

# OSA Service Rifle (Modern & Vintage)

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## General Concept

The general concept of this course of fire is to provide a set of service rifle matches that reflect the current legal restrictions on semi-automatic rifles in Canada. While any semi-automatic that has not yet been banned is welcome to join in (as a Modern Service Rifle), the matches are geared to accommodate other types of rifles (such as bolt-action rifles). The Vintage class welcomes the type of rifle that was on general issue to regular infantry from any army.

The MilCun Marksmanship Complex 600m range does not have a 100m firing mound and therefore all previous 100m matches have been adjusted to fit at 150m.

There are 16 matches in four phases. The stages are fired at 200, 300, 400, and 500 meters. Each phase includes a deliberate, a snap, a rapid, and a fire-and-movement match.

The shooters will be organized in relays. Relay rotations are controlled by the Range Officer.

Since the course of fire includes fire-and-movement matches, the Range Officer will enforce additional safety requirements.

The Range Officer will give a "Load" command for each match (at the beginning of sighters, if there are sighters) and the safety must be applied at this time. Each rifle will be cleared before it can be removed from the firing point.

The use of a chamber flag/magazine block is required after the rifle has been cleared and whenever else a competitor is not under command of the Range Officer.

## Classes

- Modern Class - all competitors.
- Vintage Class - any competitor who is using a vintage class rifle as described below.
- Sniper Class – those using a rifle and equipment IAW OSA MOS rules. All matches are shot from the prone position.

## Equipment

**Modern Class Rifle** – Any rifle with any sight and in any caliber that meets range regulations.

- These firearms must meet the trigger pull specifications of a minimum of 1kg.
- The rifle's total weight as used when shooting (less ammo) must weigh not more than 5kg.

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The rifle may contact the ground at only one point. A bipod is not allowed. In the prone position, the use of the hand or arm to make a direct connection from the rifle to the ground is considered a point of contact.

The rifle may rest on the magazine. A magazine extension may be used. The magazine with an extension shall be no longer than 20 cm as measured from the bottom of the magazine as it rests on the ground to the top of the magazine feeding lip. The magazine extension must follow the profile of the magazine and cannot be flared out at the bottom as to provide extra contact with the ground. Only one magazine may be attached to the rifle.

A pack may be used as is described below.

**Vintage Class** – Any rifle that was on general issue to regular infantry from any army.

- The rifle must be in “as issued” condition.
- These firearms must meet the trigger pull specifications of the era when the rifle was in service.

**Use of a Pack** - The use of a bipod is not allowed. The use of a “pack” generally used to carry equipment may be used to support the rifle and cannot be bigger than the military’s Alice Pack. The use of PRS recognized support equipment is not allowed. This pack must be filled with logical operational type equipment – rain gear, extra clothing, etc. It does not need to be used/carried in every match provided the rifle still has only one point of contact with the ground. If used during the F&M matches, it must be carried in a secure manner so that both hands are free to control a loaded rifle as required while moving over irregular ground.

**Ammunition** – All ammunition must be supplied by the competitor. It must be safe for use in the specific rifle being used. Any pressure signs or hard extractions will deem the ammo as unsafe.

**Spotting Scope/Bino** – The use of a spotting scope or binos will be required to see groups and to facilitate scoring. This equipment does not need to be carried during Fire and Movement.

**Sling** - A sling may be used as an aid for shooting or carrying but must be a carry-type sling and must be attached to the rifle at the butt and the forestock and is included in the overall weight.

### General Match Rules

All competitors must load no more than 5 rounds in a single magazine and must carry out a mag change/reload in each match (during the scoring shots). Those rifles that are legal to use higher capacity mags may include sighting shots in one mag where sighters are allowed. If so desired, a rifle may be loaded with one round in the chamber and 5 rds in a mag. The mag to be used for the reload would therefore have only 4 rd.

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The command “load” will be given before the start of each match and includes applying the safety. It must remain applied until the first exposure. It does not need to be applied during the remaining exposures, except during F&M, where it must be applied before moving.

Any time a question arises concerning the general activity or procedure to be followed, the 2016 NSCC rule book can be used to provide a guideline.

### Prizes

Prizes are available for each match, for the aggregate of each phase and for the aggregate of all matches.

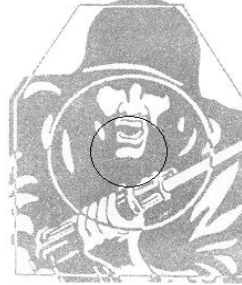
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## Targets and Dimensions

**Figure 12/59**

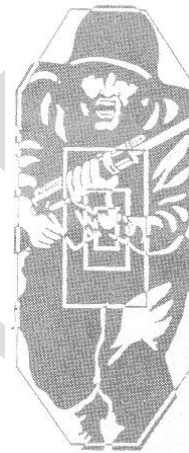
| Scoring Areas | Scoring Ring Diameters       |        | Scoring |
|---------------|------------------------------|--------|---------|
|               | Millimeters                  | Inches |         |
| V-ring        | 152.5 mm                     | 6"     | 5       |
| 5-ring        | 305.0 mm                     | 12"    | 5       |
| 4-ring        | Remainder of scoring surface |        | 4       |



*Figure 12/59*

**Figure 11/59**

| Scoring Areas | Scoring Rectangles           |         | Scoring |
|---------------|------------------------------|---------|---------|
|               | Millimeters                  | Inches  |         |
| V-rec         | 50 x 100 mm                  | 2 x 4"  | 5       |
|               | 100 x 200 mm                 | 4 x 8"  |         |
| 5-rec         | 200 x 400 mm                 | 8 x 16" | 5       |
| 4-rec         | Remainder of scoring surface |         | 4       |



*Figure 11/59*

**Figure 12/59 Type A, Type B, Type C**

| Scoring Areas | Scoring Ring Diameters |        |                |        |                |        |                |        | Scoring |
|---------------|------------------------|--------|----------------|--------|----------------|--------|----------------|--------|---------|
|               | Type A (500 m)         |        | Type C (400 m) |        | Type B (300 m) |        | Type C (200 m) |        |         |
|               | Millimeters            | Inches | Millimeters    | Inches | Millimeters    | Inches | Millimeters    | Inches |         |
| V-ring        | 190.5 mm               | 7.5"   | 152mm          | 6"     | 114.5 mm       | 4.5"   | 76 mm          | 3"     | V-5     |
| 5-ring        | 381 mm                 | 15"    | 305 mm         | 12"    | 229 mm         | 9"     | 152 mm         | 6"     | 5       |
| 4-ring        | 762 mm                 | 30"    | 762 mm         | 30"    | 457 mm         | 18"    | 305 mm         | 12"    | 4       |
| 3-ring        | 1219 mm                | 48"    | 1219 mm        | 48"    | 762 mm         | 30"    | 762 mm         | 30"    | 3       |
| 2-ring        | No 2- ring             |        | No 2- ring     |        | 1219 mm        | 48"    | 1219 mm        | 48"    | 2       |

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### Scoring

Deliberate-fire matches are scored at the firing mound. The targets are mounted on the 4-foot screen. Each shot hole is indicated in turn with a smaller indicator (small or medium – shooter preference) and the value is indicated with the large indicator placed around the edge of the 4-foot, as shown below. The scorer at the firing mound marks the shooter's scorecard and calls out the score as it is written down for each shot.

For the 200, 300, and 400 phases, the snaps, rapids, and f&m are scored in the butts. The scorecard is filled out after the shooter has arrived from the F&M.

For the 500 phase, the snaps and rapids are scored at the firing mound after the shot series is finished, by radioing the scores. The f&m is scored in the butts.

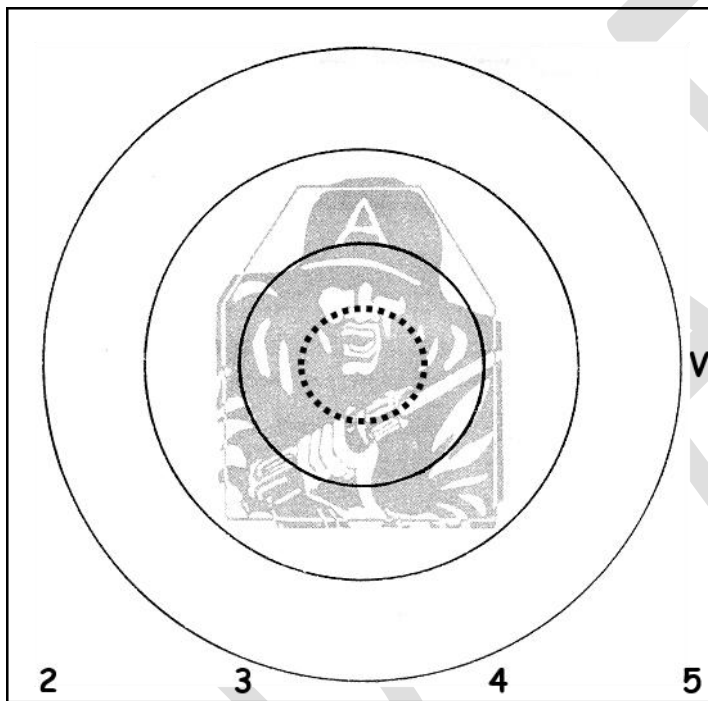


Figure 12/59 – Type A, B or C –

Note: There is no 2-ring on the Type A target (500 meters) or the Type C at 400 meters

# OSA Service Rifle (Modern & Vintage)

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## Match Descriptions

### Match 1 - 200 Meter Deliberate (Point Target Engagement)

#### Specification

|                  |  |
|------------------|--|
| Distance:        | 200 meters   |
| Position:        | Prone  |
| Number of Shots: | Two sighting and ten on score  |
| Target:          | 4-foot with Figure 12/59 Type "C" face (with inscribed V-bull)       |
| Scoring:         | V, 5, 4, 3 and 2   |
| Type of Fire:    | Deliberate   |
| Rate of fire:    | Each shot must be indicated and scored before the next shot is fired |
| Time Limit:      | 12 minutes for single string - 24 minutes for shooting in pairs      |
| HPS:             | 50.10V   |

#### Procedure

- If there are 4 relays, there will be two relays working in the butt, one relay shooting (single string) and one relay resting. The resting relay will come forward and score the shooting relay for just the deliberate. If there three relays, it will be the same as with 4 relays except only 1 relay is working the butts. If there are only 2 relays, there will be one in the butts and one shooting. At 200m (even number) the odd number shooters will move right to the even number and they will shoot two to the target shooting alternately, scoring each other.
- The shooting relay will take the prone position on the firing mound – they will be given the command to “load” – “apply safety catch” - “Commence the match”.
- Each shooter is to be given 12 minutes to fire the match.
- The scorer (from the waiting relay – if available) is to take a position on the firing mound with bino/spotting scope and pen, so proper scoring duties can be carried out.
- Sighting shots are scored and indicated as per record shots and during the same overall time.
- Upon the completion of the match the command to “unload” will be given.
- All rifle types will shoot the same course of fire and timings.

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## Match 2 - 200 Meter Snap (Defensive Fire)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 200 meters  |
| Position:        | Kneeling or sitting   |
| Number of shots: | Ten on score  |
| Target:          | 1 x 12/59 handheld with inscribed V-bull                              |
| Scoring:         | V, 5 and 4  |
| Type of fire:    | Snap shooting   |
| Rate of fire:    | May fire more than two shots per exposure, up to a total of ten shots |
| Time Limit:      | 5 x 10-second exposures   |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the kneeling or sitting position on the firing point. They will be given the command to “load” – “apply safety catch” - “watch and shoot”.
- The targets will be exposed randomly for 5x10-second exposures over a 2-meter frontage within the shooter's target bay.
- The time between exposures will be from 15 to 20 seconds.
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

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## Match 3 - 200 Meter Rapid (Final Protective Fire)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 200 meters  |
| Position:        | Prone   |
| Number of Shots: | Ten on score  |
| Target:          | 2 x Figure 11/59 spaced 4 feet apart center to center |
| Scoring:         | V, 5 and 4  |
| Type of Fire:    | Rapid   |
| Rate of Fire:    | 5 shots to be fired at each Figure 11/59 target       |
| Time Limit:      | 1 x 50-second exposure                                |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to “load” – “apply safety catch” - “watch and shoot”.
- The targets will be exposed for 50 seconds. During this time the shooter is to fire 5 shots at each target
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- All rifle types will shoot the same course of fire and timings.

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## Match 4 - 200 to 150 Fire and Movement (Sudden Engagement)

### Specification

|                  |  |
|------------------|--|
| Distance:        | 200 - 150 meters   |
| Position:        | 200 meters: 10m run up to sitting or kneeling<br>150 meters: Kneeling or Sitting   |
| Number of Shots: | Ten on score (2 shots at 200 meters and 8 shots at 150 meters)                     |
| Target:          | Figure 12/59 handheld with inscribed V-bull  |
| Scoring:         | V, 5 and 4   |
| Type of Fire:    | Fire and Movement  |
| Rate of Fire:    | Two shots only at 200 meters and 8 shots at 150 meters (2 shots only per exposure) |
| Timing:          | One exposure of 20 seconds, one exposure of 50 seconds and 3 x 10 seconds          |
| HPS:             | 50.10V   |

### Procedure

- The firing relay will adopt a “standing - prepare to move” position 10 meters behind the 200-meter firing point. They will be given the command “load” – “apply safety catch” – “watch, move and shoot”.
- The targets will be exposed for 20 seconds which will be the signal for the shooter to move to the 200-meter firing point, assume the sitting or kneeling position, and engage the target with **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move. On the next appearance of the target, the shooter will have 50 seconds to move to the 150-meter firing mound, adopt the kneeling or sitting position and fire **2 shots only**. The target will then disappear and reappear for 3 x 10 second exposures.
- Once in position on the 150 mound, the shooter will remain in the kneeling or sitting position.
- The target handle will be marked with the letter "B" and placed in an appropriate area to facilitate scoring.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 2, 3 and 4.
- All rifle types will shoot the same course of fire and timings.

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## Match 5 - 300 Meter Deliberate (Point Target Engagement)

### Specification

|                  |  |
|------------------|--|
| Distance:        | 300 meters   |
| Position:        | Prone  |
| Number of Shots: | Two sighting and ten on score  |
| Target:          | 4-foot screen with Fig 12/59 Type "B" face (with inscribed V-bull)   |
| Scoring:         | V, 5, 4, 3 and 2   |
| Type of Fire:    | Deliberate   |
| Rate of Fire:    | Each shot must be indicated and scored before the next shot is fired |
| Time Limit:      | 12 minutes for single string - 24 minutes for shooting in pairs      |
| HPS:             | 50.10V   |

### Procedure

- If there are 4 relays, there will be two relays working in the butt, one relay shooting (single string) and one relay resting. The resting relay will come forward and score the shooting relay for just the deliberate. If there three relays, it will be the same as with 4 relays except only 1 relay is working the butts. If there are only 2 relays, there will be one in the butts and one shooting. At 300m (odd number) the even number shooters will move to the left and both will shoot on the odd number. They will shoot two to the target shooting alternately, scoring each other.
- The shooting relay will take the prone position on the firing mound – they will be given the command to “load” – “apply safety catch” - “Commence the match”.
- Each shooter is to be given 12 minutes to fire the match.
- The scorer (from the waiting relay – if available) is to take a position on the firing mound with bino/spotting scope and pen, so proper scoring duties can be carried out.
- Sighting shots are scored and indicated as per record shots and during the same overall time.
- Upon the completion of the match the command to “unload” will be given.
- All rifle types will shoot the same course of fire and timings.

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## Match 6 - 300 Meter Snap (Defensive Fire)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 300 meters  |
| Position:        | Prone   |
| Number of shots: | Ten on score  |
| Target:          | 1 x 12/59 with inscribed V-bull                                       |
| Scoring:         | V, 5, and 4   |
| Type of fire:    | Snap shooting   |
| Rate of fire:    | May fire more than two shots per exposure, up to a total of ten shots |
| Time Limit:      | 5 x 10-second exposures   |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to “load” – “apply safety catch - “watch and shoot”.
- The targets will be exposed randomly for 5x10-second exposures over a 2-meter frontage within the shooter's target bay.
- The time between exposures will be from 15 to 20 seconds.
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

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## Match 7 - 300 Meter Rapid (Final Protective Fire)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 300 meters  |
| Position:        | Prone   |
| Number of Shots: | Ten on score  |
| Target:          | 2 x Figure 11/59 spaced 4 feet apart center to center |
| Scoring:         | V, 5 and 4  |
| Type of Fire:    | Rapid   |
| Time Limit:      | 1 x 50-second exposure                                |
| Rate of Fire:    | 5 shots to be fired at each Figure 11/59 target       |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to “load” – “apply safety catch” - “watch and shoot”.
- The targets will be exposed for 50 seconds. During this time the shooter is to fire 5 shots at each target.
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- All rifle types will shoot the same course of fire and timings.

## OSA Service Rifle (Modern & Vintage)

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### Match 8 - 300 to 150 Fire and Movement (Sudden Engagement)

#### Specification

|                  |  |
|------------------|--|
| Distance:        | 300, 200 and 150 meters  |
| Position:        | 300 meters: 10m run up to prone<br>200 meters: Sitting or kneeling<br>150 meters: Kneeling or sitting          |
| Number of Shots: | Ten on score (2 shots at 300 and 200 meters and 6 shots at 150 meters)   |
| Target:          | Figure 12/59 handheld with inscribed V-bull  |
| Scoring:         | V, 5 and 4   |
| Type of Fire:    | Fire and Movement  |
| Rate of Fire:    | Two shots only at 200 and 300 meters and 6 shots at 150 meters   |
| Timing:          | One exposure of 20 seconds, one exposure of 90 seconds, one exposure of 50 seconds and 2x10 seconds exposures. |
| HPS:             | 50.10V   |

#### Procedure

- The firing relay will adopt a “standing - prepare to move” position, 10 meters behind the 300-meter firing. They will be given the command “load” – “apply safety catch” – “watch, move and shoot”.
- The targets will be exposed for 20 seconds which will be the signal for the shooter to move to the 300-meter firing point, assume the prone position, and engage the target with **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 90 seconds to move to the 200-meter firing mound, adopt the sitting or kneeling position and fire **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 50 seconds to move to the 150-meter firing mound, adopt the kneeling or sitting position and fire **2 shots only**. The target will then disappear and reappear for 2 x 10 second exposures.
- Once established on the 150m mound, the shooter will remain in the kneeling or sitting position.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 6, 7 and 8.
- The target handle will be marked with the letter "B" and placed in an appropriate location to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

# OSA Service Rifle (Modern & Vintage)

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## Match 9 - 400 Meter Deliberate (Point Target Engagement)

### Specification

|                  |  |
|------------------|--|
| Distance:        | 400 meters   |
| Position:        | Prone  |
| Number of Shots: | Two sighting and ten on score  |
| Target:          | 4-foot screen with Figure 12/59 Type "C" face                        |
| Scoring:         | V, 5, 4 and 3 (There is no 2-ring)                                   |
| Type of Fire:    | Deliberate   |
| Rate of Fire:    | Each shot must be indicated and scored before the next shot is fired |
| Time Limit:      | 12 minutes for single string - 24 minutes for shooting in pairs      |
| HPS:             | 50.10V   |

### Procedure

- If there are 4 relays, there will be two relays working in the butt, one relay shooting (single string) and one relay resting. The resting relay will come forward and score the shooting relay for just the deliberate. If there three relays, it will be the same as with 4 relays except only 1 relay is working the butts. If there are only 2 relays, there will be one in the butts and one shooting. At 400m (even number) the odd number moved right, and both shoot on the even number. They will shoot two to the targets shooting alternately, scoring each other.
- The shooting relay will take the prone position on the firing mound – they will be given the command to “load” – “apply safety catch” - “Commence the match”.
- Each shooter is to be given 12 minutes to fire the match.
- The scorer (from the waiting relay – if available) is to take a position on the firing mound with bino/spotting scope and pen, so proper scoring duties can be carried out.
- Sighting shots are scored and indicated as per record shots and during the same overall time.
- There is no 2-ring on this target.
- Upon the completion of the match the command to “unload” will be given.
- All rifle types will shoot the same course of fire and timings.

# OSA Service Rifle (Modern & Vintage)

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## Match 10 - 400 Meter Snap (Target of Opportunity)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 400 meters  |
| Position:        | Prone   |
| Number of shots: | Ten on score  |
| Target:          | 1 x 12/59 with inscribed V-bull                                       |
| Scoring:         | V, 5, 4 and 3   |
| Type of fire:    | Snap shooting   |
| Rate of fire:    | May fire more than two shots per exposure, up to a total of ten shots |
| Time Limit:      | 5 x 10-second exposures   |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to “load” – “apply safety catch - “watch and shoot”.
- The targets will be exposed randomly for 5x10-second exposures over a 2-meter frontage within the shooter's target bay.
- The time between exposures will be from 15 to 20 seconds.
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring.
- All rifle types will shoot the same course of fire and timings.

## OSA Service Rifle (Modern & Vintage)

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### Match 11 - 400 Meter Rapid (Enemy Patrol Engagement)

#### Specification

|                  |   |
|------------------|---|
| Distance:        | 400 meters  |
| Position:        | Standing Alert to Prone                               |
| Number of Shots: | Ten on score  |
| Target:          | 2 x Figure 11/59 spaced 4 feet apart center to center |
| Scoring:         | V, 5, 4   |
| Type of Fire:    | Rapid   |
| Time Limit:      | 1 x 50-second exposure                                |
| Rate of Fire:    | As required   |
| HPS:             | 50.10V  |

#### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to “load” – “apply safety catch” - “watch and shoot”.
- The targets will be exposed for 50 seconds. During this time the shooter is to fire 5 shots at each target
- Upon completion of the match, the command “unload” will be given.
- Shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so the group can be seen.
- Shot indicators are to be removed from the target but the target is NOT to be patched. Scoring will be done once the shooter arrives in the butts after the f&m.
- All rifle types will shoot the same course of fire and timings.

## OSA Service Rifle (Modern & Vintage)

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### Match 12 - 400 to 150 Fire and Movement (Advancing Fire)

#### Specification

|                  |  |
|------------------|--|
| Distance:        | 400, 300, 200 and 150 meters   |
| Position:        | 400 meters: 10m run up to prone - 300 meters: Prone<br>200 meters: Sitting or kneeling - 150 meters: Kneeling or sitting |
| Number of Shots: | Ten on score (2 shots at 400, 300 and 200 meters and 4 shots at 150 meters)  |
| Target:          | 400 300, 200, 100 meters: Figure 12/59 with inscribed V-bull   |
| Scoring:         | V, 5 and 4   |
| Type of Fire:    | Fire and Movement  |
| Rate of Fire:    | Two shots only at 400, 300 and 200 meters and 4 shots at 150 meters  |
| Timing:          | One exposure of 20 seconds, two exposures of 90 seconds, 1 exposure of 50 seconds and 1 x 10 seconds                     |
| HPS:             | 50.10V   |

#### Procedure

- The firing relay will adopt a “standing - prepare to move” position 10 meters behind the 400-meter firing point. They will be given the command “load” – “apply safety catch” – “ watch, move and shoot”.
- The targets will appear for 20 seconds which will be the signal for the shooter to move to the 400-meter firing point, assume the prone position, and engage the target with **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 90 seconds to move to the 300-meter firing mound, adopt the prone position and fire **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 90 seconds to move to the 200-meter firing mound, adopt the sitting or kneeling position and fire **2 shots only**. The target will then disappear for 15 seconds. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- On the next appearance of the target, the shooter will have 50 seconds to move to the 150-meter firing mound adopt the kneeling or sitting position and fire **2 shots only**. The target will then disappear and reappear for 1 x 10-second exposure.
- Once established on the 150 mound, the shooter will remain in the kneeling or sitting position.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 10, 11 and 12.
- All rifle types will shoot the same course of fire and timings.

# OSA Service Rifle (Modern & Vintage)

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## Match 13 - 500 Meter Deliberate (Point Target Engagement)

### Specification

|                  |  |
|------------------|--|
| Distance:        | 500 meters   |
| Position:        | Prone  |
| Number of Shots: | Two sighting and ten on score  |
| Target:          | 4-foot screen with Fig 12/59 Type "A" face (with inscribed V-bull)   |
| Scoring:         | V, 5, 4 and 3 (There is no 2-ring)                                   |
| Type of Fire:    | Deliberate   |
| Rate of fire:    | Each shot must be indicated and scored before the next shot is fired |
| Time Limit:      | 12 minutes for single string - 24 minutes for shooting in pairs      |
| HPS:             | 50.10V   |

### Procedure

- If there are 4 relays, there will be two relays working in the butt, one relay shooting (single string) and one relay resting. The resting relay will come forward and score the shooting relay for just the deliberate. If there three relays, it will be the same as with 4 relays except only 1 relay is working the butts. If there are only 2 relays, there will be one in the butts and one shooting. At 500m (odd number) the even number shooters will move to the left and both will shoot on the odd number. They will shoot two to the target shooting alternately, scoring each other.
- The shooting relay will take the prone position on the firing mound – they will be given the command to “load” – “apply safety catch” - “Commence the match”.
- Each shooter is to be given 12 minutes to fire the match.
- The scorer (from the waiting relay – if available) is to take a position on the firing mound with bino/spotting scope and pen, so proper scoring duties can be carried out.
- Sighting shots are scored and indicated as per record shots and during the same overall time.
- Upon the completion of the match the command to “unload” will be given.
- There is no 2-ring on this target.
- All rifle types will shoot the same course of fire and timings.

# OSA Service Rifle (Modern & Vintage)

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## Match 14 - 500 Meter Snap (Return Fire)

### Specification

|                  |   |
|------------------|---|
| Distance:        | 500 meters  |
| Position:        | Prone   |
| Number of shots: | Ten on score  |
| Target:          | 4-foot screen with Fig 12/59, Type "A" face (with inscribed V-bull)   |
| Scoring:         | V, 5, 4 and 3 (There is no 2-ring)                                    |
| Type of fire:    | Snap shooting   |
| Rate of fire:    | May fire more than two shots per exposure, up to a total of ten shots |
| Time Limit:      | 5 x 10 second exposures   |
| HPS:             | 50.10V  |

### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to "load" – "apply safety catch - "watch and shoot".
- The targets will be exposed for 5x10-second exposures.
- The time between exposures will be from 15 to 20 seconds.
- Upon completion of the match, the command "unload" will be given.
- Upon completion of the match, shot indicators are put in each shot hole and are shown to the shooter until all scoring procedures are complete.
- The scoring relay will move forward, obtain the shooter's score card and be prepared to copy down the score received from the butts. The scores are communicated to the FPO by sending a series of numbers that begin with a target number and then follow with the total number of Vs, the total number of 5s, the total number of 4s and the total number of 3s; e.g., "Target number 15: 2, 0, 5, 3." When a particular scoring ring has no hits then a zero representing that ring is sent.
- Challenging procedures will be through the FPO.
- All rifle types will shoot the same course of fire and timings.

## OSA Service Rifle (Modern & Vintage)

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### Match 15 - 500 Meter Rapid Fire (Suppressing Fire)

#### Specification

|                  |  |
|------------------|--|
| Distance:        | 500 meters   |
| Position:        | Prone  |
| Number of Shots: | Ten on score   |
| Target:          | 4-foot screen with 12/59 type "A" face (with inscribed V-bull) |
| Scoring:         | V, 5, 4 and 3 (There is no 2-ring)                             |
| Type of Fire:    | Rapid  |
| Rate of Fire:    | 10 shots at the same target                                    |
| Time Limit:      | 1 x 50-second exposure   |
| HPS:             | 50.10V   |

#### Procedure

- The firing relay is to adopt the prone position on the firing point. They will be given the command to "load" – "apply safety catch" - "watch and shoot".
- The targets will be exposed for 50 seconds. During this time the shooter is to fire 10 shots at their target.
- Upon completion of the match, the command "unload" will be given.
- Upon completion of the match, shot indicators are put in each shot hole and are shown to the shooter until all scoring procedures are complete.
- The scoring relay will move forward, obtain the shooter's score card and be prepared to copy down the score received from the butts. The scores are communicated to the FPO by sending a series of numbers that begin with a target number and then follow with the total number of Vs, the total number of 5s, the total number of 4s and the total number of 3s; e.g., "Target number 15: 2, 0, 5, 3." When a particular scoring ring has no hits then a zero representing that ring is sent.
- Challenging procedures will be through the FPO.
- All rifle types will shoot the same course of fire and timings.

## OSA Service Rifle (Modern & Vintage)

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### Match 16 - 500 to 150 Fire and Movement (Advancing Fire)

#### Specification

|                  |   |
|------------------|---|
| Distance:        | 500 - 150 meters  |
| Position:        | 500 meters: Run up to prone - 400 and 300 meters: Prone<br>200 meters: Sitting or kneeling - 150 meters: Sitting or kneeling              |
| Number of Shots: | Ten on score (no sighters)  |
| Target:          | 500 - 4-foot screen with Fig 12/59 Type "A" face (with inscribed V-bull)<br>400, 300, 200, 150 meters: Figure 12/59 with inscribed V-bull |
| Scoring:         | On the 4 ft: V, 5, 4 and 3 (There is no 2-ring)<br>On the Figure 12/59: V, 5 and 4  |
| Type of Fire:    | Fire and Movement   |
| Rate of Fire:    | Two shots only at each distance   |
| Timing:          | One exposure of 20 seconds, followed by three exposures of 90 seconds, one exposure of 50 with intervals of 15 seconds between exposures  |
| HPS:             | 50.10V  |

#### Procedure

- The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 500-meter firing point. They will be given the command "load" – "apply safety catch" – "watch, move and shoot".
- The appearance of the 4ft target for 20 seconds is the signal to move to the 500-meter mound, adopt the prone position and fire **2 shots only**. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- The appearance of the Figure 12/59 target is the signal to move to the 400-meter firing point, adopt the prone position and fire **2 shots only**. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- The appearance of the Figure 12/59 target is the signal to move to the 300-meter firing point, adopt the prone position and fire **2 shots only**. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- The next appearance of the Figure 12/59 is the signal to move to the 200-meter firing point, adopt the sitting or kneeling position and fire **2 shots only**. The shooter is to reload, apply the safety catch, remain in position and prepare to move.
- The last appearance of the Figure 12/59 is the signal to move to the 150-meter firing point, adopt the sitting or kneeling position and fire **2 shots only**.
- All targets will be exposed in the center of the shooter's target bay.
- Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 16.
- All rifle types will shoot the same course of fire and timings.






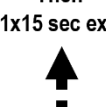

















## OSA Service Rifle (Modern & Vintage)

### Service Rifle Match Summary

| Match | Name           | Shots  | Range | Position               | Time            | Type of Fire    | Target                                  |
|-------|----------------|--------|-------|------------------------|-----------------|-----------------|---|
| 1     | 200 Del        | 2 + 10 | 200   | Prone                  | 12 min          | Deliberate      | 4 ft/Fig 12 Type "C"<br>(w/inscribed V) |
| 2     | 200 Snap       | 10     | 200   | Sitting or Kneeling    | 5 x 10 sec      | 2 shots per exp | Fig 12 Handheld                         |
| 3     | 200 Rapid      | 10     | 200   | Prone                  | 1x50 sec        | Rapid           | 2 x Fig 11                              |
| 4     | 200-150<br>F&M | 10     | 200   | Run up to Sit or Kneel | 1x20            | 2 shots per exp | Fig 12 Handheld                         |
|       |                |        | 150   | F&M to Sit or Kneel    | 1x50, then 3x15 |                 |   |
| 5     | 300 Del        | 2 + 10 | 300   | Prone                  | 12 min          | Deliberate      | 4 ft/Fig 12 Type "B"<br>(w/inscribed V) |
| 6     | 300 Snap       | 10     | 300   | Prone                  | 5 x 10 sec      | 2 shots per exp | Fig 12 Handheld                         |
| 7     | 300 Rapid      | 10     | 300   | Prone                  | 1x50 sec        | Rapid           | 2 x Fig 11                              |
| 8     | 300-100<br>F&M | 10     | 300   | Run up to Prone        | 1x20 sec        | 2 shots per exp | Fig 12 Handheld                         |
|       |                |        | 200   | F&M to Sit or Kneel    | 1x90 sec        |                 |   |
|       |                |        | 150   | F&M to Sit or Kneel    | 1x50, then 2x10 |                 |   |
| 9     | 400 Del        | 2 + 10 | 400   | Prone                  | 15 min          | Deliberate      | 4 ft/Fig 12 Type "C"                    |
| 10    | 400 Snap       | 10     | 400   | Prone                  | 5 x 10 sec      | 2 shots per exp | Fig 12 Handheld                         |
| 11    | 400 Rapid      | 10     | 400   | Prone                  | 1x50 sec        | Rapid           | 2 x Fig 11                              |
| 12    | 400-100<br>F&M | 10     | 400   | Run up to Prone        | 1x20 sec        | 2 shots per exp | Fig 12 Handheld                         |
|       |                |        | 300   | F&M to Prone           | 1x90 sec        |                 |   |
|       |                |        | 200   | F&M to Sit or Kneel    | 1x90 sec        |                 |   |
|       |                |        | 150   | F&M to Sit or Kneel    | 1x50, then 1x10 |                 |   |
| 13    | 500 Del        | 2 + 10 | 500   | Prone                  | 12 min          | Deliberate      | 4 ft/Fig 12 Type "A"<br>(w/inscribed V) |
| 14    | 500 Snap       | 10     | 500   | Prone                  | 5 x 10 sec      | 2 shots per exp | 4 ft/Fig 12 Type "A"<br>(w/inscribed V) |
| 15    | 500 Rapid      | 10     | 500   | Prone                  | 1x50 sec        | Rapid           | 4 ft/Fig 12 Type "A"<br>(w/inscribed V) |
| 16    | 500-150<br>F&M | 10     | 500   | Run up to Prone        | 1x20sec         | 2 shots per exp | 4 ft/Fig 12 Type "A"<br>(w/inscribed V) |
|       |                |        | 400   | F&M to Prone           | 1x90 sec        |                 |   |
|       |                |        | 300   | F&M to Prone           | 1x90 sec        |                 |   |
|       |                |        | 200   | F&M to sit or kneel    | 1x90 sec        |                 |   |
|       |                |        | 150   | F&M to Sit or Kneel    | 1x50 sec        |                 |   |
|       |                |        |       |                        |                 |                 | Fig 12 Handheld                         |

# OSA Service Rifle (Modern & Vintage)

## Butts/Targets

|               |   |  |   |  |  |  |   |  |
|---------------|---|--|---|--|--|--|---|--|
|               |     |  |   |  |    |  |   |  |
| 100<br>Or 150 | Standing<br>2 shots<br>Then<br>3x15 sec exp   |  | Standing<br>2 shots<br>Then<br>2x15 sec exp   |  | Standing<br>2 shots<br>Then<br>1x15 sec exp  |  | Standing<br>2 shots   |  |
|               |    |  |    |  |   |  |      |  |
| 200           | Match 1<br>Deliberate   |  | Match 2<br>Snap   |  | Match 3<br>Rapid   |  | Match 4<br>F&M  |  |
|               | Prone<br>2+10<br>12 min   |  | Standing to<br>Kneeling<br>10 shots<br>5x15 sec                                     |  | Standing to<br>Sit or Kneel<br>10 shots<br>1x60 sec  |  | 0+10<br>Run-up to<br>Sit or Kneel<br>20 secs - 2 shots<br>(15 sec delay)              |  |
|               |    |  |    |  |   |  |     |  |
| 300           | Match 5<br>Deliberate   |  | Match 6<br>Snap   |  | Match 7<br>Rapid   |  | Match 8<br>F&M  |  |
|               | Prone<br>2+10<br>12 min   |  | Standing to<br>Prone<br>10 shots<br>5x15 sec  |  | Standing to<br>Prone<br>10 shots<br>1x60 sec   |  | 0+10<br>Run-up to Prone<br>20 secs - 2 shots<br>(15 sec delay)                        |  |
|               |    |  |  |  |   |  |  |  |
| 400           | Match 9<br>Deliberate   |  | Match 10<br>Snap  |  | Match 11<br>Rapid  |  | Match 12<br>F&M   |  |
|               | Prone<br>2+10<br>15 min   |  | Standing to<br>Prone<br>10 shots<br>5x15 sec  |  | Standing to<br>Prone<br>10 shots<br>1x60 sec   |  | 0+10<br>Run-up to prone<br>20 secs - 2 shots<br>(15 sec delay)                        |  |
|               |    |  |  |  |   |  |  |  |
| 500           | Match 13<br>Deliberate  |  | Match 14<br>Snap  |  | Match 15<br>Rapid  |  | Match 16<br>F&M   |  |
|               | Prone<br>2+10<br>15 min   |  | Standing to<br>Prone<br>10 shots<br>5x15 sec  |  | Standing to<br>Prone<br>10 shots<br>1x60 sec   |  | 0+10<br>Run-up to prone<br>20 secs - 2 shots<br>(15 sec delay)                        |  |