

NSCC (2005 Rules) Rifle Competition - Matches 1-12

Match	Range	Position	# Shots	Target	Type of Fire	HPS	Firing Procedure	Notes for Butts
1	200	prone □	2 sighters 10 on score	Fig 12/59 "C" on 4' frame	Deliberate 12 minutes for match	50.10V	Each shot indicated and scored. Values indicated as shown below. Awaiting relay will score for the firing relay.	Butts will not record scores. Butts NCO will inspect tgt when challenge rcvd from firing pt.
2	200	kneeling or squatting	2 sighters 10 on score □	Fig 12/59 handheld	Snap 3 seconds per exposure	50.10V	Tgts will be exposed for two sighters - each sighter indicated with plug. Tgts patched after sighters. Tgts will be exposed for 3 seconds 10 times, with 5 to 10 seconds between exposures. Only ONE shot may be fired per exposure.	Tgts will be in a different place on each exposure across the 1.2m frontage. All tgts will move in the same direction to appear in the same relative position, so that no 2 tgts will appear too close together. Upon completion of the match, shot holes will be plugged and tgts shown to competitors. Butts NCO will record scores and send back. No tgts will be patched until firing pt indicates no challenges.
3	200	Standing to Sitting	2 sighters 10 on score	2 x Fig 11/59 in target frame, spaced 4' apart	Rapid 1 x 30 second exposure	50.10V	Tgts will be exposed for two sighters - each sighter indicated with plug. Upon completion of sighters, competitor will adopt "standing alert" position. When tgts appear, competitor will adopt sitting position and fire 5 shots in each tgt.	Tgts patched after sighters. Tgts raised for 30 seconds upon receipt of "lookout lookout" from firing pt. A maximum of 5 hits per tgt will count for score. Scoring procedure as per match 2.
4	200 to 100	standing	10	Fig 12/59 handheld	Rundown Snap 3 seconds per exposure	50.10V	No sighters. Competitors will be given "action fwd, load" and adopt prone position. When tgts appear, run to 100m pt and fire 1 rd per exposure at Fig 12/59. Competitors must return to standing alert after each exposure.	Upon receipt of "lookout lookout" from firing pt, raise tgts for 1 second, down for 35 seconds, and commence 10 exposures of 3 seconds each, with 5-10 seconds between exposures, across tgt frontage as per Match 2. All tgts must be up and still for 3 seconds. Scoring as per Match 2.
5	300	prone	2 sighters 10 on score	Fig 12/59 "B" on 4' frame	Deliberate	50.10V	as per Match 1	as per Match 1
6	300	prone	2 sighters 10 on score	Fig 12/59 handheld	Snap	50.10V	as per Match 2, except firing position is prone.	as per Match 2
7	300	Prone	2 sighters 10 on score	2 x Fig 11/59 in target frame, spaced 4' apart	Rapid	50.10V	as per Match 3	as per Match 3
8	300 to 200	standing, kneeling or squatting	10	Fig 12/59 handheld	Rundown Snap 5 x 10 second exposures	50.10V	No sighters. Prepare as per Match 4. When tgts appear, run from 300m to 200m point and adopt standing alert position. When tgts appear, adopt firing position and fire 2 rds per exposure. Firers must return to standing alert after each exposure.	as per Match 4, except 5 exposures of 10 seconds each.
9	500	Prone	2 sighters 10 on score	Fig 12/59 "A" on 4' frame	Deliberate 12 minutes for match	50.10V	As per Match 1	as per Match 1
10	500	Prone	2 sighters 10 on score	Fig 12/59 "A" on 4' frame	Snap 5 x 15 second exposures 2 shots per exposure	50.10V	Sighters as per Match 2. Firer adopts standing alert. Tgts will be exposed for 15 seconds 5 times, with 5 to 20 seconds between exposures. Firer adopts prone pos and fires TWO shots per exposure. Firer returns to standing alert after each exposure.	as per Match 2, except using single target in frame
11	500	Prone	2 sighters 10 on score	Fig 12/59 "A" on 4' frame	Rapid 1 x 30 second exposure	50.10V	As per match 3, except all shots are fired into sole target.	as per Match 3, except using single target in frame
12	500 400 300 200 100	Prone Sitting Prone Sitting Standing	10	500-400: Fig 12/59 "A" on 4' frame 300-100: Fig 12 handheld	Rundown 45 seconds to run and shoot	50.10V	Firer adopts standing alert at 500m point. When tgt appears for 15 seconds, firer adopts prone pos and fires 2 shots. Tgt drops, selector lever to safe, when tgt appears run to next range, adopt firing pos and fire 2 rounds.	

NOTES: For 10 round matches, 2 mags (5 & 5) will be used
For 12 round matches, 3 mags (2, 5 & 5) will be used

