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Intention of the Competition:

To have fun and not get too hung up on winning.

This competition is a celebration of the skills of our fathers, grandfathers and perhaps great grand fathers. The one thing we can share with them is the skills achieved through marksmanship.

Classifications:

Vintage: Un modified and as issued ex-service rifles. History suggests that some soldiers did do some minor "improvements" to their issued rifles, which were tolerated by inspecting NCO's and Officers. The key is "MINOR". Dating rifles can be difficult. Korean conflict era rifles and production end run of Lee Enfield No4Mk2, M48 Yugoslavian Mausers, M1 Garands, SAFN (Mod 49), VZ52/57, Stock SKS, Israeli 7.62 K98k Mausers, etc all meet the spirit of this class and are acceptable.

Open: Any post-1955 rifle or optic can be used. No prohibited rifle classifications may shoot this competition. Common Rifle platforms include M1A / M14S, AR15, XCR, IMI Tavor, VZ-58, Kel-Tech SU16, SIG Classic or any hunting rifle platform may also compete in this class.

Disabilities and Running

We want shooters of all ages and disabilities to come out and have some shooting fun with us. This competition isn't all about winning – it's about fun and testing yourself. We are flexible and will make provisions for shooters that are not physically able to shoot the stages that involve running.

Service Rifle with a Twist

We have captured a large number of zombies that have been wandering the ranges and harassing our shooting members over the past year. We have been storing them in a locked storage container and will be using them as targets in Stage One Serials 1-4. The low score for this stage will be required to hose out the storage container.



If you don't want to shoot THAT'S OK! **Come on down and watch!!!** Terrace Rod & Gun Club Grounds are at 3512 Rifle Range Road - Thornhill

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Registration Information

Competitors are encouraged to pre-register for the competition. We encourage participants to reserve a place on the range by emailing Richard Kean, event official at <u>admin@riflechair.com</u> with the following information:

- Participant name;
- Classification (open or vintage)
- Contact information (email or phone)
- Terrace Rod & Gun Club Member? (Y/N)

Your reservation will then be confirmed and a detailed map to the range site will be sent to you. Registrations may be accepted on site, but space is limited and on-site arrangements will be "first come, first served".

Fees

Terrace Rod & Gun Club Members:\$25.00Non-Club Members:\$40.00Cheques are made payable to: Terrace Rod & Gun Club

Ammunition

Any ammunition may be used that is suitable for your rifle. Each competitor needs 80 rounds to shoot the match stages but competitors should bring extra ammunition for re-shoots or shoot-offs.

Time Table	Activity	Location	Comments		
0730 - 0800	Registration	Club House	Event Official may ask to inspect your rifle for safety. Please ensure it is clean.		
0800 - 0830	Range Safety Briefing Lane & Relay Assignment	Grandstands outside club house	Must have safety briefing to compete. Be on time.		
0830 - 0845	Shooter's 15 minute preparation period				
0845 - 1200	Service Rifle Competition	All Stages: 100m Range	All relays please arrive early to each match stage.		
1200 - 1245		Lunch			
1300 - 1600	Service Rifle Competition continues	All Stages: 100m Range	Don't be late		
1600 - 1630	Awards	Clubhouse			

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Introduction

The 2012 Terrace Service Rifle competition strives to continually improve every year. This match is designed to provide enthusiasts with a diverse service rifle competition that extends no longer than one day. All events of the core program are operationally oriented and is provided in its entirety by the Terrace Rod & Gun Club. The emphasis is on marksmanship under a variety of applications. Each of the competition stages and serials are described in general terms below. Rules are aligned as best as possible with the service conditions chapter of the Dominion of Canada Rifle Association. For more information about DCRA SR rules and events, visit www.dcra.ca

Location

This shooting event will be held at the Terrace Rod & Gun Club, in Terrace, BC and will utilize the 100m range.

Equipment and General Procedures

Two rifle classifications are observed:

- 1. Vintage Service Rifles in original 'as issued' condition (1955 and previous);
- 2. Modern Service Rifle (1956 or later) OPEN CLASS (any legal modification is permitted).

Magazines can be of any legal civilian capacity and may be used as per the competitor's discretion (exception are AR15 magazines which can be loaded to a limit of 5 rounds). Competitors are responsible to bring an adequate number of magazines or stripper/enbloc clips. Limited support equipment such as a spotting scope and a groundsheet may be used.

Scoring

Only the number of shots as prescribed in the match conditions may be fired. Magazines are changed as required.

Targets can have only the number of hits IAW the match conditions. When carrying out scoring duties, the scorer must first count the number of hits on each target. If excess hits are found, the following procedure will apply: remove (patch out) a shot of the lowest score for each excessive hit until the required number of hits remain (unless the bullet hole diameter is different). Then score the target following normal procedures. A target with too many hits may warrant a re-shoot (if requested) at the discretion of the match official.

Low Ready Position

Except where match conditions state otherwise, each exposure will begin from the "low ready" position. This position calls for the butt of the rifle into the shoulder and the rifle held low enough as to be looking over the sights.

Except where match conditions state otherwise, each exposure will begin with a short whistle blast and end with a long one-second whistle blast. Shots may be fired during either whistle blast. Shots fired before or after the whistle blast will result in a 5-point penalty per shot.

Sighting Shots

There are no sighting shots during the competition. However the first serial is the 100m deliberate during which a spotting scope and/or spotter may be used.

Stage One	Shots	Range	Position	Type of Fire	Time	Target
Serial 1	10	100m	Prone unsupported	Deliberate	8 min	12/59 C
Serial 2	10	100m	Run to Prone unsupported	Rapid	120 sec	12/59 C
Stage Two	Shots	Range	Position	Type of Fire	Time	Target
Serial 3	20	100m	Modified	Snap	15 sec	12 / 59 C
Stage Three	Shots	Range	Position	Type of Fire	Time	Target
Serial 4	10	100m	Standing to Prone	Rapid	30 sec	Zombies
Serial 5	10	100 - 75	move forward to sitting	Rapid	30 sec	Zombies
Serial 6	10	75 - 50	move forward to kneeling	Rapid	30 sec	Zombies
Serial 7	10	50 - 25	move forward to standing	Rapid	30 sec	Zombies
Total	80					

Competition Summary

STAGE ONE 100m Zeroing & Run Down (20 shots required)

<u>Serial One</u>

Distance: 100m Type of Fire: Deliberate Position: Prone Unsupported No. of Shots: 10 for score Target: Figure: 12/59C Timing: Eight minutes

Procedure:

- 1. Competitors will score targets at the end of serial two
- 2. Semi-auto's with detachable magazines MUST perform a mag change. At no time will there be more than 5 rounds in any magazine.
- 3. Shooter may use a spotter (or self spot)

Intention:

1. Shooter to use surgical level of marksmanship discipline and precision;

<u>Serial Two</u> – 10 shot

Distance: 100m Type of fire: Run Down with Rapid Fire Position: Prone No. of Shots: 10 for score Target: Figure: 12/59 Rate of Fire: Ten shots in 120 seconds HPS: 100 -20V (Serials 1 & 2)

Procedure:

- 1. Rifles remain unloaded at the 100m firing point
- 2. Shooters start in the designated start point in the standing position
- One short whistle blast is the indicator to walk / run from the starting point to the 100m firing point, make ready and engage your assigned target with ten rounds within 120 seconds;
- 4. One long whistle blast in the indicator to cease fire;
- 5. A 5 point penalty will apply to shots fired after the long whistle blast.
- Scoring: Will only occur after serial two has been completed;
- Only 20 shots on each target will count for score.
- Excessive hits: Remove (patch out) a shot of the lowest score for each excessive hit. Then score the target following normal procedures.
- Reshoots (if requested) are at the match official's discretion;

Intention:

1. Competitor to shoot with elevated heart rate and breathing;

STAGE TWO 100m – Barricades (20 shots total)

 Serial 3 - 20 shots Type of Fire: Snap Rate of Fire: 2 shots / exposure (1 from window – 1 from ledge) Number of exposures: 10 Time Limit: 15 seconds / exposure Scoring: V, 5, 4 HPS: 100-20V Distance: - 100 meters Position: Modified Target: 1 X 12/59 C

Procedure

- 1. The relay will start in the standing 'low ready' position behind the shooting barrier
- 2. Once all are ready, the command "Watch Move and Shoot" will be given;
- 3. Upon the sounding of a short whistle blast the shooter will move to the window, engage the target with one round then move to the ledge and engage the target with one round.
- 4. A long whistle blast is the indication that the allocated 15 sec time period is over;
- Shooter will then re-assume the standing 'low ready' position and wait for the next short whistle blast;
- 6. Only 2 shots at each exposure can be fired.
- 7. If for some reason 2 shots are not fired during an exposure, make up shots at another exposure are allowed.

Intention:

- 1. Safe transition between shooting positions;
- 2. Quick re-acquisition of sight picture;

STAGE THREE Advancing Fire 100 – 25m (40 shots required)

Type of Fire: Rapid Rate of Fire: 10 shots @ each distance– 5 shots at each target Number of exposures: 1 Time Limit: 30 seconds for each serial Scoring: V, 5, 3, HPS: 200-40V

- <u>Serial Four</u> 10 shots
 Distance: 100 meters
 Position: Standing to Prone
 Target: Zombies (Hans & Frans)
 Type of Fire: Rapid
 Description: From 100 meter firing point 2 x 11/59 target 30 seconds to move
 from standing to prone unsupported and fire 10 shots, 5 at each target.
- <u>Serial Five</u> 10 shots
 Distance 100 75 meters
 Position: **Sitting** Target: Zombies (Hans & Frans)
 Description: From 100 meters, 30 seconds to run forward to 75, adopt sitting
 position and fire 10 shots, 5 at each target.

- <u>Serial Six</u> 10 shots
 Distance: 75 50 meters
 Position: Kneeling
 Target: Zombies (Hans & Frans)
 Description: From 75 meters, 30 seconds to run forward to 50, adopt kneeling or
 squatting position and fire 10 shotsf, 5 at each target.
- <u>Serial Seven</u> 10 shots
 Distance: 50 25 meters
 Position: **Standing** Target: Zombies (Hans & Frans)
 Description: From 50 meters, 30 seconds to run forward to 25, adopt standing position and fire 10 shots, 5 at each target.
- 1. Each advance will start on command of the RO. During the advance, safety catches must be applied and at all times, **rifles pointed downrange at all times**.
- 2. At each distance, 5 shots are to be fired at each of 2 targets.
- 3. All exposures will start on a short whistle blast and end on a whistle blast of 1 second.
- 4. A 5 point penalty will apply to shots fired after the long whistle blast.
- 5. Only 40 shots on each target will count for score.
- 6. All rifles will be safety checked and cleared at the end of each serial
- 7. Shooters will be given a 'Two Minute' preparation period between serials
- 8. Excessive hits: Remove (patch out) a shot of the highest score for each excessive hit. Then score the target following normal procedures.

Intention:

- 1. To acquaint the shooter with moving, reloading often and ergonomics;
- 2. Expose the shooter to a fast paced stage;
- 3. Importance of mental marksmanship

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APPENDIX a. Target Descriptions:

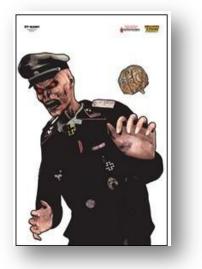


Lt. Hans Size: 23" x 35" Brain = V-Bull (inside 2 rings) Brain = 5 (outer 3 rings) Body = 3 points



Figure 12/59 C

Scoring Areas	Scoring Ring Diameters	Scoring	
V-ring	152.5 mm	5	
5-ring	305 mm	5	
4-ring	Remainder of scoring surface	4	



Sgt. Frans Size: 23" x 35" Brain = V-Bull (inside 2 rings) Brain = 5 (outer 3 rings) Body = 3 points



Figure 11/59

Scoring Areas	Scoring Rectangles	Scoring
V-Bull	50 x 100 mm	5
	100 x 200 mm	
Bull	200 x 400 mm	5
Inner	Remainder of scoring surface	4

b. Range Commands

Pertinent Range Commands:

- "LOAD" with the breechblock forward, the magazine with the applicable number of rounds is placed on the rifle. The breechblock or bolt remains forward and the chamber is empty;
- "READY" weapon now has a round in the chamber and safety catch is set to "safe";
- "WATCH AND SHOOT" the order to fire in all non-deliberate matches except those that include any movement of competitors (changing positions or advancing to the next distance) prior to engagement of targets;
- iv. "GO ON" the order to commence matches which includes a change of position by competitors prior to engagement of targets;
- ii. "WATCH, MOVE AND SHOOT" the order to commence a match where competitors must first advance to a firing point prior to engaging targets. Where competitors are to move to the next distance prior to engaging targets, the rifle will, in accordance with the match conditions, be loaded and or readied, but must have the safety catch/changer lever set to SAFE prior to and during any move;
- "STOP" the order to stop firing, apply safety catch and await further instruction. Anyone can issue this order in the interest of safety;
- "UNLOAD" the order to remove the magazine and empty the chamber. The action is forward (the bolt is closed) but the action has been fired (trigger springs eased).
- viii. "FOR INSPECTION CLEAR RIFLES" carry out an unload and prepare the rifle to be inspected and cleared by the RSO;

Shooting Position Descriptions:

- Kneeling. When in the kneeling position, the buttocks must be off the ground. No other part of the body may touch the ground except the forward foot and the other leg from the knee downward. Sitting on the heel or on the side of the foot is permitted. Resting any part of the rifle on a body part is allowed; however, the bore line of the rifle must be even with or higher than the forward knee. Alternatively, it is permissible to kneel on both knees and sit on the heels, however, when in this variation of the kneeling position no other parts of the body or the weapon may touch the ground.
- <u>Sitting</u>. The weight of the body shall be supported on the buttocks and feet. The legs may be crossed or apart. The feet may be in front of the forward edge of the firing point. Resting any part of the rifle on a body part is allowed; however, no part of the rifle or the elbows is allowed to touch the ground.
- <u>Standing</u>. The rifle may be supported by the forward hand under the magazine and the elbow of the forward arm may be rested on the hip or ammunition pouch.
- LOW READY: Any position where the shooter has his rifle facing in a downward safe direction, within the safety arcs of the range. The weapon will be made safe on the command of the Range Officer.
- **PRONE UNSUPPORTED**: The rifle is not allowed to be supported by any type of rest or touch the ground. *Exceptions include the Hawkins position and loaded AR15 magazines are permitted to touch the ground.*

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<u>Stage Two – Serial Three</u>

Shooting barrier