring rings are the only ones that count; the bullseye scoring rings printed on the target are not to be used.
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General Concept of the Courses of Fire

These matches are shot in two stages.

Stage One has one opening and requires one shot per exposure. Stage Two has two openings and requires a shot as the boar passes through each opening.

Stage One - The range will be configured so that two of the 4-foot screens (targets 7 and 8) are removed and set to one side.

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

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

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

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

The targets will appear through the opening created by the removal of the two 4-foot screens and may be engaged with one shot. This will continue for a total of 6 such exposures – 3 exposures in each direction.

In preparation for each exposure, the rifle must be held in the “alert” position with the safety applied. As soon as the target is seen to be moving, the safety may be placed on “fire” and a required position taken – supported or unsupported IAW the match conditions. The shooter may track the target as it moves between the other 4-foot frames but can engage it only through the opening created by the removal of the two 4-foot screens. The shooter will then reload, apply the safety catch, and assume the “alert” position for the next exposure.

When shooting from the sticks at 75m, the rifle may remain at the level and on the sticks while waiting for an exposure to begin. The safety must be applied as for all other exposures.

When shooting from the prone at 100m, the rifle may remain at the level and on the pack while waiting for an exposure to begin. The safety must be applied as for all other exposures.

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

Slow – fast – fast – slow – fast – slow

This will result in three shots on each target.

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

Once 6 exposures have been given, the firing line will be given the command to “UNLOAD”.

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

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

Stage Two – This stage is conducted in the same manner as with Stage 1, except the range is rigged with two openings in the 4-foot screens with 2 screens between the openings. For example: targets 7,8 are in place, target 5,6,9,10 are removed.

The competitor is required to shoot 1 shot as the target passes through each opening – for a total of 2 shots per exposure.

This stage requires 12 shots – six exposures and two shots per exposure. The exposure sequence will be as follows: Slow – fast – fast - slow - fast - slow.

This would result in 6 shots on the top target and 6 shots on the bottom target.

Prizes:

OSA Medals and merchandise prizes.

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Stage One - Match 1 – Look Out – Here He Comes

Specifications

- | | |
|-------------------|-----------------------|
| ➤ Distance | 5 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 6 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | One shot per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 30 – 6V |

Procedure

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

- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures, **all at a fast speed**.
- **For each exposure, the competitors must remain in the alert position until their target appears in the opening.**
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage One - Match 2 – Close and Fast

Specifications

- | | |
|-------------------|-----------------------|
| ➤ Distance | 25 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 6 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | One shot per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 30 – 6V |

Procedure

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

- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage One - Match 3 – Moving In Front of the Dog

Specifications

- | | |
|-------------------|-----------------------|
| ➤ Distance | 50 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 6 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | One shot per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring | V, 5, 4 |
| ➤ HPS | 30 – 6V |

Procedure

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

- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage One - Match 4 – Go for It

Specifications

- | | |
|-------------------|--|
| ➤ Distance | 75 meters |
| ➤ Position | Standing supported with Africa type sticks |
| ➤ Number of Shots | 6 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | One shot per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 30 – 6V |

Procedure

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

- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing supported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage One - Match 5 – Remember the Lead

Specifications

- | | |
|-------------------|---|
| ➤ Distance | 100 meters |
| ➤ Position | Prone Supported with field expedient rest |
| ➤ Number of Shots | 6 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | One shot per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 30 – 6V |

Procedure

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

- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the prone supported position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage Two - Match 6 – Look Out, Here They Come

Specifications

- | | |
|-------------------|----------------------|
| ➤ Distance | 5 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 12 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | 2 shots per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 60 – 12V |

Procedure

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

- The range is rigged as per stage 1.
- The competitors will shoot 2 shots per exposure.
- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures, **all at a slow speed**.
- **For each exposure, the competitors must remain in the “alert” position until their target appears in the opening.**
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.

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Stage Two - Match 7 – Let's See What You Can do

Specifications

- | | |
|-------------------|----------------------|
| ➤ Distance | 25 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 12 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | 2 shots per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring | V, 5, 4 |
| ➤ HPS | 60 – 12V |

Procedure

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

- The range is rigged so there are 2 openings made by the removal of four 4-foot screens with 2 target screens in place between the openings. For example: tgts 5, 6 and 9, 10 are removed – tgts 7, 8 in place.
- The shooter is to fire one shot as the targets move through the first opening, reload, and fire a second shot as the targets move through the second opening.
- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared, scoring will take place in accordance with the direction of the range staff.

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Stage Two - Match 8 – Here They Come

Specifications

- | | |
|-------------------|----------------------|
| ➤ Distance | 50 meters |
| ➤ Position | Standing unsupported |
| ➤ Number of Shots | 12 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | 2 shots per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring | V, 5, 4 |
| ➤ HPS | 60 – 12V |

Procedure:

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

- The range is rigged so there are 2 openings made by the removal of four 4-foot screens with 2 target screens between the openings. For example: tgts 5, 6 and 9, 10 are removed – tgts 7, 8 in place.
- The shooter is to fire one shot as the targets move through the first opening, reload, and fire a second shot as the targets move through the second opening.
- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing unsupported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared, scoring will take place in accordance with the direction of the range staff.

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Stage Two - Match 9 – There They Go

Specifications

- | | |
|-------------------|----------------------|
| ➤ Distance | 75 meters |
| ➤ Position | Standing supported |
| ➤ Number of Shots | 12 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | 2 shots per exposure |
| ➤ Time Limit | 3x slow and 2x fast |
| ➤ Scoring | V, 5, 4 |
| ➤ HPS | 60 – 12V |

Procedure:

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

- The range is rigged so there are 2 openings made by the removal of four 4-foot screens with 2 target screens between the openings. For example: tgts 5, 6 and 9, 10 are removed – tgts 7, 8 in place.
- The shooter is to fire one shot as the targets move through the first opening, reload, and fire a second shot as the targets move through the second opening.
- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the standing supported ‘alert’ position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared, scoring will take place in accordance with the direction of the range staff.

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Stage Two - Match 10 – Remember the Lead, Twice

Specifications

- | | |
|-------------------|---|
| ➤ Distance | 100 meters |
| ➤ Position | Prone Supported with field expedient rest |
| ➤ Number of Shots | 12 |
| ➤ Target | Running Boar targets |
| ➤ Type of Fire | Snap shooting |
| ➤ Rate of Fire | Two shots per exposure |
| ➤ Time Limit | 3x slow and 3x fast |
| ➤ Scoring: | V, 5, 4 |
| ➤ HPS | 60 – 12V |

Procedure

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

- The range is rigged so there are 2 openings made by the removal of four 4-foot screens with 2 target screens between the openings. For example: tgts 5, 6 and 9, 10 are removed – tgts 7, 8 in place.
- The shooter is to fire one shot as the targets move through the first opening, reload, and fire a second shot as the targets move through the second opening.
- A relay will be moved onto the firing line.
- The Range Officer will give the command to “load” and “adopt the prone supported position - **with safety catch applied**”. Each exposure must start from this position with the safety catch applied.
- On the command “Watch and Shoot”, the competitor will receive 6 exposures in the following sequence – slow, fast, fast, slow, fast, slow.
- During the match, the competitor is to keep his rifle loaded as required by the match conditions.
- Once the match is complete, the firing line will be given the command to “Unload – chamber flags in – show safe”. The competitor will then raise an arm to show and guarantee his rifle is safe.
- When the firing line has been cleared by the Range Officer, scoring will take place in accordance with the direction of the range staff.