

Vintage Military Service Rifle Competition Rules

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Definitions

Deliberate Fire: Defined as shooting right at a detected enemy. Precise, aimed and calculated shots with a minimum or no return fire stress. Think Sniper, or sniper-like situations.

Snap-Shooting: The shooter must speed up his or her actions and firing rate. Less precise, less aimed. The weapon is snapped up near the face in hopes of using the sights. Less calculating. Return fire stress has increased here. Think about the Sniper's position being discovered and advanced upon.

Rapid Fire: A much faster pace. Very little precision, aiming or calculation is involved. Dramatically increased return fire stress. The rate of fire is increased to compensate for the inability to make deliberate or even snap shots. Think about our sniper Almost surrounded.

1. **The Match**

The contest will be known as the Vintage Service Rifle Match, hereinafter referred to as "the match".

2. **The Intention:**

- To promote an interest in vintage service rifles.
- To keep the match as simple and accessible as practical.
- To have some fun without being too hung up on winning.

3. **Equipment:**

1. One class of rifle will be recognized
 - Battle Rifle "as-issued" EX-Service or IN-Service;
 - Rifles: Gas operated semi auto rifle (restricted or non-restricted) and bolt action rifles. An attached bayonet will add 5% to your score.
 - Optical Sites: Permitted on original Sniper rifles only (in original configuration) remanufactured sniper rifle or sniper clones are not permitted. Must retain original "As issued" scopes less than 4X.
 - Rifles that do not meet the definition of Battle Rifle (or the Sniper variant) are permitted to shoot but will not count towards score placement, trophies or title.
2. Specialized shooting jackets, gloves/mittens are not to be used.
3. Firing Point: Hearing protection is MANDATORY, eye protection is encouraged but is the shooter's responsibility.
4. Eye / ear protection, hi-visibility vests and ballistic Helmets are mandatory safety equipment to be worn while working in the Rifle Butts;
5. Standard issue slings may be used, but must be fitted in the original position and manner.
6. Up to two Magazine Pouches may be used for Match 4.
7. Shooters may utilize optics to inspect their targets while they are being indicated. Otherwise optics are not to be utilized (with the exception of Match One);
8. Shooters may use a spotter during Match One only (100 metre deliberate);
9. Attire: shooters wearing an accurate period uniform will receive a 5% bonus to their total score;
10. All Rifles will be inspected for safety prior to approval for shooting this match;

4. **Ammunition:**

1. Any commercial, military surplus, or hand-loads may be used.

5. **Target & Range:**

- Match One: 100m (12/59 Type 'C' Face)
- Match Two: 100m (12/59 Type 'C' Face)
- Match Three: 100m (11/59)
- Match Four: 100m to 25m (12/59 Type 'C' Face, 11/59 & Fig. 14)
- Match Five: 50m (11/59 target)

6. Shooting Positions: *Three positions will be observed:*

- Match 1: Prone DELIBERATE - unsupported
- Match 2: Standing to Kneeling, Squatting or Sitting SNAP
- Match 3: Standing to Prone RAPID
- Match 4: Standing SNAP
- Match 5: 50m Rapid (Single Fire with Movement)
- Match 6: Prone RAPID (Team)

7. Scoring Procedures

- a. Upon completion of the match, shot indicators will be placed in every scoring shot hole on the target surface and the target will be raised so that the firer can observe his group placement.
- b. Using a radio to communicate and beginning at the same end of the firing line, the BO will send the score of that particular target to the RSO and the firer. The designated scoring relay will take the scorecard from the firer and record the score. The RSO and BO will move to the next firing position and repeat the procedure until all firers have received their scores. The score radioed to the firing point will be a series of numbers in order that represent the total number of Vbulls, the total number of Bulls, the total number of Inners and the total number of Magpies. A sample score sent from the butts would be: "Target 15: 3, 2, 0, 5."
- c. Once the entire relay is scored the RSO will ask for and conduct normal challenging procedures.
- d. RSO and firers must sign the scorecard and give it to the RSO.

8. Scoring Duties

a. Duties of the Firer

- a. When scoring in the butts the firer will:
 - i. Not touch his targets until scoring is complete;
 - ii. Observe the scorer filling out his scorecards;
 - iii. Raise any challenges to the BO; and
 - iv. Sign his scorecards and give them to the BO.
- b. When scoring takes place at the firing line (Matches 10 and 11 only) the firer will:
 - i. Observe the scorer filling out his scorecards;
 - ii. Raise any challenges to the RSO; and
 - iii. Sign his scorecard and give it to the RSO.

b. Duties of the Scorer

- a. When scoring takes place with the firer in the butts the scorer will:
 - i. Show the firer each of his targets for the snap, rapid and run down;
 - ii. Record onto the firer's scorecards the total number of V-bulls, Bull, Inners and Magpies (if applicable) for each match;
 - iii. Extend the values to the total score; and
 - iv. Sign the scorecards and return them to the firer.
- b. When scoring takes place on the firing line (Matches 10 & 11):
 - i. Record onto the firer's scorecards the total number of V-bulls, Bull, Inners and Magpies (if applicable) for each match as radioed from the butts;
 - ii. Extend the values to the total score; and
 - iii. Sign the scorecard and return it to the firer.

9. Marking & Indicating

- a. Each sighting shot, where allowed, will be signalled by a shot indicator and both shot indicators will be shown after the second sighting shot.
- b. Upon completion of the match, shot indicators will be placed in every shot hole on the target surface and the target will be raised so that the firer can observe his group placement.
- c. The targets will remain up until scoring and challenging procedures are complete.
- d. On order from the RO the targets will be pulled down, patched out and made ready for the next match.

10. Target Irregularities

- a. Target Re-facing. A competitor may have his target refaced if in the opinion of the RSO there are more than an acceptable number of patches that may unfairly obscure the features of the target. Competitors must request replacement of the target prior to the commencement of the match.
- b. Target Irregularities and Protests:
 - i. Once the competitors have commenced a match the RO may stop the firing because of a target irregularity if, in his opinion all targets are involved, and he may grant a reshoot to all competitors. All competitors must reshoot;
 - ii. A competitor who feels that he has grounds for a reshoot must make his protest known to the RSO before his score is known or his target is seen. If the protest is upheld, NO information will be given to the competitor as to the shot placement or score made in the first shoot;
 - iii. The RSO will grant a reshoot if he upholds the protest;
 - iv. If the RSO does not uphold the protest the competitor will receive his score;
 - v. If a protest is upheld and a reshoot granted, the competitor without option will reshoot the match or receive a score of zero for that match.
- c. Moving Targets: The only target irregularity that will be considered in a moving target match is that involving a target that is not completely exposed over the butts. Erratic movement, which must be kept to a minimum by the butts, will not constitute an irregularity.

11. Reshoots

- a. Reshoots may be granted for, but are not limited to the following reasons:
 - i. A target exposure of less time than is described in the match conditions;
 - ii. The incorrect placement of a target exposure; and
 - iii. Any failure or irregularity that would result in depriving the competitor of a fair opportunity to complete the course of fire.
- b. Under no circumstances will failure of any competitor's equipment (including weapon, magazines, ammunition, ear protection, etc.) or clothing be grounds for a reshoot.
- c. A reshoot will be fired IAW the original match conditions, including:
 - i. Sighters, if any;
 - ii. Previous movement, if any; and
 - iii. All scoring shots IAW match conditions.
- d. A reshoot must take place at the earliest opportunity.

12. Safety:

1. Presence on, or within 10 metres of the firing point is restricted to:
 - Competitors required for firing or otherwise taking part in the Competition;
 - Range Staff, officials and scorers
2. No competitor shall place his firearm on the firing point until ordered to do so by the Range Safety Officer (RSO).
3. No firearm will be loaded without a direct order from the RSO. The competitor will not load, ready or fire a shot when the green flag is flying on the butts or the firing point;
4. No competitor will leave the firing point without having his firearm and magazine inspected by the RSO or ARSO (assistance RSO).

5. If a competitor trips or falls during the run-down he or she will automatically stop and wait for a RSO or ARSO to check for a cleared firearm. The shooter will not get a chance to re-shoot the match.

6. Negligent Discharge (ND). An ND is defined as any round fired on or about the range which occurs such that it is an infringement upon the safe conduct of that range. For example: any shot fired before the command "Load" has been given or at any time when the shot is directed in an unsafe direction (outside the safe arcs of the range including firing over the bullet catch even if unintentional. In the event of a ND, the competitor will invariably be disqualified from the match. Competition disqualification and/or disciplinary action may also be taken;

7. Accidental Discharge (AD). Shots fired safely but unintentionally, are distinguished from NDs. For example: a shot fired after the command "Load" has been given as long as the direction of fire is in accordance with the safety criteria for that range would be deemed an AD. Rounds fired under the AD condition will be scored as misses and the ammunition expended will not be replaced.

8. Competitors will follow all range orders;

9. Competitors will not load, ready or fire a shot when the green flag is flying on the butts or the firing point;

10. Unsafe Conduct: Any competitor who acts in a dangerous manner may be immediately escorted from the range and possibly disqualified from that match **or** depending on the seriousness of the infraction disqualification from the competition;

11. When firing is in progress, the area forward of the firing point within an angle of 650 mils (36 asmuith degrees) on either side, shall be out of bounds to all personnel.

12. Dry firing - neither aiming nor dry firing an unloaded weapon is allowed except when in the firing position on the firing point, and then only if it would be safe to fire a live round and provided it causes no delay.

13. In any practice entailing movement from one firing point to another with a weapon in the ready condition, the safety catch, change lever or selector lever of all weapons must be at "safe" before movement and may not be put on "fire" until the competitor is located on the firing point and is prepared for the target exposure IAW the match conditions.

13. Range Instructions and Definitions:

- i. **"LOAD"** - with the breechblock forward, the magazine with the applicable number of rounds is placed on the weapon. The bolt or breechblock remains forward or to the rear but the chamber is empty;
- ii. **"READY"** - weapon now has a round in the chamber and safety lever is set to "safe";
- iii. **"COMMENCE THE MATCH"** - the order to fire in all deliberate matches;
- iv. **"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;
- v. **"WATCH AND MOVE"** - the order to commence matches which include movement (changing positions or advancing to the next distance) of competitors prior to engagement of targets. Where competitors are to move to the next distance prior to engaging targets the weapon will be loaded, with no round in the chamber;
- vi. **"STOP"** - the order to stop firing, apply safety catch and await further instruction. Anyone can issue this order in the interest of safety; and
- vii. **"UNLOAD"** - the order to remove the magazine and empty the chamber. The action is forward (the bolt is closed) but the weapon is not cocked.
- viii. **"PREPARE FOR INSPECTION"** RSO will visually verify that the weapon is SAFE.

14. Targets and Values

Figure 11/59		
Scoring Areas	Scoring Rectangles	Scoring
V-Bull	50x100mm	5
	100x200mm	
Bull	200x400mm	5
Inner	Remainder of scoring surface	4

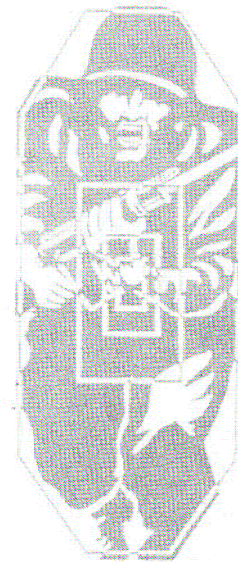
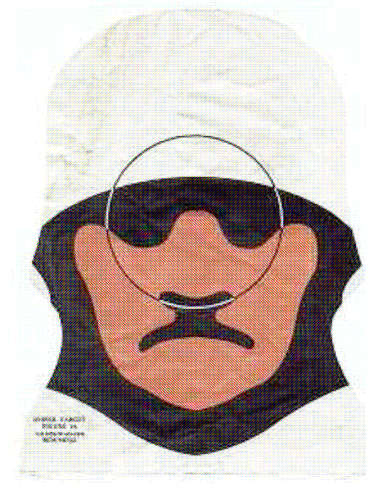


Figure 12/59 Type 'C' Face		
Scoring Areas	Scoring Ring Diameters	Scoring
V-Bull	152.5mm	5
Bull	305mm	5
Inner	Remainder of scoring surface	4



Figure 14 'Huns Head'		
Scoring Areas	Scoring Ring Diameters	Scoring
V-Bull	52mm	5
Bull	104mm	5
Inner	Remainder of scoring surface	4



15. Match 1 . 100m Deliberate "The Sniper Roost"

1. Specification:

- Distance 100 metres
- Position Prone
- Number of Shots: 2 sighting shots & 10 for score
- Target 12/59 Type C face
- Scoring V(5), 5, and 4
- Type of Fire Deliberate
- Time Limit 12 Minutes

2. Procedure

- Each Shooter has 2 minutes for fire sighting shots and ten-minutes for the match.
- Sighting shots are indicated but shots for score are not
- Once sighters are patched the shooter may automatically proceed with ten shots for score;
- Scores will be radioed back to the firing point

16. Match 2 . 100m Snap "The Gopher Shoot"

1. Specification:

- Distance 100 metres
- Position Standing to Kneeling, Sitting or Squatting
- Number of Shots: 10 for score (no more sighters)
- Target 12/59 Type C face
- Scoring V(5), 5, and 4
- Type of Fire Snap Shooting . ten X 3 second exposures
- Rate of Fire Can be more than one shot per exposure

2. Procedure

- Once commanded by the RSO the shooters will adopt the standing alert position.
- Upon the command to LOAD and READY the shooter must apply the safety;
- Upon a 1 second exposure of the targets the competitor will have 15 seconds to assume the kneeling, sitting or squatting position;
- An additional delay of 5 seconds will be provided (by the butts crew) between the 5th & 6th exposure so that internal box magazine rifles may be reloaded.

17. Match 3. 100m Rapid "Suppression Fire"

1. Specification:

- Distance 100 metres
- Position Standing to Prone
- Number of Shots: 10 for score
- Target 12/59 Type C face
- Scoring V(5), 5, and 4
- Type of Fire Rapid Fire . one 45 second exposure
- Rate of Fire 10 shots fired at one 11/59 target

2. Procedure

- Once commanded by the RSO the shooters will adopt the standing alert position.
- Upon the command to LOAD and READY the shooter must apply the safety;
- One the appearance of the targets the competitor will have 45 seconds to assume the prone position and fire 10 rounds inside of 45 seconds;

18. Match 4 - FIBUA Match

1. Specification:

- a. Distance: 100, 75, 50, 25 meters;
- b. Position: As specified for each stage;
- c. Number of Shots: 60;
- d. Target: As specified for each stage;
- e. Scoring: As specified for each stage;
- f. Type of Fire: Snap, double tap, rapid;
- g. Rate of Fire: As required for each stage;
- h. Timing: As specified for each stage and under the control of the RO;

2. Procedure (FIBUA):

- a. The competition is fired individually – *no team aggregate applies as it would in CFSAC*;
- b. Dress and equipment: (Up to two magazine pouches or stripper clip bandoliers may be worn) **empty magazines must be retained**;
- c. Each competitor will be assigned one firing lane and will fire on his own targets.
- d. Each target will be marked with a number to identify in which stage it was used;
- e. The match is comprised of five stages;
- f. Rifles are to be kept ready for the next stage and with the safety catch applied when moving forward;
- g. The RO is to control the forward progress of the match. Prior to the start of each stage he will announce a brief description of the stage and whether the competitor is shooting from that distance or running forward to shoot;
- h. Competitors are to change magazines as required; and
- i. Scoring will take place in the butts at the end of the match.

18a. Match 4. Stage 1 – Close Quarter Engagement

a. Specifications:

- i. Distance: 100 meters;
- ii. Position: From standing alert to standing and then kneeling or squatting;
- iii. Number of Shots: Ten;
- iv. Target: Fig 12;
- v. Scoring: V, 5, 4;
- vi. Type of Fire: Snap;
- vii. Rate of Fire: One shot only from each position; and
- viii. Timing: 5 x double exposures of 3 seconds up, 2 seconds down and 3 seconds up at irregular intervals;

b. Procedure:

- i. All firers will start each set of exposures from the standing alert position;
- ii. When the target appears, the firer will fire one shot at the first exposure from the standing position and immediately adopt the kneeling or squatting position and fire one shot at the second exposure; and
- iii. Rifles are to be placed on safe at the end of this stage.

18b. Match 4. Stage 2 – Double Tap Engagement

a. Specifications:

- i. Distance: 75 meters;
- ii. Position: From standing alert to standing;
- iii. Number of Shots: Ten
- iv. Target: Fig 11/59;
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: Double tap;
- vii. Rate of Fire: Two rounds per exposure; and
- viii. Timing: A 1-second flash, an 8-second interval to move from the 100 to the 75 and 5 x 3-second exposures with intervals of 5 to 8 seconds;

b. Procedure:

- i. The firers will adopt the trail prepare-to-move position at the 100-meter firing line;
- ii. On receiving a 1-second flash of a Figure 11/59 target, they will have 15 seconds to move to the 75-meter line and adopt the standing alert position in preparation for 5 x 3-second exposures;
- iii. The firer will return to the standing alert position between exposures;
- iv. Rifles are to be placed on safe at the end of the stage.

18c. Match 4. Stage 3 – Sudden Engagement

a. Specifications:

- i. Distance: 50 meters;
- ii. Position: Standing Alert to Standing;
- iii. Number of Shots: 10;
- iv. Target: Fig 14;
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: Double tap;
- vii. Rate of Fire: Two shots per exposure; and
- viii. Timing: A 1-second flash, an 8-second interval to move from the 75 to the 50 and 5 x 5-second exposures at irregular intervals.

b. Procedure:

- i. The firers adopt the trail prepare-to-move position at the 75-meter firing line;
- ii. On receiving a 1-second flash of a Figure 14 target, they will have 15 seconds to move to the 50-meter line and adopt the standing alert position in preparation for 5 x 5-second exposures;
- iii. The firer will return to the standing alert position between exposures; and
- iv. Rifles are to be placed on safe at the end of the stage.

18d. Match 4. Stage 4 – Moving Targets

a. Specifications:

- i. Distance: 50 meters;
- ii. Position: Standing Alert to Standing;
- iii. Number of Shots: 20;
- iv. Target: Fig 11;
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: Double tap at a moving target;
- vii. Rate of Fire: Two shots per exposure; and
- viii. Timing: 10 x 4-second exposures at irregular intervals, and 5 exposures in each direction in random order.

b. Procedure:

- i. The firers adopt the standing alert position at the 50-meter firing line;
- ii. The target will appear at the competitor's assigned target number and move either left or right to the centre of the next bay. There will be a total of 10 exposures, 5 in each direction in random order;
- iii. The firer will return to the standing alert position between exposures; and
- iv. Rifles are to be placed on safe at the end of the stage.

18e. Match 4. Stage 5 – Immediate Encounter

a. Specifications:

- i. Distance: 25 meters;
- ii. Position: Standing Alert to Standing;
- iii. Number of Shots: Ten;
- iv. Target: Fig 14;
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: Rapid;
- vii. Rate of Fire: As required; and
- viii. Timing: A 1-second flash, an 15 second interval to move from the 50 to the 25 and 3 x 3-second exposures.

b. Procedure:

- i. The firers will adopt the trail prepare-to-move position at the 50-meter firing line;
- ii. On receiving a 1-second flash of a Figure 14 target, they will have 8 seconds to move to the 25-meter line and adopt the standing alert position in preparation for 3 x 3-second exposures;
- iii. The firer will return to the standing alert position between exposures; and
- iv. Rifles will be unloaded at the end of the stage.

8. Notes to the RSO - The RSO must ensure the following:

- a. The firer has the ammo required to do the match - 60 rounds;
- b. Each firer is dressed appropriately;
- c. Each firer has adopted the correct position; and
- d. The correct target is given to the firers.

19. 50/50 draw – TEAM EVENT - “Recce Patrol Surprise”

- \$5.00 per team member to enter - Quickest Time Wins
- Score ties must be broken
- If Score is the same: Fastest Time Wins
- If times are the same (within 2 seconds of one another) the fewest rounds expended will win. If the same number of rounds have been expended then the teams will engage in a tie breaker round.

This match does not count for score.

1. Specification (Match 6):

- Distance 100 to 75 metres
- Position Prone
- No. Shots 10 per shooter (20 per team)
- Target Metal Plates
- Scoring Hit or Miss
- Type of Fire Rapid Fire
- Rate of Fire In your own time (timed)

2. Procedure

- Team members will be drawn from a hat and each team must come up with a team name.
- This is a timed event (time is of the essence)
- Once commanded by the RSO the shooters will adopt the prone “Ready to Move” position at the 100m starting point
- The firearm will be loaded and safety on;
- The signal for the shooters to move to the 75m firing point is represented by the sound of the timer going off (BEEP);
- Once arrived at the 75m firing point the shooters will assume the prone position, make ready and engage ten moving targets (usually balloons but this may change from shoot to shoot).
- The team may re-enter and challenge the shoot as many times as they want at an extra charge of \$5.00 per team.

RELAY ASSIGNMENT

Match	Relay 1	Relay 2	Relay 3	Relay 4
1	100m Deliberate	Scoring Deliberate	Butts Duties	Butts Duties
2	100m Snap	Waiting	Butts Duties	Butts Duties
3	100m Rapid	Waiting	Butts Duties	Butts Duties
	Move to Butts and receive scores	Waiting	Move to firing point	Scoring
1	Butts Duties	100m Deliberate	Scoring Deliberate	Butts Duties
2	Butts Duties	100m Snap	Waiting	Butts Duties
3	Butts Duties	100m Rapid	Waiting	Butts Duties
	Scoring	Move to Butts and receive scores	Waiting	Move to firing point
1	Butts Duties	Butts Duties	100m Deliberate	Scoring Deliberate
2	Butts Duties	Butts Duties	100m Snap	Waiting
3	Butts Duties	Butts Duties	100m Rapid	Waiting
	Move to firing point	Scoring	Move to Butts and receive scores	Waiting
1	Scoring Deliberate	Butts Duties	Butts Duties	100m Deliberate
2	Waiting	Butts Duties	Butts Duties	100m Snap
3	Waiting	Butts Duties	Butts Duties	100m Rapid
	Waiting	Move to firing point	Scoring	Move to Butts and receive scores

FIBUA

Match 4	Relay 1	Relay 2	Relay 3	Relay 4
1	100m Stand/Kneel Snap	Waiting	Butts Duties	Butts Duties
2	75m Dbl Tap	Waiting	Butts Duties	Butts Duties
3	50m Dbl Tap	Waiting	Butts Duties	Butts Duties
4	50m moving tgt Dbl Tap	Waiting	Butts Duties	Butts Duties
5	25m Rapid Snap	Waiting	Butts Duties	Butts Duties
	Move to Butts - receive scores	Move to firing point	Move to behind Firing Point	Scoring
1	Butts Duties	100m Stand/Kneel Snap	Waiting	Butts Duties
2	Butts Duties	75m Dbl Tap	Waiting	Butts Duties
3	Butts Duties	50m Dbl Tap	Waiting	Butts Duties
4	Butts Duties	50m moving tgt Dbl Tap	Waiting	Butts Duties
5	Butts Duties	25m Rapid Snap	Waiting	Butts Duties
	Scoring	Move to Butts - receive scores	Move to firing point	Move to firing point
1	Butts Duties	Butts Duties	100m Stand/Kneel Snap	Waiting
2	Butts Duties	Butts Duties	75m Dbl Tap	Waiting
3	Butts Duties	Butts Duties	50m Dbl Tap	Waiting
4	Butts Duties	Butts Duties	50m moving tgt Dbl Tap	Waiting
5	Butts Duties	Butts Duties	25m Rapid Snap	Waiting
	Move to behind Firing Point	Scoring	Move to behind Firing Point	Move to firing point
1	Waiting	Butts Duties	Butts Duties	100m Stand/Kneel Snap
2	Waiting	Butts Duties	Butts Duties	75m Dbl Tap
3	Waiting	Butts Duties	Butts Duties	50m Dbl Tap
4	Waiting	Butts Duties	Butts Duties	50m moving tgt Dbl Tap
5	Waiting	Butts Duties	Butts Duties	25m Rapid Snap
	End	Move to firing point	Scoring	Move to Butts - receive scores