

OSA 22LR Field Hunting Challenge

General Concept:

The general concept of this course of fire is to provide a hunter marksmanship challenge with 22LR or an air rifle. The spirit of this experience is to use equipment that is common and practical for hunting or general field use.

These rules tell you what you CAN do. If they don't say you can, then you can't.

The range layout will be along a track with shooting lanes extending off from the track at right angles. Each shooting lane will have several steel targets of different shapes, sizes, and distances. An information sheet will be provided for each lane describing the specific requirement as to position, method of engagement, number of shots at each target and any other information that is required.

If a prop is in place at a specific lane, then it must not be moved and be used as described on the information sheet.

Shooters will be formed into small groups and each group will be assigned a lane to start. The groups will then do a round robin with each lane until all lanes/targets have been engaged.

Each group will be responsible for scoring each other within the group and enforcing any time limits or penalties. Once finished they will be required to paint all the targets in that lane. Targets must be painted the same color as they were originally.

Equipment:

Any 22LR or air rifle that would be logical for hunting may be used.

For air rifle only calibers .177, .22 or .25 may be used.

Any sight may be used and may be adjusted in any manner throughout the matches.

Support, as provided by the lane prop, may be using IAW the course of fire for that lane as described in the information sheet.

A field type bipod, with folding legs that are adjustable for length may be attached to the rifle and used for support. It may be used only when allowed in the lane instructions.

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Each competitor will need a set of binoculars or a spotting scope to aid in scoring the hits. A "Beep" clock for timing each competitor is required. The group is responsible for carrying out scoring duties.

Range finders are used only IAW with competition details.

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.

Since this is to simulate hunting conditions, travel will be on foot over trails and through wooded areas. Suitable footwear will be required.

The use of a day pack to carry ammo, lunch, something to drink or anything that might be required throughout the day is recommended. The pack may be used as support but can only be filled with logical items and IAW the lane instructions.

For air rifles, an air compressor and/or extra air tanks **MAY** be available, the competitor is responsible for their own rifle requirements.

Ammunition:

Any ammunition suitable for the rifle may be used.

Classes:

There will be two classes:

Manual - the rifle must be manually operated for each shot (IE - bolt, lever, single, brake actions etc)

Semi Auto - any semi auto action.

Group Leader Responsibility:

The designated group leader will be responsible for all activities of the group while on the range. They are to ensure that shots are fired IAW the course of fire, that rifles are loaded and unloaded at the appropriate time, that all members of the group are safe during firing, that scoring and timings are correct, that rifles are unloaded and safe during movement and any other requirements that assure the safe and smooth conduct of each match at each lane.

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Range Commands:

Next shooter to the start line

Does the shooter understand the course of fire

Your prep time starts now

Is the shooter ready

Are the spotters ready - (each spotter is to announce ready by colour)

Shooter load

Stand by (activate the beep clock)

Unload, mag off, bolt open, chamber flag in, show clear

Firing point is safe

Safety:

The rifle must always be kept in an unloaded state with a breech flag inserted until ordered to "load" by a Range Officer/Group Leader on the start line and/or when in the shooting position.

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.

Ear defenders and shooting glasses are recommended.

Target:

All targets will be steel. They will be silhouettes of birds or animals of various sizes. Some will be of other shapes.

Scoring:

Each lane will have a required number of hits per target. A hit anywhere on the steel will be announced and scored as "target". Each target must be hit twice. A shot that does not hit the steel will be announced as "miss". The total amount of time to hit each target twice plus any penalties will be the score for that lane.

For each group, there will be three "spotters" - one for each target colour. They must be equipped with binos or a spotting scope and understand what a bullet strike on the target would look like. The range officer/group leader is to ensure a spotter has been assigned to each target by colour and that they are ready to proceed.

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If there is a tie for an individual lane, then those tied will reshot that lane. In the event of an overall aggregate tie, the shoot off while be on a lane predesignated by the match committee for such an event.

Penalties:

Any procedural penalty will result in 10 seconds per each infraction being added to the lane time.

Reshoot:

If at some time a competitor feels that they have been unfairly scored or must shoot under conditions that did not comply with the rules, then a complaint may be lodged with the Chief Range Officer, who may then take the complaint to a match committee for a ruling. If the ruling is in favor of the competitor, a reshoot of that stage may be granted. The ruling of the match committee is final.

Shooting Positions

Prone - Laying on the stomach, head towards the target, the rifle may contact the ground.

Sitting - Butt on the ground, legs and other body parts may be used to support the rifle without the use of artificial support.

Kneeling - Butt must not contact directly to the ground, at least one knee must be bent, all other body parts may be used to support the rifle without the use of artificial support.

Standing - Standing upright with both feet only contacting the ground.

If a competitor is unable to adopt any of the above positions due to physical disabilities, then the standing unsupported position is to be used.

Prizes:

OSA Medals and merchandise prizes will be available for individual lane winners and for the overall grand aggregate winner.

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Lane Instructions - General

The 2-wheel track (Stage 1) and the bush trail (Stage 2), each marked with blue ribbons, can be travelled along safely while shooting is in progress. These trails will be marked with 3 blue ribbons to indicate the end of this trail - there are no more shooting lanes beyond this point. Do not go beyond these "end trail" markers, except to paint targets.

For safety reasons, stay on the blue marked trail, move only down the shooting lane to paint targets.

Shooting lanes will be marked with an orange ribbon and a lane identification sign. When scoring targets, make certain that the scoring card identification information aligns with the lane identification sign.

Lane props must not be moved.

Targets are not to be moved

Targets must be painted the same color as they were originally. Paint is provided. They must be painted after each group has finished firing or as required for scoring purposes.

All targets are to be hit twice.

Unsupported Position:

Prone - Laying on the stomach, head towards the target, the rifle may NOT contact the ground or any artificial support (off the elbows).

Sitting - Butt on the ground, legs and other body parts may be used to support the rifle without the use of artificial support.

Kneeling - Butt must not contact directly to ground, at least one knee must be bent, all other body parts may be used to support the rifle without the use of artificial support.

Standing - Standing upright with both feet only contacting the ground.

Any Position - any position may be used and with artificial support.

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If a competitor is unable to adopt any of the above positions due to physical disabilities, then the standing unsupported position is to be used.

Artificial support may be used only as offered by the prop and IAW lane directions.

All targets must be shot in the following order according to color - fl green, pink and white.

The time taken to shoot each target twice and any penalties must be recorded.

Stage One:

Lane 1 - Inside the Tire - Start position - standing outside the tire - 3 targets - 2 hits on each target - all body parts inside the tire tread.

Lane 2 - On the Africa Sticks - Start position - one meter back from the sticks - 3 targets - 2 hits per target - support only from the sticks - sticks can be adjusted for height but cannot be moved from their current location.

Lane 3 - On Your Feet - Start position - one meter back of the three red rocks - 3 targets - 2 hits per target - standing unsupported with both feet inside the three red rocks.

Lane 4 - Over the Stump - Start position - 1 meter behind the stump - 3 targets - 2 hits on each target - must use the stump to support the rifle or the elbows.

Lane 5 - Sitting on the Rock - Start position - standing outside the red square - 3 targets - 2 hits on each target - sitting unsupported - must have butt on the rock and within the red painted square.

Lane 6 - Kneeling by the Tree - Start position - 1 meter behind the red painted tree - 3 targets - 2 hits on each target - must use the kneeling unsupported position within an arm's reach of the red painted tree.

Lane 7 - Use the Ground - Start position - 1 meter behind the red area painted on the ground - 3 targets - 2 hits on each target - any position (artificial support may be used) - a body part must be within the red area painted on the ground.

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Stage Two:

Lane 1 - Over the Muskeg - Start position - 1 meter behind the red square on the ground - 1 target - 2 hits on the target - any position - some body part must be within the area painted red.

Lane 2 - In the Canoe - Start position - 1 meter outside the canoe - 3 targets - 2 hits on each target - must be within the canoe, may use paddles as support but paddles must stay within the canoe.

Lane 3 - Inside the Popup - Start position - 1 meter outside the popup - 3 targets - 2 hits on each target - must be inside the popup - may use the chair or portable bipod only for support.

Lane 4 - Use the Ground - Start position - 1 meter behind the red square painted on the ground - 3 targets - 2 hits on each target - any position - some body part must be within the area painted red.