



# National Service Conditions Championships (NSCC) 2019

# Course of Fire Booklet

Pistol - 30 - 31 August

Sniper/Precision Rifle - 01-02 September

Service Rifle - 03-06 September

## **Purpose**

The purpose of this booklet is to provide a short-form version of the 2019 NSCC Rulebook.

The NSCC Rule Book is the only authority governing the conduct of these matches. Any question concerning the application of the rules is to be referred to the Rulebook.

## **Registration Information**

All registration is conducted through the DCRA office either in person or by e-mail through the DCRA website [www.dkra.com](http://www.dkra.com).

## **Fees**

For information about fees, contact the DCRA.

## **Schedule**

A schedule of these matches is located elsewhere in this booklet.

## Service Rifle

### Division

Open Class - all competitors.

CAF/RCMP Class - a competitor who is a serving member of the Canadian Armed Forces or the RCMP and is using issue equipment.

Trial - new in 2019

### Category

Senior - any competitor who is not a tyro.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.

CAF/RCMP Tyro - AF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open Division and Senior Category.

**Equipment** - Any rifle with any sight and in any caliber that meets range regulations. All firearms must meet the trigger pull specifications of these rules - minimum 2 kg.

CAF and RCMP competitors competing in the CAF/RCMP Class must use CAF/RCMP issue equipment and ammunition.

All competitors must load no more than 5 rds in any magazine. For most of the matches a total of 3 mags are required: one for sighters and 2 for the match.

**Ammunition** - All ammunition must be supplied by the competitor. CAF/RCMP competitors must use issue ammo.

**\*\*Note:** Competitors confirm that their firearm is serviceable, and the ammunition loadouts are safe.

## Course of Fire

### Match 1 - 200 Meter Deliberate (Rule 5.50)

#### Specification

Distance: 200 meters  
Position: Prone  
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)  
Target: 4-foot (1.2-meter) screen with Figure 12/59 Type "C" face  
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  
HPS: 50.10V

#### Procedure

Each shooter is to be given 12 minutes to fire the match. The scorer (from the waiting relay) is to take a position on the firing mound so they can carry out proper scoring duties. Sighting shots are scored and indicated as per record shots and during the same overall time period. A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine; and All rifle types will shoot the same course of fire and timings.

### Match 2 Snap (Rule 5.51)

#### Specification

Distance: 200 meters  
Position: Standing alert to kneeling or squatting  
Number of shots: Ten on score (from 2 x mags 5+5)  
Target: 1 x DCRA Figure 12/59  
Scoring: V, 5 and 4  
Type of fire: Snap shooting  
Rate of fire: May fire more than two shot 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 be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 round magazines

charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing alert position and to LOAD."

The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;

For each exposure, the shooters will adopt the kneeling or squatting position and engage the target;

The targets will be exposed randomly 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, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so they can see his group;

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 run-down;

The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring;

A competitor must use two magazines: 2 x 5-round mags for record shots. At no time will there be more than 5 rounds in a magazine;

All rifle types will shoot the same course of fire and timings.

### Match 3 Rapid (Rule 5.52)

#### Specification

Distance: 200 meters  
Position: Standing Alert to Sitting, Kneeling or Squatting  
Number of Shots: Ten on score (from 2 x mags 5+5)  
Target: 2 x Figure 11/59 spaced 4 feet (1.2 meters) 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 30 second exposure  
HPS: 50.10V

#### Procedure

The firing relay is to be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing alert position and to LOAD."

Once commanded by the RO the shooters will apply their safety catch and adopt the standing alert position;

On the next appearance of the targets, the competitor will have 30 seconds to adopt the sitting, kneeling or squatting position and fire 5 rounds at each target;

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so they can see his group;

Shot indicators are to be removed from the targets, but the targets are NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the run-down;

A competitor must use two magazines: 2 x 5-round magazines for record shots. At no time will there be more than 5 rounds in a magazine; and

All rifle types will shoot the same course of fire and timings.

### Match 4 Run Down (Rule 5.53)

#### Specification

Distance: 200 - 100 meters  
Position: 200 meters: Run up to Sitting, kneeling or squatting  
100 meters: Standing  
Number of Shots: Ten on score (2 shots at 200 meters and 8 shots at 100 meters from 2 x 5-rd mags)  
Target: DCRA Figure 12/59  
Scoring: V, 5 and 4  
Type of Fire: Fire and Movement  
Rate of Fire: **Two shots only** at 200 meters and 8 shots at 100 meters  
Timing: One exposure of 15 seconds, one exposure of (50 seconds for a metric range or 45 seconds for a yard range), and 3 x 5 second  
HPS: 50.10V

#### Procedure

The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 200-meter firing point with the rifle in a loaded and readied state;

The targets will be exposed for 15 second which will be the signal for the shooter to move to the 200-meter firing point, assume the sitting, kneeling or squatting position, and engage the target with **2 shots only**. The target will then disappear for 15 seconds. The shooter is to apply the safety catch, remain in position and prepare to move. On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100-meter firing mound, adopt the standing position and fire **2 shots only**. The target will then disappear and reappear for 3 x 5 second exposures;

During the 3 x 5 second exposures, the shooter must start each exposure in the standing alert position;

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 2, 3 and 4;

The target handle will be marked with the letter "B" and placed in an appropriate area to facilitate scoring;

A shooter will need 2 x 5-round mags; and

All rifle types will shoot the same course of fire and timings.

### Match 5 300 Meter Deliberate (Rule 5.54)

#### Specification

Distance: 300 meters  
Position: Prone  
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)  
Target: 4-foot (1.2-meter) screen with Figure 12/59 Type "B" face  
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  
HPS: 50.10V

#### **Procedure**

Each shooter is to be given 12 minutes to fire the match;  
The scorer, from the waiting relay, is to take a position on the firing mound so they can carry out proper scoring duties;  
Sighting shots are scored and indicated as per record shots and during the same overall time period;  
A shooter must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine; and  
All rifle types will shoot the same course of fire and timings.

#### **Match 6 Snap (Rule 5.55)**

##### **Specification**

Distance: 300 meters  
Position: Standing alert to prone  
Number of shots: Ten on score (from 2 x mags 5+5)  
Target: 1 x DCRA Figure 12/59  
Scoring: V, 5, and 4  
Type of fire: Snap shooting  
Rate of fire: May fire more than two shot 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 be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing position."  
The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;  
For each exposure, the shooter will adopt the prone position and engage the target;  
The targets will be exposed randomly 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, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so they can see his group;  
Shot indicators are to be removed from the target, but the target is NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the run down;  
The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring;

A shooter must use two magazines: 2 x 5-round magazines for record shots. At no time will there be more than 5 rounds in a magazine; and  
All rifle types will shoot the same course of fire and timings.

#### **Match 7 Rapid (Rule 5.56))**

##### **Specification**

Distance: 300 meters  
Position: Standing Alert to Prone  
Number of Shots: Ten on score (from 2 x mags 5+5)  
Target: 2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center  
Scoring: V, 5 and 4  
Type of Fire: Rapid  
Time Limit: 1 x 30 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 be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing position."  
The RO will command the shooter to apply their safety catch and adopt the standing alert position;  
On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 5 rounds at each target;  
Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds so they can see his group;  
Shot indicators are to be removed from the targets, but the targets are NOT to be patched out. Scoring will be done once the shooter arrives in the butts after the Run-Down;  
A shooter must use two magazines: 2 x 5-round magazines for record shots. At no time will there be more than 5 rounds in a magazine; and  
All rifle types will shoot the same course of fire and timings.

#### **Match 8 Run Down (Rule 5.57)**

##### **Specification**

Distance: 300, 200 and 100 meters  
Position: 300 meters: Prone  
200 meters: Sitting, kneeling or squatting  
100 meters: Standing  
Number of Shots: Ten on score (2 shots at 300 and 200 meters and 6 shots at 100 meters from 2 x 5-rd mags)  
Target: DCRA Figure 12/59  
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 100 meters  
Timing: One exposure of 15 seconds, two exposures of (50 seconds for a metric range or 45 seconds for a yard range), and 2 x 5 second  
HPS: 50.10V

#### Procedure

The firing relay will adopt a "standing - prepare to move" position 10 meters behind the 300-meter firing point with the rifle in a loaded and readied state;  
The targets will be exposed for 15 second 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 apply the safety catch, remain in position and prepare to move;  
On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 200-meter firing mound adopt the sitting, kneeling or squatting and fire **2 shots only**. The target will then disappear for 15 seconds. The shooter is to remain in position and prepare to move;  
On the next appearance of the target, the shooter will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100-meter firing mound adopt the standing position and fire **2 shots only**. The target will then disappear and reappear for 2 x 5 second exposures;  
During the 2 x 5 second exposures, the shooter must start each exposure in the standing alert position;  
The targets will be exposed randomly over a 2-meter frontage within the shooter's target bay. The time limit between exposures will be 10-20 seconds;  
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; and  
The shooter must use 2 x 5-rd mags.

#### Match 9 500 Meter Deliberate (Rule 5.58)

##### Specification

Distance: 500 meters  
Position: Prone  
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)  
Target: 4-foot (1.2 Meter) screen with Figure 12/59 Type "A" 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: 15 minutes  
HPS: 50.10V

##### Procedure

Each shooter is to be given 15 minutes to fire the match;

The scorer, from the waiting relay, is to take a position on the firing mound so they can carry out proper scoring duties;  
Sighting shots are scored and indicated as per record shots and during the same overall time period;  
There is no 2-scoring ring on the target;  
A shooter must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine; and  
All rifle types will shoot the same course of fire and timings.

#### Match 10 Snap (Rule 5.63)

##### Specification

Distance: 500 meters  
Position: Standing alert to prone  
Number of shots: Ten on score (from 2 x mags 5+5)  
Target: 1 x 12/59  
Scoring: V, 5, and 4  
Type of fire: Snap shooting  
Rate of fire: May fire more than two shot 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 be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 rounds magazines charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing position."  
The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;  
For each exposure, the shooters will adopt the prone position and engage the target;  
Upon completion of the match, shot indicators are put in each shot hole and are shown to the shooter to see fall of shot;  
A shooter must use two magazines: 2 x 5-round mags for record shots. At no time will there be more than 5 rounds in a magazine; and  
All rifle types will shoot the same course of fire and timings.

#### Match 11 Rapid (Rule 5.64)

##### Specification

Distance: 500 meters  
Position: Standing Alert to Prone  
Number of Shots: Ten on score (from 2 x mags 5+5)  
Target: 4-foot (1.2 meter) screen with DCRA Figure 12/59 type "A" face  
Scoring: V, 5, 4 and 3 (There is no 2 ring)  
Type of Fire: Rapid  
Time Limit: 1 x 30 second exposure  
Rate of Fire: 10 shots at the same target

HPS: 50.10V

### Procedure

The firing relay is to be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Adopt the standing position."

The RO will command the shooter to apply their safety catch and adopt the standing alert position;

On the appearance of the targets, the shooter will have 30 seconds to adopt the prone position and fire 10 rounds;

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds.

A shooter must use two magazines: 2 x 5-rd mags for record shots. At no time will there be more than 5 rounds in a magazine; and

All rifle types will shoot the same course of fire and timings.

### Match 12 Run Down (Rule 5.65)

#### Specifications

Distance: 500 - 100 meters

Position: 500, 400 and 300 meters: Prone

200 meters: Sitting, kneeling or squatting

100 meters: Standing

Number of Shots: Ten on score (2 shots at each distance from 2 x 5-rd mags)

Target: 500 meters: 4-foot (1.2 meter) screen with DCRA Figure 12/59

Type "A" face

400, 300, 200, 100 meters: DCRA Figure 12/59

Scoring: On the 4 ft: V, 5, 4 and 3 (There is no 2-scoring ring);

On the DCRA 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 15 seconds, followed by four exposures of (50 seconds for a metric range or 45 seconds for a yard range) each, with intervals of 15 seconds between exposures

HPS: 50.10V

### Procedure

The shooter will be ordered to adopt the standing alert position, load and make ready 10 meters behind the 500-meter mound;

The appearance of the target for 15 seconds is the signal to move to the 500-meter mound, adopt the prone position and fire **two shots only**. Following this, shooters will place the fire selector lever on safe, remain in position and await the next appearance of a target;

The appearance of a figure 12/59 target is the signal to move to the 400-meter firing point, adopt the prone position and fire **two shots only**. Following this, shooters will

place the fire selector lever on safe, remain in position and await the next appearance of a target;

The appearance of the Figure 12/59 is the signal to move to the 300-meter firing point, adopt the prone position and fire **two shots only**. Following this, shooters will place the selector fire lever on safe, remain in position and await the next appearance of a target;

The next appearance of the Figure 12/59 is the signal to move to the 200-meter firing point, adopt the sitting, kneeling or squatting position and fire **two shots only**. Following this, shooters will place the fire selector lever on safe, remain in position and await the next appearance of a target;

The last appearance of the Figure 12/59 is the signal to move to the 100-meter firing point, adopt the standing position and fire **two shots only**;

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 12; and

Each competitor must use 2 x 5-rd mags.

### Match 17 - Moving Targets Match (Rule 5.66)

#### General Specification

Distance: 300, 200, 100 and 50, meters

Position: As specified for each stage

Number of Shots: Two sighters at a stationary target at 300 meters (from a 2-round mag). 50 for score (**from 5-round magazines - minimum of 6 magazines required**)

Target: 300m / 1 x Figure 11, 200m / 1 x Figure 11, 100m / 1 x DCRA Figure 12 and 50m / 1 x DCRA Figure 14 per lane. Used as specified for each stage

Scoring: All targets score V, 5 and 4

Type of Fire: Snap at moving targets

Rate of Fire: As required for each stage

Timing: As specified for each stage and under the control of the RO

HPS: 250.50V

#### General Procedure

The competition is fired individually as in-Service Rifle with a team of four aggregate coming from the individual scores;

Dress and equipment are as per Service Rifle rules;

Competitors will be squadded as per Service Rifle on the 300-meter firing point as directed by range staff;

Each competitor will be assigned one firing lane and will fire on his own targets. Each target will be marked with a number to identify in which stage it was used;

The match is comprised of four stages;

Each stage will require a "run up" to adopt the specified position and then 5 x 5 second moving target exposures at the 300m firing line;

Competitors will be given a "LOAD & READY" at the beginning of the match. The onus is on the competitor to ensure their rifle is on "SAFE" for each rundown;

A clean target will be used for each shooter at each stage with scoring taking place in the butts at the end of the match.

After the completion of the 100m set of exposures, time will be allocated to the competitor to reload for the next stage at 50m.

### Stage 1 – 300 meters

#### Specification

Distance: 300 meters  
Position: From standing alert to prone with a "run up"  
Number of Shots: 2 sighters at a stationary target. 10 for score (from 2 x 5 rds/mag)  
Target: Fig 11 (marked with the letter "A" on the handle)  
Scoring: V, 5, 4  
Type of Fire: Snap moving target  
Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage; and  
Timing: 1 second flash, delay of 10 seconds followed by 5 x 5-second exposures.

#### Procedure

Once sighters are complete, the shooter will form up 10 meters behind the 300-meter firing line. They will then be given the "LOAD & READY - WATCH AND RUN";

On a one second flash of the target, the shooter will have 10 seconds to move to the firing line, adopt the prone position and prepare for 5 x 5 second exposures;

The target will appear at the shooter's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO; and

At the end of the exposure, the shooter is responsible to ensure they have a 5-round mag "LOADED, READIED & ON SAFE", before launching on the rundown portion of the match.

Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score.

### Stage 2 – 200 meters

#### Specification

Distance: 300m to 200 meters  
Position: From Ready to Move Prone Position to kneeling with a "run down" from 300m  
Number of Shots: 10 (from 2 x 5 rds/mag)  
Target: Fig 11 (marked with the letter "B" on the handle)  
Scoring: V, 5 and 4  
Type of Fire: Snap at moving target  
Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage  
Timing: 1 second flash, delay of 50 seconds followed by 5 x 5-second exposures

#### Procedure

All shooters will start in the "Ready to Move Position" at the 300m firing line with rifles on "SAFE".

On a one second flash of the target, the shooter will have 50 seconds to move to the next firing line, adopt the kneeling position and prepare for 5 x 5 second exposures;

The target will appear at the shooter's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO; and

At the end of this stage, the shooter will be expected to "LOAD, READY & place the rifle on SAFE."

Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score.

### Stage 3 – 100 meters

#### Specification

Distance: 200m to 100 meters  
Position: From Ready to Move Kneeling Position to Standing with a "run down" from 200m  
Number of Shots: 10 (from 2 x 5 rds/mag)  
Target: DCRA Figure 12 (with the letter "C" marked on the handle)  
Scoring: V, 5 and 4  
Type of Fire: Snap at moving targets  
Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage  
Timing: 1 second flash, delay of 50 seconds followed by 5 x 5-second exposures

#### Procedure

All shooters will start in the "Ready to Move Kneeling Position" at the 200m firing line with rifles on "SAFE";

On a one second flash of the target, the shooter will have 50 seconds to move to the firing line, adopt the standing position and prepare for 5 x 5 second exposures;

The target will appear at the shooter's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO; and

At the end of this stage, the shooter will be expected to "LOAD, READY & place the rifle on "SAFE."

Unused ammunition from one distance is not to be brought forward for use at another distance. Only 10 rounds on this target will count for score.

After the completion of the 100m exposures, time will be allocated to the competitor to reload magazines for the final stage at 50m.

### Stage 4 – 50 meters

#### Specification

Distance: 100m to 50 meters

Position: From Ready to Move Standing Position to Standing with a run down from 100m  
Number of Shots: 20 (from 4 x 5 rds/mag)  
Target: DCRA Figure 14  
Scoring: V, 5 and 4  
Type of Fire: Snap at moving targets  
Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 20 for the stage  
Timing: 1 second flash, delay of 20 seconds followed by 5 x 5-second exposures

#### **Procedure**

All shooters will be expected to ensure their rifle is Loaded, Readied & placed on "SAFE" before the 1 sec flash is given;  
On a one second flash of the target, the shooter will have 20 seconds to move to the 50-meter firing line, adopt the standing position and prepare for 5 x 5 second exposures;  
The target will appear at the shooter's lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO; and  
At the end of this stage, the shooter will be given an "UNLOAD and PREPARE for INPSECTION" and await further instruction from the Range Staff. Only 20 rounds on this target will count for score.

#### **Match 19 Stage 2 (Rule 5.67)**

Stage 2 is to be fired upon completion of Stage 1 (Matches 1-16) and in accordance with the events timetable. Stage 2 will consist of the following matches and are fired in the order indicated:

- Match 9
- Match 12
- Match 7
- Match 8

#### **Procedure**

The top 50% will be selected from Stage 1 to compete in Stage 2. Those in positions just below this cut off should be prepared to fill in for any who are missing from the top 50%;

The 50% will be added to accordingly to make up two relays with an even number of competitors in each relay. Relay one will consist of the top half and rely two the second half. Relay one will go to the butts first and relay two will shoot first. Prior to the commencement of the match, the RO will arrange everyone into two ranks in accordance with their placement in Stage 1 so all spots are filled and everyone knows which relay they are on;

At this time, relay one will be dispatched to the butts. Once there, they will be scrambles and assigned a target to mark;  
At the firing point, the RO will scramble the shooters and arrange them into side-by-side pairs, so they can score for each other. The RO will insure no one from the same team or unit is scoring for each other at the firing point;  
On the firing point for Match 9 (deliberate), that member of the pair who's assigned target is on the right, will shoot first with the left-hand member of the pair scoring for him. When the right-hand member has completed firing, and without further delay, except to inform the FPO they are switching targets, the shooter will place his rifle down on his firing point and move to the left target and score for that shooter. This same pair will exchange scorecards and score for each other during the non-deliberate matches. Non-deliberate scores will be radioed back through the FPO;  
Prior to the commencement of Match 12 the firing relay will pack the equipment they will want to have at the 300-meter firing point into their equipment bag and place the bag onto a designated vehicle - having with them only equipment required to shoot Match 12. Upon completion of Match 12, the shooting relay will return to the 300-meter firing mound, retrieve their equipment bag from the designated vehicle, carry out scoring duties for Match 12 and make ready for Match 7;  
Upon completion of Match 8, the firing relay will move back to the 300-meter firing point to receive scores. Once scoring is complete, they will change around with the butts, as required; and  
Once the relays have changed around, the same scrambling in the butts and on the firing point will take place as per paras "c" and "d" above.

#### **Chairing of the Winners**

Upon completion of the match and when all score cards are received, there will be a short delay while the unofficial results are established.  
During this delay, all competitors are expected to assist with the range clean up - relay two in the butts and relay one at the firing mounds.  
The announcing and the chairing of the winners from the range will then take place. Guidance and leadership throughout will be provided by representatives of the DCRA.

---



### Service Rifle Match Summary

Match	Shots	Range	Position	Type of Fire	Time	Target
1 200 Del	2+10	200	Prone	Del	12 min	4 ft/Fig 12 Type "C"
2 200 Snp	10	200	Standing Alert to Kneeling or Squatting	Snap	5 x 10 sec	Fig 12 Hand Held
3 200 Rap	10	200	Standing Alert to Sit Kneel or Squat	Rapid	1x30 sec	2xFig 11
4 200-100 Run Dn	10	200 100	Sit Kneel or Squat Standing	2 shots per exp	1x15 1x50 3x5	Fig 12 Hand Held
5 300 Del	2+10	300	Prone	Del	12 min	4 ft/Fig 12 Type "B"
6 300 Snp	10	300	Standing Alert to Prone	Snap	5 x 10 sec	Fig 12/59
7 300 Rap	10	300	Standing Alert to Prone	Rapid	1x30 sec	2xFig 11
8 300-100 Run Dn	10	300 200 100	Prone Sit Kneel or Squat Standing	Fire & Mvmt	1x15 2x50 2x5	Fig 12/59
9 500 Del	2+10	500	Prone	Del	15 min	4 ft/Fig 12 Type "A"
10 500 Snp	10	500	Standing Alert to Prone	Snap	5 x 10 sec	4 ft/Fig 12 Type "A"
11 500 Rap	10	500	Standing Alert to Prone	Rapid	1x30 sec	4 ft/Fig 12 Type "A"
12 500-100 Run Dn	10	500 400 300 200 100	Prone Prone Prone Sit Kneel or Squat Standing	2 shots per exp	1x15 4x50	4 ft/Fig 12 Type "A" Fig 12 Hand Held
17 300-50	10 10 10 20	300 200 100 50	Prone Kneeling Standing Standing	Movers	5x5 5x5 5x5 5x5	Fig 11 Fig 11 Fig 12 Fig 14

### The Precision Rifle Matches

#### Division

Open Class - all competitors.

CAF/RCMP Class - a competitor who is a serving member of the Canadian Armed

Forces or the RCMP and is using issue equipment.

Trial - new in 2019

#### Category

Senior - any competitor who is not a tyro.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.

CAF/RCMP Tyro -AF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open Division and Senior Category.

**Equipment** - Any rifle with any sight and in any caliber that meets range regulations. The trigger pull specifications must meet these rules - minimum 1 kg.

**Ammunition** - All ammunition must be supplied by the competitor. CAF/RCMP competitors must use issue ammo.

**\*\*Note:** Competitors confirm that their firearm is serviceable, and the ammunition loadouts are safe.

## Course of Fire

### Match 60 200 Meter Save the Hostage (Rule 6.50)

#### Specification

Distance:	200 meters
Position:	Prone
Number of Shots:	No sighting and ten on score
Target:	DCRA Save the Hostage (hand held / 1 x Figure 14 superimposed in front of 2 x Figure 14 partially exposed)
Scoring:	V, 5, and 4 (only 5 shots on each target will count)
Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots; however, each target must be hit at least once per exposure
Time Limit:	5 exposures of 8 seconds
HPS:	50.10V

#### Procedures

There are no sighting shots;  
Targets will appear left, right or center in random order and within the area of one target bay;  
When an exposure appears, the shooter is to fire one shot at each Figure 14 target on the left and right side of the hostage;  
The butt staff will be instructed to monitor the sequence of shots to ensure each Figure 14 has been shot at during each exposure;  
If a target has excessive hits (more than 5) and it is deemed to have been the shooter's fault (i.e. 6 hits on one target and 4 on the other), it will be corrected by removing shots of the highest value until the correct number of shots remain. If the excessive hits are deemed to be other than the shooter's fault (i.e. cross fire from another shooter - 6 or more hits on each target), it will be corrected by removing first a shot of the lowest value and then one of the highest. This "low-high" procedure will continue until the correct number of shots remain;  
On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the shooter for the duration of the scoring procedure.  
Normal challenging procedures will be in effect; and  
Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### Match 61 300 meter Agony Snap (Rule 6.51)

#### Specification

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting (to be entered on the match 68 score card) and ten on score
Target:	2 x DCRA Figure 14
Scoring:	V, 5, 4

Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots
Time Limit:	10 x 3 second exposures randomly over 8 minutes
HPS:	50.10V

#### Procedures

Two minutes are allowed to complete sighting shots. The value of each sighter is to be communicated to the firing line and recorded on the match 68 score card;  
Each shooter is to be given 10 minutes to fire the match;  
Targets will appear left, right or center in random order and within the area of one target bay. Shooters may fire more than one shot per exposure, to a total of 10 shots;  
Targets will appear at any time throughout the ten-minute time limit with the last exposure during the last 30 seconds. There is a minimum of 10 seconds between exposures;  
Each target bay will have 2 targets. After 5 exposures the targets will be switched so no more than 5 shots are fired at any one target;  
On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the shooter for the duration of the scoring procedure.  
Normal challenging procedures will be in effect; and  
Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### Match 62 400 meter Moving Targets (Rule 6.52)

#### Specification

Distance:	400 meters
Position:	Prone
Number of Shots:	2 sighters (to be entered on the match 68 score card) and ten on score
Target:	Figure 11
Scoring:	V, 5, 4 and 3
Type of Fire:	Snap shooting, moving target
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots
Time Limit:	10 x 6 second exposures
HPS:	50.10V

#### Procedures

There will be 2 sighters fired on a stationary figure 11. The value of each sighter is to be communicated to the firing line and recorded on the match 68 score card;  
Targets will then appear from a center position on the assigned target number and move either left or right to the center position of the next target bay. All targets will move in the same direction at the same time;  
Since targets will always appear from the same position for each exposure they will be moving when they appear;

The time limit for the targets to travel from the center of one bay to the center of the next is 6 second. There is a minimum of 10 seconds between exposures;  
Target exposures will be in random order for a total of 5 exposures in each direction. Targets will not fall when hit but continue for the entire exposure sequence. The shooter may fire more than one shot per exposure, to a total of 10 shots;  
On the completion of each match indicators will be placed in scoring shot holes and the targets will be shown to the shooter for the duration of the scoring procedure. Normal challenging procedures will be in effect. Target irregularities are restricted IAW Rule 6.08.12.c); and  
Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### **Match 63 500 meter Targets of Opportunity (Rule 6.53)**

#### **Specification**

Distance: 500 meters  
Position: Prone  
Number of Shots: One field expedient sighter and ten on score (from 3 x mags 1+5+5)  
Target: 1 x DCRA Figure 12 300M B-Face  
1 x Fig 11/59  
Scoring: V, 5 and 4 (only 5 hits on each target will count)  
Type of Fire: Snap shooting  
Rate of Fire: Any number of shots maybe fired per exposure to a maximum of 10 shots  
Time Limit: Fig DCRA Figure 12 300M B-Face - 5 x 3 second exposures  
Fig 11/59 - 5 x 3 second exposures  
HPS: 50.10V

#### **Procedures**

One field expedient sighter is fired into the backstop of the appropriate firing point. No target is to be provided other than what is naturally lying about the backstop. Two minutes is allowed to fire this sighter;  
Targets will appear left, right or center in random order and within the area of one target bay. Shooters may fire more than one shot per exposure to a total of 10 shots. No more than 5 shots will count on each target;  
There is a minimum of 10 seconds between exposures;  
Each target bay will have 1 each of the required targets. Each target is exposed a total of 5 times in random order for a total of 10 exposures;  
On the completion of each match indicators will be placed in scoring shot holes and both targets will be shown to the shooter for the duration of the scoring procedure. Normal challenging procedures will be in effect; and  
Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### **Match 64 600 meter One Shot One Kill (Rule 6.54)**

#### **Specification**

Distance: 600 meters

Position: Prone  
Number of Shots: 2 sighters (to be entered on the match 68 score card) and 10 on score  
Target: Hand held figure 11/59 (secured in target lifter);  
Scoring: V, 5, 4 and 3  
Type of Fire: Deliberate  
Rate of Fire: Each shot must be indicated and scored before the next shot is fired  
Time Limit: 25 minutes continuing time for the 2-man team  
HPS: 50.10V

#### **Procedures**

Each team has a total of 25 minutes for both members to complete the match;  
A scorer is to be provided from the waiting relay;  
Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card;  
Target marking and challenging procedures are as indicated at Rule 6.07; and  
Placing the value indicator at the 3 o'clock position of the target edge indicates a V. Placing the value indicator on the top right corner of the target indicates a 5. Placing the value indicator on the top left corner of the target indicates a 4 (ref para 6.07.9.a). Placing the value indicator at the 9 o'clock position of the target edge indicates a 3. Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b).

### **Match 65 700 meter Selective Fire (Rule 6.55)**

#### **Specification**

Distance: 700 meters  
Position: Prone  
Number of Shots: 2 sighters (to be entered on the match 68 score card) and 10 on score.  
Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen  
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: 25 minutes continuing time for the 2-man team  
HPS: 50.10V

#### **Procedures**

For each running of this competition, the RO will decide and announce (at the start of the day) which of the two figure 11s will be considered a "hit target" and which will be a "no hit target". Once designated, the status of these targets will remain the same for all competitors throughout the conduct of each relay;  
Each team has a total of 25 minutes for both members to complete the match;  
A scorer will be provided from the waiting relay;

Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the Match 68 score card; Target marking and challenging procedures are as indicated at Rule 6.07; Placing the value indicator at the 3 o'clock position on the screen indicates a V. Placing the value indicator on the upper right corner of the screen indicates a 5. Placing the value indicator on the 12 o'clock of the screen indicates a 4 and placing the value indicator in the upper left corner indicates a 3 (ref para 6.07.9.b). Placing the value indicator in the 9 o'clock indicates a 2. Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b); and Vs, 5s, 4s and 3s can be scored on the designated "hit" target only. Any shots touching the non-scoring line or strike inside of the designated "no hit" target will be indicated but will score as per a miss (no value indicator showing). Hits anywhere outside the non-scoring line of the designated "hit" target, but on the 4-foot screen will be scored as a 2.

### **Match 66 800 meters Harassing Fire (Rule 6.56)**

#### **Specification**

Distance: 800 meters  
 Position: Prone  
 Number of Shots: 2 sighters (to be entered on the match 68 score card) and 10 on score  
 Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen;  
 Scoring: V, 5, 4 and 3  
 Type of Fire: Deliberate  
 Rate of Fire: Each shot must be indicated and scored before the next shot is fired  
 Time Limit: 25 minutes continuing time for the 2-man team  
 HPS: 50.10V

#### **Procedures**

Each team has a total of 25 minutes for both members to complete the match; A scorer is to be provided from the waiting relay; Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card; Target marking and challenging procedures are as indicated at Rule 6.07; and Vs, 5s, 4s and 3s can be scored on either of the Figure 11 targets and are indicated with a shot indicator in the shot hole and a value indicator placed appropriately to show the value of the shot. Shot values will be indicated as shown in para 6.07.9.b. Removing all indicators and showing a clear target indicate a miss (ref para 6.07.11.c).

### **Match 67 900 meter Deliberate Fire (Rule 6.57)**

#### **Specification**

Distance: 900 meters

Position: Prone  
 Number of Shots: Two sighters (to be entered on the Match 68 score card) and ten on score;  
 Target: 1 x DCRA Figure 12/59-300m B-Face centered on a 4-foot (1.2-meter) screen  
 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: 25 minutes continuing time for the 2-man team; and  
 HPS: 50.10V

#### **Procedures**

Each team has a total of 25 minutes for both members to complete the match; A scorer is to be provided from the waiting relay; Sighting shots are scored and indicated as per record shots and during the same overall time period. Their value is to be recorded on the match 68 score card; Target marking and challenging procedures are as indicated at Rule 6.07; and Vs, 5s, 4s, 3s and 2s shot values will be indicated as shown in para 5.07.10.a. Removing all indicators and showing a clear target indicate a miss (ref para 6.07.11.c).

### **Match 68 The Sniper's Match (Rule 6.58)**

#### **Specification**

Distance: 300, 400, 600, 700, 800 and 900 meters  
 Position: IAW match conditions  
 Number of Shots: Twelve on score  
 Target: IAW match conditions  
 Scoring: V, 5, 4, 3 and 2  
 Type of Fire: IAW match conditions  
 Rate of Fire: IAW match conditions  
 Time Limit: IAW match conditions  
 HPS: 60.12V

#### **Procedures**

Match 68 score card must be kept throughout the competition and for each match where sighters are allowed, the value of those sighters is to be entered in the appropriate place on the score card; There will be 2 sighters each at 300, 400, 600, 700, 800 and 900 meters; All sighters are to be fired IAW match conditions; The value of the sighters will be communicated from the butts, before that match is to begin; and If a tie in this match exists at the completion of Match 67, it will be shot off IAW 2 sighters and sudden death in the following manner:

All competitors involved in the shoot-off will be assembled at the 900-meter firing point as soon as possible after Match 67. The target will be the four foot with 1 x DCRA Figure 12/59 300m B-Face target as per Match 67; Each competitor will be assigned a firing point and target; Once all are ready and under control of the RO, the competitors will have 2 minutes to fire 2 sighters; Three minutes after the last sighter has been shot the RO will call for all competitors to fire one shot at their target. The targets will be scored and those with the higher valued shots will prepare to fire again on the RO's command. Those with lesser valued shots will be cleared and retire from the firing line; and Those still left in the shoot off will continue as above, shot for shot, sudden death, until a winner is declared.

If there is not time for a shoot off, then the tie will be settled by means of a count back. The value of each pair of shots at each distance will be considered. For example, the competitor with the highest valued sighters at 800-meter would win the tie. If there is still a tie, then the competitor with the highest valued sighters at 700-meter will win and so on until the tie is settled.

### **Precision Rifle Match Summary**

Match	Shots	Range	Position	Type of Fire	Timing	Target
60 Save Host.	0+10	200	Prone	Snap	5 x 8 sec	Save Host.
61 Agony Snap	2+10	300	Prone	Snap	10x3 sec	2xFig 14
62 Moving Tgt	2+10	400	Prone	Snap, moving tgt	10x6 sec	Fig11
63 Tgt of Opportunity	1x field expedient +10	500	Prone	Snap	10x 3 sec	Fig 12B Fig 11/59
64 One Shot One Kill	2+10	600	Prone	Deliberate	25 mins for the pair	Fig 11/59
65 Selective Fire	2+10	700	Prone	Deliberate	25 mins for the pair	2xFig 11/59
66 Harassing Fire	2+10	800	Prone	Deliberate	25 mins for the pair	2xFig 11/59
67 Deliberate Fire	2+10	900	Prone	Deliberate	25 mins for the pair	Fig 12/59 B
68 Sniper's Match	0+12	300 400 600 700 800 900	IAW Match Conditions	IAW Match Conditions	IAW Match Condns	IAW Match Condns

### **Service/Tactical Pistol Matches**

#### **Division**

Open Class - all competitors.

CAF Regular, Reserve and RCMP competitors who wish to compete in the CAF/RCMP class must use CAF/RCMP issue pistol, equipment and ammunition. They must be serving active members.

#### **Category**

Senior - any competitor who is not a tyro.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro.

CAF/RCMP Tyro -AF/RCMP Class and who is a Tyro as defined above.

Foreign - All foreign competitors must compete in the Open Division and Senior Category.

**Equipment** - Any pistol in any caliber which meets range regulations and would logically and practically be used on operations. The trigger pull specifications must meet rule 7.04.6.

Any compact reflex sight. This sight must be mounted to the slide. The pistol and this sight must fit into a tactical holster with at least one level of retention.

CAF/RCMP personnel, competing in this class must use CAF/RCMP issue equipment and ammunition.

**Ammunition** - All ammunition used in a competition must be supplied by the competitor. It is the competitor's responsibility to ensure it is safe for use in his firearm and it meets with specific range regulations.

CAF/RCMP personnel, competing in this class must use CAF/RCMP issue ammunition.

All competitors must use full power ammunition as would be suitable for general operations. The spirit of this rule is more specifically applied with the use of the IPSC power factor. This power factor is reached by multiplying the velocity in feet per second by the bullet weight in grains and then dividing by 1000. For 9mm ammunition the power factor must be 130 or greater. For 40 and 45 caliber the power factor must be 170 or greater.

#### **Course of Fire**

## Series "A" & "B"

Series "A" and Series "B" matches are the same except for the exposure timings or the distance. Series "B" timings/distances are indicated within the Series "A" course of fire below.

### Match 20 – Strong Hand (only) and Support Hand (only) (Rule 7.50/7.60)

#### Specification

Distance: 10 meters  
Position: Standing  
Number of Shots: 20  
Target: 1 x MilCun Body Target  
1 x Center Mass Target  
Type of Fire: Double Tap  
Rate of Fire: More than 2 shots per exposure may be fired to a maximum of 20 shots – only 10 shots on each target will count for score  
Time Limit: 10 x 5-second exposures  
(Series "B" Match 30 - 10 x 4-second exposures)  
Scoring: V, 5, 4, 3 and 2  
HPS: 100-20V

#### Procedure

The aim of this match is to have the competitor engage targets using his strong hand only and then using his support hand only:  
The competitor will be given the command "LOAD and READY";  
On the command "WATCH & SHOOT" they will adopt the "Start" position with the pistol in his strong hand only (not supported by the other hand) and return to this position for each exposure. They may engage either target with his strong hand;  
On a short whistle blast, they will engage either target with 2 rounds;  
The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed;  
Shots may be fired during either whistle blast;  
After five exposures the shooter will switch to the other target and switch the pistol to his support hand only (not supported by the other hand), adopting the "Start" position and return to this position for each exposure; and  
The shooter will change magazines as required using both hands.

### Match 21 – Keep Shooting (Rule 7.51/7.61)

#### Specification

Distance: 10 meters  
Position: Standing  
Number of Shots: 12 (2 x 6 round magazines)  
Target: 1 x MilCun Body Target  
1 x Center Mass Target  
Type of Fire: Rapid  
Rate of Fire: Shots may be fired at any rate during the time limit  
Time Limit: 1 x 15-second exposure

(Series "B" Match 31 - 1 x 12-second exposure)

Scoring: V, 5, 4, 3 and 2  
HPS: 60-12V

#### Procedure

The aim of this match is to keep shooting fast, often and well:  
The competitor will be given the command "LOAD and READY";  
On the command "WATCH & SHOOT" they will adopt the "Start" position;  
On a short whistle blast, they will engage either target with 6 rounds (run the gun dry), do an emergency magazine change and engage the other target with 6 rounds;  
The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;  
Shots may be fired during either whistle blasts;  
Only 6 shots on each target will count for score; and  
2 x 6 round magazines must be used.

### Match 22 – 10-Meter Attack (Rule 7.52/7.62)

#### Specification

Distance: 10 meters  
(Series "B" Match 32 - 15 meters)  
Position: Standing  
Number of Shots: 20  
Target: 1 x MilCun Body Target  
1 x Center Mass Target  
Type of Fire: Double Tap  
Rate of Fire: 2 shots only per exposure  
Time Limit: 10 x 2-second exposures  
Scoring: V, 5, 4, 3 and 2  
HPS: 100-20V

#### Procedure

The aim of this match is to effectively engage a target that is within knife attacking range:  
The shooter will be given the command to "LOAD and READY";  
On the command "WATCH & SHOOT" they will adopt the "Start" position and return to this position for each exposure;  
On a continuous 2 second whistle blast, they will engage either target with 2 rounds;  
Shots are fired only during the whistle blast;  
After five exposures the competitor will switch to the other target on his own and engage it for the next 5 exposures so there are 10 shots on each target;  
Only 10 shots on each target will count for score; and  
The shooter will change magazines as required.

### Match 23 – Transition Strong Hand to Support Hand (Rule 7.53/7.63)

#### Specification

Distance: 10 meters  
 Position: Standing  
 Number of Shots: 20  
 Target: 1 x MilCun Body Target  
 1 x Center Mass Target  
 Type of Fire: Double Tap  
 Rate of Fire: Four shots only per exposure  
 Time Limit: 5 x 6-second exposures  
 (Series "B" Match 33 - 5 x 5-second exposures)  
 Scoring: V, 5, 4, 3 and 2  
 HPS: 100-20V

**Procedure**

The aim of this match is to have the shooter engage targets effectively using either hand as they might do when shooting from around cover.  
 The competitor will be given the command to "LOAD and READY";  
 On the command "WATCH & SHOOT" they will adopt the "Start" position with the pistol in his strong hand (two-hand hold) and return to this position for each exposure;  
 On a short whistle blast, they will engage one target with 2 rounds, transition to his support hand (two-hand hold) and engage the second target with 2 rounds;  
 Between exposures they will transition back to his strong hand and adopt the "start" position in preparation for the next exposure;  
 The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed;  
 Shots may be fired during either whistle blast;  
 Only 10 shots on each target will count for score; and  
 The shooter will change magazines as required using both hands.

**Match 24 - Two on One (Rule 7.54/7.64)**

**Specification**

Distance: 15 meters  
 Position: Standing  
 Number of Shots: 20  
 Target: 1 x MilCun Body Target  
 1 x Center Mass Target  
 Type of Fire: Double Tap Snap  
 Rate of Fire: Four shots only per exposure  
 Time Limit: 5 x 6-second exposures  
 (Series "B" Match 34 - 5 x 5-second exposures)  
 Scoring: V, 5, 4, 3 and 2  
 HPS: 100-20V

**Procedure**

The aim of this match is to effectively carry out the correct drill when engaging two assailants:

The shooter will be given the command to "LOAD and READY";  
 On the command "WATCH & SHOOT" they will adopt the "Start" position;  
 On a short whistle blast, they will engage one target with 1 shot only, the other target with two shots only and then the first target with one more shot;  
 This procedure will continue for a total of 5 exposures;  
 The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;  
 Shots may be fired during either whistle blast;  
 Only 10 shots on each target will count for score; and  
 The competitor is to change magazines as required.

**Match 25 - Save the Hostage (Rule 7.55/7.65)**

**Specification**

Distance: 10 meters  
 Position: Standing  
 Number of Shots: 10 (2 x 5 round magazines)  
 Target: DCRA Save the Hostage Target (3x Fig 14)  
 Type of Fire: Deliberate  
 Rate of Fire: Shots may be fired at any rate during the exposure  
 Time Limit: 1 x 2-minute exposure  
 (Series "B" Match 35 - 1 x 1-minute exposure)  
 Scoring: Only on the Fig 14 - scoring V, 5 and 4. A hit anywhere on the Hostage Target Body Target (outlined by the GREY boarder edge) will be considered a miss scoring zero  
 HPS: 50-10V

**Procedure**

Procedure. The aim of this match is to effectively engage a target which is partially hidden by a hostage:  
 The shooter will be given the command to "LOAD and READY";  
 On the command "WATCH & SHOOT" they will adopt the "Start" position;  
 On a short whistle blast, they will engage one of the half targets with 5 rounds, change magazines and engage the other half target with 5 rounds;  
 The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;  
 Shots may be fired during either whistle blasts;  
 Only 5 shots on each target half will count for score; and  
 2 x 5 round magazines must be used.



**Match 26 - Body Armour Drills (Rule 7.56/7.66)**

**Specification**

Distance: 10 meters  
 Position: Standing

Number of Shots: 15  
 Target: 1 x MilCun Body Targets  
 1 x Fig 14  
 Type of Fire: Triple Tap Snap  
 Rate of Fire: **Three shots only per exposure**  
 Time Limit: 5 x 6-second exposures  
 (Series "B" Match 36 - 5 x 5-second exposures)  
 Scoring: Fig 14 - V, 5, 4  
 Body Target - V, 5, 4, 3 and 2  
 HPS: 75-15V.

**Procedure**

The aim of this match is to effectively carry out the correct drill when engaging a target equipped with body armor:  
 The targets will be set up such that the Fig 14 is positioned to the right of the Body Target;  
 The shooter will be given the command to "LOAD and READY";  
 On the command "WATCH & SHOOT" they will adopt the "Start" position;  
 On a short whistle blast, they will engage the Body Target with 2 shots and the Fig 14 with one shot;  
 This procedure will continue for a total of 5 exposures;  
 Only 10 shots in the Body Target and 5 shots on the Fig 14 will count. Excess hits in either scoring area are dealt with by removing (patching out) a hit of the highest value for each excess hit until there are the correct number of hits. The target is then scored in a normal manner;  
 The exposure will end with a 1 second whistle blast, starting 1 second before the exposure time has elapsed;  
 Shots may be fired during either whistle blast; and  
 The shooter is to change magazines as required.

**Match 27 - Long Range (Rule 7.57/7.67)**

**Specification**

Distance: 35 meters  
 Position: Prone, Sitting, Kneeling and Standing  
 Number of Shots: 20 (from 4x5 rd mags)  
 Target: 1 x MilCun Body Target  
 1 x Center Mass Target  
 Type of Fire: Deliberate Fire  
 Rate of Fire: Shots may be fired at any rate during the time limit  
 Time Limit: 1 x 5-minute exposure  
 (Series "B" Match 37 - 1 x 3-minute exposure)  
 Scoring: V, 5, 4, 3 and 2  
 HPS: 100-20V

**Procedure**

The aim of this match is to effectively engage targets from an extended distance using various positions.  
 The shooter will cover off their targets at the 35-meter firing line;  
 The shooter will be given the command, "LOAD... READY..." and will adopt the "Start" position;  
 On a short whistle blast, they will adopt the prone position and fire 5 shots at either target;  
 Without further instruction, the shooter will then adopt the sitting position, change magazine and fire 5 shots at either target;  
 Without further instruction, the shooter will then adopt the kneeling position, change magazine and fire 5 shots at either target;  
 Without further instruction, the shooter will then adopt the standing position, change magazine and fire 5 shots at either target;  
 Once all firing is complete or the 5-minute time limit has expired, the RSO will end the match;  
 When required the match will end with a one second whistle blast, starting one second before the exposure time has elapsed;  
 Shots may be fired during either whistle blast;  
 Only 10 shots on each target will count for score; and  
 At any time, the shooter comes out of the aim below the High Alert position, they must remove his finger from the trigger and locate it along the trigger guard.

**Match 28 - FBI Qualification (Rule 7.58/7.68)**

**Specification**

Distance: 25 and 15 meters  
 Position: Standing  
 Number of Shots: Total 30 rds  
 Stage 1 - 10 shots / left target  
 Stage 2 - 10 shots in 2 x 5 shot strings / right target  
 Stage 3 - 10 shots in 2 x 5 shot strings (first string at left target / second string at right target)  
 Target: 1 x MilCun Body Target  
 1 x Center Mass Target  
 Type of Fire: As required  
 Rate of Fire: As required  
 Time Limit: Stage 1 - 3 minutes  
 Stage 2 - 15 seconds per 5 shot string  
 Stage 3 - 10 seconds per 5 shot string  
 (Series "B" Match 38 Stage 1 - 2 minutes)  
 (Series "B" Match 38 Stage 2 - 10 seconds per 5 shot string)  
 (Series "B" Match 38 Stage 3 - 6 seconds per 5 shot string)  
 Scoring: V, 5, 4, 3 and 2  
 HPS: 150 -30V

**Procedure**



The aim of this match is to have the shooter experience and successfully deal with the stress felt in making each shot count.

Stage 1 at 25 meters - 3 minutes to fire 10 rounds. Shot at the left target;

Stage 2 at 15 meters - 2 strings of 15 seconds to fire 5 rounds. Shot at the right target; and

Stage 3 at 15 meters - 2 strings of 10 seconds to fire 5 rounds. The first string to be fired at the left target and the second string to be fired at the right target. Go forward, score and patch the targets.

#### **Match 40 - Last One Standing (Rule 7.70)**

##### **Specification**

Distance: 5 and 10 meters

Position: Standing

Number of Shots: As required

Target: FN C1 25-yard zeroing target (or a target with an appropriate-sized aiming mark - about 65 mm square)

Type of Fire: As required

Time Limit: At 5 meters - Stage 1 in 2 minutes, Stage 2 in 1 minute and Stage 3 in 30 seconds.

At 10 meters - 10 seconds per shot for the first 3 shots and 5 seconds per shot for the next 3 shots and 3 seconds per shot until the match is decided

Scoring: Only shots in the aiming mark will count

HPS: Match winner

##### **Procedure**

The aim of this match is to have the shooter experience and successfully deal with the stress felt in making each shot count;

In Stage 1 at 5 meters - each shooter will have 2 minutes to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 2;

All shooters are to complete Stage 1 before any shooters are called to fire Stage 2;

In Stage 2 at 5 meters - each shooter will have 1 minute to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 3;

All shooters are to complete Stage 2 before any shooters are called to fire Stage 3;

In Stage 3 at 5 meters - each shooter will have 30 seconds to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 4 at 10 meters;

All shooters are to complete Stage 3 before any shooters are called to fire stage 4 at 10 meters. If there are more qualifying shooters than there are targets, Stage 3 is repeated until the appropriate numbers are remaining;

At 10 meters the shooting will be "sudden death". Each of the remaining shooters will fire one shot. Those who do not hit the aiming mark will retire. Those who do will, under the command of the Range Officer, again fire one shot and continue in this manner until there is a winner decided; and

If at any time all shooters do not hit the aiming mark, then everyone will remain for another shot.

#### **Match 54 - Team Falling Blocks Shoot (Rule 7.72)**

##### **Specification**

Distance: 45 meters to 10 meters

Position: Standing

Number of Shots: 10 per team member in 2 x 5-round mags

Target: 10 x blocks per team of 2

Type of Fire: Rapid fire with rundown

Time Limit: N/A

HPS: N/A

##### **Conditions**

Targets are affixed on appropriate holders and each lane will have the blocks laid out in a similar pattern;

Pistols are loaded (magazine on with empty chamber) on the 45-meter line. During the run the pistol is carried in hand and is made ready (action cycled) once the competitor arrives at the firing line;

The wooden block is considered hit when it falls off its target stand;

A winning team is that which:

Hits all the targets in the shortest time; or

Hits the greatest number of blocks; or

If tied, the teams will re-shoot; and

The match is conducted in elimination heats.

##### **Procedure**

Team members will be at the 45-meter starting line in a standing position and will await the signal to commence the run;

A whistle blast will be used to signal the start of the match; and

Team members will run to the 10-meter point, make ready and commence firing without further instructions.

---

### Pistol Match Summary

Match	Shots	Distance	Position	Type of Fire	Target
20 Strong Hand Support Hand	20	10	Standing	Series "A" 10x5 sec Series "B" 10x4 sec	1 x Body 1 x CM
21 Keep Shooting	12	10	Standing	Series "A" 1x15 sec Series "B" 1x12 sec	1x Body 1xCM
22 10-meter Attack	20	Series "A" 10 Series "B" 15	Standing	10 x 2 seconds	1 x Body 1 x CM
23 Trans Str hand to Sup hand	20	10	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	1 x Body 1 x CM
24 Two on One	20	15	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	1 x Body 1 x CM
25 Save the Hostage	10	10	Standing	Series "A" 1x2 min Series "B" 1x1 min	3 x Fig 14 StH
26 Body Armour	15	10	Standing	Series "A" 5x6 sec Series "B" 5x5 sec	1xBody 1xFig 14
27 Long Range	20	35	Prone Sitting Kneeling Standing	Series "A" 1x5 min Series "B" 1x3 min	1 x Body 1 x CM
28 FBI Qualification	30	25 and 15	Standing	Series "A" Stage 1 - 3 minutes Stage 2 - 15 secs per 5 shot string Stage 3 - 10 secs per 5 shot string Series "B" Stage 1 - 2 minutes Stage 2 - 10 secs per 5 shot string Stage 3 - 6 secs per 5 shot string	1 x Body 1 x CM

40 Last One Standing	Stage 1,2,3 10 shots each	5 and 10	Standing	Stage 1 10 shots 2min Stage 2 10 shots 1min Stage 3 10 shots 30secs Stage 4 as required	FN 25meter zeroing tgt or equivalent
54 Falling Blocks	10 per team mbr	Run Down to 10	Standing	Conducted in heats	6 inch circular targets

## Targets and Scoring

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



Figure 11/59

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



Fig DCRA 12/59

Scoring Areas	Scoring Ring Diameters	Scoring
V-ring	52 mm	5
5-ring	104 mm	5
4-ring	Remainder of scoring surface	4



MilCun Body Target		
Scoring Zones	Scoring Areas	Scoring
V	89 mm orange dot on black dot	5
A	145 mm black dot on body	5
B	Lethal Zone	4
C	Less Lethal Zone	3
D	Lawsuit Zone	2



MilCun Body Target

Center Mass Target		
Scoring Zones	Scoring Areas	Scoring
V	89 mm orange dot	5
A	152 x 203 mm	5
B	305 x 406 mm	4
C	Remainder of scoring surface	3



Center Mass Target

Save the Hostage Target		
Scoring Areas	Scoring Areas	Scoring
Left/Right Fig 14	V-ring - 52 mm diameter circle, split in half	5
Left/Right Fig 14	Inside scoring circle - 104 mm diameter, split in half	5
Fig 14	Rest of target, 197 mm x 278 mm, split in half	4
Center 'Hostage' Target	Any part of target, including the area outside the non-scoring line	0



DCRA Save the Hostage

Last One Standing Target	
Scoring Area	Score
65 mm square	Hit/miss



# ANNEX G - Competition Schedule

## 2019 National Service Conditions Championship Competition Schedule

	Thurs 29 August	Day 1 - Fri 30 August	Day 2 - Sat 31 August*	Day 3 - Sun 1 September*	Day 4 - Mon 2 September	Day 5 - Tues 3 September	Day 6 - Wed 4 September	Day 6 - Thurs 5 September	Day 6 - Fri 6 September
0730-1200	Pistol Range set up and other set up if available	Pistol Matches Service A	Partial Matches Service B *	Super/Pre Rifle Rge act up*	Super/Pre Rifle Matches 61, 64, 65	Service Rifle Rge act-up Walk-back Boris joins on time allow	Service Rifle Matches 5-9 300M	Moving Targets Match 17	Service Rifle Stage Two Match 19 (All eligible competitors in 2 relays)
Location (Range)	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range
1300-1700	Pistol Range set up and other set up if available	Pistol Matches Service A Last One Standing Match 6)	Partial Matches Service B Filling Blocks	Super/Pre Rifle Matches 60, 61, 62	Super/Pre Rifle Matches 66, 67 Te shoots	Service Rifle Matches 1-4 200M	Service Rifle Matches 10-12 500M	All the shoots	Service Rifle Prize Frequentativa
Location (Range)	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	Pistol Ranges 3 and 4	"C" Range	"C" Range	"C" Range	"C" Range	"C" Range	TBA
1800-1830	Pistol Competitor's Meeting	Pistol Competitor's Meeting	Partial Prize Presentations Super/Pre Competitor's Meeting	Te Shoots	Super/Pre Prize Presentations Service Rifle Competitor's Meeting				

Group Photo - To be announced