

**DOMINION OF CANADA  
RIFLE ASSOCIATION**

**NATIONAL  
SERVICE CONDITIONS CHAMPIONSHIP (NSCC)**

**RULEBOOK  
2019**



**2019 Edition © July 2019**



## Table of Contents

Table of Contents.....	1
0.2 Amendments.....	4
0.3 Associated Publications.....	10
0.4 Abbreviations.....	11
0.5 Forward.....	12
INTRODUCTION.....	13
1.01 Aim.....	13
1.02 Organization.....	13
1.03 General Conduct of the Competition.....	13
1.04 Safety.....	14
1.05 Principles of The Rules.....	15
1.06 Program.....	16
COMPETITORS.....	17
2.01 Competitor Eligibility.....	17
2.02 Entry Procedures.....	17
2.03 Competitor Classifications.....	17
2.04 DCRA Teams.....	19
2.05 Competitor Code of Conduct.....	19
INFRACTIONS, PENALTIES AND RECOURSE.....	21
Notes.....	21
3.01 Safety Infractions.....	21
3.02 Code of Conduct Infractions.....	22
3.03 Match Rules Infractions.....	22
3.04 Warnings.....	27
3.05 Penalties.....	27
3.06 Protests.....	27
3.07 Appeals.....	28
SUPPORT & ADMINISTRATION.....	29
4.01 Range Organization and Equipment.....	29
4.02 Officials and Committees - Authorities and Responsibilities.....	29
4.03 Statistics and the Statistics Office.....	32
4.04 Custody of Trophies.....	36
4.05 Competitors' Meeting.....	36
SERVICE RIFLE.....	37
COMPETITOR EQUIPMENT.....	37
5.01 Competitor Equipment - General.....	37
5.02 Competitor Eligibility.....	37
5.03 Firearms.....	37
5.04 Dress and Accessories.....	40
5.05 Other Equipment.....	41
5.06 Competition Organization.....	44
MATCH PROCEDURES.....	50
5.07 Match Procedures - Deliberate Fire Matches.....	50
5.08 Match Procedures - Non-Deliberate Fire Matches.....	57
5.09 Awards - Service Rifle Individual Awards.....	64
5.10 Awards - Service Rifle Team Awards.....	67

MATCH CONDITIONS.....	68
5.50 Match 1 - 200 Meter Deliberate (Point Target Engagement).....	69
5.51 Match 2 - 200 Meter Snap (Defensive Fire).....	71
5.52 Match 3 - 200 Meter Rapid (Final Protective Fire).....	73
5.53 Match 4 - 200 to 100 Run Down (Sudden Engagement).....	76
5.54 Match 5 - 300 Meter Deliberate (Point Target Engagement).....	79
5.55 Match 6 - 300 Meter Snap (Defensive Fire).....	81
5.56 Match 7 - 300 Meter Rapid (Final Protective Fire).....	84
5.57 Match 8 - 300 to 100 Run Down (Sudden Engagement).....	87
5.62 Match 9 - 500 Meter Deliberate (Point Target Engagement).....	91
5.63 Match 10 - 500 Meter Snap (Return Fire).....	93
5.64 Match 11 - 500 Meter Rapid Fire (Suppressing Fire).....	95
5.65 Match 12 - 500 to 100 Run-Down (Advancing Fire).....	97
5.66 Match 17 - Moving Targets Match.....	99
5.68 Match 19 - Stage Two.....	106
PRECISION RIFLE.....	110
COMPETITOR EQUIPMENT.....	110
6.01 Competitor Equipment - General.....	110
6.02 Competitor Eligibility.....	110
6.03 Firearms.....	110
6.04 Dress and Accessories.....	112
6.05 Other Equipment.....	113
COMPETITION ORGANIZATION.....	114
6.06 Competition Organization.....	115
MATCH PROCEDURES.....	118
6.07 Match Procedures - Deliberate Fire Matches.....	118
6.08 Match Procedures - Non-Deliberate Fire Matches.....	118
6.09 Awards.....	130
MATCH CONDITIONS.....	132
6.50 Match 60 - 200 Meter Save the Hostage.....	132
6.51 Match 61 - 300 Meter Agony Snap.....	135
6.52 Match 62 - 400 Meter Moving Targets.....	138
6.53 Match 63 - 500 Meter Targets of Opportunity.....	141
6.54 Match 64 - 600 Meter One Shot One Kill.....	144
6.55 Match 65 - 700 Meter Selective Fire.....	145
6.56 Match 66 - 800 Meter Harassing Fire.....	147
6.57 Match 67 - 900 Meter Deliberate Fire.....	149
6.58 Match 68 - The Sniper's Match.....	151
SERVICE PISTOL.....	154
COMPETITOR EQUIPMENT.....	1545
7.01 General.....	1545
7.02 Safety.....	1545
7.03 Competitor Eligibility.....	1556
7.04 Firearms.....	1556
7.05 Dress and Accessories.....	1578
7.06 Other Equipment.....	15859
COMPETITION ORGANIZATION.....	1601

7.07	Competition Organization.....	160
MATCH PROCEDURES .....		1634
7.08	General.....	1634
7.09	Squadding .....	1634
7.10	Relay/Squad Rotation .....	16364
7.11	Match Procedures.....	1634
7.12	Scoring General.....	1634
7.13	Scoring System.....	16465
7.14	Penalty System.....	164
7.15	Application of Penalties.....	165
7.16	Duties of the Shooter during Scoring.....	1656
7.17	Duties of the Scorer.....	16566
7.18	Challenges.....	16566
7.19	Scoring of a Ricochet.....	165
7.20	Scoring a Burst.....	1656
7.21	Target Irregularities and Protests.....	166
7.22	Ties and "Counting Out" Procedure.....	1667
7.23	Re-shoots.....	168
7.24	Targets and Dimensions .....	168
7.25	Pistol Awards.....	171
MATCH CONDITIONS.....		173
Series "A" Matches.....		173
7.50	Match 20 - Strong Hand (only) and Support Hand (only).....	173
7.51	Match 21 - Keep Shooting.....	174
7.52	Match 22 - 10-meter Attack.....	175
7.53	Match 23 - Transition Strong Hand to Support Hand.....	176
7.54	Match 24 - Two on One.....	177
7.55	Match 25 - Save the Hostage.....	178
7.56	Match 26 - Body Armour Drills .....	179
7.57	Match 27 - Long Range.....	180
7.58	Match 28 - FBI Qualification .....	181
Series "B" Matches.....		182
7.60	Match 30 - Strong Hand (only) and Support Hand (only).....	182
7.61	Match 31 - Keep Shooting.....	183
7.62	Match 32 - 15-Meter Attack.....	184
7.63	Match 33 - Transition Strong Hand to Support Hand.....	185
7.64	Match 34 - Two on One.....	186
7.65	Match 35 - Save the Hostage.....	187
7.66	Match 36 - Body Armour Drills .....	188
7.67	Match 37 - Long Range.....	189
7.68	Match 38 - FBI Qualification .....	190
Other Pistol Matches .....		191
7.70	Match 40 - Last One Standing.....	191
7.71	Pistol Team Matches.....	192
7.72	Match 54 - Team Falling Blocks Shoot.....	192
ANNEXE - Awards.....		194

0.2 Amendments

Amendment Number	Date	Remarks / Signature
1/99	June 1999	Reprint with all previous amendments
2/99	July 1999	Amended 11.23(2), (3) and 11.28(3), (5). Formatted as per CAFRC Rules
3/00	May 2000	Amended 3.05(2), 3.08, 3.11, 3.12(2), 9.06(1)(b), 9.06(2)(f) and 9.06(4)(d)
4/00	July 2000	Reformat and reprint
5/01	May 2001	Amended 3.13, 9.06(1)(b), (c), (g), 9.09(1)(f), (2)(e), (5)(m), (6)(d), (g), (k), 9.14(1)(b), (c), (g) 9.10(1)(b), (c), (g), (2)(f), 9.16, 9.17, 9.18(2)(a-b), (e-k), 10.05(2), (5), 10.11(2)
6/02	May 2002	Reformat and reprint; Amended: 3.01(3) - Service pistol MPD class definition; 3.02(1)(b) - Service pistol trigger pull; 3.02(1)(e) - Bolt action rifle trigger pull; 3.03(2) - Service pistol sights 3.04(4) - Service pistol ammunition 4.05(10) - Sitting position; 4.05(13) - Alert position; 9.01(1)(i) - Rundown trophy; 9.03(8) - Relay match firing order; 9.05(1)(b) - No sitting position; 9.05(1)(c) - No sighters; 9.06(1)(c) - No sighters; 9.06(1)(g) - Timings; 9.09(1)(c) - No sighters; 9.10(1)(c) - No sighters; 9.10(1)(g) - Timings; 9.13(1)(c) - No sighters; 9.14(1)(c) - No sighters; 9.14(1)(g) - Timings; Plus associated amendments required to provide consistency.

Amendment Number	Date	Remarks / Signature
7/03	April 2003	Amended: 2.03 - Competitor classifications added 4.05(10) - Sitting position modified 9.01(1)(e) - Eligibility clarified 9.04 et al - Sighters re-instated in Matches 2, 3, 6, 7, 10 and 11 Plus associated amendments to ensure the smooth operation of a stand-alone NSCC
8/04	Jan 2004	Amended: 1.01(2) Rule book now available in two versions: Rulebook for Competitors and Rulebook With Guidelines for Match Conduct for Range Officials 2.03(2) Other Class deleted; Open Class added 3.01(2) Precision rifle definition deleted Annex C - Matches-at-a-Glance for Precision Rifle added Annex E - Prize List modified for 2004 Index - Index added
9/05	May 2005	Amended: <u>1.01(2)</u> Rule Book now available in a single version for both officials and competitors <u>3.02</u> Trigger Weights - redefined to be independent of CAFSAC rules <u>8.02.3</u> Match Committee - constitution refined <u>9.18.2.b</u> Canadian National Team - composition amended for International Match <u>Chapter 11, et al</u> - MPD & IPSC references removed throughout <u>Chapter 12</u> - Practical Pistol - added <u>Annex E</u> - Prize List modified for 2005 <u>Annex G</u> - Service Rifle Trial Matches added <u>Annex H</u> - Precision Rifle Trial Matches added <u>Throughout</u> - clarifications to reduce dependence on CAFSAC, to ease reading of this rulebook and to ensure consistent operation of the matches
10/06	Mar 2006	<u>2.03(2)a &amp; b</u> Classifications clarified <u>4.05(2), (9), (10)</u> Definition of "spirit of the position" added; kneeling and sitting amended <u>4.07</u> "Walk Back" Procedure - added <u>4.08</u> Competitors' Meeting - added <u>Service Rifle Matches</u> - descriptive titles added <u>9.05(1)g</u> Rate of fire - amended <u>9.07(1)g</u> Rate of fire - amended

		<p><u>9.07(2)b</u> Timings amended  <u>9.09(1)g</u> Rate of fire - amended  <u>9.11(1)g</u> Rate of fire - amended  <u>9.11(2)b</u> Timings amended  <u>9.13(1)g</u> Rate of fire - amended  <u>9.15(1)h</u> Timings amended  <u>9.16</u> Match 13 - added  <u>9.17</u> Match 14 - added  <u>9.18</u> Match 15 - added  <u>9.19</u> Match 16 - added  <u>9.21</u> Match 51 - renumbered  <u>9.22</u> Match 52 - renumbered  <u>9.23</u> Stage Two - added  <u>10.06</u> Precision Targets - added  <u>10.07</u> Match 60 - added  <u>10.12</u> Match 65 - added  <u>10.13</u> Match 66 - renumbered  <u>10.14</u> Match 67 - renumbered  <u>Annex A</u> - Scorecards - cosmetic changes  <u>Annex B</u> - Scorecards - consistency changes  <u>Annex E</u> - Awards List - changes for consistency  <u>Annexes G &amp; H</u> - now redundant; deleted</p>
11/07	May 2007	<p><u>General</u> - Many small amendments to clarify NSCC rules and to harmonize with the new CAFSAC 2007  <u>Layout</u> - Redesigned to give each firearm one chapter, with as much autonomy as possible  <u>1.04.6</u> - Amended to specifically allow dry magazine during preparation period  <u>1.04.12</u> - Trigger finger safety rule - added  <u>1.06.1</u> - Program - amended  <u>3.03.2</u> - Trigger weight penalty - moved from individual firearm chapters  <u>Chapter 5 - Service Rifle - Match Conditions</u> - all competitors to shoot the same match conditions (bolt guns may load a 10-round magazine); all semi-automatic rifles must load 3 magazines for matches with sighters (2+5+5); Match 51 Rule 5.68.2.h added  <u>Chapter 6 - Precision</u> - Match 63 - Target 12C replaced by Target 12/59 and timings amended; Bipod/rests specifically allowed/defined;  <u>Chapter 7 - Pistol</u> - Service pistol and practical pistol chapters combined; pistol matches changed to coordinate with the new CAFSAC 2007; ties and counting out amended; trigger pull weight 1.5</p>



		<p>kg for both service and practical pistols; targets and scoring modified; service pistol matches reduced to 4 individual and 1 team match; practical pistol matches added; muzzle brake or compensator allowed in the Open Class; orders amended</p> <p><u>Scorecards</u> - redesigned</p> <p><u>Awards</u> - amended to discharge Reserve Queen's Medal to CAFSAC</p>
12/08	Feb 2008	<p><u>2.03.3</u> - Competitor classifications redefined (Open and CAF only).</p> <p><u>5.02.1</u> - References to Queen's Medal deleted (not relevant when CAFSAC is running).</p> <p><u>5.09</u> - Awards modified to add 3-Gun Champion and to reflect classification changes.</p> <p><u>5.10</u>- Awards modified to reflect match additions/deletions.</p> <p><u>5.66</u> - Match 18 (FIBUA/OBUA) added and subsequent section numbers amended.</p> <p><u>5.68</u> - Match 51 (Beat the Butts) deleted.</p> <p><u>6.09</u> - Awards modified to add 3-Gun Champion.</p> <p><u>Chapter 7</u> - Pistol matches completely redesigned; awards appropriately amended.</p>
13/09	Feb 2009	<p><u>5.04.1.b</u> - Padding - added</p> <p><u>5.06.4.a</u> - Mag blocks, chamber flags - amended</p> <p><u>5.06.5.f, g, h</u> - Positions - amended</p> <p><u>5.62,63,64,65</u> - Matches 13, 14, 15, 16 - amended</p> <p><u>5.66</u> - Match 18 (FIBUA/OBUA) - amended</p> <p><u>Chapter 7</u> - Pistol matches redesigned; scorecards and awards appropriately amended</p> <p><u>General</u> - Many small corrections and amendments for clarity</p>
14/10	Jan 2010	<p><u>5.51</u> Match 2 - shots/exposures amended</p> <p><u>5.53</u> Match 4 - shots/exposures amended</p> <p><u>5.55</u> Match 6 - shots/exposures amended</p> <p><u>5.63</u> Match 14 - shots/exposures amended</p> <p><u>5.66</u> Match 17 - added, subsequent para numbers adjusted</p> <p><u>7.51</u> Match 21 - scoring amended</p> <p><u>7.54</u> Match 24 - distance amended</p> <p><u>7.71</u> Match 54 - renamed and appropriately amended</p> <p><u>Annex A</u> - Match 17 scorecard added</p> <p><u>Annex C</u> - Match 21 scorecard amended</p> <p><u>Annex D</u> - MaaG amended to reflect changes to Matches 2, 4, 6; 400-phase added</p>

		<p><u>Annex F</u> - Awards amended to include Service Rifle 400 phase; aggregates amended appropriately</p> <p><u>General</u> - References to "bull", "inner", "magpie" and "outer" deleted in favor of numeric scoring zones</p>
15/11	Feb 2011	<p><u>2.03.5.c</u> - CAF/RCMP Tyro class added</p> <p><u>5.05.8.c</u> - Fore-end grip specifically allowed, but not to touch the ground</p> <p><u>5.66</u> - Match 17 - sighters added; fall of shot shown at end of stages 1 and 2</p> <p><u>Chapter 6</u> - Designated Marksman (DM) matches added; scorecards also amended</p> <p><u>6.05.5.a</u> - Personal flags allowed for precision matches only</p> <p><u>6.52</u> - Match 62 - sighters added</p> <p><u>6.58</u> - Match 68 - The Sniper's Match - added and each contributing match amended accordingly</p> <p><u>Chapter 7</u> - "v-bulls" added to all pistol matches</p> <p><u>7.08.1</u> - "pool of pistol matches" introduced</p> <p><u>7.50-59</u> - Series A - five matches added</p> <p><u>7.60-69</u> - Series B - ten matches defined</p> <p><u>7.70</u> - Match 40 (Last One Standing) renumbered</p> <p><u>Annexes</u> - scorecards and awards amended to reflect above additions and changes</p> <p><u>General</u> - ties to be settled by shoot-off whenever possible (otherwise, by countback)</p> <p><u>Administrative</u> - RO fire orders are in green color font for ease of use</p>
16/12	Dec 2011	<p><u>Chapter 5</u> - Service rifle matches renumbered to firing sequence</p> <p><u>5.09</u> - Wounded Warrior aggregate added</p> <p><u>5.51</u> et al - Matches 2, 6, 10, 14 (snaps) amended to make them more alike</p> <p><u>5.53</u> et al - Matches 4, 8, 12, 16 (fire &amp; movement) amended to make them more like the 500-meter rundown</p> <p><u>5.66</u> - Match 17 (Movers) amended - sighters added</p> <p><u>Chapter 7</u> - one match deleted from Series A and Series B, matches renumbered accordingly</p> <p><u>Annexes</u> - Scorecards, MaaGs and awards amended to reflect above changes</p>
17/13	Feb 2013	<p><u>5.03.6.a.i</u> Service rifle trigger pull weight for semi-automatic rifles amended</p> <p><u>5.09</u> Awards amended; also 6.09, 7.25 and Annex</p>

		Various clarifications and typographical corrections
18/14	Feb 2014	Administrative amendments and typographical corrections only
19/14	June 2014	Clarifications only (throughout) - Classes and trophies Additions/Clarifications: 5.05.10 and 6.05.10 - Communications Devices 5.06.3 and 6.06.3 - Orders 5.08.2 - Sighters
20/15	April 2015	7.04.2.b Compact reflex sight allowed 7.24.1.b Classic target replaced by Center-Mass target
21/16	Feb 2016	Administrative amendments and typographical corrections only
22/17	June 2017	<u>Chapter 7</u> - matches reordered in Series A and Series B Various administrative amendments and typographical corrections
23/18	July 2018	Minor spelling, grammatical and formatting corrections throughout. 1.01 Aim - corrected 1.02 1.04.11 Firing a burst / civilian and military 1.06.1 Program 2.03.4 Ammunition 5.02 Dress 5.03.c Modular rifles 5.09.13 Wounded Warrior definition updated. 6.03 Firearms Civilian and military classes 6.03.c Modular rifles
24/18	Oct 2018	Precision 6.01
25/19	July 2019	SR - 400m stage removed / Matches renumbered back to original 12. SR - sighters removed for Matches 2, 3, 6, 7, 10, 11 SR - Falling plates removed SR - Match 50 International Challenge removed. M17 - Mover Snap rundown modified. SP - DCRA Save the hostage target introduced. SP - counter Body armor PR - "Sniper" removed. PR - M60 200m Save the hostage introduced. PR - M67 900m Deliberate fire introduced. PR - DM removed

0.3 Associated Publications

<b>Publication Name</b>	<b>Publication Number</b>
33 Canadian Brigade Group Small Arms Competition Rules for Competition Shooting 1999	
CAFSAC Rules for Competition Shooting - 2000	
Rifle, C7 and C8	B-GL-317-018/PT-001
The Service Pistol	B-GL-317-003/PT-001
Shoot to Live I	B-GL-318-006/PT-001
Shoot to Live II	B-GL-318-006/PT-002
Pocket Book and Range Firing Tables for 7.62mm C3	
Sniper Rifle C3	C-71-234-000/DF-000
Rules of Shooting and Program Bisley (NRA) - 2000	
Pamphlet Number 20, Competition Shooting, Army Rifle Association, British Army	ARMY Code, 71062
Ranges and Training Safety	B-GL-304-003/TS-0A1
Connaught Range and Primary Training Area - Range Standing Orders	

#### 0.4 *Abbreviations*

<i>ABO</i>	<i>Assistant Butts Officer</i>
<i>ARO</i>	<i>Assistant Range Officer</i>
<i>BO</i>	<i>Butts Officer</i>
<i>CAF</i>	<i>Canadian Forces</i>
<i>CAFP</i>	<i>Canadian Forces Publication</i>
<i>CAFSAC</i>	<i>Canadian Forces Small Arms Competition</i>
<i>CAFTO</i>	<i>Canadian Forces Technical Orders</i>
<i>CPCA</i>	<i>Canadian Police Combat Association</i>
<i>CRO</i>	<i>Chief Range Officer</i>
<i>CRPTC</i>	<i>Connaught Ranges and Primary Training Center</i>
<i>DCRA</i>	<i>Dominion of Canada Rifle Association</i>
<i>DND</i>	<i>Department of National Defense</i>
<i>FPO</i>	<i>Firing Point Officer</i>
<i>IAW</i>	<i>In accordance with</i>
<i>LFC</i>	<i>Land Force Command</i>
<i>LMG</i>	<i>Light Machine Gun</i>
<i>N/A</i>	<i>Not Applicable</i>
<i>NCM</i>	<i>Non-Commissioned Member</i>
<i>NCO</i>	<i>Non-Commissioned Officer</i>
<i>NLT</i>	<i>Not Later Than</i>
<i>NSCC</i>	<i>National Service Conditions Championship</i>
<i>PRA</i>	<i>Provincial Rifle Association</i>
<i>RCMP</i>	<i>Royal Canadian Mounted Police</i>
<i>RO</i>	<i>Range Officer</i>
<i>SAT</i>	<i>Small Arms Team</i>

## 0.5 *Forward*

1. This rulebook is designed to provide all information required for the organization of the NSCC.
2. It supersedes all previous rules and regulations concerning NSCC.
3. The Dominion of Canada Rifle Association will publish annually the program for NSCC to be held at Connaught Ranges and Primary Training Center in Ottawa.
4. Any organization or individual wishing to propose amendments to this rulebook or to comment on the competition is invited to contact the Dominion of Canada Rifle Association. Any such proposals will be given consideration and if approved by the NSCC Committee and will be implemented in a future amendment.

The Dominion of Canada Rifle Association  
45 Shirley Blvd  
Ottawa, Ontario, Canada K2K 2W6

Website: [www.dkra.ca](http://www.dkra.ca)  
E-mail: [office@dkra.ca](mailto:office@dkra.ca)

## INTRODUCTION

### 1.01 Aim

1. The aim of the DCRA, through its associated PRA programs and the National Matches it sponsors, is to promote sport shooting and the safe handling of firearms, and to support the pursuit of excellence in military and civilian marksmanship as a positive and significant contribution to Canada.
2. The NSCC Rulebook is intended to enable PRA's and the CAF to prepare for competition shooting at the local and national level. Both PRA's and the CAF are encouraged to adopt these rules and may publish this rulebook using their own name instead of the DCRA name but may not make any other changes to the contents.
3. All competitors are herein referred to in the masculine gender.
4. All DCRA sponsored matches are open to individuals, regardless of nationality, who are members in good standing of the DCRA.

### 1.02 Organization

1. NSCC will be held annually at the Connaught Ranges and Primary Training Center (CRPTC) in Ottawa. The matches will:
  - a. Be open to members of the Dominion of Canada Rifle Association;
  - b. Include individual and team matches; and
  - c. Determine winners in accordance with the DCRA awards list.

### 1.03 General Conduct of the Competition

1. The whole tone of the shooting competition depends on the skill and efficiency of the CRO/RO who is responsible for the detailed conduct of all firing on his range.
2. The conditions of the match must be the same for all competitors. Under no circumstances should officials give a ruling that could have the effect of altering the conditions in the middle of the match.
3. Competitors have spent many months preparing for the competition and it is understandable that the team captains and individuals will be keen to do well. They will have studied the rules carefully with a view to taking full advantage of the conditions. They will appreciate firm and fair treatment. If a team captain or a competitor questions any procedure on the range, he should be handed a fully amended copy of this rulebook and invited to show

the CRO/RO/FPO the relevant paragraph. Any ruling given must be based on this rulebook. If there are reasonable grounds for doubt, if possible, it should be decided in favor of the shooter.

#### **1.04 Safety**

1. The safety precautions and firearms handling drills described in this rulebook and the applicable CAF publications must be observed during the firing of all matches.
2. Presence on, or within 25 meters of the firing point is restricted to:
  - a. Competitors required for firing or otherwise taking part in the competition; and
  - b. Range staff, officials and scorers.
3. When firing is in progress, the area forward of the firing point within an angle of 650 mils on either side shall be out of bounds to all personnel.
4. No competitor shall place his firearm on the firing point until ordered to do so by the RO/FPO.
5. No firearm will be loaded without a direct order from the CRO/RO/FPO as applicable.
6. Dry firing - neither aiming or dry firing an unloaded firearm 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. During the preparation period of a match, the shooter may have an empty magazine on the rifle and may dry fire with permission from range staff.
7. No competitor will leave the firing point without having his firearm inspected and cleared by the FPO.
8. In any practice involving movement from one firing point to another with a firearm in the ready condition, the safety catch, change lever or selector lever 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.
9. If, during the movement stage of a match, a competitor falls, and the muzzle of his firearm contacts the ground, the competitor will continue forward towards the next firing line but will not fire until his firearm has been cleared by the FPO.



10. If a firearm cannot be unloaded in the normal manner, the shooter is to leave it on the firing point and inform the FPO immediately. The firearm is to be left pointing toward the target until the relay has finished and all shooters have cleared the firing point. The range staff will arrange to make the firearm safe. This is to be done on the firing point. At no time may a loaded and/or readied firearm be taken from the firing point and moved behind shooters or spectators. The firearm will only be allowed to remain in the competition if it is safe to do so.
11. If a civilian pattern rifle or any pistol (including military) fires a burst, it will be deemed unsafe and appropriately removed from the firing point. Military issued rifles will be investigated by the RSO and FPO to determine if it was operator error or an equipment malfunction. If it is determined to be an equipment malfunction, it will be deemed unsafe and appropriately removed from the firing point. It will be left to the military to take their appropriate actions thereafter with respect to the equipment in question.
12. The shooter's trigger finger will be extended outside of the trigger guard until the command to begin the match has been given and the shooter is in the position from which firing will take place. The trigger finger may be in the trigger guard during a period of authorized dry firing.

#### **1.05 Principles of The Rules**

1. The underlying principles of the rules are as follows:
  - a. No competitor or team shall act in an unsafe manner;
  - b. No competitor or team shall gain an advantage or be put at a disadvantage, in any competition;
  - c. All competitors must comply with the rules and the match conditions as applicable;
  - d. Violations to the rules and conditions will be reported immediately to the CRO/RO/FPO; and
  - e. All rules are to be interpreted such that silence on a rule means omission not inclusion.

## 1.06 Program

1. These rules and the program for the National Service Conditions Championship are designed to provide basic skills drills that will support civilians to compete at the national level under safe and repeatable and fair conditions.
2. Because the aim is to challenge basic marksmanship skills, matches have been selected that test marksmanship skill under simulated service conditions for different positions at different distances and different types of fire.
3. Competitors with limited competition experience will find the match conditions straightforward and easy to follow. As a result, competitors will be able to focus on their application of marksmanship skills rather than on complicated match procedures.
4. This rulebook is organized in chapters of related topics. These are general in nature except those chapters that refer to specific firearms.
5. An Official Notice Board shall be located at a designated location and all official notices affecting competitors, competitions, awards lists, etc., shall be posted there. It shall be the responsibility of all teams and competitors to read these notices. Official bulletins or notices on the Notice Board will supersede these rules or the Match Conditions to the extent indicated therein.

## **COMPETITORS**

### **2.01 Competitor Eligibility**

1. Competitors must be members in good standing of the DCRA.

### **2.02 Entry Procedures**

1. Contact the DCRA for entry forms and joining instructions.

### **2.03 Competitor Classifications**

1. A competitor must enter each match in the proper discipline, the proper division and category. If discovered that a competitor has entered incorrectly, he will forfeit his score and may be disqualified from further participation.
2. There are three disciplines within NSCC. They are:
  - a. Service Pistol;
  - b. Precision Rifle; and
  - c. Service Rifle.
3. Each discipline is divided into divisions. They are:
  - a. For Service Rifle and Precision Rifle:
    - i. Open - all competitors;
    - ii. CAF/RCMP Class - a competitor who is a serving member of the Canadian Forces or the RCMP and is dressed and using issue equipment and ammunition; in accordance with military regulations and training doctrine; and
    - iii. Service Conditions 'Trial' Class
      1. Service rifle - .223/5.56mm
        - a. Ammunition must be less than 69 grains and shall be FMJ;
        - b. No open or polymer tipped projectiles;
        - c. Open sights or optical sights which are not greater than 4X;

- d. Only flash suppressors (flash hider) are permitted. Compensators or Muzzle Brakes are not permitted;
- e. Trigger weight shall be in accordance with rule 5.03, 6.a (2kg for semi auto / 1.5kg for bolt);
- f. No adjustable match triggers.
- g. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and
- h. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.

2. Service rifle - .308/7.62mm

- a. Ammunition must be less than 160 grains and shall be FMJ
- b. No open or polymer tipped projectiles;
- c. Open sights or optical sights which are not greater than 4X;
- d. Only flash suppressors (flash hider) are permitted. Compensators or Muzzle Brakes are not permitted;
- e. Trigger weight shall be in accordance with rule 5.03, 6.a (2kg for semi auto / 1.5kg for bolt);
- f. No adjustable match triggers;
- g. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and
- h. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.

3. Precision Rifle - Trial

- a. Must shoot .308/7.62mm

- b. Must shoot ammo less than 180 grain;
  - c. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and
  - d. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.
- 4. Categories for all competitors (this will apply to all firearm disciplines):
  - a. Senior - any competitor who is not a tyro;
  - b. Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition. This applies to each firearm discipline individually. Only a Canadian citizen may compete as a Tyro;
  - c. CAF/RCMP Tyro - a competitor who is in the CAF/RCMP Class and who is a Tyro as defined above; and
  - d. Foreign - All foreign competitors must compete in the Open and Senior class.

#### **2.04 DCRA Teams**

- 1. DCRA teams may be entered, composed of members not restricted to competitor classification or residence geography.
- 2. Each team must have a Team Captain. The Team Captain may be of any rank and may be a shooting or non-shooting member of the team.
- 3. It is the responsibility of the Team Captain to:
  - a. Ensure members of his team know and understand the competition rules and regulations;
  - b. Ensure members of his team understand the course of fire for each match they are entered in; and
  - c. Ensure members of his team are properly equipped, prepared and ready for each match when and as required.

#### **2.05 Competitor Code of Conduct**

- 1. It is the responsibility of each competitor to know and understand the competition rules and regulations.

2. The competitor must know and understand the course of fire for each match.
3. The competitor must be properly dressed and equipped IAW the rules.
4. Each competitor must abide by the spirit of the rules, which promotes equal opportunity, to compete with vigor and to develop a desire to win based on marksmanship skill.
5. Each competitor is responsible for his own actions and must conduct himself IAW the applicable firearms handling and safety procedures.
6. Each competitor must behave and conduct himself in a professional manner that will bring credit to him, his team and his country.

## INFRACTIONS, PENALTIES AND RECOURSE

### Notes

1. This chapter defines NSCC infractions and specifies the consequences of such offences.
2. In addition, this section details the procedures whereby a competitor may ensure that his rights are properly protected by providing for appeals and protests as applicable to NSCC.

### 3.01 Safety Infractions

1. No competitor or team shall act in an unsafe manner. The safety precautions and firearms handling drills described in applicable publications must be observed during the firing of all matches.
2. Negligent Discharges:
  - a. A negligent discharge is defined as any round fired on the range EXCEPT during the ordered shooting period AND from the ordered firing point AND in the direction of the assigned target;
  - b. In the event of a negligent discharge, the competitor will invariably be disqualified from the match and will be reported to the Match Committee. Disciplinary action may be taken; and
  - c. Accidental discharges, i.e., shots fired safely but unintentionally, are distinguished from negligent discharges. Accidental discharges will be scored as misses and the ammunition expended will not be replaced.
3. Orders:
  - a. The competitor will follow all range orders;
  - b. The competitor will not load, ready or fire a shot when the green flag is flying on the butts or the firing point;
  - c. The competitor will ensure his firearm is cleared by the RO/FPO before he leaves the firing line; and
  - d. The competitor will ensure he does not have a loaded or readied firearm during an unauthorized period.

4. **Unsafe Conduct:**
  - a. Any competitor who acts in a dangerous manner may be immediately escorted from the range; and
  - b. Shall, on the occurrence being proven to the satisfaction of the Match Committee, be disqualified from the competition, or suffer such lesser penalty as recommended by the Match Committee.

### **3.02 Code of Conduct Infractions**

1. No competitor or team shall gain an advantage or be put at a disadvantage in any competition. Each competitor must abide by the spirit of the rules, which promotes equal opportunity to compete and to win based on marksmanship skill. Each competitor must conduct himself in a manner that will bring credit to himself, his team or his country.
2. **Conduct on the Firing Point:**
  - a. Care must be taken not to talk unless absolutely necessary, and in such a tone that will not disturb competitors;
  - b. In a deliberate match, should competitors finish early, they may take their equipment (once cleared by the RO) and move quietly away from the firing point. Competitors must make certain their firearms are cleared by the RO/FPO;
  - c. If the attention of an FPO is required, competitors should raise their arm, and then quietly discuss the problem;
  - d. In the event a protest is not upheld, competitors are not, under any circumstances, to argue with the RO/FPO;
  - e. Competitors will not delay the start of a match by being slow in loading or by failing to have equipment ready and available at the firing point;
  - f. Competitors must never attempt to communicate with anyone, other than range officials, as this may be construed as coaching which is not allowed once on the firing point and the match has begun; and
  - g. The rules and regulations of the matches are designed to ensure the matches are conducted in a manner which will be fair to all competitors. Participants must strive to live up to the spirit of the competition.



3. Disturbances:

- a. No person shall disturb or interfere with a competitor's firearm or equipment without his permission, except to cover it in inclement weather; and
- b. In the vicinity of the firing point, any person who engages in loud conversation, argument, quarrel or swearing, etc., or who otherwise creates any disturbances which, in the opinion of the RO, places other shooters at a disadvantage, or which infringes upon the RO's authority, shall be ordered to desist, and the circumstances shall be reported to the Match Committee.

4. Coaching:

- a. Definition - coaching is the giving of assistance or advice;
- b. Unless allowed in match conditions, coaching is not permitted in any individual match, including the firing of sighting shots;
- c. Anyone who is deemed to be coaching or receiving coaching during a match will be penalized; and
- d. In individual matches, casual conversation between competitors on the firing point may be considered as coaching and may lead to penalties being imposed on both parties. Scorekeepers, however, may tell a competitor the position of his shot indicator and the scores, but nothing else.

5. Punctuality:

- a. Competitors not present when their turn comes may be refused permission to shoot by the FPO. Permission will only be considered if, in the RO's opinion, the applicant will gain no advantage by shooting at other than his appointed time and if the completion of the match will not be unduly delayed.

6. Any competitor who:

- a. Refuses to comply with any order for the due carrying out of the rules and regulations of the competition when such order is given by a RO;
- b. Offers money or a bribe to the scorer or any member of the competition staff, or, if knowing of such an attempt, fails to report it to the RO, the CRO and/or Match Committee;
- c. Is guilty of any conduct which the Match Committee may consider to be discreditable; or
- d. Uses any artifice to facilitate shooting which is not expressly permitted by the rules, or which is contrary to the spirit of the competition;

Shall, on the occurrence being proven to the satisfaction of the Match Committee, forfeit the score made at that particular match and may be excluded from further competition, or suffer such lesser penalty as recommended by the Match Committee.

### **3.03 Match Rules Infractions**

#### **1. Eligibility, Entry, and Classification**

Any competitor who:

- a. Fires under a name other than his own, or uses a scorecard other than the one issued to him;
- b. Knowingly enters or shoots in a competition/match for which he is not qualified or in a class for which he is not eligible; or
- c. Shoots in a competition/match more often than is permitted by the conditions of the competition/match;

Shall, on the occurrence being proven to the satisfaction of the Match Committee, have his total score disallowed.

#### **2. Trigger Pull Weight**

Any competitor who:

- a. Fails to pass a trigger weight test following a match will have his score for that match disallowed;
- b. Fails to pass the trigger weight test prior to a match will be allowed to adjust his firearm until the trigger passes the test so long as this procedure does not interfere with the overall conduct of the match; and
- c. Fails to pass the trigger weight test may additionally be assessed a safety penalty.

#### **3. Firearms, Ammunition, Dress/Accessories and Equipment**

a. Any competitor who:

- i. Wears or uses a shooting aid either under his normal authorized clothing or instead of the prescribed clothing; or
- ii. Uses any firearm or ammunition other than as prescribed in the rules;

Shall, on the occurrence being proven to the satisfaction of the Match Committee, have his score for that match disallowed.

- b. A competitor who charges his magazines with excess rounds will be assessed a penalty of 50 points. Upon correcting the fault, he may continue to compete.

4. Competitor Organization and Match Procedures:

- a. Any competitor who is absent when he is required to mark targets or do similar duty, shall have all his scores on that day disallowed;
- b. In deliberate fire matches, the competitor shall lose the value of each shot fired from any position contrary to the applicable rule, the value of which shall be determined by the FPO. In non-deliberate fire matches, where an improper position is used the total score for that match will be disallowed; and
- c. Any competitor who:
  - i. Screens himself or his firearm, or allows anyone else to do so;
  - ii. Uses a firearm whose trigger has failed to pass the required test; or
  - iii. Infringes upon specific regulations regarding squadding, relay rotation or firearms handling;

Shall, on the occurrence being proven to the satisfaction of the Match Committee, have his score for that match disallowed.

5. Firing, Scoring, Marking and Challenging Procedures

Any competitor who:

- a. Fires or attempts to fire more than the number of shots allowed in the competition/match;
- b. Intentionally fires at the wrong target;
- c. Fails, to properly use, complete and/or hand in a scorecard; or
- d. Knowingly claims or accepts points or scores which he has not made, or colludes with another to produce a false score, or fails to report such an incident to the RO;

Shall, on the occurrence being proven to the satisfaction of the Match Committee, have his score for that match disallowed and may suffer some greater penalty at the discretion of the Match Committee.

## 6. Excessive Hits

- a. When, in any practice or series of practices, the total number of hits on a competitor's target exceeds the number of shots which he has fired and when there are no means of identifying these shots, all the hits shall be signaled in the usual manner, and then the procedure will be as follows:
  - i. If it is proved the competitor made the excess hits, firing more than the number of shots allowed, the score will be disallowed, and the shooter may be penalized;
  - ii. When the number of excess hits does not exceed one-half of the number of shots allowed, the score will be adjusted by canceling first a hit of the lowest value, then a hit of the highest value and so on alternately, until the hits remaining are equal to the shots required IAW the match conditions; and
  - iii. When the number of excess hits exceeds one-half of the number of shots allowed, the score will be cancelled, and the competitor will reshoot the match.
- b. Multiple Targets:
  - i. When a competitor has more than one target at the same time and there is no excess in the total number of hits but there are more hits on one particular target than are allowed by the match conditions, the extra hit of the highest score on that target will be cancelled; and
  - ii. When different targets are used at different times during a practice, the score made on the target without excess hits will stand, and the above rules will only apply to a target with excess hits.

## 7. Firing on the Wrong Target:

- a. If it is observed that a competitor is firing on a wrong target, the FPO will not intervene. The competitor with excess hits will be scored IAW para 3.03.6 (Excessive Hits) above; and
- b. The offending competitor will receive a score IAW the number of hits on his own target.

### **3.04 Warnings**

1. In cases of infringement of rules when safety is not a factor, the FPO will not stop an offender who is firing or who has begun a match, but as soon as the competitor has completed his firing, the FPO will inform him of the infringement and the penalty awarded.
2. A statement of the occurrence will be attached to the competitor's scorecard.

### **3.05 Penalties**

1. Any violation of safety rules may entail disqualification or a lesser penalty.
2. Any violation of the code of conduct may entail forfeit of score and exclusion from further competition or a lesser penalty.
3. Any violation of the match rules may entail disallowance of total score, a specific match score or a specific shot score.
4. Violations of match rules that further entail violations of code of conduct or safety rules may be assessed at the most serious level of infraction and the competitor given the most severe penalty.
5. If, in the opinion of the CRO/RO, a competitor is behaving in an unsafe manner or with discreditable conduct, that competitor will be cautioned concerning the behavior. If the competitor continues to engage in the cautioned behavior or continues in other unsafe or discreditable conduct the CRO/RO may order the competitor escorted from the range.

### **3.06 Protests**

1. Any claim or complaint arising at a firing point shall be made by way of a protest to the FPO. Where possible, the FPO is to resolve the matter.
2. Should a competitor feel he is being treated unjustly, he should request that his case be considered by the CRO/RO.
3. If the FPO's decision is disputed or if the protest is not solved immediately, it shall be put in writing by the competitor and handed by him to the FPO, who shall note on the protest, the time of receipt and any pertinent remarks he wishes to make. The FPO must print and sign his name on the written protest. The FPO shall ensure that the protest is given to the CRO/RO ASAP.

4. The CRO/RO will investigate all protests and shall either:
  - a. Render a decision in the presence of the competitor concerned; or
  - b. Refer the protest with his remarks to the Match Committee.
5. A competitor who is dissatisfied with the decision of the CRO/RO may request that the protest go before the Match Committee.
6. The decision of the Match Committee will be final.
7. Such protests should be made at once. The Match Committee may reject any protest not presented to the CRO/RO within two hours of the occurrence of the incident under protest.
8. Where the protest concerns a ruling on a firearm or any item of dress or equipment, the CRO/RO will note the details of the equipment infraction on the written protest and forward the protest to the Match Committee.

### **3.07 Appeals**

1. In all cases where penalties are imposed, the competitor has the right of appeal to the Match Committee.
2. The notice of appeal must be made to the CRO/RO before leaving the range.
3. When a competitor has been escorted from the range on the authority of the CRO/RO, due to discreditable or unsafe conduct, the competitor may appeal to the Match Committee.

## **SUPPORT & ADMINISTRATION**

### **4.01 Range Organization and Equipment**

1. During service conditions matches the range will be sub-divided into groups of ten targets.
2. The range will have a CRO/RO who is responsible for the overall control and organization of the entire range. He will centrally control all activities on the range.
3. Each group of 10 targets will have an FPO who is responsible for the safety and organization of activities for those targets.
4. The butts will have a BO who is responsible for the overall control and organization of the entire butts. He will centrally control all activities in the butts.
5. Each group of 10 targets will have an ABO who is responsible for the safety and organization of activities for those targets.

### **4.02 Officials and Committees – Authorities and Responsibilities**

1. **General Responsibilities of Officials:**
  - a. All officials shall be appointed by, and act on behalf of, the duly constituted authorities of NSCC;
  - b. They shall exercise their responsibilities with tact, care and firmness, bearing in mind that the matches are being held for the benefit of the competitors and not the officials;
  - c. Officials are expected to have a good knowledge of the most important rules and must be able to make ready reference to the rulebook. Before the beginning of a match, the range staff must study the conditions for the match as well as the rules in this rulebook;
  - d. Competitors shall comply with the directions of all officials where safe and legal to do so, and shall treat them with respect and consideration; and
  - e. Terms of reference in addition to those listed in these rules may be contained in written or verbal instructions, which may be issued to officials by appropriate authorities.

2. Constitution and Authority of Competition Committee:

- a. NSCC is conducted under the general direction of the Program Committee of the Dominion of Canada Rifle Association to whom full authority is accorded to decide on the composition of the Committee and all matters connected with the competition, whether occurring on the ranges or elsewhere;
- b. The Competition Committee may include: Executive Director DCRA, Chairman of the Program Committee, Chairman of the Service Conditions Committee and Provincial Service Conditions representatives; and
- c. The Competition Committee is empowered to alter the Rules for Competition Shooting if, in its opinion, such variation or addition is deemed necessary and appropriate.

3. Constitution and Responsibilities of the Match Committee:

- a. Each firearm discipline (Service Rifle, Precision Rifle and Service Pistol) will have its own match committee. Each match committee will consist of the Chairman of the Service Conditions Committee and 4 knowledgeable participants from that firearm discipline, as selected by the Chairman of the Service Conditions Committee;
- b. The Match Committee is delegated full and final authority to determine all disciplinary matters connected with the rules and regulations not dealt with by the Competition Committee. The Chairman of the Service Conditions Committee will vote only to break a tie;
- c. The Match Committee is empowered to call witnesses, to hear and to rule on questions arising out of or about the matches, which are put forward for consideration and which may include:
  - i. Appeals on rulings by the CRO/RO, but only where the regulations permit appeals;
  - ii. Protests or challenges concerning the conduct of competition during the matches, which the CRO/RO considers are not within his powers of adjudication;
  - iii. Those matters which the CRO/RO must refer to the Match Committee; and
  - iv. Recommendation to make changes in the shooting schedule as may be dictated by unforeseen circumstances, such as adverse weather conditions and delays in the conduct of the matches;



- d. The Match Committee shall not:
    - i. Make any change in any match or the rules or conditions of any competition or match;
    - ii. Deal with any matter directly concerned with the conduct of the matches; or
    - iii. Make any change in the powers of the CRO/RO, nor interfere with the duties or instructions given by the CRO/RO to his staff and assistants.
  - e. The Match Committee may make recommendations to the Competition Committee for changes to be made in the rules, regulations, match conditions, etc., for use in subsequent competitions.
4. Duties of the Chief Range Officer/Range Officer (CRO/RO):
- a. The roles of the Chief Range Officer and the Range Officer may be performed by one person, when appropriate;
  - b. The CRO shall be responsible to the Chairman of the Service Conditions Committee for the conduct of the ranges. He will be in command of all range staff and officials and will ensure all range safety and match procedural regulations are adhered to. Any safety violations on the ranges will be immediately reported to the CRO. Any matters resultant from the conduct of ranges and requiring arbitration shall be routed via the CRO;
  - c. The CRO will have complete authority over all persons on the range. Safety on the range will be a prime concern and the CRO's orders will be obeyed;
  - d. All timings shall be regulated by the CRO/RO;
  - e. The RO will be appointed at the discretion of the CRO for each range or portion thereof that is sufficiently distant from the CRO as to be beyond the latter's capability to control effectively; and
  - f. Each RO will, under the direction of the CRO, exercise and fulfill the latter's responsibilities, prerogatives and terms of reference for the range to which he has been assigned.
5. Duties of the Firing Point Officer (FPO):
- a. A Firing Point Officer shall be appointed to supervise the firing points for each group of targets (preferably not to exceed 10 targets);
  - b. Under the direction of the CRO/RO, each FPO shall exercise the CRO/RO's authority for the group of targets to which he has been assigned, except for cases in which the rules specifically call for the CRO/RO's decision or action; and

- c. FPOs shall be responsible for the scrutiny of competitors. Points to be verified include:
  - i. Safety;
  - ii. Firearms, including trigger weight;
  - iii. Equipment;
  - iv. Dress;
  - v. Shooting positions;
  - vi. Ammunition;
  - vii. Number of rounds in magazines;
  - viii. Timing; and
  - ix. Target irregularities.

6. Duties of the Butts Officer (BO):

- a. A Butts Officer, under the command of the CRO/RO, will be assigned for each range or portion thereof. He will be responsible to the CRO/RO for the conduct of the butts to which he has been assigned.

7. Duties of the Assistant Butts Officer (ABO):

- a. An Assistant Butts Officer shall be appointed for each group of targets (preferably not to exceed 10 targets); and
- b. Under the direction of the BO, the ABO shall exercise the BO's authority for the targets to which he has been assigned, except for cases in which the rules specifically call for the BO's decision or action.

8. Duties of the Target Marker:

- a. One or more markers shall be assigned to each target, and they shall operate their assigned target in accordance with the Match Conditions and the direction of their BO or ABO.

#### **4.03 Statistics and the Statistics Office**

1. The responsibilities of the Statistics Office are to:

- a. Assemble the scorecard packets and ensure they are issued to competitors before squadding;
- b. Ensure the RO and the BO have replacement cards and an issuing register;
- c. Organize and control the pickup of the completed cards;
- d. Check the scorecards for legibility, completeness and accuracy and process accordingly;
- e. Publish scores;

- f. Correct any omissions and errors on the preliminary awards list; and
- g. Publish all final scores IAW the awards list.

<b>National Service Conditions Championship</b>										<b>1</b>		
Championnat canadien de Tir aux Armes militaires												
Competitor Compétiteur No 58	Competitor/Compétiteur Name/Nom Anderson					Init JW	Rank/Grade Sgt	<b>200 m</b>				
Unit/Unité LFWA				4-Member Team Name/Nom du Equippe 4 LFWA Blue				Relay/Relai 3	<b>24</b>			
Target/Cible												
A	B	1	2	3	4	5	6	7	8	9	10	Total & Vs
3	5	5	V	4	5	V	4	5	V	5	4	47-3
Scorer Marqueur Comp No 47			Scorer Marqueur Signature FM Smith				Competitor Compétiteur Signature JW Anderson					

Shown above: Correctly completed scorecard

2. Scorecards:

- a. Each competitor will be issued with scorecards for each match in which he is entered;
- b. Before the competition begins, each competitor will be given a packet containing all required scorecards. The scorecards will have a competitor number, which is used for statistics computer identification;
- c. Each scorecard must be filled out with the competitor's name and team. The competitor will ensure each card has his competitor number on it and is using the correct card for each match. This is important, so the score can be correctly recorded at statistics;
- d. If a competitor is of the opinion his completed scorecard is illegible, and may thus be misinterpreted in the Statistics Office, he may request a free replacement from the supply held by the RO, who shall fill it in clearly in the presence of the competitor and scorer. All three shall sign it, and the RO shall clip the two cards together and return them both to the Statistics Office;
- e. If any of the information on a competitor's scorecard is missing or deemed to be illegible by the Statistics Office, the score shall not be accepted until both the competitor and scorer verify it to the satisfaction of the Statistics Office;
- f. It is the responsibility of the competitor to verify all entries, additions or totals are correct, and the card is appropriately signed;

- g. The value of each shot (or the total number of hits and their value(s), as applicable) shall be entered in their appropriate spaces on the scorecard;
- h. The shooter is not allowed to make his own entries on his scorecard. This can only be done by the designated scorer or by the RO/FPO;
- i. No erasure will be made on any scorecard. Any alteration, e.g. changing a shot value to reflect a corrected signal or an accepted challenge, shall be made by striking out the incorrect value, by a single straight line, and entering the true value alongside the cancellation. Once signed off, except for arithmetic corrections, no changes shall be made to the scorecard. Every alteration shall be initialed by the scorer and the shooter; and
- j. If a competitor wishes to protest a score, he shall write "Protest" on the scorecard above his signature and subsequently submit a written protest to the CRO/RO.

National Service Conditions Championship Championnat canadien de Tir aux Armes militaires										1		
Competitor/Compétiteur Name/Nom Anderson										200 m		
Competitor/Compétiteur No 58		Init JW		Rank/Grade Sgt		Relay/Relai 3				24 Target/Cible		
Unit/Unité LFWA				4-Member Team Name/Nom du Equipe 4 LFWA Blue								
A 3	B 5	1 5	2 ✓	3 4	4 5	5 ✓	6 4	7 5	8 ✓	9 5	10 ✓	Total & Vs 48-4
Scorer Marqueur Comp No 47		Scorer Marqueur Signature FM Smith				Competitor Compétiteur Signature FMS ✓ 48-4 JW Anderson						

Shown above: Correctly amended scorecard

### 3. Custody and Handling of Scorecards:

- a. On the completion of the match, scorecards will be handed to the FPO/ABO, who shall take every reasonable precaution to keep them clean, dry and from being mutilated;
- b. Failure to hand in a completed scorecard may result in reduction or disallowance of the score obtained. Any shooter who discovers a completed scorecard in his possession should immediately surrender it to the CRO/RO/FPO or Statistics Office. This can be done up until the final awards list is posted. If the Statistics Office is convinced this was an inadvertent omission and the score is valid, it

will accept the card. Otherwise, the Match Committee may rule on admissibility and penalty, if applicable. Shooters should be aware the Match Committee will require proof and witness that the score is valid, and no changes have been made to the card;

- c. Once a competitor has commenced firing, his scorecard becomes the property of the Statistics Office and must be handed to the FPO/ABO, even if the competitor does not complete the match;
- d. A score may be disallowed when any scorecard is improperly used or is not properly completed, unless the competitor notifies the Statistics Office in writing of the error or omission before the awards list is final;
- e. If the Statistics Office finds a mathematical error on the scorecard, it shall be corrected. If the total score does not correspond with the individual shot scores, the Statistics Office will correct the total based on the individual shots;
- f. If a competitor uses the wrong card he shall notify the FPO/ABO, who shall clearly mark the card to indicate the match to which the score properly applies; and
- g. If a competitor loses his scorecard or neglects to take it to the firing point or to the butts, he may obtain a replacement from the FPO/ABO. The replacement scorecards will be marked as such and the FPO/ABO will keep a register naming to whom they were issued. The register will be turned in to the Statistics Office.

#### 4. Ties:

- a. Definition of a tie: a tie occurs when two or more competitors or teams, in any one competition, have the same numerical total score;
- b. If time allows a shoot off will be conducted to determine the winner of a tie;
- c. If time does not allow for a shoot off the tie will be broken by the following steps in order:
  - i. Greatest number of hits within the V-ring;
  - ii. Greatest number of hits within the 5-ring;
  - iii. Greatest number of hits within the 4-ring;
  - iv. Greatest number of hits within the 3-ring; or
  - v. Greatest number of hits within the 2-ring;
- d. With team scores, if time allows, ties will be broken by having each team nominate one member to shoot off. If time does not allow, then para c above (4.03.4.c) for the sum of the scores of all team members. If a tie still exists, individual prizes will be awarded to all;
- e. The time and place for tie score shoot offs will be posted on the notice board, and absentees shall forfeit their right to shoot. A tie shoot off may be conducted on the spot; and

- f. The order of merit of the competitors in the tie shoot will be decided as follows:
  - i. By the total score in the tie shoot;
  - ii. By para c above (4.03.4.c); or
  - iii. For deliberate fire "sudden death shot for shot"; and
  - iv. For non-deliberate fire a reshoot of the match.

#### **4.04 Custody of Trophies**

1. All trophies shall be held as the property of the DCRA.
2. Under normal circumstances, at the Prize Presentation, there will be an opportunity for additional photographs to be taken. All trophies will remain in the possession of the DCRA. The recipient will keep his medals.
3. The exception to para 2 above is the Des Burke Award, which the recipient will keep.

#### **4.05 Competitors' Meeting**

1. A meeting with Range Officials, Administrative Staff and all Competitors will be held in accordance with the current competition schedule. The purpose of this meeting is to pass on to all, pertinent information about the competition. Additional meetings will be announced as required. Attendance at the competitor's meeting is mandatory.

## SERVICE RIFLE

### COMPETITOR EQUIPMENT

#### 5.01 Competitor Equipment - General

1. Note: The CRO/RO, all FPOs and the chairman of the Match Committee, or their assistants shall have the right to examine any competitor's equipment or apparel.

#### 5.02 Competitor Eligibility

1. CAF and RCMP competitors competing in the CAF/RCMP Class must use CAF/RCMP issue equipment and ammunition; and be dressed according to CAF/RCMP dress regulations.

#### 5.03 Firearms

1. Service Rifle (Open) Description
  - a. Any rifle with any sight and in any caliber that meets range regulations. All firearms must meet the trigger pull specifications of these rules.
  - b. All rifles will compete under the same match conditions and timings.
  - c. Modular rifles, once configured for the commencement of the matches, the shooter is required to maintain the same configuration throughout the duration of all (Service Rifle or Precision Rifle) matches.
2. Sights
  - a. Any sight may be used.
  - b. The sight may be adjusted in any manner throughout the conduct of any match.
  - c. There will be NO allowance of time extensions for the adjustment of the sights.
  - d. A sun/rain shade may be attached to the sight.
3. Ammunition
  - a. All ammunition used in a competition must be supplied by the competitor, must be safe for use in his firearm and must meet with specific range regulations.
  - b. A competitor must submit his ammunition for inspection and testing whenever required. ROs are authorized to check the type of ammunition any competitor is using, and on occasion, magazines will

be verified to ensure they hold the correct number of rounds as specified in the match conditions.

- c. Any unfired rounds will remain in the possession of the competitor, as will his empty casings.

#### 4. Service Conditions 'Trial' Division

##### a. Service Rifle - .223/5.56mm

- i. Ammunition must be less than 69 grains and shall be FMJ;
- ii. No open or polymer tipped projectiles;
- iii. Open sights or optical sights which are not greater than 4X;
- iv. Only flash suppressors (flash hider) are permitted. Compensators or Muzzle Brakes are not permitted;
- v. Trigger weight shall be in accordance with rule 5.03 6.a (2kg for semi auto / 1.5kg for bolt);
- vi. No adjustable match triggers;
- vii. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and
- viii. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.

##### b. Service Rifle - .308/7.62mm

- i. Ammunition must be less than 160 grains and shall be FMJ
- ii. No open or polymer tipped projectiles;
- iii. Open sights or optical sights which are not greater than 4X;
- iv. Only flash suppressors (flash hider) are permitted. Compensators or Muzzle Brakes are not permitted;
- v. Trigger weight shall be in accordance with rule 5.03 6.a (2kg for semi auto / 1.5kg for bolt);
- vi. No adjustable match triggers;
- vii. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and
- viii. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.

#### 5. Sling

- a. The use of a sling is at the competitor's discretion.
- b. The sling may be either attached to the front sling swivel and used as a single point sling or attached to both sling swivels as a two-



point sling. The sling may be looped around the fore stock and used as a single or a two-point sling.

- c. Slings must be of issue pattern or equivalent for the rifle in question. Slings normally used in target rifle competitions are not permitted.
- d. The sling may be placed around one arm and/or wrist but not around any other part of the competitor's body.
- e. No padding of any kind will be used on the sling.

## 6. Magazines

- a. Competitors must comply with all Federal and Provincial regulations concerning magazine capacities when using a semi-automatic center fire rifle. The only magazine that can be used is the standard/traditional 20 or 30 round magazine or the LAR 10 round pistol magazine but must conform to sub-para "b" below. Competitors using rifles other than semi-automatic center fire (bolt action, pump action, lever action) may use magazines of larger capacity.
- b. Match conditions for service rifle competition require participants using a semi-automatic rifle to change magazines during the record shots. For 10 record shots, two 5-round magazines are required. If sighters are permitted, then they must be fired from a third magazine. At no time will anyone have more than 5 rounds in a magazine. Therefore, a minimum of 3 magazines is required.
- c. Magazines cannot be used when attached to each other. Only individual magazines can be attached to the rifle.
- d. Bolt-action rifles do not require a magazine change and may use 10 round magazines. They will require a minimum of 2 magazines – one for sighters and one for record shots.
- e. Once the command to load has been given for the sighters, it is the competitor's responsibility to change magazines as required from that point on until the match is finished.
- f. The magazine may be shorter than but not longer than the 30-round magazine issued by the CAF.

## 7. Trigger Pull Weight

- a. It is the competitor's responsibility to ensure his firearm has a safe trigger and must conform to the following minimum trigger pull specification:
  - i. Semi-automatic rifles shall not be less than 2 Kg; and
  - ii. Bolt action rifles not less than 1.5 Kg.

## 8. Trigger Testing

- a. A competitor must submit his firearm for examination when requested by the RO/FPO or other official:
  - i. The trigger pull of any firearm may be tested at any time at the discretion of the RO/FPO;
  - ii. A trigger test may also be carried out if requested by another team and at the RO's discretion; and
  - iii. The RO/FPO may randomly test triggers of those competitors in a waiting relay.
  
- b. Before testing any trigger, all persons concerned shall first ensure the firearm is clear. The following procedure would then apply:
  - i. All tests are to be carried out under the supervision of the RO or his designate. The competitor or his representative may conduct the test;
  - ii. When testing triggers the safety lever must be on "R" or the fire position. The test must be conducted while the barrel is vertical;
  - iii. In order to successfully pass the trigger test, the weight must be lifted and sustained by the firearm, clear of the surface on which the weight was resting, by a minimum of 2.5 cm. A maximum of three attempts to pass the test will be granted; and
  - iv. After the firearm has passed the test, the action will be fired.

## 5.04 Dress and Accessories

1. Jackets and Padding
  - a. The use of DCRA regulation cloth shooting jackets, or vests meeting those specifications, is permitted.
  - b. Strap-on type padding (elbow, knee or shoulder) may be used in lieu of that allowed in para "a" above (5.04.1.a).
  
2. Head Dress
  - a. Competitors may wear baseball style caps or wide brimmed hats; however specialized target shooting hats with shielding wings are not permitted.
  
3. Foot Wear
  - a. Footwear of any type may be worn.

4. Ear Protection
  - a. Ear defenders are mandatory for all competitors and may be either plug or muff type. Electronic ear protection is highly recommended.
5. Glasses
  - a. Eyeglasses, tinted or plain, may be worn in any match. The use of protective eyeglasses is encouraged.
  - b. Use of an eye patch over the non-aiming eye is not permitted.
6. Rain Gear
  - a. Rain gear may be worn by the competitors.
  - b. Waterproof sheets may be used either on the ground or over the body but not in such a manner as to operate as a tent.
  - c. The shooter must be able to carry out all firearms handling drills without interfere. The rain gear must not obscure the RO's ability to ensure the safe and proper conduct of the competition.

#### **5.05 Other Equipment**

1. Cheek Pads
  - a. Either permanently or temporarily attached cheek pads may be used.
2. Shooting Log Book
  - a. Log books may be used provided their use does not inconvenience other competitors. Their upkeep will not be allowed as an excuse for exceeding time limits.
3. Shooting Box or Bag
  - a. Containers used for storing and transporting various types of shooting equipment may be brought onto the firing point providing they are placed so as not to shield a competitor or firearm or inconvenience other competitors.
  - b. The extended or opened height of such containers is not to exceed 35 cm.
4. Optics
  - a. Binoculars and spotting scopes are permitted for use in any match and may be used with a stand.

5. Meteorological Devices

- a. Personal flags, streamers, wind indicators and the like or the use of wind speed anemometers, thermometers and barometers is forbidden on the firing point.
- b. Wind charts and non-electronic wind calculators are permitted.
- c. Any communications device capable of communicating privately is forbidden on the firing point and in the butts. This includes communication capable weather stations.

6. Timing Equipment

- a. Stopwatches and similar time measuring devices are encouraged in the interest of ensuring the matches are conducted within the established time limits.
- b. The timer of the CRO/RO or designated range staff will be the sole determiner of official timings.

7. Adhesive Aids

- a. The use of adhesive materials or compounds, such as tapes and resins, as an aid for better hold on the fore stock, pistol grip and/or stock of any firearm, or on clothing, is strictly forbidden.

8. Other Aids and Artifices

- a. All devices or equipment which are aids to shooting and which are not mentioned in these rules, or which are contrary to the spirit of these rules, are forbidden.
- b. Resting the magazine on the ground is allowed only in the prone position and only the magazine can be used as direct support to the ground.
- c. The use of a fore end pistol grip is allowed. However, it cannot be used for direct support to the ground.

9. Team Pennants and Flags

- a. The use of team pennants or flags is encouraged; however, they must be kept to the rear of the firing point and marshalling area.

10. Communications Devices

- a. Any communications device capable of communicating privately is forbidden on the firing point and in the butts.

## SERVICE RIFLE COMPETITION ORGANIZATION

### 5.06 Competition Organization

1. Squadding
  - a. It is the competitor's responsibility to be present 15 minutes prior to his assigned squadding or duty assignment.
  - b. Squadding will be done on the range by the range staff. All competitors will form up in four ranks. Once mixed, each file should not contain members from the same unit or team. If numbers do not allow this, then members of the same unit or team may be squadded in ranks 1 and 3 or 2 and 4.
  - c. Each rank will be assigned a relay number.
  - d. Each file will be assigned a target number.
  - e. It is important that each competitor remember the relay and target number they have been assigned. They will compete in this position until further notice.
  - f. Unless otherwise authorized by the FPO, a competitor must shoot on the target to which he has been assigned.
  - g. Should a target frame break, the FPO may transfer a competitor to another target either before he begins to shoot or subsequently (with additional sighters if allowed). The FPO must ensure the competitor is with an unbiased scorer.
  - h. Number pegs at the firing point designate the center of each target position. Competitors shall arrange themselves accordingly, taking care not to infringe upon the area assigned to adjacent targets.
  - i. FPOs shall adjudicate any encroachment on other target(s) or firing points. This may be required to ensure no competitor is disadvantaged due to unusable mound features. This would include the masking of the targets by flagpoles, terrain, etc.
2. Relay Rotation
  - a. This system is based on four relays (two at the firing point and two in the butts) and the premise all scoring and challenging procedures (whenever possible for all non-deliberate matches) are done in the butts with the competitor present and watching the scoring take place. Challenging procedures, if required, are dealt with by the BO/ABO.
  - b. The only exceptions will be Matches 14 and 15 where the scores will be relayed from the butts by radio and challenges will be dealt with through the FPO.
  - c. Each relay will shoot a deliberate, snap, rapid and a run down from 200, 300, and 500 meters.

- d. The deliberate matches will be shot single string with the waiting relay scoring.
- e. Sufficient targets will be in the butts so the firing relay (e.g., Relay 1) can fire the snap, rapid and the run down without patching out. Shot holes will be indicated for the snap and rapid, no scores will be sent to the firing mound. The competitor will move directly to the butts after firing the run down and monitor the scoring of his snap, rapid and run-down matches by Relay 4.
- f. While scoring is taking place, Relay 3 will move out of the butts and become the waiting relay at the firing point. Once scoring is complete, Relay 2 will fire their deliberate (scored by the waiting relay), snap, rapid and run down, move directly to the butts and be scored by Relay 1. Relay 4 moves to the firing point and the same procedure is repeated for Relays 3 and 4 to fire their matches.
- g. This rotation will continue for all distances.
- h. The following charts show relay rotation and duties for a complete cycle:

a. Cycle One

Relay 1	Relay 2	Relay 3	Relay 4
Deliberate	Scoring Deliberate	Butt Duties	Butt Duties
Snap & Rapid	Waiting - 200/300/400 Scoring - 500	Butt Duties	Butt Duties
Run Down	Waiting	Butt Duties	Butt Duties
Move to Butts and receive Scores	Waiting	Move to Firing Line	Scoring
Butt Duties	Deliberate	Scoring Deliberate	Butt Duties
Butt Duties	Snap & Rapid	Waiting - 200/300 Scoring - 500	Butt Duties
Butt Duties	Run Down	Waiting	Butt Duties
Scoring	Move to Butts and receive Scores	Waiting	Move to Firing Line

b. Cycle Two

Relay 1	Relay 2	Relay 3	Relay 4
Butt Duties	Butt Duties	Deliberate	Scoring Deliberate
Butt Duties	Butt Duties	Snap & Rapid	Waiting - 200/300/400 Scoring - 500
Butt Duties	Butt Duties	Run Down	Waiting
Move to Firing Line	Scoring	Move to Butts and receive Scores	Waiting
Scoring Deliberate	Butt Duties	Butt Duties	Deliberate
Waiting - 200/300 Scoring - 500	Butt Duties	Butt Duties	Snap & Rapid
Waiting	Butt Duties	Butt Duties	Run Down
Waiting	Move to Firing Line	Scoring	Move to Butts and receive Scores

3. Orders

- a. When a competitor is on the range, he shall comply with all orders issued by the CRO, RO, or FPO.
- b. Pertinent orders may be defined as follows:
  - i. "LOAD" - with the breechblock in the forward position, the magazine with the applicable number of rounds is placed on the firearm. The breechblock remains in the forward position, and the chamber is empty;
  - ii. "READY" - firearm now has a round in the chamber and the safety catch is applied;
  - 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. The safety must be applied during any forward movement;
  - v. "STOP" - the order to stop firing, apply safety catch and await further instruction. Anyone can issue this order in the name of SAFETY;
  - vi. "UNLOAD" - This command is given at the completion of a match. Normal unload drills are to be carried out or in lieu, the magazine is removed, the action is locked to the rear and all ammunition is removed from the rifle; and
  - vii. "UNLOAD for INSPECTION CLEAR WEAPON" - This command is given and carried out before the range can be

declared safe. The rifle, with action open, and magazines are made available to a visual inspection by the RO.

#### 4. Firearms Handling

- a. All safety and firearms handling procedures referred to in para 1.04 (SAFETY) apply as well as those specific to an individual firearm. Non-Canadians are to carry out handling drills IAW their national doctrine. Civilian competitors are required to use a safety magazine block or a safety chamber flag when their rifle is not on the firing point or in a carry case.
- b. More than one competitor may use a firearm, provided that no delay is incurred. Provided that it would not disturb other competitors, any competitor whose firearm becomes disabled to the extent that it will not fire, may either:
  - i. If safe, rectify the mishap on or off the firing point; or
  - ii. Complete his match with another firearm.

He will not be granted a time extension, a reshoot, or additional sighters.

#### 5. Shooting Positions

- a. Basic firing positions are to be used and are specified in the match conditions detailed in the rules below.
- b. Minor variations are permitted, where not prohibited, providing they are not dangerous, and all position requirements of the match conditions is met. Also, the "spirit of the position" must be met. The spirit of the position dictates that a particular position is being used in order to provide the steadiest position while shooting over cover/obstacle of a particular height. The principle is to adopt the lowest position the situation will allow. When the match conditions call for a particular position, then the scenario being applied to a conventional range is that the position is the lowest position available. For example, if a kneeling position is called for and the position adopted by a competitor has the firearm being held at a height from the ground that could logically be achieved by a lower position (sitting or prone), then that particular kneeling position will not be allowed. If a competitor is using a position that is questionable, then it is the competitor's responsibility to have the position approved by the match committee prior to the commencement of the matches. To provide guidance with the application of this rule the following criteria will be applied:
  - i. In the kneeling position the bore line of the rifle must be even with or higher than the forward knee; and



- ii. In the sitting position the elbows must not rest on or touch the ground.
- c. During the course of a practice a competitor must remain in the position specified, except, in the kneeling position, he may relax his position, provided he keeps his knee on the ground.
- d. A competitor shall not screen himself or his firearm from the sun or weather by extraneous means while firing, nor allow anyone else to do so. It is permitted to attach a rain shade to an optic sight that would protect only the lens.
- e. Holes shall not be made in the firing point for elbows, heels or knees.
- f. Prone Prepare to Move. When in the "prone prepare to move" position, the competitor must, unless otherwise stated in the match conditions, meet the following requirements:
  - i. Have his stomach and firearm on the ground;
  - ii. The firearm may be held in either hand and must be pointing down range;
  - iii. If possible, the safety catch must be applied; and
  - iv. Conditions of the match will determine if the firearm is in the load or ready state.
- g. Standing Prepare to Move. When in the "standing prepare to move" position, the competitor must, unless otherwise stated in the match conditions, meet the following requirements:
  - i. Stand upright;
  - ii. The firearm may be held in either hand at the trail;
  - iv. If possible, the safety catch must be applied; and
  - v. Conditions of the match will determine if the firearm is in the load or ready state.
- h. Kneeling or Sitting Prepare to Move. When in the "kneeling or sitting prepare to move" position, the competitor must, unless otherwise stated in the match conditions, meet the following requirements:
  - i. Remain in the position used, except he may untangle his legs from the sitting position or relax the kneeling position keeping one knee on the ground;
  - ii. The firearm may be held in either hand and must be pointing down range;
  - iii. If possible, the safety catch must be applied; and
  - iv. Conditions of the match will determine if the firearm is in the load or ready state.

- i. Fire and Movement. Where applicable, the rifle will be carried between firing points in the trail position and if possible, with the change lever at safe. In all cases, a competitor must adopt the appropriate prepare to move position until the next signal to move forward is given.
- j. Prone. When in the prone position the body will lay flat on the ground with the head pointed towards the target. The rifle will be supported by the arms and will not touch the ground with the exception of the magazine resting on top of the ground; not dug in.
- k. Kneeling. When in the kneeling position, the buttocks must be off the ground. No other part of the body may touch the ground except the bottom of the forward foot and the other leg from the knee downward. Sitting on the heel or on the side of the foot is permitted. Resting any part of the rifle on a body part is allowed, however, the bore line of the rifle must be even with or higher than the forward knee. (Ref rule 5.06.5.b.i)
- l. Sitting. The weight of the body shall be supported on the buttocks and feet. The legs may be crossed or apart. The feet may be in front of the forward edge of the firing point. Resting any part of the rifle on a body part is allowed, however, no part of the rifle or the elbows is allowed to touch the ground. (Ref rule 5.06.5.b.ii)
- m. Squatting. The buttocks must be clear of the ground. The arms may rest on the knees.
- n. Standing. The rifle may be supported by the forward hand under the magazine and the elbow of the forward arm may be rested on the hip or ammunition pouch.
- o. Standing Alert. The body must be fully erect. The rifle will be held with the muzzle pointing forward and downward at about a 45-degree angle. Feet should be shoulder width apart. The rifle will be in the ready state with the change lever at "R" or "Fire" unless specified otherwise in the match conditions. The trigger finger will run along the trigger guard until the start of the match. The trigger finger may remain on the trigger throughout the exposures. The butt will be in the shoulder and the forward hand may grasp either the fore stock or the magazine.
- p. Trail Position. The rifle is held in either hand at its point of balance, at your side with the barrel pointing down range. It is a safe way to carry the rifle during movement forward.

## 6. Walk Back Procedures - General

- a. A "Walk Back" is an opportunity to obtain a zero at all required ranges. This must not be confused with an opportunity to practice a specific match. Participants will be required to shoot only enough shots to acquire a zero for that distance, be appropriately cleared and move back to the next distance. The target provided will be a

4-foot frame with a figure target; individual shots will be indicated with no value indication.

- b. In general terms the walk back will include Precision Rifle schedule along with a separate Service Rifle schedule. Participants are to refer to the current year's schedule for details.

## **MATCH PROCEDURES**

### **5.07 Match Procedures - Deliberate Fire Matches**

1. Procedure
  - a. Deliberate fire matches will be shot single string. The relay designated by the RO as the "firing relay" will take up a position on the mound at a pre-assigned firing point number. When instructed to do so the competitor will fire his sighting and record shots complete. The waiting relay will score.
  - b. All deliberate fire rifle matches will be scored from the firing point.
2. Sighting Shots
  - a. Sighting shots will be fired, indicated and scored as for record shots and during the total time allowed for the match.
  - b. A competitor who cannot determine the correct position of a sighting shot because another shot also hit his target will, if he so requests, be permitted by the FPO to re-fire that sighting shot.
  - c. In all cases where shooting is interrupted for a period exceeding five minutes, any shooter who has not completed his record shots may fire one sighting shot.
3. Time Limits
  - a. Each competitor will have a prescribed amount of time in which to fire his sighting and record shots IAW match conditions.
  - b. Time Limit Extensions - To ensure no competitor is placed at a disadvantage due to delays beyond their control, RO/FPOs may grant an appropriate extension provided the delay was immediately brought to the FPO's attention at the time of the occurrence; the delay occurred through no fault of the competitor; and claims made in this regard are verified by an official or scorer.
4. Duties of the Shooter
  - a. The shooter must pay attention to the score of each shot called out by the scorer. Any objection to what the scorer calls out must be made immediately and before the next shot is fired. Once the next shot is fired, the score recorded by the scorer will stand.

- b. If the shooter wishes to object to the recording or signaling of a shot, or to time delays beyond his control, he must do so before the next shot is fired, otherwise the value marked, and time taken will be deemed to have been accepted and no subsequent objection, protest or discussion in respect thereof shall be allowed.
- c. After the shooter's last shot has been signaled and recorded, no objection to the score will be entertained unless made before the scorecard has been turned in to the FPO, and then only as to the accuracy of addition. Also, no objections to time excesses or delays will be entertained unless they were brought to the FPO's attention at the time they occurred.
- d. Upon completion of the practice, the shooter must have his rifle cleared by the FPO prior to leaving the firing point.
- e. No competitor may, under any circumstances knowingly claim or accept points he has not made or collude with another competitor to produce a false score.
- f. A shot on a target other than the shooter's assigned target will count as a miss (scoring value of zero).
- g. The shooter is responsible for passing his completed scorecard to the FPO.

#### 5. Duties of the Scorer

- a. The relay designated as the "scoring relay" will take a position on their assigned firing point near the shooter and in such a position as will allow them to clearly see the target they are scoring. They will require an optical aid and a pencil to carry out this task. They will take the shooter's scorecard.
- b. Confirm through a telescope or binoculars both the position and the value of each of the shooter's shots.
- c. Call out clearly for each shot the name of the shooter, the number of the shot on score and its value; e.g., "Smith - shot three - is a four". If in disagreement with the shooter, resolve any difference (if necessary, by calling the FPO) before the shooter continues.
- d. If the shooter makes no objection, enter the shot value on his scorecard.
- e. Carefully note any delays or target irregularities beyond the shooter's control at the time they occur.
- f. Call the FPO to resolve any difficulties if the scorer and shooter cannot agree.

- g. Sign the shooter's scorecard to signify compliance with all of the above.
  - h. Allow the shooter to check and sign his scorecard.
  - i. Where corrections are required, erasures will not be made. Instead, the incorrect item will be crossed out with a single line and the correction marked clearly nearby. Both the shooter and the scorer will initial the correction.
- 6. Scoring of a Ricochet
  - a. A ricochet or an elongated bullet hole will be scored IAW normal scoring procedures. It will be valued IAW the highest scoring zone it has contacted.
- 7. Scoring a Burst
  - a. When a burst is fired in any match in which the conditions specify single shots, the rounds will not be replaced. All hits on target will be indicated and the competitor will receive the value of the highest hit only.
- 8. Challenges
  - a. When a target is neither lowered nor any signal made, the competitor may request from the FPO that his target be examined. Should he not exercise this right, he shall be given a miss and score zero for that shot. If after the examination of the target, the competitor is not satisfied with the result, he may then challenge for a hit. A competitor may only ask for his target to be examined once per shot and then he must challenge.
  - b. If the circumstances during a challenge are such that the signaled value of a shot cannot be verified at once or without considerable delay, the competitor will be credited with the signaled value.
  - c. If a miss has been signaled, the competitor may challenge for a hit. If the hit is found, it will be signaled.
  - d. The signaled value of a hit may be challenged by a competitor once only per shot and before any other shot has been fired at the same target.
  - e. If a target has been challenged the FPO will contact the ABO. The target will be lowered. The shot indicator will be removed, and the target examined by the ABO during which time he will display a flag to indicate his presence at the target. The correct value (altered or not) will be signaled and the result confirmed to the FPO by radio. If the original score changes, the scorecard will be appropriately amended.

- f. If the shot indicator unmistakably disagrees with the value indicator, the shooter or the scorer must at once inform the FPO, who will call the butts and correct the value of the shot.
- g. If, when a competitor is about to fire a shot, the target is pulled down and a new hit or miss is indicated, the scorer will not record this shot. The competitor must notify the scorer to the fact that he has not fired, and the indicated shot is not his. The competitor will not question any previous shots as a result of this new unexplained indication. The competitor must then continue the match. No additional time will be allowed.

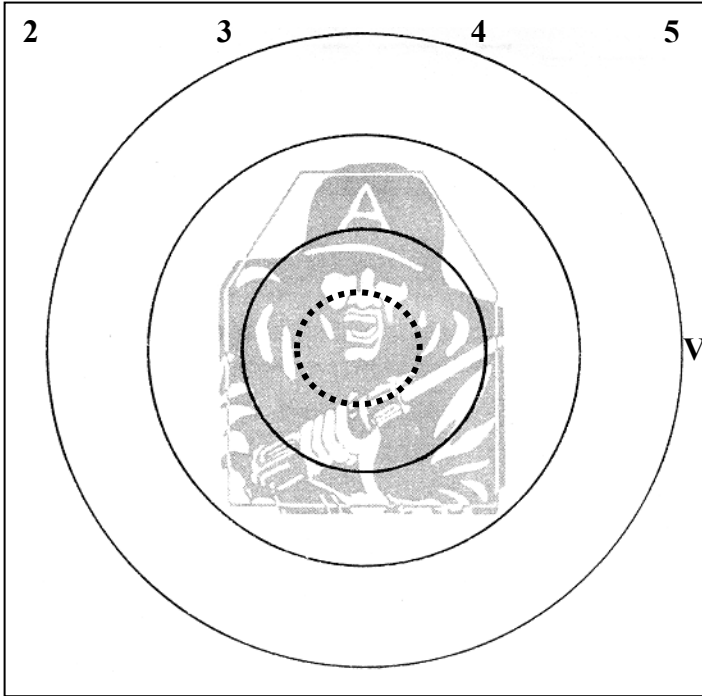
9. Target Dimensions

- a. The target is a 4-foot screen that is cream, sand or white colored with a DCRA Figure 12/59 Type A, B or C face centered on the screen.
- b. Targets will be inscribed with a V-ring which will be centered on the 5-ring and have measurements one-half the diameter of the 5-ring. The V-ring will be used for tie breaking. Hits in the V-ring will be recorded on the scorecard by placing the letter "V" in the appropriate scoring box and will have a value of 5 points.
- c. Deliberate fire target dimensions are as follows:

Scoring Ring Diameters				Scoring
Type A (500 m)	Type C (400 m)	Type B (300 m)	Type C (200 m)	
190.5 mm	152mm	114.5 mm	76 mm	V-5
381 mm	305 mm	229 mm	152 mm	5
762 mm	762 mm	457 mm	305 mm	4
1219 mm	1219 mm	762 mm	762 mm	3
No 2- ring	No 2- ring	1219 mm	1219 mm	2

10. Value Indicator Placement

- a. To indicate the value of a hit the value indicator will be placed in the appropriate position as shown in the diagram following:



DCRA Figure 12/59 - Type A, B or C -

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

11. Marking

- a. In all relevant competitions when a shot touches a line between two divisions of a target, the competitor will be credited with the higher value. However, radial tears on the target greater than the diameter of the bullet do not count for scoring. In case of doubt before any such shot is signaled, the marker must call the ABO to verify the value.
- b. When a shot indicator has been hit, it will not be used again until it has been patched.



- c. The procedure for marking shall be as follows:
  - i. The target will be lowered when shot at, whether hit or not;
  - ii. The new shot hole must be located before the old hole is patched. The shot indicator will be placed in the new shot hole and then the old shot hole patched;
  - iii. The value of the hit will be indicated by moving the value indicator to the appropriate position;
  - iv. The target will be raised for the next shot; and
  - v. A miss will be signaled by patching the old shot hole and sending the target up with no indicators.
- d. If two or more shots strike the target during the same exposure, the shot having the higher value will be signaled but all shot holes will be indicated. The competitor may claim the higher value, provided he has fired.

## 12. Target Irregularities and Protests

- a. Target Refacing. A competitor may have his target refaced if in the opinion of the FPO 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. 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.
- c. A competitor who feels he has grounds for a reshoot must make his protest known to the FPO. If the protest is upheld, the RO/FPO will grant a reshoot.
- d. If the RO/FPO does not uphold the protest the competitor will receive his score and may then put his protest in writing for furtherance to the CRO. The CRO may decline or uphold the protest. If the CRO declines the protest it is automatically forwarded to the Match Committee who makes the final decision. If the Match Committee declines the protest the competitor will keep the original score.
- e. 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.

### 13. Reshoots

- a. Reshoots may be granted for, but are not limited to the following reason:
  - i. 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 rifle, sights, 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; and
  - ii. All scoring shots IAW match conditions.
- d. A reshoot must take place at the earliest opportunity.

### **5.08 Match Procedures - Non-Deliberate Fire Matches**

1. Procedure
  - a. The relay designated by the RO as the "firing relay" will take up the required position on the firing mound at a pre-assigned target number.
  - b. When instructed to do so the competitor will fire his sighting shots, if applicable.
  - c. The RO will confirm all sighting shots are complete, if applicable.
  - d. The RO will then give a fire order for the applicable match and instruct the butts to begin the match.
  - e. Upon completion of the match the RO will order an "UNLOAD" and ask if there are any protests.
  - f. Once protests, if any, have been dealt with, the RO will instruct the targets be shown with shot indicators.
  - g. Once seen by the shooter, the targets will be set aside and kept unpatched until scoring can take place when the shooter arrives in the butts after the run-down.

## 2. Sighting Shots

- a. When allowed for in the match conditions, sighting shots will be signaled and spotted individually and shown collectively after the last sighter. The normal rules for examining the target and challenging for a hit will apply. Sighting shots do not count for score. All sighting shots striking the target, including any that strike the non-scoring area of the target, will be indicated.
- b. These may be fired from any position regardless of the position to be used in the match.
- c. At the discretion of the Chief Range Officer and the match committee, three extra sighters may be approved at the beginning of each deliberate match in service rifle only, in place of a "walk back". Extra time will be provided, not to exceed a total of 5 minutes for 5 sighters.

## 3. Time Limits

- a. Each exposure will be timed from the moment the target is up and stationary to the moment it starts to go down.
- b. The time period between exposures is 10-20 seconds unless specifically stated in match conditions.
- c. The maximum allowance for 2 sighting shots shall be 2 minutes.
- d. No extension of time shall be allowed in non-deliberate matches. In the event of a target irregularity or other delay not caused by the competitor, a complete reshoot may be permitted at the discretion of the CRO/RO/FPO.
- e. Preparing of equipment will not be accepted as a cause of delay.

## 4. Duties of the Shooter

- a. When scoring in the butts the shooter will:
  - i. Not touch his targets until scoring is complete;
  - ii. Observe the scorer filling out his scorecards;
  - iii. Raise any challenges to the ABO; and
  - iv. Sign his scorecards and give them to the ABO.
- b. When scoring takes place at the firing line the shooter will:
  - i. Observe the scorer filling out his scorecards;
  - ii. Raise any challenges to the FPO; and
  - iii. Sign his scorecard and give it to the FPO.

## 5. Duties of the Scorer

- a. When scoring takes place with the shooter in the butts the scorer will:
  - i. Show the shooter each of his targets for the snap, rapid and run down;
  - ii. Record onto the shooter's scorecards the total number of Vs, 5s, 4s, 3s and 2s (if applicable) for each match;
  - iii. Extend the values to the total score; and
  - iv. Sign the scorecards and return them to the shooter.
  
- b. When scoring takes place on the firing line
  - i. Record onto the shooter's scorecards the total number of Vs, 5s, 4s, 3s and 2s (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 shooter.

## 6. Scoring Excessive Hits

- a. If it is proven that the shooter fired excessive shots intentional in an attempt to cheat, then rule 3.03.6 is applied.
- b. If the extra shots were not the fault of the shooter and do not exceed more than 50% of the required number (i.e. 5 extra shots in a 10-shot match) than the number of hits is adjusted by first removing a hit of the lowest value, then one of the highest value and so on alternately until the required number of hits remain. They are then scored in the usual manner.
- c. If the number of hits exceeds more than 50% of the required number of hits, the shooter will be given a re-shoot.
- d. If there are multiple targets (i.e. rapid fire) where match conditions calls for a specific number of shots on each target and the total number of hits are in excess, then sub para "b" above will apply. If there is no excess in the total number of hits but there are more hits on one particular target than are allowed, the extra hit(s) of the highest score on that target will be cancelled.

## 7. Scoring of a Ricochet

- a. A ricochet or an elongated bullet hole will be scored IAW normal scoring procedures. It will be valued IAW the highest scoring zone it has contacted.

## 8. Scoring a Burst

- a. When a burst is fired in any match in which the conditions specify more than one round per exposure is permitted, the rounds will not be replaced. All hits on target will be indicated and the competitor will receive the value of the hits. A target may only be scored with the number of hits allowed IAW match conditions.
- b. If a burst is fired during an exposure and the number of rounds fired exceeds that required in match conditions, the shooter will be disqualified for firing excessive rounds and be scored accordingly.

## 9. Challenges

- a. If scoring is being done with the shooter in the butts, the ABO will deal with challenging procedures. The shooter will make a challenge to the ABO before the targets are patched and the ABO's decision will be final.
- b. When scoring is being done on the firing line the FPO will ask three times in a clear voice, "Are there any challenges?" If a competitor is not convinced the total number of hits or their value has been correctly signaled, he may challenge. The FPO will radio the ABO the target number. The ABO will re-score the target and his decision is final.
- c. No challenges will be accepted once the order to patch the targets has been given.
- d. Only one challenge will be allowed in a non-deliberate fire match.

## 10. Targets and Dimensions

- a. Targets will be inscribed with a V-ring which will be centered on the 5-ring and have measurements one-half the diameter of the 5-ring. Hits in the V will be recorded on the scorecard and will have a value of 5 points. The Vs will be used for tie breaking.
- b. Figure targets that are fixed on poles and raised by hand will be raised to a definite height by means of a wooden stop attached to the handle. The stop is to be on top of the mantlet during the period of exposure.

- c. Figure 11/59 is 1.125 meters high by 0.45 meters wide:
- i. The target has scoring rectangles and will be scored as below unless otherwise indicated in the match conditions; and
  - ii. Any hit outside the non-scoring line around the edge of the target is scored as a miss.

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

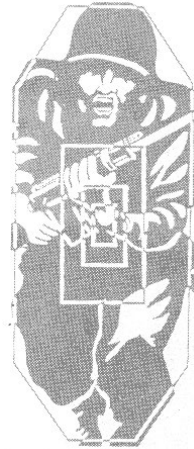


Figure 11/59

- d. DCRA Figure 12/59 measures 450 mm x 600 mm:
- i. The target has scoring rings with the center 300 mm below the top of the target and will be scored as follows unless otherwise indicated in the match conditions; and
  - ii. Any hit outside the non-scoring line around the edge of the target is scored as a miss.

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

DCRA - Figure 14 measures 197 mm x 278 mm:

- i. The target has scoring rings with the center 120 mm below the top of the target and will be scored as follows unless otherwise indicated in the match conditions; and
- ii. Hits outside the outer edge of the target are scored as a miss.

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



#### 11. Scoring Procedures

- a. Matches 2, 3, 4, 6, 7, 8, 10, and 11 (4 ft screens will be marked A & B) will be scored as per the following para. The fig 12 hand held used for matches 2, 6 will be marked with the letter A and the targets used for matches 4, 8 and 12 will be marked with the letter B.
- b. Scoring will be conducted in the presence of the shooter in the butts. Upon the completion of each match and once the target indication has been shown and the indicators have been removed, the targets are laid out on the ground behind the target frames, with Target A on the left, Rapid Fire targets in the center and Target B on the right. ABOs are to ensure the targets are not interfered with until the shooter arrives for scoring.
- c. The shooter will arrive at the butts, after completing the Run-Down Match, with his scorecards and give them to the scoring relay. The scorer will show the shooter his targets for each match. Great care must be taken to ensure the correct target and score are applied to the appropriate scorecard. The scorer will record the score for each match on the appropriate scorecard. The scorecards are signed by both the scorer and the shooter and given to the ABO. The targets are then patched and made ready for the next match.
- d. A competitor may not approach a target, on which he has shot, closer than one meter without the authority of the appropriate range staff, or touch a target on which he has shot, until the target has been scored, his score entered onto the score card, the score card has been signed and given to the ABO.

- e. When the match conditions or target availability is such that a target must be reused immediately and before the shooter can come to the butts for scoring, the following procedure will be followed:
- i. 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 the shooter can observe his group placement;
  - ii. Using a radio to communicate and beginning at the same end of the firing line, the ABO will send the score of that particular target to the FPO and the shooter. The designated scoring relay will take the scorecard from the shooter and record the score;
  - iii. The FPO and ABO will move to the next firing position and repeat the procedure until all shooters have received their scores;
  - iv. The score radioed to the firing point will be a series of numbers in order that represent the total number of Vs, the total number of 5s, the total number of 4s and the total number of 3s (there is no 2-ring on this target). A sample score sent from the butts would be: "Target 15: 3, 2, 0, 5"; and
  - v. Scorers and shooters must sign the scorecard and give it to the FPO.

## 12. Marking

- a. In non-deliberate matches the method of indicating the shots will be as follows:
- i. Each sighting shot will be signaled by a shot indicator and both shot indicators will be shown after the second sighting shot;
  - ii. Upon completion of the match, shot indicators will be placed in every scoring shot hole on the target surface (non-scoring shots will not be indicated) and the target will be raised so the shooter can observe his group placement; and
  - iii. Once the shooter has seen his group placement, the target is lowered, all shot indicators are removed and it is left unpatched. It is then set aside until the shooter arrives with his scorecards and scoring is completed.
- b. For Matches 10 and 11, the following procedure will be applied:



- i. Upon completion of the match, shot indicators will be placed in every scoring shot hole on the target surface (non-scoring shots will not be indicated) and the target will be raised so the shooter can observe his group placement; and
- ii. On order from the RO the targets will be pulled down, replaced with a new target and made ready for the next match.

### 13. Target Irregularities

- a. Target Refacing. A competitor may have his target refaced if in the opinion of the FPO 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 shooters 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 shooters must reshoot;
  - ii. A shooter who feels that he has grounds for a reshoot must make his protest known to the FPO before his score is known or his target is seen. If the protest is upheld, NO information will be given to the shooter as to the shot placement or score made in the first shoot;
  - iii. The RO/FPO will grant a reshoot if he upholds the protest;
  - iv. If the RO/FPO does not uphold the protest the shooter will receive his score and may then put his protest in writing for furtherance to the CRO. The CRO may decline or uphold the protest. If the CRO declines the protest it is automatically forwarded to the Match Committee who makes the final decision. If the Match Committee declines the protest the shooter will keep the original score; and
  - v. If a protest is upheld and a reshoot granted, the shooter without option will reshoot the match or receive a score of zero for that match.

### 14. 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 shooter of a fair opportunity to complete the course of fire.
- b. Under no circumstances will failure of any shooter's equipment (including rifle, 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; and
- d. A reshoot must take place at the earliest opportunity.

#### **5.09 Awards - Service Rifle Individual Awards**

Trophies are for the highest score regardless of class unless specifically mentioned otherwise. Unless a trophy is specifically donated to the CAF/RCMP class (as per the Spartan Trophy) or the CAF/RCMP class wins with the highest score, the DCRA will provide medals for the CAF/DCRA class winner.

The following list includes the major trophies awarded. For a complete list of all prizes, see Annex E.

1. **THE CANADIAN NATIONAL SERVICE CONDITIONS 3-GUN CHAMPION**  
The Excalibur Trophy donated by the Operational Shooting Association (OSA) awarded to the competitor with the highest combined aggregate score in Service Rifle Matches 1-12, Precision Rifle Matches 60-67 and Service Pistol Matches 20-28.
2. **THE CANADIAN NATIONAL SERVICE CONDITIONS RIFLE CHAMPION**  
The DCRA Service Rifle Trophy, as upgraded by the MilCun Training Center, commemorative plaque and badge awarded to the competitor with the highest combined aggregate score in Stage One (Matches 1-12) and Stage Two (Matches 9, 12, 7 and 8).
3. **THE SPARTAN TROPHY - Top CAF/ RCMP**  
A trophy donated by Warrant Officer David Oakie, is awarded to that member of the CAF/RCMP with the highest combined aggregate score in Stage One (Matches 1-12) and Stage Two (Matches 9, 12, 7 and 8).

4. **QUEEN'S MEDAL RESERVE FORCE/RCMP**  
In years when the CAF is not conducting CAFSAC, the Queen's Medal Reserve is awarded to that member of the Reserve or RCMP with the highest combined aggregate score in Stage One (Matches 1-12) and Stage Two (Matches 9, 12, 7 and 8).
5. **STAGE TWO AGGREGATE**  
The Currie Shield awarded to the competitor who obtains the highest aggregate score in Stage Two (Matches 9,12, 7 and 8).
6. **STAGE ONE AGGREGATE**  
The Helmer Memorial Trophy and medallion awarded to the competitor who obtains the highest aggregate score in Stage One (Matches 1 to 12).
7. **550 BADGE**  
A DCRA 550 badge awarded to any competitor who scores 550 or more in matches 1-12 in Stage One.
8. **TYRO CHAMPION - OPEN & CAF/RCMP**  
The Colt Cup is given to the top individual tyro in the Stage One (Matches 1-12 who is eligible for the Tyro class (Open, CAF/RCMP).
9. **SERVING COMMISSIONED OFFICER**  
The Barlow Cup awarded to the serving Canadian Commissioned Officer who obtains the highest score in Stage One (Matches 1-12).
10. **BOLT-ACTION CHAMPION**  
The University Cup and plaque awarded to the competitor who obtains the highest aggregate score in Stage One (Matches 1-12) with a bolt-action rifle.
11. **THE DES BURKE AWARD**  
An award presented to the competitor who has proven worthy through good character, sportsmanship and marksmanship in the field of service rifle competition during the year, and who obtains the highest aggregate score in selected matches.
12. **THE WOUNDED WARRIOR'S AGGREGATE**  
An award presented to the competitor who is not physically capable to complete the "Run-Down" matches and can only fire the static matches, and has scored the highest in the aggregate of matches 1, 2, 3, 5, 6, 7, 9, 10, 11. A competitor entered in the aggregate for the Canadian National Service Conditions Rifle Championship is not eligible to enter the Wounded Warrior's Aggregate.

13. THE DELIBERATE AGGREGATE  
The King/Dundonald Trophy awarded to the competitor who obtains the highest aggregate score for Individual Deliberate Fire in Matches 1, 5, and 9.
14. THE SNAP AGGREGATE  
The Sherwood Cup awarded to the competitor who obtains the highest aggregate score for Individual Snap Fire in Matches 2, 6, and 10.
15. THE RAPID AGGREGATE  
The Borden Memorial Cup awarded to the competitor who obtains the highest aggregate score for Individual Rapid Fire in Matches 3, 7, 11 and 15.
16. THE FIRE & MOVEMENT AGGREGATE  
The Wills/Morkem Trophy awarded to the competitor who obtains the highest aggregate score for Individual Run-Down Matches (Matches 4, 8, 12).
17. 200-METER AGGREGATE  
An award is provided to the competitor who obtains the highest aggregate score for the 200-meter aggregate (Matches 1, 2, 3 and 4).
18. 300-METER AGGREGATE  
An award is provided to the competitor who obtains the highest aggregate score for the 300-meter aggregate (Matches 5, 6, 7 and 8).
19. 500-METER AGGREGATE  
An award is provided to the competitor who obtains the highest aggregate score for the 500-meter aggregate (Matches 9, 10, 11 and 12).
20. PPCLI SERVICE RIFLE TROPHY  
A trophy given to the Ontario Rifle Association by the 2001 PPCLI Rifle team in recognition of a record setting score of 581.48 by Cpl JR Mitchell at Connaught Ranges. Since then, the trophy has been given to the highest score achieved regardless of class in competition at Connaught Ranges and consisting of the original 12 matches. The trophy is currently under the care and maintenance of the Operational Shooting Association and is presented each year at NSCC for the top score of the original 12 matches. It has become an interesting history of the top scores achieved at Connaught Ranges.

21. **INDIVIDUAL MATCH AWARDS**  
An award (DCRA certificate) is provided to the winner of each individual match (Matches 1 to 12, 17 and 19) in each of the Open class and the CAF/RCMP.

#### **5.10 Awards - Service Rifle Team Awards**

1. **TEAM OF FOUR - STAGE ONE AGGREGATE**  
The Gascoigne Bowl is awarded to the team of four with the highest aggregate score in Matches 1 through 12.
2. **FALLING PLATES**  
The British Challenge Shield presented by the British Army Rifle Team (BART) to be awarded to the team of four with the highest score in Match 52 (The Falling Plates).
3. **MOVING TARGETS MATCH**  
A trophy (TBA) to be awarded to the team of four with the highest score in Match 17 (Moving Targets).
4. **THE DCRA INTERNATIONAL CHALLENGE**  
The Vickers Machine Gun Cup is awarded to the team with the highest aggregate score in Match 50.
5. **MATCH 50 HIGH INDIVIDUAL**  
A DCRA medal is awarded to the individual who achieves the highest score in the DCRA International Challenge.

## **MATCH CONDITIONS**

**Note:** Competitors are reminded of the following:

- a. Once the command to "LOAD" has been given for the sighters, it is the competitor's responsibility to change magazines as required from that point on until all matches for each distance is finished.
- b. All competitors, no matter the rifle used, will compete under the same match conditions and timings.
- c. During the preparation period, an empty magazine may be placed in the firearm.

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

### 1. Specification:

- a. Distance: 200 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5);
- d. Target: 4-foot (1.2-meter) screen with DCRA Figure 12/59 Type "C" face;
- e. Scoring: V, 5, 4, 3 and 2;
- f. Type of Fire: Deliberate;
- g. Rate of fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 12 minutes; and
- i. HPS: 50.10V.

### 2. Procedure:

- a. Each shooter is to be given 12 minutes to fire the match;
- b. The scorer (from the waiting relay) is to take a position on the firing mound so he can carry out proper scoring duties;
- c. Sighting shots are scored and indicated as per record shots and during the same overall time period;
- d. 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
- e. All rifle types will shoot the same course of fire and timings.

### 3. Notes to the RO/FPOs - RO/FPOs are to monitor and ensure the following:

- a. The firing relay has ammunition for the entire 200-meter stage - 42 rounds;
- b. Each shooter has a scorer from a different unit or team;
- c. The scorer has the correct equipment to see the target indicators and to record the score;
- d. The shooter has given his scorecard to the scorer;
- e. The shooter is wearing the correct clothing and equipment and is abiding by the rules;
- f. Both relays have hearing protection;
- g. The scorecard has been signed by the shooter and the scorer;
- h. Empty cases have been picked up;
- i. Ensure FPOs deal with protests and challenges throughout the match; and
- j. Ensure FPOs unload the shooters as they finish and move the scorers from the firing line.

4. Suggested Fire Orders for the RO are as follows:
  - a. *"Relay 1 (2, 3 or 4) move onto the firing point";*
  - b. *"This is Match 1 - the 200 Meter Deliberate Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure the targets are up;
  - c. When preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Leave targets up;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"This is Match 1 - COMMENCE THE MATCH - COMMENCE THE MATCH";* and
  - g. Advise butts that the match has started.
  
5. Notes to the BO/ABO - The BO/ABOs are to ensure the following:
  - a. The correct target is in place;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (one small or medium shot indicator and one large value indicator);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream, black on black or sand on sand);
  - g. Markers understand the correct marking procedure;
  - h. Sighters are scored as per record shots and during the overall time limit;
  - i. Markers are to work together to ensure the targets are down for the minimum amount of time. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot; and
  - j. Upon completion of the match, remove the deliberate target from the target frame and replace it with the 2 x Figure 11/59s in preparation for Match 3.



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

1. Specification:
  - a. Distance: 200 meters;
  - b. Position: Standing alert to kneeling or squatting;
  - c. Number of shots: Ten on score (from 2 x mags 5+5);
  - d. Target: 1 x DCRA Figure 12/59 handheld;
  - e. Scoring: V, 5 and 4;
  - f. Type of fire: Snap shooting;
  - g. Rate of fire: May fire more than two shot per exposure, up to a total of ten shots;
  - h. Time Limit: 5 x 10 second exposures; and
  - i. HPS: 50.10V.
  
2. Procedure:
  - a. 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."
  - b. The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;
  - c. For each exposure, the shooters will adopt the kneeling or squatting position and engage the target;
  - d. 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;
  - e. 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 he can see his group;
  - f. 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;
  - g. The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring;
  - h. 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;
  - i. All rifle types will shoot the same course of fire and timings.
  
3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
  - a. The shooter has the ammo required to do the next 3 matches - 30 rounds;
  - b. The shooter has with him the scorecards for Matches 2, 3 and 4;
  - c. The targets react IAW match conditions;

- d. The correct position is used; and
  - e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
4. Suggested Fire Orders for the RO are as follows:
- a. Order butts to ensure that handheld targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 2 - the 200 Meter Snap Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT"*;
  - b. Order butts to start the match;
  - c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD"*;
  - d. *"Are there any protests - are there any protests - are there any protests"*;
  - e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
  - f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests"*;
  - g. *"Relay 1 (2, 3 or 4) watch your front for your target indication"*;
  - h. Order butts to show all targets with shot indicators for 30 seconds; and
  - i. Order butts to remove all shot indicators but do NOT patch until shooter arrives after the run down and scoring is complete.
5. Notes to the BO/ABO - The BO/ABOs are to ensure the following:
- a. The correct target is in place. The target handle has been marked with the letter "A" to identify it as the target used for this match;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (ten medium shot indicators);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream, black on black and sand on sand);
  - g. Markers understand the correct marking procedure and the conduct of the match; and
  - h. After the match, the targets are shown to the shooter with shot indicators in place and they are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after the run-down.

6. Suggested Words of Command are as follows:
  - a. *"Stand by your Figure 12 target marked with the letter "A" for 5 x 10 second exposures";*
  - b. *"In the center";*
  - c. *"Targets - up (ten and one-half seconds later) - down";*
  - d. 15 to 20 seconds between exposures;
  - e. *"On the left";*
  - f. *"Targets - up (ten and one-half seconds later) - down";*
  - g. 15 to 20 seconds between exposures;
  - h. *"On the right";*
  - i. *"Targets - up (ten and one-half seconds later) - down";* and
  - j. 15 to 20 seconds between exposures.
  
7. Target positions are given out randomly and this procedure would continue until a total of 5 exposures have been given. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented, then the shooter will still get a proper 10 second exposure and will not have grounds for a re-shoot. Exposures may be slightly longer, but never less than 10 seconds.

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

1. Specification:
  - a. Distance: 200 meters;
  - b. Position: Standing Alert to Sitting, Kneeling or Squatting;
  - c. Number of Shots: Ten on score (from 2 x mags 5+5);
  - d. Target: 2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center;
  - e. Scoring: V, 5 and 4;
  - f. Type of Fire: Rapid;
  - g. Rate of Fire: 5 shots to be fired at each Figure 11/59 target;
  - h. Time Limit: 1 x 30 second exposure; and
  - i. HPS: 50.10V.
  
2. Procedure:
  - a. 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."

- b. Once commanded by the RO the shooters will apply their safety catch and adopt the standing alert position;
- c. 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;
- d. 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 he can see his group;
- e. 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;
- f. 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
- g. All rifle types will shoot the same course of fire and timings.

3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:

- a. The shooter has the ammo required to do the next 2 matches - 20 rounds;
- b. The shooter has with him his scorecards for Matches 2, 3 and 4;
- c. The targets react IAW match conditions;
- d. The correct position is used; and
- e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.

4. Suggested Fire Orders for the RO are as follows:

- a. Order butts to ensure that targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 3 - the 200 Meter Rapid Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT";*
- b. Order butts to start the match;
- c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
- d. *"Are there any protests - Are there any protests - Are there any protests";*
- e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
- f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
- g. *"Relay 1 (2, 3 or 4) watch your front for your target indication";*
- h. Order butts to show all targets with shot indicators for 30 seconds; and
- i. Order butts to remove all shot indicators but do NOT patch until shooter arrives after the run-down and scoring is complete.

5. Notes to the BO/ABO - The BO/ABOs are to ensure the following:
  - a. The correct target is in place;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (ten medium shot indicators);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - g. Markers understand the correct marking procedure and the conduct of the match; and
  - h. After the match, the targets are shown to the shooter with shot indicators in place and they are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after the run-down.
  
6. Suggested Words of Command are as follows:
  - a. *"Stand by your Figure 11 targets for 1 x 30 second exposures";*
  - b. *"Targets - UP (thirty and one-half seconds later) - DOWN";* and
  - c. *"Indicate all shot holes and stand by to raise targets".*

## 5.53 Match 4 - 200 to 100 Run Down (Sudden Engagement)

1. Specification:
  - a. Distance: 200 - 100 meters;
  - b. Position: 200 meters: Sitting, kneeling or squatting  
100 meters: Standing;
  - c. Number of Shots: Ten on score (2 shots at 200 meters and 8 shots at 100 meters from 2 x 5-rd mags);
  - d. Target: DCRA Figure 12/59;
  - e. Scoring: V, 5 and 4;
  - f. Type of Fire: Fire and Movement;
  - g. Rate of Fire: **Two shots only at 200 meters and 8 shots at 100 meters;**
  - h. 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 exposures; and
  - i. HPS: 50.10V.
2. Procedure:
  - a. 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;
  - b. 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;
  - c. During the 3 x 5 second exposures, the shooter must start each exposure in the standing alert position;
  - d. Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 2, 3 and 4;
  - e. The target handle will be marked with the letter "B" and placed in an appropriate area to facilitate scoring;
  - f. A shooter will need 2 x 5-round mags; and
  - g. All rifle types will shoot the same course of fire and timings.

3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
  - a. The shooter has the ammo required to do the match - 10 rounds;
  - b. The shooter has with him his scorecards for Matches 2, 3 and 4;
  - c. The targets react IAW match conditions;
  - d. The correct firing position is used; and
  - e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
  
4. Suggested Fire Orders for the RO are as follows:
  - a. The firing relay is to be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to remove all unnecessary kit and equipment and have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Stand up and move off the firing point with the rifle at the trail. Barrels will remain pointed down range at all times. The LOAD & READY commands will be provided 10m behind the firing point (at the base of the mound)."
  - b. Order butts to ensure that targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Cover back in line 10 meters behind the firing point... With a 5 round magazine LOAD & READY. Adopt the standing - prepare to move position. Relay number 1 (2, 3 or 4) - This is Match 4, 200 to 100-meter run-down, 10 shots for record score. Watch & RUN - WATCH & RUN";*
  - c. Order butts to start the match;
  - d. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD and PREPARE for INSPECTION";*
  - e. *"FPOs clear all firearms";*
  - f. *"Are there any protests - are there any protests - are there any protests";*
  - g. FPOs deal with protests and if upheld prepare the shooter for an immediate re-shoot;
  - h. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
  - i. *"Relay 1 (2, 3 or 4) move directly to the butts and carry out scoring procedures for your matches 2, 3 and 4";* and
  - j. Order butts to dispatch the appropriate relay from the butts and to prepare for scoring procedures.
  
5. Notes to the BO/ABO - The BO/ABO are to ensure the following:
  - a. The correct target is in place. The target handle has been marked with the letter "B" to identify it as the target used for this match;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;

- d. Appropriate patching materials are in each target bay;
  - e. Markers understand the correct marking procedure and the conduct of the match; and
  - f. The targets will not be indicated for this match but are set aside so they can be scored when the shooters arrive.
6. Suggested Words of Command are as follows:
- a. *"Stand by your Figure 12 target, marked with the letter "B"";*
  - b. *"In the center." First two exposures are in the center;*
  - c. *"TARGETS - UP" fifteen and a half seconds later... "TARGETS - DOWN";*
  - d. Fifteen seconds later... *"In the center... TARGETS - UP..."* Target is to remain up for (50 seconds for a metric range or 45 seconds for a yard range);
  - e. The next 3 x 5 second exposures are provided left, right or center.
  - f. *"On the left... TARGETS - UP" (five and one-half seconds later) - "TARGETS - DOWN";*
  - g. 10 to 20 seconds between exposures;
  - h. *"In the center";*
  - i. *"TARGETS - UP" (five and one-half seconds later) - "TARGETS - DOWN";*
  - j. 10 to 20 seconds between exposures;
  - k. *"On the right";* and
  - l. *"TARGETS - UP" (five and one-half seconds later) - "TARGETS - DOWN".*
8. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the shooter will still get a proper exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than IAW match conditions.
9. Once all scoring procedures are complete, ask, "Are there any challenges - are there any challenges - are there any challenges?" Once all challenges are settled, patch out all targets.
10. Prepare for the next appropriate deliberate fire match.



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

### 1. Specification:

- a. Distance: 300 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5);
- d. Target: 4-foot (1.2-meter) screen with DCRA Figure 12/59 Type "B" face;
- e. Scoring: V, 5, 4, 3 and 2;
- f. Type of Fire: Deliberate;
- g. Rate of Fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 12 minutes; and
- i. HPS: 50.10V.

### 2. Procedure:

- a. Each shooter is to be given 12 minutes to fire the match;
- b. The scorer, from the waiting relay, is to take a position on the firing mound so he can carry out proper scoring duties;
- c. Sighting shots are scored and indicated as per record shots and during the same overall time period;
- d. 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
- e. All rifle types will shoot the same course of fire and timings.

### 3. Notes to the RO/FPOs - RO/FPOs are to monitor and ensure the following:

- a. The firing relay has ammunition for the entire 300-meter stage - 42 rounds;
- b. Each shooter has a scorer from a different unit or team;
- c. The scorer has the correct equipment to see the target indicators and to record the score;
- d. The shooter has given his scorecard to the scorer;
- e. The shooter is wearing the correct clothing and equipment and is abiding by the rules;
- f. Both relays have hearing protection;
- g. The scorecard has been signed by the shooter and the scorer;
- h. Empty cases have been picked up;
- i. Ensure that FPOs deal with protests and challenges throughout the match; and
- j. Ensure FPOs unload the shooters as they finish and move the scorers from the firing line.

4. Suggested Fire Orders for the RO are as follows:
  - a. *"Relay 1 (2, 3 or 4) move onto the firing point";*
  - b. *"This is Match 5 - the 300 Meter Deliberate Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure the targets are up;
  - c. When preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended"* Leave targets up;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"This is Match 5 - COMMENCE THE MATCH - COMMENCE THE MATCH";* and
  - g. Advise butts that the match has started.
  
5. Notes to the BO/ABO - The BO/ABOs are to ensure the following:
  - a. The correct target is in place;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (one small or medium shot indicator and one large value indicator);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream, black on black or sand on sand);
  - g. Markers understand the correct marking procedure;
  - h. Sighters are scored as per record shots and during the overall time limit;
  - i. Markers are to work together to ensure the targets are down for the minimum amount of time. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot; and
  - j. Upon completion of the match, remove the deliberate target from the target frame and replace it with the 2 x Figure 11/59s in preparation for Match 7.

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

1. Specification:
  - a. Distance: 300 meters;
  - b. Position: Standing alert to prone;
  - c. Number of shots: Ten on score (from 2 x mags 5+5);
  - d. Target: 1 x DCRA Figure 12/59;
  - e. Scoring: V, 5, and 4;
  - f. Type of fire: Snap shooting;
  - g. Rate of fire: May fire more than two shot per exposure, up to a total of ten shots;
  - h. Time Limit: 5 x 10 second exposures; and
  - i. HPS: 50.10V.
2. Procedure:
  - a. 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."
  - b. The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;
  - c. For each exposure, the shooter will adopt the prone position and engage the target;
  - d. 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;
  - e. 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 he can see his group;
  - f. 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;
  - g. The target handle will be marked with the letter "A" and placed in an appropriate place to facilitate scoring;
  - h. 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
  - i. All rifle types will shoot the same course of fire and timings.
3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
  - a. The shooter has the ammo required to do the next 3 matches - 30 rounds;
  - b. The shooter has with him his scorecards for Matches 6, 7 and 8;

- c. The targets react IAW match conditions;
  - d. The correct position is used; and
  - e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
4. Suggested Fire Orders for the RO are as follows:
- a. Order butts to ensure that handheld targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 6 - the 300 Meter Snap Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT";*
  - b. Order butts to start the match;
  - c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
  - d. *"Are there any protests - are there any protests - are there any protests";*
  - e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
  - f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
  - g. *"Relay 1 (2, 3 or 4) watch your front for your target indication";*
  - h. Order butts to show all targets with shot indicators for 30 seconds; and
  - i. Order butts to remove all shot indicators but do NOT patch until shooter arrives after the run-down and scoring is complete.
5. Notes to the BO/ABOs - The BO/ABOs are to ensure the following:
- a. The correct target is in place. The target handle has been marked with the letter "A" to identify it as the target used for this match;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (ten medium shot indicators);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - g. Markers understand the correct marking procedure and the conduct of the match;
  - h. Sighters are indicated independently of other targets and each target reacts when hit (for sighters only). During sighters, one marker should attend the target while the other marker watches the stop butts for a splash to indicate their target has been shot at. The target is always pulled down and examined if it has been shot at whether a hit has been felt or not. The targets are patched after sighters are complete and on command from the RO;

- i. After the match, the targets are shown to the shooter with shot indicators in place and they are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after the run-down; and
  - j. Ensure the targets are exposed randomly over a 2-meter frontage within the shooter's target bay and the time limit between exposures is not less than 10 seconds.
6. Suggested Words of Command are as follows:
  - a. *"Stand by your Figure 12 target marked with the letter "A" for 5 x 10 second exposures";*
  - b. *"In the center";*
  - c. *"TARGETS - UP"* (ten and one-half seconds later) - *"TARGETS - DOWN";*
  - d. 15 to 20 seconds between exposures;
  - e. *"On the left";*
  - f. *"TARGETS - UP"* (ten and one-half seconds later) - *"TARGETS - DOWN";*
  - g. 15 to 20 seconds between exposures;
  - h. *"On the right";*
  - i. *"TARGETS - UP"* (ten and one-half seconds later) - *"TARGETS - DOWN";* and
  - j. 15 to 20 seconds between exposures.
7. Target positions and exposures are presented randomly, and this procedure would continue until a total of 5 exposures have been presented.
8. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the shooter will still get a proper 10 second exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than 10 seconds.

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

1. Specification:
  - a. Distance: 300 meters;
  - b. Position: Standing Alert to Prone;
  - c. Number of Shots: Ten on score (from 2 x mags 5+5);
  - d. Target: 2 x Figure 11/59 spaced 4 feet (1.2 meters) apart center to center;
  - e. Scoring: V, 5 and 4;
  - f. Type of Fire: Rapid;
  - g. Time Limit: 1 x 30 second exposure;
  - h. Rate of Fire: 5 shots to be fired at each Figure 11/59 target; and
  - i. HPS: 50.10V.
  
2. Procedure:
  - a. 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."
  - b. The RO will command the shooter to apply their safety catch and adopt the standing alert position;
  - c. On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 5 rounds at each target;
  - d. 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 he can see his group;
  - e. 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;
  - f. 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
  - g. All rifle types will shoot the same course of fire and timings.
  
3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
  - a. The shooter has the ammo required to do the next 2 matches - 20 rounds;
  - b. The shooter has his scorecards for Matches 6, 7 and 8;
  - c. The targets react IAW match conditions;
  - d. The correct position is used; and

- e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
4. Suggested Fire Orders for the RO are as follows:
- a. Order butts to ensure that targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 7 - the 300 Meter Rapid Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT"*;
  - b. Order butts to start the match;
  - c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD"*;
  - d. *"Are there any protests - Are there any protests - Are there any protests"*;
  - e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
  - f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests"*;
  - g. *"Relay 1 (2, 3 or 4) watch your front for your target indication"*;
  - h. Order butts to show all targets with shot indicators for 30 seconds; and
  - i. Order butts to remove all shot indicators but do NOT patch until shooter arrives after the run-down and scoring is complete.
5. Notes to the BO/ABOS - The BO/ABOs are to ensure the following:
- a. The correct target is in place;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (ten medium shot indicators);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - g. Markers understand the correct marking procedure and the conduct of the match;
  - h. Sighters are indicated independently of other targets and each target reacts when hit (for sighters only). During sighters, one marker should attend the target while the other marker watches the stop butts for a splash to indicate their target has been shot at. The target is always pulled down and examined if it has been shot at, whether a hit has been felt or not. The targets are patched after sighters are complete and on command from the RO; and
  - i. After the match, the targets are shown to the shooter with shot indicators in place and they are NOT patched out but are set aside

so they can be scored once the shooter arrives at the butts after the run-down.

6. Suggested Words of Command are as follows:
  - a. *"Stand by your Figure 11 targets for 1 x 30 second exposures";*
  - b. *"TARGETS - UP"* (thirty and one-half seconds later) - *"TARGETS - DOWN"*; and
  - c. *"Indicate all shot holes and stand by to raise targets".*

### 5.57 Match 8 - 300 to 100 Run Down (Sudden Engagement)

1. Specification:
  - a. Distance: 300, 200 and 100 meters;
  - b. Position: 300 meters: Prone  
200 meters: Sitting, kneeling or squatting  
100 meters: Standing;
  - c. Number of Shots: Ten on score (2 shots at 300 and 200 meters and 6 shots at 100 metres from 2 x 5-rd mags);
  - d. Target: DCRA Figure 12/59;
  - e. Scoring: V, 5 and 4;
  - f. Type of Fire: Fire and Movement;
  - g. Rate of Fire: **Two shots only at 200 and two shots only at 300 meters and 6 shots at 100 meters;**
  - h. 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 exposures; and
  - i. HPS: 50.10V.
2. Procedure:
  - a. 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;
  - b. 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;
  - c. 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;



- d. 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;
  - c. During the 2 x 5 second exposures, the shooter must start each exposure in the standing alert position;
  - d. 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;
  - e. Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 6, 7 and 8;
  - f. The target handle will be marked with the letter "B" and placed in an appropriate location to facilitate scoring; and
  - g. The shooter must use 2 x 5-rd mags.
3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
- a. The shooter has the ammo required to do the matches - 10 rounds;
  - b. The shooter has with him his scorecards for Matches 6, 7 and 8;
  - c. The targets react IAW match conditions;
  - d. The correct position is used; and
  - e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
4. Suggested Fire Orders for the RO are as follows:
- a. The firing relay is to be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to remove all unnecessary kit and equipment and have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Stand up and move off the firing point with the rifle at the trail. Barrels will remain pointed down range at all times. The LOAD & READY commands will be provided 10m behind the firing point (at the base of the mound)."
  - b. Order butts to ensure that targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Cover back in line 10 meters behind the firing point... With a 5 round magazine LOAD & READY. Adopt the standing - prepare to move position. Relay number 1 (2, 3 or 4) - This is Match 8, 300 to 100-meter run-down, 10 shots for record score. Watch & RUN - WATCH & RUN";*
  - c. Order butts to start the match;
  - d. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD and PREPARE for INSPECTION";*
  - e. *"FPOs clear all firearms";*

- f. *"Are there any protests - are there any protests - are there any protests";*
  - g. FPOs deal with protests and if upheld prepare the shooter for an immediate re-shoot;
  - h. Once protests are dealt with and/or re-shoots are complete...  
*"There are no more protests";*
  - i. *"Relay 1 (2, 3 or 4) move directly to the butts and carry out scoring procedures for your matches 6, 7 and 8";* and
  - j. Order butts to dispatch the appropriate relay from the butts and to prepare for scoring procedures.
5. Notes to the BO/ABOs - The BO/ABOs are to ensure the following:
- a. The correct target is in place. The target handle has been marked with the letter "B" to identify it as the target used for this match;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Markers understand the correct marking procedure and the conduct of the match; and
  - f. The targets are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after this match.
6. Suggested Words of Command are as follows:
- a. *"Stand by your Figure 12 target, marked with the letter "B"";*
  - b. *"In the center."* First three exposures are in the center;
  - c. *"TARGETS - UP"* (fifteen and a half seconds later... *"TARGETS - DOWN"*;
  - d. Fifteen seconds later... *"In the center... TARGETS - UP..."* Target is to remain up for (50 seconds for a metric range or 45 seconds for a yard range) ...*"TARGETS - DOWN"*;
  - e. Fifteen seconds later... *"In the center... TARGETS - UP..."* Target is to remain up for (50 seconds for a metric range or 45 seconds for a yard range)...*"TARGETS - DOWN"*;
  - f. The next 2 x 5 second exposures are provided left, right or center.
  - g. *"On the left... TARGETS - UP"* (five and one-half seconds later) - *"TARGETS - DOWN"*;
  - h. 10 to 20 seconds between exposures;
  - i. *"On the right";* and
  - j. *"TARGETS - UP"* (five and one-half seconds later) - *"TARGETS - DOWN"*.
7. Target positions are presented randomly, and this procedure would continue until a total of 5 exposures have been presented.

8. The exposure time is to start when the last target is up and steady. It is recommended the exposure time given be one-half second longer than IAW match conditions. Thus, if a slightly short exposure is accidentally presented then the shooter will still likely get the proper time allowed and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than IAW match conditions.
9. Once all scoring procedures are complete, ask, "Are there any challenges - are there any challenges - are there any challenges?" Once all challenges are settled patch out all targets.
10. Prepare for the next appropriate deliberate fire match.

## 5.58 Match 9 - 500 Meter Deliberate (Point Target Engagement)

### 1. Specification:

- a. Distance: 500 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5);
- d. Target: 4-foot (1.2 Meter) screen with DCRA Figure 12/59 Type "A" face;
- e. Scoring: V, 5, 4 and 3 (There is no 2 ring);
- f. Type of Fire: Deliberate;
- g. Rate of fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 15 minutes; and
- i. HPS: 50.10V.

### 2. Procedure:

- a. Each shooter is to be given 15 minutes to fire the match;
- b. The scorer, from the waiting relay, is to take a position on the firing mound so he can carry out proper scoring duties;
- c. Sighting shots are scored and indicated as per record shots and during the same overall time period;
- d. There is no 2-scoring ring on the target;
- e. 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
- f. All rifle types will shoot the same course of fire and timings.

### 3. Notes to the RO/FPOs - RO/FPOs are to monitor and ensure the following:

- a. The firing relay has ammunition for the entire 500-meter stage - 46 rounds;
- b. Each shooter has a scorer from a different unit or team;
- c. The scorer has the correct equipment to see the target indicators and to record the score;
- d. The shooter has given his scorecard to the scorer;
- e. The shooter is wearing the correct clothing and equipment and is abiding by the rules;
- f. Both relays have hearing protection;
- g. The scorecard has been signed by the shooter and the scorer;
- h. Empty cases have been picked up;
- i. Ensure FPOs deal with protests and challenges throughout the match; and
- j. Ensure FPOs unload the shooter as they finish and have the scorers stand by to do scoring duties in matches 14 and 15.

4. Suggested Fire Orders for the RO are as follows:
  - a. *"Relay 1 (2, 3 or 4) move onto the firing point";*
  - b. *"This is Match 9 - the 500 Meter Deliberate Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure the targets are up;
  - c. When preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Leave targets up;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"This is Match 9 - COMMENCE THE MATCH - COMMENCE THE MATCH";* and
  - g. Advise butts that the match has started.
  
5. Notes to the BO/ABOs - The BO/ABOs are to ensure the following:
  - a. The correct target is in place;
  - b. There are two markers on each target;
  - c. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (one small or medium shot indicator and one large value indicator);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream, black on black or sand on sand);
  - g. Markers understand the correct marking procedure;
  - h. Sighters are scored as per record shots and during the overall time limit;
  - i. Markers are to work together to ensure the targets are down for the minimum amount of time. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot; and
  - j. This target will remain in the frame for match 10.

## 5.63 Match 10 - 500 Meter Snap (Return Fire)

### 1. Specification:

- a. Distance: 500 meters;
- b. Position: Standing alert to prone;
- c. Number of shots: Ten on score (from 2 x mags 5+5);
- d. Target: 4-foot (1.2-meter) screen with DCRA Figure 12/59, Type "A" face;
- e. Scoring: V, 5, 4 and 3 (There is no 2 ring);
- f. Type of fire: Snap shooting;
- g. Rate of fire: May fire more than two shots per exposure, up to a total of ten shots;
- h. Time Limit: 5 x 10 second exposures; and
- i. HPS: 50.10V.

### 2. Procedure:

- a. 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."
- b. The firing relay is to adopt the standing alert position on the firing point and return to this position for each exposure;
- c. For each exposure, the shooters will adopt the prone position and engage the target;
- d. Upon completion of the match, shot indicators are put in each shot hole and are shown to the shooter to see fall of shot;
- g. 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
- h. All rifle types will shoot the same course of fire and timings.

### 3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:

- a. The shooter has the ammo required to do the next 3 matches - 30 rounds;
- b. The shooter has with him his scorecards for Matches 10, 11 and 12;
- c. The targets react IAW match conditions;
- d. The correct position is used;
- e. The shooter is wearing the correct clothing and equipment, and is abiding by the rules; and

### 4. Suggested Fire Orders for the RO are as follows:

- a. Order butts to ensure that 4ft screen targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 10 - the 500 Meter Snap Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT";*
  - b. Order butts to start the match;
  - c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
  - d. *"Are there any protests - are there any protests - are there any protests";*
  - e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
  - f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
  - g. *"Relay 1 (2, 3 or 4) watch your front for your target indication";*
  - h. Order butts to show all targets with shot indicators for 30 seconds; and
  - i. Upon completion of seeing the fall of shot, the targets will be removed from the frame and a new one inserted on command from the RO.
5. Notes to the BO/ABOs - The BO/ABO is to ensure the following:
- a. The correct target is in place;
  - b. All previous shot holes have been patched;
  - d. Appropriate patching materials are in each target bay;
  - e. Appropriate target indicators are in each bay (ten medium shot indicators);
  - f. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - g. Markers understand the correct marking procedure and the conduct of the match;
  - h. After the match, the targets are shown to the shooter with shot indicators in place for 30 seconds and they are NOT patched out. They will be replaced with a fresh 4ft screen.
6. Suggested Words of Command are as follows:
- a. *"Stand by your target for 5 x 10 second exposures";*
  - b. *"TARGETS - UP"* (ten and one-half seconds later) - *"TARGETS - DOWN";*
  - c. 15 - 20 seconds between exposures;
  - d. *"TARGETS - UP"* (ten and one-half seconds later) - *"TARGETS - DOWN";* and
  - e. 15 - 20 seconds between exposures.

7. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be presented one-half second longer than IAW match conditions. If a slightly short exposure is accidentally presented, then the shooter will still likely get an exposure IAW match conditions and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than 10 seconds.

#### 5.64 Match 11 - 500 Meter Rapid Fire (Suppressing Fire)

1. Specification:
  - a. Distance: 500 meters;
  - b. Position: Standing Alert to Prone;
  - c. Number of Shots: Ten on score (from 2 x mags 5+5);
  - d. Target: 4-foot (1.2 meter) screen with DCRA Figure 12/59 type "A" face;
  - e. Scoring: V, 5, 4 and 3 (There is no 2 ring);
  - f. Type of Fire: Rapid;
  - g. Rate of Fire: 10 shots at the same target;
  - h. Time Limit: 1 x 30 second exposure; and
  - i. HPS: 50.10V.
2. Procedure:
  - a. 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."
  - b. The RO will command the shooter to apply their safety catch and adopt the standing alert position;
  - c. On the appearance of the targets, the shooter will have 30 seconds to adopt the prone position and fire 10 rounds;
  - d. Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the shooter for 30 seconds.
  - e. 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
  - f. All rifle types will shoot the same course of fire and timings.
3. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
  - a. The shooter has the ammo required to do the next 2 matches - 20 rounds;
  - b. The shooter has with him his scorecards for Matches 10, 11 and 12;
  - c. The targets react IAW match conditions;
  - d. The correct position is used;



- e. The shooter is wearing the correct clothing and equipment, and is abiding by the rules; and
4. Suggested Fire Orders for the RO are as follows:
    - a. Order butts to ensure that targets are replaced and patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Relay 1 (2, 3 or 4) move into the standing alert position. With a 5 round magazine LOAD & READY. This is Match 11 - the 500 Meter Rapid Fire with ten shots for score. WATCH & SHOOT - WATCH & SHOOT";*
    - b. Order butts to start the match;
    - c. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
    - d. *"Are there any protests - Are there any protests - Are there any protests";*
    - e. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
    - f. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
    - g. *"Relay 1 (2, 3 or 4) watch your front for your target indication";*
    - h. Order butts to show all targets with shot indicators for 30 seconds; and
    - i. Upon completion of all shot indication procedures the targets will be replaced with a fresh 4ft screen on command from the RO.
  5. Notes to the BO/ABOs:
    - a. The correct target is in place;
    - b. All previous shot holes have been patched;
    - c. Appropriate patching materials are in each target bay;
    - d. Appropriate target indicators are in each bay (ten medium shot indicators);
    - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
    - f. Markers understand the correct marking procedure and the conduct of the match;
    - g. After the match, the targets are shown to the shooter with shot indicators in place for 30 seconds and they are NOT patched out until after scoring duties are completed in the butts.
  6. Suggested Words of Command are as follows:
    - a. *"Stand by your 4-foot target for 1 x 30 second exposure";*
    - b. *"TARGETS - UP"* (thirty and one-half seconds later) - *"TARGETS - DOWN";* and
    - c. *"Indicate all shot holes and stand by to raise targets".*

## 5.65 Match 12 - 500 to 100 Run-Down (Advancing Fire)

1. Specification:
  - a. Distance: 500 - 100 meters;
  - b. Position: 500, 400 and 300 meters: Prone;  
200 meters: Sitting, kneeling or squatting  
100 meters: Standing;
  - c. Number of Shots: Ten on score (2 shots at each distance from 2 x 5-rd mags);
  - d. 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;
  - e. 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;
  - f. Type of Fire: Fire and Movement;
  - g. Rate of Fire: **Two shots only at each distance;**
  - h. 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; and 50.10V.
  - i. HPS:
2. Procedure:
  - a. The shooter will be ordered to adopt the standing alert position, load and make ready 10 meters behind the 500-meter mound;
  - b. 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;
  - c. 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;
  - d. 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;
  - e. 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;
- f. 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**;
  - g. Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 12; and
  - h. Each competitor must use 2 x 5-rd mags.
3. Notes to the RO/FPOs:
- a. The shooter has the ammo required to do the match - 10 rounds;
  - b. The shooter has with him his scorecard for Match 12;
  - c. The targets react IAW match conditions;
  - d. The correct position is used; and
  - e. The shooter is wearing the correct clothing and equipment and is abiding by the rules.
4. Suggested Fire Orders for the RO are as follows:
- a. The firing relay is to be ready to commence the match with minimal time wasted between matches. The onus is on the competitor to remove all unnecessary kit and equipment and have 2 x 5 round magazines charged but not loaded into the rifle. The competitor will wait for the command to "Stand up and move off the firing point with the rifle at the trail. Barrels will remain pointed down range at all times. The LOAD & READY commands will be provided 10m behind the firing point (at the base of the mound)."
  - b. Order butts to ensure that targets are patched out and confirm when they are ready to start the match. Once the minimal preparation period between matches has ended... *"Cover back in line 10 meters behind the firing point... With a 5 round magazine LOAD & READY. Adopt the standing - prepare to move position. Relay number 1 (2, 3 or 4) - This is Match 12, 500 to 100-meter run-down, 10 shots for record score. Watch & RUN - WATCH & RUN"*;
  - c. Order butts to start the match;
  - g. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD and prepare for inspection"*;
  - h. *"FPOs clear all firearms"*;
  - i. *"Are there any protests - are there any protests - are there any protests"*;
  - j. FPOs deal with protests and if upheld prepare the shooter for an immediate re-shoot;
  - k. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests"*;
  - l. *"Relay 1 (2, 3 or 4) move directly to the butts and carry out scoring procedures for your Match 12"*; and

- m. Order butts to dispatch the appropriate relay from the butts and to prepare for scoring procedures.
5. Notes to the BO/ABOs - The BO/ABOs are to ensure the following:
    - a. The correct targets are in place;
    - b. There are two markers on each target;
    - c. All previous shot holes have been patched;
    - d. Appropriate patching materials are in each target bay;
    - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
    - f. Markers understand the correct marking procedure and the conduct of the match; and
    - g. The targets are NOT patched out until all scoring procedures are complete.
  6. Suggested Words of Command are as follows:
    - a. *"Stand by your 4-foot target";*
    - b. *"TARGETS - UP"* (fifteen and one-half seconds later) - *"TARGETS - DOWN";*
    - c. Targets will remain down for 15 seconds;
    - d. *"Stand by your figure 12 target in the center";*
    - e. *"TARGETS - UP"* (50 seconds for a metric range or 45 seconds for a yard range) - *"TARGETS - DOWN";*
    - f. Targets will remain down for 15 seconds;
    - g. *"Stand by with your Figure 12 hand held in the center";*
    - h. *"TARGETS - UP"* (50 seconds for a metric range or 45 seconds for a yard range) - *"TARGETS - UP";*
    - i. Targets will remain down for 15 seconds;
    - j. *"Stand by with your Figure 12 hand held in the center";*
    - k. *"TARGETS - UP"* (50 seconds for a metric range or 45 seconds for a yard range) - *"TARGETS - DOWN";*
    - l. Targets will remain down for 15 seconds;
    - m. *"Stand by with your Figure 12 hand held in the center";* and
    - n. *"TARGETS - UP"* (50 second for a metric range and 45 seconds for a yard range) - *"TARGETS - DOWN."*
  7. All positions of the Figure 12/59 hand held will be in the center.
  8. The exposure time is to start when the last target is up and steady. Exposures may be slightly longer but never less than required.
  9. Once all scoring procedures are complete, ask, *"Are there any challenges - are there any challenges - are there any challenges?"* Once challenging procedures are complete patch out targets and collect scorecards.

## 5.66 Match 17 - Moving Targets Match

### 1. General Specification:

- a. Distance: 300, 200, 100 and 50, meters;
- b. Position: As specified for each stage;
- c. Number of Shots: Two sighters at a stationary target at 300 meters. 50 (from 5-round magazines - minimum of **6 magazines** required);
- d. Target: 300m / 1 x Figure 11, 200m / 1 x Figure 11, 100m / 1 x DCRA Figure 12 and 50m / 1 x Figure 14 per lane. Used as specified for each stage;
- e. Scoring: All targets score V, 5 and 4;
- f. Type of Fire: Snap at moving targets;
- g. Rate of Fire: As required for each stage;
- h. Timing: As specified for each stage and under the control of the RO; and
- i. HPS: 250.50V.

### 2. Procedure:

- a. The competition is fired individually as in-Service Rifle with a team of four aggregate coming from the individual scores;
- b. Dress and equipment are as per Service Rifle rules;
- c. Competitors will be squadded as per Service Rifle on the 300-meter firing point as directed by range staff;
- d. 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;
- e. The match is comprised of four stages;
- f. 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;
- g. 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;
- h. 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.
- i. After the completion of the 100m set of exposures, time will be allocated to the competitor to reload for the next stage at 50m.

### 3. Stage 1 – 300 meters

#### a. Specifications:

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

#### b. Procedure:

- i. 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";
- ii. 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;
- iii. 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
- iv. 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.
- vi. 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.

### 4. Stage 2 – 200 meters

#### a. Specifications:

- i. Distance: 300m to 200 meters;
- ii. Position: From Ready to Move Prone Position to kneeling with a "run down" from 300m;
- iii. Number of Shots: 10 (from 2 x 5 round mag);
- iv. Target: Figure 11 (marked with the letter "B" on the handle);
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: snap at moving targets;

- vii. Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage; and
- viii. Timing: 1 second flash, delay of 50 seconds followed by 5 x 5 second exposures.

b. Procedure:

- i. All shooters will start in the "Ready to Move Position" at the 300m firing line with rifles on "SAFE".
- ii. 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;
- iii. 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
- iv. At the end of this stage, the shooter will be expected to "LOAD, READY & place the rifle on SAFE."
- v. 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.

5. **Stage 3 – 100 meters**

a. Specifications:

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

b. Procedure:

- i. All shooters will start in the "Ready to Move Kneeling Position" at the 200m firing line with rifles on "SAFE";
- ii. 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;
- iii. 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
- iv. At the end of this stage, the shooter will be expected to "LOAD, READY & place the rifle on "SAFE."
- vi. 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.
- vii. After the completion of the 100m exposures, time will be allocated to the competitor to reload magazines for the final stage at 50m.

#### 6. Stage 4 - 50 meters

##### a. Specifications:

- i. Distance: 100m to 50 meters;
- ii. Position: From Ready to Move Standing Position to Standing with a run down from 100m;
- iii. Number of Shots: 20 (from 4 x 5 round mag);
- iv. Target: DCRA Figure 14;
- v. Scoring: V, 5 and 4;
- vi. Type of Fire: snap at moving targets;
- vii. Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 20 for the stage; and
- viii. Timing: 1 second flash, delay of 20 seconds followed by 5 x 5 second exposures;

##### b. Procedure:

- i. All shooters will be expected to ensure their rifle is Loaded, Readied & placed on "SAFE" before the 1 sec flash is given;
- ii. 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;
- iii. 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
- iv. 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.



8. Notes to the RO/FPOs - The RO/FPOs must ensure the following:
- The shooter has the ammo required to do the match - 50 rounds, with no more than 5 rounds per magazine and a minimum of 6 mags;
  - Be prepared to control the interval timing for each stage and allow shooter to "RELOAD & place rifle on SAFE" as required;
  - Each shooter is dressed appropriately;
  - Each shooter has adopted the correct position; and
  - The correct target is given to the shooters.
9. Suggested fire orders for the RO:
- Stage 1: *"Relay 1 (2, 3 or 4) move onto the firing point"; "This is Match 17 Stage 1 - with two sighters and ten shots for score... Your 2-minute preparation period starts now."* Ensure targets are up, centered in the bay;
  - Once the preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended. With a 2-round magazine "LOAD - READY - Carry on with your two sighting shots."* Inform butts sighters are commencing;
  - When everyone appears to be finished with sighters or the two-minute sighting period has elapsed... *"Is anyone not finished sighters? - Sighters are complete."* Order butts to patch out targets and advise when they are ready to start the match;
  - Once the butts are ready... *"Cover off 10 meters behind your firing point. Adopt the standing prepare to move position. This is Match 17, the Moving Targets Match, Stage 1, WATCH & RUN - WATCH AND RUN";*
  - Order butts to start the match;  
Once all stages are complete... *"UNLOAD and PREPARE for INPSECTION. Are there any protest... are there any protest... are there any protest;"* and
  - Once all firearms have been cleared and all protests have been dealt with... *"Move directly to the butts to carry out scoring".*
  - Order butts to dispatch the appropriate relay from the butts and to prepare for scoring procedures.
10. Notes to the BO/ABOs - The BO/ABOs are to ensure the following:
- The correct targets are in place (2 x fig 11, 1 x fig 12, and 1 x Fig 14) and each target is identified with the appropriate stage number on its handle.
  - All previous shot holes have been patched;
  - Appropriate patching materials are in each target bay;
  - Markers are using the correct colour of patches to patch out shot holes (cream on cream and black on black);
  - Markers understand the conduct of the match;

- f. There are sighters at the beginning of the match;
- g. Be prepared to start the next stage on command from the RO; and
- h. After each stage, the targets are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after the final stage.

11. Suggested Words of Command are as follows:

- a. When ordered to start Stage 1:  
*"Stand by in the centre of your bay with your Stage 1 Figure 11 target marked with the letter A on the handle for sighters";*  
*"Stationary - TARGETS - UP."* Sighters are indicated in the usual manner;  
 Once sighters are complete and all targets are patched, inform the firing line the butts are ready to start the match;  
 When ordered to start the match;  
*"Stand by in the centre of your bay with your Stage 1 Figure 11 (A) target... Stationary - TARGETS - UP."* One second later...*"TARGETS - DOWN";*  
 Delay for 10 seconds; then,  
 Provide 5 x moving targets with an exposure time of 5 seconds moving from the center of the bay to the center of the adjacent bay. Target movement direction is to be chosen at random; and 10 to 20 seconds between moving target exposures.
- b. When ordered to start Stage 2:  
*"Stand by in the centre of your bay with your Stage 2 Figure 11 target" marked with the letter "B" on the handle;*  
*"Stationary - TARGETS - UP."* (One second later) ... *"TARGETS - Down";*  
 Delay for 50 seconds; then,  
 Provide 5 x moving targets with an exposure time of 5 seconds moving from the center of the bay to the center of the adjacent bay. Target movement direction is to be chosen at random; and 10 to 20 seconds between moving target exposures.
- c. When ordered to start Stage 3:  
*"Stand by in the centre of your bay with your Stage 3 Figure 12 target with the letter "C" on the handle";*  
*"Stationary - TARGETS - UP."* (One second later) ... *"TARGETS - Down";*  
 Delay for 50 seconds; then,  
 Provide 5 x moving targets with an exposure time of 5 seconds moving from the center of the bay to the center of the adjacent bay. Target movement direction is to be chosen at random; and 10 to 20 seconds between moving target exposures.

- d. When ordered to start Stage 4:  
*"Stand by in the centre of your bay with your Stage 4 Figure 14 target";*  
*"Stationary - TARGETS - UP."* One second later... *"TARGETS - Down";*  
Delay for 20 seconds; then,  
Provide 5 x moving targets with an exposure time of 5 seconds moving from the center of the bay to the center of the adjacent bay. Target movement direction is to be chosen at random; and 10 to 20 seconds between moving target exposures.
- e. The timing for the moving targets will need to be practiced so the target handler gets the pace correct to cover the distance from the centre of one bay to the centre of the next bay in 5 seconds.
- f. After each stage, the targets are NOT patched out but are set aside so they can be scored once the shooter arrives at the butts after the final stage.

## 5.67 Match 19 - Stage Two

1. Stage 2 is to be fired upon completion of Stage 1 (Matches 1-12) and in accordance with the events timetable. Stage 2 will consist of the following matches and are fired in the order indicated:
  - a. Match 9;
  - b. Match 12;
  - c. Match 7; and
  - d. Match 8.
  
2. Procedure:
  - a. 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%;
  - b. 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 relay 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;
  - c. At this time, relay one will be dispatched to the butts. Once there, they will be scrambled and assigned a target to mark;
  - d. 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;
  - e. 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;
  - f. 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;

- g. 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
    - h. 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.
- 3. In the event of a tie score for the Canadian National Service Rifle Champion (the aggregate of Stage 1 Matches 1-12 and Stage 2), the tie will be resolved by a re-shoot of Match 9. If a single re-shoot does not determine a winner, the tied shooters will carry on shot-for-shot until a single shooter is victorious.
- 4. Announcing the Winners:
  - a. Upon completion of the match and when all score cards are received, there will be a short delay while the unofficial results are established;
  - b. 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;
  - c. The announcing and the chairing of the winners from the range will then take place; and
  - d. Guidance and leadership throughout will be provided by representatives of the DCRA.
- 5. Chairing Details: The tradition of chairing the winners of the Canadian National Service Rifle Championship and the CAF/RCMP Champion from the range will be conducted as follows:
  - a. Two chairs will be set up just forward of the 900-meter mound. Each champion will have his own piper (if available) to lead his chair from the firing point;
  - b. The CAF/RCMP Championship is unofficially declared first at the firing point in the following order - 3<sup>rd</sup> place, 2<sup>nd</sup> place and 1<sup>st</sup> place. Runners-up are to take their place on each side of the chair while the Champion takes his place on his chair. All are to be congratulated by a representative of the DCRA. Then the Canadian National Service Rifle Championship is announced in a similar fashion including the runners-up;
  - c. The Canadian National Service Rifle Champion is lifted first, and his piper leads the way, followed by the CAF/RCMP Champion with his own piper leading his chair;
  - d. This process recognizes both the supremacy of each Champion as well as the significance of each within their classification. It also provides the opportunity for both still and video photography.

- e. Both Champions are chaired to the front of the DCRA office where they are met by an official of the DCRA who will provide words of congratulations and a photo opportunity.
6. During the awards ceremonies, the recognition of the Champions is conducted as follows:
- a. Both Champions are chaired into the awards ceremonies separately, with the CAF/RCMP class acknowledged first, again announcing the runners-up and having them stand by the presenter;
  - b. Each Champion is chaired by his team with his piper leading (if available). The procession enters, and the Champion is chaired to the center presentation area and lowered. The team members stand fast while the Champion dismounts and approaches the presenter;
  - c. Once awards have been presented, the Champion receives a ceremonial bottle of champagne (with the keeper wire already removed). He then faces the assembly and uncorks (spraying his team mates and the crowd as appropriate), takes the first drink and passes the bottle to his team members for once around;
  - d. The Champion then remounts his chair and is chaired out with the piper (if available) leading the procession;
  - e. Once the CAF/RCMP Champion is out of sight, the Canadian National Service Rifle Champion is announced, and the exact same procedure is followed.

A Short History about the Chairs as taken from Conrad Laplante's book *At Your Targets in Front...Fire!*

The chair used to carry the winners of the Governor General's Prize [the Canadian National Service Rifle Champion] and the Queen's Medal is a part of Canadian heritage. William J. Clifford, a cabinet maker who was also a member of the DCRA, built the chair before the First World War. Clifford was a private in the 10th Royal Grenadiers of Toronto, and a crack shot. He won a place on the 1911 Bisley Team, where he won the King's Prize and the Prince of Wales' Prize. Clifford achieved this remarkable feat with a Ross rifle, proving to all that the Canadian built firearm was as accurate as any Lee Enfield. Until this time, the DCRA had no ceremonial chair of its own, and wanted to emulate the traditions of Britain's NRA. Clifford obligingly made a chair, patterned after the one he sat in at Bisley, but before it could be put into service, the First World War intervened. Just as the building of Connaught Range was put on hold, so the use of the chair.

Staff Sergeant Clifford went overseas in the position of Divisional Armourer, where amongst other things, he was responsible for the quality assurance of small arms issued to Canadian infantryman. Sir Ross and General Huges wanted Clifford to endorse the rifle and to promote its use for Canadian soldiers. After all, Clifford had won his King's Prize with a Ross. However, the conscientious Staff Sergeant knew the rifle to be an inferior firearm and recommended its withdrawal

from service. This was not a good career move. Rather than face the animosity of an often-vindictive Huges, Clifford transferred to the newly formed Royal Flying Corps, where he became a flight lieutenant. He was killed in a mission over France in 1917. It could be said that the Ross Rifle was an indirect cause of his death. After the war, his chair was used first at the Rockcliffe Range in 1920, then at Connaught, where it remains in service today. (pp.65-66)

Conrad Laplante also mentions the second chair which belongs to the CAF:

"In 1982 a second chair, patterned after the DCRA's was built by the woodwork section of the Construction and Engineering branch of Canadian Forces Base Ottawa." (p.78)

## PRECISION RIFLE

### COMPETITOR EQUIPMENT

#### 6.01 Competitor Equipment - General

1. Note: The CRO/RO, all FPOs and the chairman of the Match Committee, or their assistants shall have the right to examine any competitor's equipment or apparel.
2. Coaching other than by the observer is prohibited.
3. Competitors must use the same rifle throughout.

#### 6.02 Competitor Eligibility

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

#### 6.03 Firearms

1. a. Precision Rifle Description

Open Class - Any rifle with any sight and in any caliber that meets range regulations. The trigger pull specifications must meet these rules.

CAF/RCMP Class - CAF/RCMP issue precision rifle mounted with CAF/RCMP issue sight and using issue ammo may be used in the CAF/RCMP class.
- b. Modular rifles, once configured for the commencement of the matches, the shooter is required to maintain the same configuration throughout the duration of all Precision Rifle matches. This must be the same rifle used for all matches.
- c. Precision Rifle - Service Conditions "Trial"
  - i. Must shoot .308/7.62mm
  - ii. Must shoot ammo less than 180 grain;
  - iii. Competitors agree to an inspection by the match committee to confirm firearm is in compliance with these rules; and



- iv. A competitor must have at least five rounds available at any time for inspection to confirm projectile type/weight.

## 2. Sights

- a. Any sight may be used.
- b. The sight may be adjusted in any manner throughout the conduct of any match.
- c. There will be NO allowance of time extensions for the adjustment of the sights.
- d. A sun/rain shade may be attached to the sight.
- e. Only a CAF/RCMP issue sight may be used for CAF/RCMP issue rifle.

## 3. Ammunition

- a. All ammunition used in a competition must be supplied by the competitor, must be safe for use in his firearm and must meet with specific range regulations.
- b. A competitor must submit his ammunition for inspection and testing whenever required. ROs are authorized to check the type of ammunition any competitor is using.
- c. Any unfired rounds will remain in the possession of the competitor, as will his empty cases.
- d. Only CAF/RCMP issue ammunition may be used for issue CAF/RCMP issue rifles.

## 4. Sling, Bipod, Rests

- a. A one or two-point sling may be used.
- b. The front of the rifle may be supported by a field-expedient rest (such as a pack or sand bog) or an operationally oriented (folding) bipod. The use of a bench rest or machine rest is not allowed.
- c. The back of the rifle may be supported by a sand bag, field-expedient rest, rabbit-ear bag or integral monopod.

## 5. Magazines

- a. Competitors must comply with all Federal and Provincial regulations concerning magazine capacities when using a semi-automatic center fire rifle. Competitors using rifles other than semi-automatic center fire (bolt action, pump action, lever action) may use magazines of larger capacity.
- b. Once the command to load has been given for the sighters, it is the shooter's responsibility to change magazines as required from that point on until the match is finished.

6. Trigger Pull Weight
  - a. It is the shooter's responsibility to ensure his firearm has a safe trigger and must conform to the following minimum trigger pull specifications:
    - i. Precision Rifle - shall not be less than 1 Kg.
7. Trigger Testing
  - a. A competitor must submit his rifle for examination when requested by an RO/FPOs or other official.
    - i. The trigger pull of any rifle may be tested at any time at the discretion of the RO/FPOs.
    - ii. A trigger test may also be carried out if requested by another team.
    - iii. The RO/FPO may randomly test triggers of those competitors in a waiting relay.
  - b. Before testing any trigger, all persons concerned shall first ensure the rifle is clear. The following procedure would then apply:
    - i. All tests are to be carried out under the supervision of the RO or his designate. The competitor or his representative may conduct the test;
    - ii. When testing triggers the safety lever must be in the "Fire" position. The test must be conducted while the barrel is vertical;
    - iii. In order to successfully pass the trigger test, the weight must be lifted and sustained by the rifle, clear of the surface on which the weight was resting, by a minimum of 2.5 cm. A maximum of three attempts to pass the test will be granted; and
    - iv. After the rifle has passed the test, the action will be fired.

#### **6.04 Dress and Accessories**

1. Jackets and Padding
  - a. The use of DCRA regulation cloth shooting jacket, or vest meeting those specifications, is permitted.
  - b. Strap-on type padding may be used in lieu of that allowed in para "a" above (rule 6.04.1.a).
2. Headdress
  - a. Any type of operationally appropriate headdress may be used.

3. Footwear
  - a. Footwear of any type may be worn.
4. Ear Protection
  - a. Ear protection is mandatory for all competitors and may be either plug or muff type. Electronic ear defenders are strongly recommended.
5. Glasses
  - a. Eyeglasses tinted or plain may be worn in any match. The use of protective eyeglasses is encouraged.
  - b. Use of an eye patch over the non-aiming eye is not permitted.
6. Rain Gear
  - a. Rain gear may be worn by the competitor in all matches.
  - b. Water proof sheets may be used either on the ground or over the body only. The receiver/scope area of the rifle may be protected by a different means but not combined to operate as a tent.
  - c. The shooter must be able to carry out all rifle-handling drills safely and without interference. The rain gear must not obscure the RO's ability to ensure the safe and proper conduct of the competition.

## **6.05 Other Equipment**

1. Cheek Pads
  - a. Cheek Pads either permanently or temporarily attached cheek pads may be used.
2. Shooting Log Books
  - a. Shooting Log Books may be used provided their use does not inconvenience other competitors. Their upkeep will not be allowed as an excuse for exceeding time limits.
3. Shooting Box or Bag
  - a. Containers used for storing and transporting various types of shooting equipment may be brought onto the firing point providing they are placed so as not to shield a competitor or rifle or inconvenience other competitors.

- b. The extended or opened height of such containers is not to exceed 35 cm.
4. Optics
  - a. Binoculars and spotting scopes are permitted for use in any match and may be used with a stand.
5. Meteorological Devices
  - a. Wind charts, personal flags, streamers, wind indicators, wind-speed anemometers, thermometers and barometers and the like are allowed on the firing point. They must be operationally oriented in appearance and size such that they would be logical and practical for use on operations. They must not interfere with other competitors.
  - b. Any communications device capable of communicating privately is forbidden on the firing point and in the butts. This includes communication capable weather stations.
6. Timing Equipment
  - a. Stopwatches and similar time measuring devices are encouraged in the interest of ensuring the matches are conducted within the established time limits.
  - b. The timer of the CRO/RO or designated range staff will be the sole determiner of official timings.
7. Adhesive Aids
  - a. The use of adhesive materials or compounds, such as tapes and resins, as an aid for better hold on the fore stock, pistol grip and/or stock of any firearm, or on clothing, is strictly forbidden.
8. Other Aids and Artifices
  - a. All devices or equipment which are aids to shooting and which are not mentioned in these rules, or which are contrary to the spirit of these rules, are forbidden.
9. Team Pennants and Flags
  - a. The use of team pennants or flags is encouraged; however, they must be kept to the rear of the firing point and marshalling area.
10. Communications Devices
  - a. Any communications device capable of communicating privately is forbidden on the firing point and in the butts.

## **COMPETITION ORGANIZATION**

### **6.06 Competition Organization**

1. Squadding
  - a. It is the competitor's responsibility to be present 15 minutes prior to his assigned squadding or duty assignment.
  - b. Competitors will compete in pairs, (i.e. 1 competitor shoots while the other observes and corrects fire). Each member of a pair will fire the same match at each distance at his own targets. Shooter and observer will alternate for the second relay.
  - c. All competitors will be formed up in 4 ranks. A pair will form the first two members of each file. A second pair will make up the third and fourth members of each file. Each file is made up of two pairs and each pair is from a different team. As required by the RO, one pair will become the shooting detail. From the second detail one member of the pair will perform butt duty while the other member will do score keeping duties as required.
  - d. Each file will be assigned a target number. It is important each competitor remember the detail and target number they have been assigned. They will compete in these positions until further notice. Unless otherwise authorized by the FPO, a competitor must shoot on the target to which he has been assigned.
  - e. Should a target break, the FPO may transfer a competitor to another target either before he begins to shoot or subsequently (with additional sighters if allowed).
  - f. Number pegs at the firing point designate the center of each target position. Competitors shall arrange themselves, accordingly, taking care not to infringe upon the area assigned to adjacent targets.
  - g. FPOs shall adjudicate any encroachment on other target(s) or firing points. This may be required to ensure no competitor is disadvantaged due to unusable mound features. This would include the masking of the targets by flagpoles, terrain, etc.
  - h. During squadding the RO will indicate to all which of the targets in Match 65 will be considered the 'hit' target.
2. Relay Rotation
  - a. The details will rotate IAW the RO's direction.
3. Orders
  - a. When a competitor is on the range, he shall comply with all orders issued by the CRO, RO, BO or FPO.
  - b. Pertinent orders may be defined as follows:

- i. "LOAD" - If the rifle is magazine fed, a magazine is put onto the rifle or rounds are put into a non-detachable magazine. If the rifle is a single-shot, then a round is placed on the loading ramp. The bolt is kept open and the chamber is empty;
- ii. "READY" - firearm now has a round in the chamber;
- 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 movement of competitors prior to engagement of targets;
- v. "WATCH AND RUN" - the order to commence matches which include movement of competitors prior to engagement of targets. The firearm will be loaded, with no round in the chamber; and
- vi. "STOP" - the order to stop firing, apply safety catch and await further instruction. Anyone can issue this order in the name of safety.
- vi. "UNLOAD" - This command is given at the completion of a match. Normal unloading drills are to be carried out or in lieu, the magazine is removed, the action is locked to the rear and all ammunition is removed from the rifle;
- vii. "UNLOAD for INSPECTION CLEAR WEAPON" - This command is given and carried out before the range can be declared safe. The rifle, with action open, and magazines are made available to a visual inspection by the RO.

#### 4. Firearms Handling

- a. All safety and firearms handling procedures referred in para 1.04 (Safety) apply as do those applicable to the specific firearm;
- b. More than one competitor may use a firearm, provided no delay is incurred.
- c. Provided it would not disturb other competitors, any competitor whose firearm becomes disabled to the extent it will not fire, may either:
  - i. If safe, rectify the mishap on or off the firing point; or
  - ii. Complete his match with another firearm;

He will not be granted a time extension, a reshoot, or additional sighters.

## 5. Shooting Positions

- a. Any variation of the prone position, with the head facing towards the target is allowed. Minor variations are permitted, where not prohibited, providing they are not dangerous, and all position requirements of the match conditions are met.
- b. The rifle may be supported at the front and rear in a manner suitable for field operations. Support for the rifle may include an attached rifle bipod, sand bags (provided by the competitors), an expedient rest (e.g., sock filled with sand, etc.) or a commercial bag suitable for field operations (e.g., rabbit ear bag).
- c. The use of machine or mechanical rests is not allowed.
- d. Holes shall not be made in the firing point for elbows, heels or knees, or by any part of the shooter's equipment.
- e. Prepare to Move. When in the "prone, prepare to move" position, the competitor must, unless otherwise stated in the match conditions, meet the following requirements:
  - i. Have his stomach and firearm on the ground;
  - ii. The firearm may be held in either hand and must be pointing down range;
  - iii. If possible, the safety catch must be applied; and
  - iv. Conditions of the match will determine if the firearm is in the load or ready state.

## 6. Walk Back Procedures

- a. A "Walk Back" is an opportunity to obtain a zero at all required ranges. This must not be confused with an opportunity to practice a specific match. Participants will be required to shoot only enough shots to acquire a zero for that distance, be appropriately cleared and move back to the next distance. The target provided will be a 4-foot frame with a figure target; individual shots will be indicated with no value indication.
- b. The normal schedule for a walk back will be to fire 100 to 900 in the allocated schedule block. Participants are to refer to the current year's schedule for details.

## **MATCH PROCEDURES**

### **6.07 Match Procedures - Deliberate Fire Matches**

1. Procedure
  - a. Deliberate fire matches will be shot single string. The relay designated by the RO as the "firing detail" will take up a position on the mound at a pre-assigned firing point number. When instructed to do so both competitors, in turn, will fire their sighting and record shots complete.
  - b. All deliberate fire rifle matches will be scored from the firing point.
  - c. The relay designated as the "scoring relay" will take a position on their assigned firing point near the shooter and in such a position as will allow them to clearly see the target they are scoring. They will require an optical aid and a pencil to carry out this task. They will take the shooter's scorecard. The scorer will call out the result of each shot; e.g., "Smith - shot five - is a four" and enter the value on the scorecard. The scorer will confirm the shot indicator agrees with the value indicator. On conclusion he is to record and call out the total score. The shooter is required to check the score entered. The scorer and the shooter are to sign the card. It is the competitor's responsibility to hand in his scorecard to the RO/FPO.
  - d. The competitor must pay attention to the scores called out by the scorer. Any objection to what the scorer calls out must be made immediately and before the next shot is fired. Once the next shot is fired, the score recorded by the scorer will stand.
  - e. It is the competitor's responsibility to check that his scorecard is correct in all respects. Any objection to what has been entered on a scorecard must be made on the firing point at that time and no competitor has the right to object at any subsequent time.
2. Sighting Shots
  - a. Sighting shots will be fired, indicated and scored as for record shots and during the total time allowed for the match.
  - b. A competitor who cannot determine the correct position of a sighting shot because another shot also hit his target will, if he so requests, be permitted by the FPO to re-fire that sighting shot.



- c. In all cases where shooting is interrupted for a period exceeding five minutes, any shooter who has not completed his record shots may fire one sighting shot.
- d. "Fouling Shots" are not in the spirit of these matches and will not be accommodated.

### 3. Time Limits

- a. Each pair will have a prescribed amount of time in which to fire their sighting and record shots IAW match conditions.
- b. Time Limit Extensions - To ensure no competitor is placed at a disadvantage due to delays beyond their control, RO/FPOs may grant an appropriate extension provided the delay was immediately brought to the FPO's attention at the time of the occurrence; the delay occurred through no fault of the competitor; and claims made in this regard are verified by an official or scorer.

### 4. Duties of the Shooter

- a. The shooter must pay attention to the values called out for each shot by the scorer.
- b. If the shooter wishes to object to the recording or signaling of a shot, or to time delays beyond his control, he must do so before the next shot is fired, otherwise the value marked, and time taken will be deemed to have been accepted and no subsequent objection, protest or discussion in respect thereof shall be allowed.
- c. After the shooter's last shot has been signaled and recorded, no objection to the score will be entertained unless made before the scorecard has been turned in to the FPO, and then only as to the accuracy of addition. Also, no objections to time excesses or delays will be entertained unless they were brought to the FPO's attention at the time they occurred.
- d. Upon completion of the match, both shooters shall have their rifles cleared by the FPO prior to leaving the firing point.
- e. The shooter is responsible for passing his completed scorecard to the FPO.

### 5. Duties of the Scorer

- a. Confirm through a telescope or binoculars both the position and the value of each of the shooter's shots.

- b. Call out clearly for each shot the name of the shooter, the number of the shot on score and its value. If in disagreement with the shooter, resolve any difference (if necessary, by calling the FPO) before the shooter continues.
  - c. If the shooter makes no objection, enter the shot value on his scorecard.
  - d. Carefully note any delays or target irregularities beyond the shooter's control at the time they occur.
  - e. Call the FPO to resolve any difficulties if the scorer and shooter cannot agree on the final score.
  - f. Sign the shooter's scorecard to signify compliance with all of the above.
  - g. Allow the shooter to check and sign his scorecard.
6. Scoring of a Ricochet
- a. A ricochet or an elongated bullet hole will be scored IAW normal scoring procedures.
7. Scoring a Burst
- a. When a burst is fired in any match in which the conditions specify single shots, the rounds will not be replaced. All hits on target will be indicated and the competitor will receive the value of the highest hit only.
8. Challenges
- a. If the circumstances during a challenge are such that the signaled value of a shot cannot be verified at once or without considerable delay, the competitor will be credited with the signaled value.
  - b. When a target is neither lowered nor any signal made, the competitor may request from the FPO to examine his target. Should he not exercise this right, he shall be given a miss and score zero for that shot. If after the examination of the target, the competitor is not satisfied with the result, he may then challenge for a hit. A competitor may only ask for his target to be examined once per shot and then he must challenge.
  - c. If a miss has been signaled, the competitor may challenge for a hit. If the hit is found, it will be signaled.

- d. The signaled value of a hit may be challenged by a competitor once only per shot and before any other shot has been fired at the same target.
- e. If a target has been challenged the FPO will contact the ABO. The target will be lowered. The shot indicator will be removed, and the target examined by the ABO during which time he will display a flag to indicate his presence at the target. The correct value (altered or not) will be signaled and the result confirmed to the FPO by radio. If the original score changes, the scorecard will be appropriately amended.
- f. If the shot indicator unmistakably disagrees with the value indicator, the shooter or the scorer must at once inform the FPO, who will call the butts and correct the value of the shot.
- g. If, when a competitor is about to fire a shot, the target is pulled down and a new hit or miss is indicated, the scorer will not record this shot. The shooter must notify the scorer to the fact he has not fired, and the indicated shot is not his. The shooter will not question any previous shots as a result of this new unexplained indication. The competitor must then continue the match. No additional time will be allowed.

## 9. Target Dimensions and Value Indicator Placement

- a. Targets will be inscribed with a V-ring which will be centered on the 5-ring and will be one-half the diameter of the 5-ring. Hits in the V-ring will be recorded on the scorecard and will have a value of 5 points. The V-ring will be used for tie breaking.
- b. Figure targets which are fixed on poles and raised by hand will be raised to a definite height by means of a wooden stop attached to the handle. The stop is to be on top of the mantlet during the period of exposure.

a. Figure 11/59

- i. Target dimensions: 1.125 meters high by 0.45 meters wide.
- ii. The target has scoring rectangles and will be scored as described in the chart following unless otherwise indicated in the match conditions.
- iii. A hit outside the non-scoring line around the edge of the target is scored as a miss.
- iv. In Match 64, a deliberate match on a lone Figure 11, scoring will be indicated as shown in the diagram following.

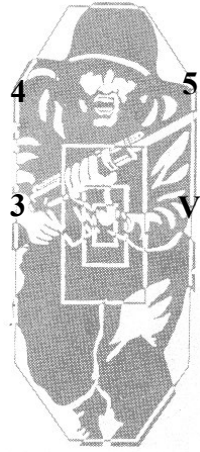
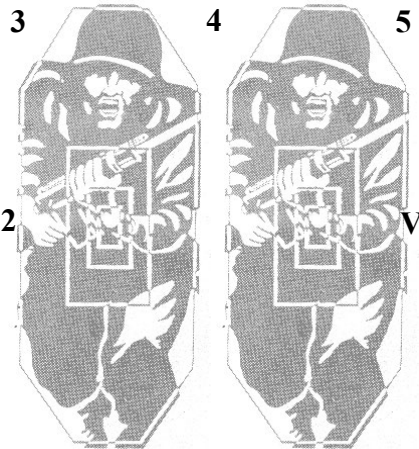


Figure 11/59

Scoring Areas	Scoring Rectangle	Scoring
V-ring	50 x 100 mm	5
5-ring	100 x 200 mm	5
4-ring	200 x 400 mm	4
3-ring	Remainder of scoring surface	3



2 x Figure 11/59 superimposed on 4-foot screen

b. 2 x Figure 11/59 superimposed on 4-foot screen

- i. The 4-foot screen will have 2 x figure 11/59 superimposed and spaced evenly.
- ii. Hits outside the non-scoring line around the edge of the target but on the 4-foot screen will score 2. A hit off of the 4-foot screen will score as a miss.
- iii. In Matches 65 and 66, scoring will be indicated as per the diagram.

c. The DCRA Figure 12/59 measures 450 mm x 600 mm:

- i. The target has scoring rings with the center 300 mm below the top of the target and will be scored as follows unless otherwise indicated in the match conditions: and
- ii. Any hit outside the non-scoring line around the edge of the target is scored as a miss.

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 12/59

#### 10. Scoring Procedures

- a. The scoring for Match 64 will be V, 5, 4 and 3. Matches 65 and 66 will be V, 5, 4 and 3. Match 67 will be scored V,5, and 4. Non-scoring hits will be indicated for feedback on the 4ft screen, but no value will be indicated.
- b. In all relevant competitions when a shot touches a line between two divisions of a target, the shooter will be credited with the higher value. However, radial tears on the target greater than the diameter of the bullet do not count for scoring. In case of doubt before any such shot is signaled, the marker must call the ABO to verify the value.
- c. No competitor may, under any circumstances, knowingly claim or accept points he has not made, or collude with another competitor to produce a false score.
- d. A shot on a target other than the shooter's assigned target will count as a miss - scoring zero.

## 11. Marking

- a. A shot indicator which has been hit will not be used again until it has been patched.
- b. The procedure for marking shall be as follows:
  - i. The target will be lowered when shot at whether hit or not;
  - ii. The new shot hole must be located before the old hole is patched. A shot indicator will be placed in the new shot hole and then the old shot hole patched;
  - iii. The value of the hit will be indicated by moving the value indicator to the appropriate position;
  - iv. The target will be raised for the next shot; and
  - v. A miss will be signaled by patching the old shot hole and sending the target up with no indicators.
- c. If two or more shots strike the target during the same exposure, the shot having the higher value will be signaled but all shot holes will be indicated. The competitor may claim the higher value, provided he has fired.

## 12. Target Irregularities and Protests

- a. Target Refacing. A competitor may have his target refaced if in the opinion of the FPO there are more than an acceptable number of patches which may unfairly obscure the features of the target. Competitors must request replacement of the target prior to the commencement of the match.
- b. 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.
- c. A competitor who feels he has grounds for a reshoot must make his protest known to the FPO. If the protest is upheld, the RO/FPO will grant a reshoot.
- d. If the RO/FPO does not uphold the protest the competitor will receive his score and may then put his protest in writing for furtherance to the CRO. The CRO may decline or uphold the protest. If the CRO declines the protest it is automatically forwarded to the Match Committee who makes the final decision. If the Match Committee declines the protest the competitor will keep the original score.
- e. If a protest is upheld and a reshoot granted, the competitor without option will reshoot the match or receive a score of zero for the match.

### 13. Re-shoots

- a. A re-shoot may be granted for, but are not limited to, the following reason:
  - i. Any failure or irregularity which 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 firearm, magazines, ammunition, sights, ear protection, etc.) or clothing be grounds for a re-shoot.
- c. A re-shoot will be fired IAW the original match conditions, including:
  - i. Sighters, if any; and
  - ii. All scoring shots IAW match conditions.
- d. A re-shoot must take place at the earliest opportunity.
- e. If a re-shoot is granted to one member of a pair, only that member will re-shoot.

## 6.08 Match Procedures - Non-Deliberate Fire Matches

### 1. Target Dimensions and Value Indicator Placement

- a. Targets will be inscribed with a V-ring which will be centered on the 5-ring and will be one-half the diameter of the 5-ring. Hits in the V-ring will be recorded on the scorecard and will have a value of 5 points. The V-ring will be used for tie breaking.
- b. Figure targets which are fixed on poles and raised by hand will be raised to a definite height by means of a wooden stop attached to the handle. The stop is to be on top of the mantlet during the period of exposure.

DCRA - Figure 14 measures 197 mm x 278 mm:

- i. The target has scoring rings with the center 120 mm below the top of the target and will be scored as follows unless otherwise indicated in the match conditions; and
- ii. Hits outside the outer edge of the target are scored as a miss.

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



## DCRA - Save the Hostage

- i. The center target is the no-shoot target superimposed on two shoot targets. It has a grey edge outline. Hits that touch the grey outline will count as non-scoring.
- ii. Hits outside the outer edge of the target two shoot targets are scored as a miss.

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



## 2. Procedure

- a. The relay designated by the RO as the "firing detail" will take up the required position on the firing mound at a pre-assigned target number. The scoring relay will stand by for scoring duties.
- b. When instructed to do so the competitor will fire his sighting shots, if applicable.
- c. The RO will confirm all sighting shots are complete, if applicable.
- d. The RO will then give a fire order for the applicable match and instruct the butts to begin the match.
- e. Upon completion the RO will order an "Unload" and ask if there are any protests.



- f. Once protests, if any, have been dealt with the RO will instruct the BO to show the targets.

### 3. Sighting Shots

- a. When allowed for, sighting shots will be signaled and spotted individually and shown collectively after the last sighter. The normal rules for examining the target and challenging for a hit will apply. Sighting shots do not count for score except those collected for Match 68. All sighting shots striking the target, including any which strike the non-scoring area of the target, will be indicated.
- b. These may be fired from any position regardless of the position to be used in the match.
- c. Field Expedient Sighters are those fired into the backstop at natural objects or shadows. The shots must be shot into the butts of the shooter's assigned target. If in the event the butts are so well groomed there is nothing specific to aim at, then, prior to the match, an indicator (or like object) may be placed in the center of the impact area of each lane.
- d. "Fouling Shots" are not in the spirit of these matches and will not be accommodated.

### 4. Time Limits

- a. The exposure will be timed from the moment the target is up and stationary to the moment it starts to go down.
- b. The time period between exposures is 10-20 seconds unless specifically stated in match conditions.
- c. The maximum allowance for 2 sighting shots, where permitted, shall be 2 minutes.
- d. No extension of time for a non-deliberate match shall be allowed. In the event of a target irregularity or other delay not caused by the competitor, a complete re-shoot may be permitted at the discretion of the CRO/RO/FPO.
- e. Preparing of equipment will not be accepted as a cause of delay.

### 5. Duties of the Shooter

- a. Observe the scorer filling out his scorecards.
- b. Raise any challenges to the FPO.
- c. Sign his scorecard and give it to the FPO.

### 6. Duties of the Scorer

- a. Record onto the shooter's scorecards the total number of Vs, 5s, 4s and 3s (if applicable) for each match as radioed from the butts.
- b. Extend the values to the total score.

- c. Sign the scorecard and return it to the shooter.
7. Scoring of a Ricochet
- a. A ricochet or an elongated bullet hole will be scored IAW normal scoring procedures.
8. Scoring a Burst
- a. When a burst is fired in any match in which the conditions specify more than one round per exposure is permitted, the rounds will not be replaced. All hits on target will be indicated and the competitor will receive the value of the hits. A target may only be scored the number of hits allowed IAW match conditions.
  - b. If a burst is fired during an exposure and the number of rounds fired exceeds what is required in match conditions, the shooter will be disqualified and be scored accordingly.
9. Challenges
- a. Upon the completion of the scoring procedure, the FPO will ask three times in a clear voice "are there any challenges?" If a competitor is not convinced the total number of hits or their value has been correctly signaled, he may challenge. The FPO will radio the ABO the target number. The ABO will re-score the target and his decision is final.
  - b. No challenges will be accepted once the order to patch the targets has been given.
  - c. Only one challenge will be allowed in a non-deliberate fire match.
  - d. When a target is being examined as a result of a challenge all shot indicators will be removed.
  - e. A challenging fee must be provided by the competitor before the process can begin. If the competitor is correct and his challenge is upheld, the fee will be returned. If the competitor is not correct and the challenge is denied, the fee is forfeited. A receipt will be provided by the RO if one is requested. The amount of the fee may vary from year to year and is set by the match organizers
10. Scoring Procedures
- a. 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 the shooter can observe his group placement.
  - b. Using a radio to communicate and beginning at the same end of the firing line, the ABO will send the score of each target to the FPO and the shooter. The designated scorer will take the scorecard from the shooter and record the score. The FPO and ABO will move

to the next firing position and repeat the procedure until all shooters have received their scores. The score radioed to the firing point will be a series of numbers in order which represent the total number of Vs, 5s, 4s and 3s. A sample score sent from the butts would be: "Target 15: 3, 2, 0, 5".

- c. Normal verification, signing and turn-in procedures would then take place. Once the entire relay is scored the FPO would ask for and conduct normal challenging procedures. Scorers and shooters must sign the scorecard and give it to the FPO.

## 11. Marking

- a. Each sighting shot, where allowed, will be signaled 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 the shooter 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.

## 12. Target Irregularities

- a. Target Refacing. A competitor may have his target refaced if in the opinion of the FPO there are more than an acceptable number of patches which 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 a match has commenced the RO may stop the firing because of a target irregularity if, in his opinion, all targets are involved, and he may grant a re-shoot to all competitors. All competitors must reshoot;
  - ii. A competitor who feels he has grounds for a re-shoot must make his protest known to the FPO before his score is known or his target is seen. If the protest is upheld, NO information will be given to the shooter as to the shot placement or score made in the first shoot;
  - iii. The RO/FPO will grant a re-shoot if he upholds the protest;
  - iv. If the RO/FPO does not uphold the protest the competitor will receive his score and may then put his protest in writing for furtherance to the CRO. The CRO may decline or uphold the protest. If the CRO declines

the protest it is automatically forwarded to the Match Committee who makes the final decision. If the Match Committee declines the protest the competitor will keep the original score; and

- v. If a protest is upheld and a re-shoot granted, the competitor, without option, will re-shoot the match or receive a score of zero for that match.
- c. The only target irregularity which will be considered in Match 62 is one involving a target which is not completely exposed over the butts. Erratic movement, which must be kept to a minimum by the butts, will not constitute an irregularity in this match.

### 13. Re-shoots

- a. A re-shoot 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 which 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 firearm, magazines, ammunition, sights, ear protection, etc.) or clothing be grounds for a re-shoot.
- c. A re-shoot 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 re-shoot must take place at the earliest opportunity.
- e. If a re-shoot is granted to one member of a pair, only that member will re-shoot.

## 6.09 Awards

- 1. Team Composition
  - a. A Precision Rifle team will consist of 4 members whose aggregate scores in Precision Rifle Matches 60 to 67 will be used to determine the team aggregate score.
  - b. The 2-person team aggregate score is concurrent with Matches 60 to 67.
- 2. Ties

- a. Ties in aggregate scores (individual and team) will be broken by the best scores in Matches 67, 66, 65, 64, 63, 62, 61 then 60.
3. The following list includes the major trophies which are awarded. For a complete list of all prizes, see Annex F.
- a. **THE CANADIAN NATIONAL SERVICE CONDITIONS 3-GUN CHAMPION**  
The Excalibur Trophy donated by the Operational Shooting Association (OSA) awarded to the competitor with the highest combined aggregate score in Service Rifle Matches 1-12, Precision Rifle Matches 60-67 and Service Pistol Matches 20-28.
  - b. **CANADIAN NATIONAL CHAMPIONS - PRECISION PAIRS**  
The Molson MacPherson Trophy and 2 DCRA Gold Medals awarded to the team of two who obtain the highest aggregate score in Matches 60 to 67.
  - c. **PAIRS AWARDS FOR INDIVIDUAL MATCHES**  
Two DCRA awards given to the pair who obtains the highest combined score in each of Matches 60 to 67.
  - d. **INDIVIDUAL PRECISION RIFLE CHAMPION**  
The Dominion Cartridge Trophy and DCRA Plaque awarded to the individual with the highest aggregate score in Matches 60 to 67.
  - e. **TYRO CHAMPION**  
A DCRA Plaque awarded to the competitor who is in the Tyro class and obtains the highest aggregate score in Matches 60 to 67.
  - f. **PRECISION TEAM OF 4**  
The Major WJ Molnar Trophy and 4 DCRA Gold Medals awarded to the team of four with the highest aggregate in Matches 60 to 67.

## **MATCH CONDITIONS**

### **6.50 Match 60 - 200 Meter Save the Hostage**

#### **1. Specifications:**

- a. Distance: 200 meters;
- b. Position: Prone;
- c. Number of Shots: No sighting and ten on score;
- d. Target: DCRA Save the Hostage (hand held / 1 x Figure 14 superimposed in front of 2 x Figure 14 partially exposed).
- e. Scoring: V, 5, and 4 (only 5 shots on each target will count) Any hits on hostage target will not count for score;
- f. Type of Fire: Snap shooting;
- g. 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;
- h. Time Limit: 5 exposures of 8 seconds; and
- i. HPS: 50.10V.

#### **2. Procedures:**

- a. There are no sighting shots;
- b. Targets will appear left, right or center in random order and within the area of one target bay;
- c. 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;
- d. The butt staff will be instructed to monitor the sequence of shots to ensure each Figure 14 has been shot at during each exposure;
- e. If a target has excessive hits (more than 5) and it is deemed to have been the shooters 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 shooters 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;
- f. 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
- g. Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

3. Notes for the RO/FPO:

- a. Scorekeepers are in position and prepared to carry out scoring duties;
- b. A 2-man team and targets are in position at each firing point;
- c. All personnel on the firing point have hearing protection;
- d. Empty cases have been picked up;
- e. Ensure FPOs deal with protests and challenges; and
- f. Ensure FPOs unload and clear competitors when it is necessary to move them from the firing line.

4. Suggested Fire Orders for the RO:

- a. *"Relay 1 and 2 (or 3 and 4) move onto the firing point";*
- b. *"This is Match 60 - the 200 Save the Hostage - with NO sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure targets are up in the center position;
- c. Once preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Lower the targets;
- d. *"Adopt the prone position";*
- e. *"LOAD - READY";*
- f. *"Relay 1 (2, 3 or 4) - Match 60 - WATCH & SHOOT - WATCH & SHOOT";*
- g. Order butts to start the match;
- h. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
- i. If both members of the pair have finished shooting... *"PREPARE for INSPECTION. FPOs clear all firearms";*
- j. *"Are there any protests - are there any protests - are there any protests";*
- k. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
- l. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
- m. *"FPOs carry out scoring procedures";*
- n. Order butts to show all targets with shot indicators and relay scores to the firing points;
- o. Once scoring is complete... *"Are there any challenges? Are there any challenges? Are there any challenges";* and
- p. Once challenges are complete, order butts to patch out all targets and prepare for the next match.

5. Notes for the BO/ABOs:
  - a. Each target bay has DCRA Save the hostage target on a hand-held Figure 12;
  - b. All previous shot holes have been patched;
  - c. Appropriate patching materials are in each target bay;
  - d. Appropriate target indicators are in each bay (ten small shot indicators);
  - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - f. Markers understand the correct marking procedure and the conduct of the match;
  - g. There are no sighting shots;
  - h. If there are excessive hits on either target, rule 3.03.6 (Excessive Hits) will apply.
  - i. The targets are NOT patched out until ordered to do so by the RO; and
  - j. The targets appear left, right and center in a random order within the area of one target bay.

6. Suggested Words of Command for the Butts:

- a. *"Stand by your 2 x Figure 14 targets for 5 x 8 second exposures";*
- b. *"In the center";*
- c. *"TARGETS - UP"* (eight and one-half seconds later) - *"TARGETS - DOWN"* 10 - 20 seconds between exposures;
- d. *"On the left";*
- e. *"TARGETS - UP"* (eight and one-half seconds later) - *"TARGETS - DOWN"* 10-20 seconds between exposures;
- f. *"On the right";*
- g. *"TARGETS - UP"* (eight and one-half seconds later) - *"TARGETS - DOWN"* 10 - 20 seconds between exposures;
- h. Target positions are presented randomly, and this procedure continues until a total of 5 exposures have been presented; and
- i. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the shooter will still get a proper exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than 8 seconds.



## 6.51 Match 61 - 300 Meter Agony Snap

### 1. Specifications:

- a. Distance: 300 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighting (to be entered on the match 68 score card) and ten on score;
- d. Target: 2 x Figure 14;
- e. Scoring: V, 5, 4;
- f. Type of Fire: Snap shooting;
- g. Rate of Fire: Any number of shots can be fired per exposure up to a maximum of 10 shots;
- h. Time Limit: 10 x 3 second exposures randomly over 10 minutes; and
- i. HPS: 50.10V.

### 2. Procedures:

- a. 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;
- b. Each shooter is to be given 10 minutes to fire the match;
- c. 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;
- d. 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;
- e. 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;
- f. 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
- g. Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

### 3. Notes for the RO/FPO:

- a. Scorekeepers are in position and prepared to carry out scoring duties;
- b. A 2-man team and targets are in position at each firing point;
- c. All personnel on the firing point have hearing protection;
- d. Empty cases have been picked up;

- e. Ensure FPOs deal with protests and challenges; and
- f. Ensure FPOs unload and clear shooters when it is necessary to move them from the firing line.

4. Suggested Fire Orders for the RO:

- a. *"Relay 1 and 2 (or 3 and 4) move onto the firing point";*
- b. *"This is Match 61 - the 300 Meter Agony Snap - with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure targets are up in the center position;
- c. Once preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Lower the targets;
- d. *"Adopt the prone position";*
- e. *"LOAD - READY";*
- f. *"When your targets appear carry on with your two sighting shots";*
- g. Order butts to put the targets up for sighters;
- h. When everyone appears to be finished with sighters or the sighter time limit of 2 minutes has elapsed... *"Is anyone not finished sighters - sighters are complete";*
- i. Order butts to patch out sighters and to advise when they are ready to start the match;
- j. *"Relay 1 (2, 3 or 4) - Match 61 - WATCH & SHOOT - WATCH & SHOOT";*
- k. Order butts to start the match;
- l. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
- m. If both members of the pair have finished shooting... *"PREPARE for INSPECTION. FPOs clear all firearms";*
- n. *"Are there any protests - are there any protests - are there any protests";*
- o. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
- p. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
- q. *"FPOs carry out scoring procedures";*
- r. Order butts to show all targets with shot indicators and relay scores to the firing points;
- s. Once scoring is complete... *"Are there any challenges? Are there any challenges? Are there any challenges";* and
- t. Once challenges are complete, order butts to patch out all targets and prepare for the next match.

5. Notes for the BO/ABOs:

- a. Each target bay has 2 x Figure 14s;
- b. All previous shot holes have been patched;
- c. Appropriate patching materials are in each target bay;

- d. Appropriate target indicators are in each bay (ten small shot indicators);
- e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
- f. Markers understand the correct marking procedure and the conduct of the match;
- g. Sighters are indicated independently of other targets and each target reacts when hit (for sighters only). The target is always pulled down and examined if it has been shot at whether a hit has been felt or not;
- h. During the match, be prepared to switch the targets after five exposures. There should be no more than 5 shots on each target. This is to minimize keyholes and double hits (two shots in one hole). If more than five shots are inadvertently fired at one target show and score all shot holes up to a total of 10 shots;
- i. The targets are NOT patched out until ordered to do so by the RO; and
- j. The exposures are presented randomly over a 10-minute time limit with the last exposure within the last 30 seconds. The targets also appear left, right and center in a random order within the area of one target bay.

6. Suggested Words of Command for the Butts:

- a. Once sighters are complete...*"Stand by your Figure 14 target for 10 x 3 second exposures"*;
- b. *"In the center"*;
- c. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* Minimum of 10 seconds between exposures;
- d. *"On the left"*;
- e. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* Minimum of 10 seconds between exposures;
- f. *"On the right"*;
- g. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* Minimum of 10 seconds between exposures;
- h. Target positions are presented randomly, and this procedure would continue until a total of 10 exposures have been presented;
- i. The first exposure may be shown any time, but the last exposure must be exposed during the last 30 seconds of the 10-minute time limit; and

- j. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the shooter will still get a proper exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than 3 seconds.

## 6.52 Match 62 - 400 Meter Moving Targets

### 1. Specifications:

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

### 2. Procedures:

- a. 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;
- b. 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;
- c. Since targets will always appear from the same position for each exposure they will be moving when they appear;
- d. 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;
- e. 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;
- f. 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

- g. Complete match conditions will be conducted before the pair changes around for the firing of the second relay.

3. Notes for the RO/FPOs:

- a. One target position at each end of the firing line must be kept unoccupied to facilitate target movement in Match 62;
- b. Scorekeepers are standing by and prepared to carry out scoring duties;
- c. A 2-man team and targets are in position on each firing point;
- d. All personnel on the firing point have hearing protection;
- e. Empty cases have been picked up;
- f. Ensure FPOs deal with protests and challenges; and
- g. Ensure FPOs unload and clear competitors when it is necessary to move them from the firing line.

4. Suggested Fire Orders for the RO:

- a. *"Relay 1 and 2 (or 3 and 4) move onto the firing point";*
- b. *"This is Match 62 - the 400 Meter Moving Targets - with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure targets are up in the center position;
- c. Once preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Lower the targets;
- d. *"Adopt the prone position";*
- e. *"LOAD - READY... When your targets appear carry on with your two sighting shots";*
- f. Order butts to put the targets up for sighters;
- g. When everyone appears to be finished with sighters or the sighter time limit of 2 minutes has elapsed... *"Is anyone not finished sighters - sighters are complete";*
- h. Order butts to patch out sighters and to advise when they are ready to start the match;
- i. *"Relay 1 (2, 3 or 4) - Match 62 - WATCH & SHOOT - WATCH & SHOOT";*
- j. Order butts to start the match;
- k. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
- l. If both members of the pair have finished shooting... *"PREPARE for INSPECTION. FPOs clear all firearms";*
- m. *"Are there any protests - are there any protests - are there any protests";*
- n. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
- o. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
- p. *"FPOs carry out scoring procedures";*

- q. Order butts to show all targets with shot indicators and relay scores to the firing points;
- r. Once scoring is complete... *"Are there any challenges? Are there any challenges? Are there any challenges?"*; and
- s. Once challenges are complete, order butts to patch out all targets and prepare for the next match.

5. Notes for the BO/ABOs:

- a. One target position at each end of the firing line must be kept unoccupied to facilitate target movement in Match 62;
- b. Each target bay has a Figure 11;
- c. All previous shot holes have been patched;
- d. Appropriate patching materials are in each target bay;
- e. Appropriate target indicators are in each bay (ten small or medium shot indicators);
- f. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
- g. Markers understand the correct marking procedure and the conduct of the match;
- h. There are two sighting shots;
- i. Targets are to be exposed in random order for a total of 5 exposures in each direction;
- j. Targets must be moving when they are exposed over the butts. It is suggested the target handlers line up one pace from the point of exposure (center of the target bay) and when the command is given "TARGETST - UP" the target handler will begin walking and while moving expose the target at the appropriate place;
- k. Target presentation technic will mimic the likeness of "swinging an axe" to an upright position above the target handler. The target will start in the horizontal position below the mantlet, in a forward direction swing upright to a vertical position, move across the target bay to the center of the adjoining target bay, and fall forward to complete the "swing of the axe".
- l. Target exposure times must be carefully regulated, with handlers independently speeding up or slowing down so they cover the required distance in 6 seconds; and
- m. The targets are NOT patched out until ordered to do so by the RO.

6. Suggested Words of Command for the Butts:

- a. Once sighters are complete...*"Stand by your Figure 11 target for 10 x 6 second exposures"*;
- b. *"Moving to the right"*;
- c. *"TARGETS - UP"* (Six and one-half seconds later) *"TARGETS - DOWN"* 10 - 20 seconds between exposures;
- d. *"Moving to the left"*;

- e. "TARGETS - UP" (Six and one-half seconds later) "TARGETS - DOWN" 10 - 20 seconds between exposures;
- f. Target movement directions are presented randomly, for a total of 5 in each direction; and
- g. The exposure time is to start when the last target is up. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the shooter will still get a proper exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than 6 seconds.

### 6.53 Match 63 - 500 Meter Targets of Opportunity

#### 1. Specifications:

- a. Distance: 500 meters;
- b. Position: Prone;
- c. Number of Shots: One field expedient sighter and ten on score;
- d. Target: 1 x DCRA Figure 12 300M B-Face;  
1 x Fig 11/59;
- e. Scoring: V, 5, 4 and 3 on both targets (only 5 hits on each target will count);
- f. Type of Fire: Snap shooting;
- g. Rate of Fire: Any number of shots may be fired per exposure to a maximum of 10 shots;
- h. Time Limit: Fig DCRA Figure 12 300M B-Face - 5 x 3 second exposures  
Fig 11/59 - 5 x 3 second exposures; and
- i. HPS: 50.10V.

#### 2. Procedures:

- a. 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;
- b. 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;
- c. There is a minimum of 10 seconds between exposures;
- d. 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;
- e. 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
- f. Complete match conditions will be conducted before the pair changes around for the firing of the second relay.
3. Notes for the RO/FPO:
- a. Scorekeepers are in position and prepared to carry out scoring duties;
  - b. A 2-man team and targets are in position on each firing point;
  - c. All personnel on the firing point have hearing protection;
  - d. Empty cases have been picked up;
  - e. Ensure FPOs deal with protests and challenges; and
  - f. Ensure FPOs unload and clear rifles when it is necessary to move them from the firing line.
4. Suggested Fire Orders for the RO:
- a. *"Relay 1 and 2 (or 3 and 4) move onto the firing point";*
  - b. *"This is Match 63 - the 500 Meter Snap - with 1 field expedient sighting shot and ten for score. Your 2-minute preparation period starts now."* Ensure targets are up in the center position;
  - c. Once preparation period has ended... *"Relay 1 (2, 3 or 4) your preparation period has ended."* Lower the targets;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"Carry on with your one field expedient sighting shot";*
  - g. When everyone appears to be finished with the sighter or the sighter time limit of 2 minutes has elapsed... *"Is anyone not finished the sighter - sighter is complete";*
  - h. Have butts advise when they are ready to start the match;
  - i. *"Relay 1 (2, 3 or 4) - Match 63 - WATCH & SHOOT - WATCH & SHOOT ";*
  - j. Order butts to start the match;
  - k. When match is complete... *"Relay 1 (2, 3 or 4) - UNLOAD";*
  - l. If both members of the pair have finished shooting... *"PREPARE for INSPECTION. FPOs clear all firearms";*
  - m. *"Are there any protests - are there any protests - are there any protests";*
  - n. FPOs deal with protests and if any are upheld, prepare the shooter for an immediate re-shoot;
  - o. Once protests are dealt with and/or re-shoots are complete... *"There are no more protests";*
  - p. *"FPOs carry out scoring procedures";*
  - q. Order butts to show all targets with shot indicators and relay scores to the firing points;



- r. Once scoring is complete... *"Are there any challenges? Are there any challenges? Are there any challenges?"*; and
  - s. Once challenges are complete, order butts to patch out all targets and prepare for the next match.
5. Notes for the BO/ABOs:
- a. Each target bay has 1 x DCRA Figure 12 300M Face and 1 x Fig 11;
  - b. All previous shot holes have been patched;
  - c. Appropriate patching materials are in each target bay;
  - d. Appropriate target indicators are in each bay (ten medium shot indicators);
  - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - f. Markers understand the correct marking procedure and the conduct of the match;
  - g. Each target is exposed a total of 5 times in random order for a total of 10 exposures;
  - h. Targets are exposed randomly left, right or center over the area of one target bay; and
  - i. The targets are NOT patched out until ordered to do so by the RO.
6. Suggested Words of Command for the BO:
- a. Once the field expedient sighter is complete... *"Stand by your Fig 12 and Fig 11 targets for 10 exposures"*;
  - b. *"Fig 12 - on the right"*;
  - c. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* Minimum of 10 seconds between exposures;
  - d. *"Fig 11 - on the left"*;
  - e. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* Minimum of 10 seconds between exposures;
  - f. *"Fig 11 - in the center"*;
  - g. *"TARGETS - UP"* (three and one-half seconds later) - *"TARGETS - DOWN"* (Minimum of 10 seconds between exposures);
  - h. Target positions are presented randomly, and this procedure would continue until a total of 10 exposures (5 for each target) have been given; and
  - i. The exposure time is to start when the last target is up and steady. It is recommended the exposure time be given one-half second longer than IAW match conditions. If a short exposure is accidentally presented then the competitor will still get a proper exposure and will not have grounds for a re-shoot. Exposures may be slightly longer but never less than.

## 6.54 Match 64 - 600 Meter One Shot One Kill

### 1. Specifications:

- a. Distance: 600 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighters (to be entered on the Match 68 score card) and ten on score;
- d. Target: Hand-held figure 11/59 (secured in target lifter);
- e. Scoring: V, 5, 4 and 3;
- f. Type of Fire: Deliberate;
- g. Rate of Fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 25 minutes continuing time for the 2-man team; and
- i. HPS: 50.10V.

### 2. Procedures:

- a. Each team has a total of 25 minutes for both members to complete the match;
- b. A scorer is to be provided from the waiting relay;
- c. 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;
- d. Target marking and challenging procedures are as indicated at Rule 6.07; and
- e. 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).

### 3. Notes for the RO/FPOs:

- a. Each team has a scorer from a different unit or team;
- b. The scorer has the correct equipment to see the target indicators and to record the score;
- c. The shooter has given his scorecard to the scorer;
- d. Everyone on the firing line has hearing protection;
- e. The shooter and the scorer have signed the scorecards;
- f. Empty cases have been picked up;
- g. Ensure FPOs deal with protests and challenges throughout the match; and

- h. Ensure FPOs unload and clear rifles as they finish and move them from the firing line.
4. Suggested Fire Orders for the RO:
- a. *"Relays 1 and 2 (or 3 and 4) move onto the firing point";*
  - b. *"This is Match 64 - 600 Meter Deliberate Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure all targets are up;
  - c. Once preparation period has ended... *"Your preparation period has ended."* Targets stay up;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"COMMENCE THE MATCH - COMMENCE THE MATCH";* and
  - g. Advise butts that match is starting.
5. Notes for the BO/ABOs:
- a. The correct target is in place;
  - b. All previous shot holes have been patched;
  - c. Appropriate patching materials are in each target bay;
  - d. Appropriate target indicators are in each bay (one medium shot indicator and one large value indicator);
  - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - f. Markers understand the correct marking procedure;
  - g. Sighters are scored as per record shots and during the overall time limit; and
  - h. Markers are to ensure the targets are down for the minimum amount of time for indicating. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot.

## 6.55 Match 65 - 700 Meter Selective Fire

1. Specifications:
- a. Distance: 700 meters;
  - b. Position: Prone;
  - c. Number of Shots: Two sighters (to be entered on the Match 68 score card) and ten on score;
  - d. Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen);
  - e. Scoring: V, 5, 4, 3 and 2;
  - f. Type of Fire: Deliberate;
  - g. Rate of Fire: Each shot must be indicated and scored before the next shot is fired;

- h. Time Limit: 25 minutes continuing time for the 2-man team;  
and
- i. HPS: 50.10V.

2. Procedures:

- a. 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;
- b. Each team has a total of 25 minutes for both members to complete the match;
- c. A scorer will be provided from the waiting relay;
- d. 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;
- e. Target marking and challenging procedures are as indicated at Rule 6.07;
- f. 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
- g. 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.

3. Notes for RO/FPOs:

- a. Each team has a scorer from a different team;
- b. The scorer has the correct equipment to see the target indicators and to record the score;
- c. The shooter has given his scorecard to the scorer;
- d. The scorer understands which target the "no-hit" target is and how hits on it will be indicated;
- e. Everyone on the firing line has hearing protection;
- f. The scorecards have been signed by the shooter and the scorer;
- g. Empty cases have been picked up;
- h. Ensure FPOs deal with protests and challenges throughout the match; and

- i. Ensure FPOs unload and clear shooters as they finish and move them from the firing line.
4. Suggested Fire Orders for the RO:
- a. *"Relays 1 and 2 (or 3 and 4) move onto the firing point";*
  - b. *"This is Match 65 - 700 Meter Selective Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."*  
Ensure all targets are up;
  - c. Once preparation period has ended... *"Your preparation period has ended."* Targets stay up;
  - d. *"Adopt the prone position";*
  - e. *"LOAD - READY";*
  - f. *"COMMENCE THE MATCH - COMMENCE THE MATCH";* and
  - g. Advise butts that match is starting.
5. Notes for the BO/ABOs:
- a. The correct target is in place;
  - b. All previous shot holes have been patched;
  - c. Appropriate patching materials are in each target bay;
  - d. Appropriate target indicators are in each bay (one medium shot indicator and one large value indicator);
  - e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
  - f. Markers understand which of the 2 figure 11s have been designated as the "Hit" and which is designated as the "No Hit" and the correct marking procedure for hits on either target;
  - g. Sighters are scored as per record shots and during the overall time limit; and
  - h. Markers are to ensure the targets are down for the minimum amount of time for indicating. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot.

## 6.56 Match 66 - 800 Meter Harassing Fire

1. Specifications:
  - a. Distance: 800 meters;
  - b. Position: Prone;
  - c. Number of Shots: Two sighters (to be entered on the Match 68 score card) and ten on score;
  - d. Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen);
  - e. Scoring: V, 5, 4, and 3;
  - f. Type of Fire: Deliberate;

- g. Rate of Fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 25 minutes continuing time for the 2-man team; and
- i. HPS: 50.10V.

2. Procedures:

- a. Each team has a total of 25 minutes for both members to complete the match;
- b. A scorer is to be provided from the waiting relay;
- c. 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;
- d. Target marking and challenging procedures are as indicated at Rule 6.07; and
- e. 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).

3. Notes for RO/FPO:

- a. Each team has a scorer from a different team;
- b. The scorer has the correct equipment to see the target indicators and to record the score;
- c. The shooter has given his scorecard to the scorer;
- d. Everyone on the firing line has hearing protection;
- e. The scorecards have been signed by the shooter and the scorer;
- f. Empty cases have been picked up;
- g. Ensure that FPOs deal with protests and challenges throughout the match; and
- h. Ensure the FPOs "UNLOAD & CLEAR" shooters as they finish and move them from the firing line.

4. Suggested Fire Orders for the RO:

- a. *"Relays 1 and 2 (or 3 and 4) move onto the firing point";*
- b. *"This is Match 65 - 800 Meter Harassing Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."*  
Ensure all targets are up;
- c. Once preparation period has ended... *"Your preparation period has ended."* Targets stay up;
- d. *"Adopt the prone position";*
- e. *"LOAD - READY";*

- f. *"COMMENCE THE MATCH - COMMENCE THE MATCH"*; and
- g. Advise butts that match is starting.

5. Notes for the BO/ABOs:

- a. The correct target is in place;
- b. All previous shot holes have been patched;
- c. Appropriate patching materials are in each target bay;
- d. Appropriate target indicators are in each bay (one medium shot indicator and one large value indicator);
- e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
- f. Markers understand the correct marking procedure;
- g. Sighters are scored as per record shots and during the overall time limit; and
- h. Markers are to ensure the targets are down for the minimum amount of time for indicating. If the target marking is too slow, time will be wasted by granting the shooter a time extension or a re-shoot.

**6.57 Match 67 - 900 Meter Deliberate Fire**

1. Specifications:

- a. Distance: 900 meters;
- b. Position: Prone;
- c. Number of Shots: Two sighters (to be entered on the Match 68 score card) and ten on score;
- d. Target: 1 x DCRA Figure 12/59-300m B-Face centered on a 4-foot (1.2-meter) screen;
- e. Scoring: V, 5, 4, 3 and 2;
- f. Type of Fire: Deliberate;
- g. Rate of Fire: Each shot must be indicated and scored before the next shot is fired;
- h. Time Limit: 25 minutes continuing time for the 2-man team; and
- i. HPS: 50.10V.

2. Procedures:

- a. Each team has a total of 25 minutes for both members to complete the match;
- b. A scorer is to be provided from the waiting relay;
- c. 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;

- d. Target marking and challenging procedures are as indicated at Rule 6.07; and
- e. 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).

3. Notes for RO/FPO:

- a. Each team has a scorer from a different team;
- b. The scorer has the correct equipment to see the target indicators and to record the score;
- c. The shooter has given his scorecard to the scorer;
- d. Everyone on the firing line has hearing protection;
- e. The scorecards have been signed by the shooter and the scorer;
- f. Empty cases have been picked up;
- g. Ensure that FPOs deal with protests and challenges throughout the match; and
- h. Ensure the FPOs "UNLOAD & CLEAR" shooters as they finish and move them from the firing line.

4. Suggested Fire Orders for the RO:

- a. *"Relays 1 and 2 (or 3 and 4) move onto the firing point";*
- b. *"This is Match 67 - 900 Meter Deliberate Fire with 2 sighting shots and ten for score. Your 2-minute preparation period starts now."* Ensure all targets are up;
- c. Once preparation period has ended... *"Your preparation period has ended."* Targets stay up;
- d. *"Adopt the prone position";*
- e. *"LOAD - READY";*
- f. *"COMMENCE THE MATCH - COMMENCE THE MATCH";* and
- g. Advise butts that match is starting.

5. Notes for the BO/ABOs:

- a. The correct target is in place;
- b. All previous shot holes have been patched;
- c. Appropriate patching materials are in each target bay;
- d. Appropriate target indicators are in each bay (one medium shot indicator and one large value indicator);
- e. Markers are using the correct color of patches to patch out shot holes (cream on cream and black on black);
- f. Markers understand the correct marking procedure;
- g. Sighters are scored as per record shots and during the overall time limit; and
- h. Markers are to ensure the targets are down for the minimum amount of time for indicating. If the target marking is too slow,



time will be wasted by granting the shooter a time extension or a re-shoot.

## 6.58 Match 68 - The Sniper's Match

### 1. Specifications:

- a. Distance: 300, 400, 600, 700, 800 and 900 meters;
- b. Position: IAW match conditions;
- c. Number of Shots: Twelve on score;
- d. Target: IAW match conditions;
- e. Scoring: V, 5, 4, and 2;
- f. Type of Fire: IAW match conditions;
- g. Rate of Fire: IAW match conditions;
- h. Time Limit: IAW match conditions; and
- i. HPS: 60.12V.

### 2. Procedures:

- a. 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;
- b. There will be 2 sighters each at 300, 400, 600, 700, 800 and 900 meters;
- c. All sighters are to be fired IAW match conditions;
- d. The value of the sighters will be communicated from the butts, before that match is to begin; and
- e. 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:
  - i. 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;
  - ii. Each competitor will be assigned a firing point and target;
  - iii. Once all are ready and under control of the RO, the competitors will have 2 minutes to fire 2 sighters;
  - iv. 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
  - v. Those still left in the shoot off will continue as above, shot for shot, sudden death, until a winner is declared.
- f. 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.

*This page left intentionally blank.*

## SERVICE PISTOL

### COMPETITOR EQUIPMENT

#### 7.01 General

1. Items not covered in this chapter will be governed by the rules stated in other chapters of this publication and in the conditions for specific matches.
2. Competitors may be required to assist range staff in the general duties for the efficient conduct of the ranges.
3. Competitors must compete IAW the spirit of this competition. They may use only equipment and aids that are logical and practical for operations and duty.
4. The chairman of the Match Committee, the CRO, RO, all FPOs and their assistants shall have the right to examine any competitor's equipment or apparel.

#### 7.02 Safety

1. Unsafe gun handling could result in immediate disqualification from the competition. Examples include, but are not limited to:
  - a. Endangering any person;
  - b. Pointing the muzzle in an unsafe direction, which includes breaking 90 degrees up range;
  - c. Dropping a loaded and readied firearm;
  - d. Allowing the muzzle to point at any part of the competitor's body. Not applicable if "sweeping" occurs while drawing or holstering, provided the safety (if present) is applied and the competitor's finger is clearly outside the trigger guard; and
  - e. Dangerous or repeated "finger in the trigger guard" violations during loading, unloading, reloading, moving, drawing, holstering or remedial action.
2. Pistols will only be loaded when directed to do so by a member of the range staff. All normal safety precautions will apply to the handling of a loaded firearm.
3. Immediately after firing and before leaving his position on the firing line, a competitor must remove the magazine, extract all cartridges and with the slide to the rear, hold the pistol so it can be inspected by the RO. The pistol must remain in this state (i.e., magazine removed and slide to the

rear), until the RO commands "ease springs and holster" or it is returned to a case.

4. While unloading, the pistol must be held with the muzzle pointing at the ground and toward the target(s).
5. Competency Expectation. All competitors are expected to have the skills necessary to safely complete all pistol matches they enter. Safe and effective firearm handling includes the ability to change magazines under stress, to follow the appropriate movement procedures, to demonstrate safe strong and weak hand capabilities and to conduct safe holstering and un-holstering IAW match conditions.

### **7.03 Competitor Eligibility**

1. All competitors must compete in their class IAW rule 2.03.

### **7.04 Firearms**

1. Pistol Description
  - a. 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.
  - b. CAF/RCMP personnel, competing in this class must use CAF/RCMP issue equipment and ammunition.
  - c. Pistols fitted with a compensator or muzzle brake (either as issued or after-market) may be used in the open class provided the pistol maintains its original factory profile and will still fit into a tactical type holster.
  - d. Other pistols (e.g., "race guns") may be used to compete for honors only.
  - e. The same pistol must be used throughout the competition. If a pistol becomes disabled, it can be replaced with the authority of the CRO. No allowances will be granted for a pistol which becomes disabled during a match or stage.
2. Sights
  - a. Any open/notched sight which would be logical and practical for use on operations. Sights may be painted or blackened.
  - b. Any compact reflex sights. 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.
  - c. The sight may be adjusted in any manner throughout the conduct of any match.
  - d. There will be NO allowance of time extensions for the adjustment of the sights.

3. Ammunition
  - a. 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.
  - b. CAF/RCMP personnel, competing in this class must use CAF/RCMP issue ammunition.
  - c. A competitor must submit his ammunition for inspection and testing whenever required. ROs are authorized to check the type of ammunition any competitor is using, and, on occasion, magazines will be verified to ensure they hold the correct number of rounds as specified in the match conditions.
  - d. Any unfired rounds will remain in the possession of the competitor, as will his empty cases.
  - e. **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 Luger ammunition the power factor must be 130 or greater. For 40 cal S&W and 45 cal ACP the power factor must be 170 or greater. The minimum cartridge allowed is 9mm Luger.
  - f. The firing of a "squib load" or "underpowered load" may be considered a safety violation, particularly if another shot is fired when there is a real risk a bullet has been lodged in the barrel. As well, the firing of such a "squib load" would be in violation of the "use full power ammunition" rule (7.04.3.e) and could be penalized accordingly.
4. Holster
  - a. A holster is required as a means to safely and practically carry a pistol during periods of administration such as scoring, and range clean up.
5. Magazines & Magazine Pouches
  - a. Competitors must comply with all federal and provincial regulations concerning magazine capacities (10 rounds) when using a semi-automatic pistol. Only members of the military, police or security agencies may use magazines of larger capacity.
  - b. A maximum of 10 rounds only will be loaded in any single magazine by any competitor.
  - c. Match conditions for service pistol competition require participants to change magazines during the course of fire. Some matches will state the maximum number of rounds allowed in the magazine while others will not. A minimum of 4 magazines is required.
  - d. Once the course of fire has begun, it is the competitor's responsibility to change magazines as required from that point on until the match is finished.

- e. The use of mag pouches is recommended.
  - f. Competitors must organize their magazines (and their magazine pouches) in such a fashion that they are able to safely reload during the match.
  - g. Magazine pouches must be capable of retaining the magazines during active matches, which may involve movement and position shooting.
6. Trigger Pull Weight
- a. It is the competitor's responsibility to ensure his firearm has a safe trigger, that it meets specific departmental or agency requirements and must conform to the following minimum trigger pull specifications:
    - i. The lightest pull shall not be less than 1.5 kg.
7. Trigger Testing
- a. The trigger pull of any firearm may be tested at any time at the discretion of the CRO and RO.
  - b. A trigger test may also be carried out if requested by another team, at the discretion of the CRO.
  - c. Pistol triggers may be tested before the first match of the pistol competition and may be tested at any time thereafter, particularly when the score obtained may be in the prize list.
  - d. Before testing any trigger, all persons concerned shall first ensure the pistol is clear. The following procedure would then apply:
    - i. All tests are to be carried out under the supervision of the RO or his designate. The competitor or his representative may conduct the test;
    - ii. When testing triggers the pistol must be in a fireable state. The test must be conducted while the barrel is vertical;
    - iii. In order to successfully pass the trigger test, the weight must be lifted and sustained by the pistol, clear of the surface on which the weight was resting, by a minimum of 2.5 cm. A maximum of three attempts to pass the test will be granted; and
      - i. After the pistol has passed the test, the action will be fired.

## **7.05 Dress and Accessories**

- 1. Unless otherwise stated in the conditions of a match, the dress and equipment of competitors will be as set out in the following sections. For those competing in the CAF/RCMP class, it is to be issued and worn in the authorized manner throughout the competition.

2. Dress
  - a. No specific dress regulations are required for the Open Class.
  - b. If the CRO/RO determines a competitor's dress or gear could cause a safety problem or provides an unfair advantage, it must be rectified to the satisfaction of the range official.
  
3. Headdress
  - a. Competitors may wear baseball style caps or wide brimmed hats; however specialized target shooting hats with shielding wings are not permitted.
  - b. No competitor is required to wear a helmet.
  
4. Footwear
  - a. Footwear of any type may be worn.
  
5. Ear Protection
  - a. Ear protection is mandatory for all competitors and may be either plug or muff type. The electronic ear defender is highly recommended.
  
6. Glasses
  - a. The use of protective eyeglasses is mandatory in any match or when near any active range. Eyeglasses may be tinted or plain; and
  - b. The use of an eye patch over the non-aiming eye is not permitted.
  
7. Rain Gear
  - a. Rain gear may be worn by the competitor in all matches.
  - b. The shooter must be able to carry out all pistol handling drills without interference.
  - c. The rain gear must not obscure the RO's ability to ensure the safe and proper conduct of the competition.

## **7.06 Other Equipment**

1. Shooting Log Books
  - a. May be used provided their use does not inconvenience other competitors. Their upkeep will not be allowed as an excuse for exceeding time limits.
  
2. Shooting Box or Bag
  - a. Containers used for storing and transporting various types of shooting equipment may be brought onto the firing point providing they are placed so as not to create a safety hazard or inconvenience other competitors.



3. Optics
  - a. Binoculars and spotting scopes are permitted for use in any match and may be used with a stand provided they do not interfere with the conduct of the match and at the CRO's discretion.
4. Timing Equipment
  - a. ROs will not warn any competitor of the passage of time.
  - b. The RO is the final authority for all timings.
5. Adhesive Aids
  - a. The use of "sticky" or adhesive materials or compounds, such as tapes and resins, as an aid for better hold on the pistol grip or on clothing, is strictly forbidden.
  - b. The use of a "dry" tape such as skate board tape may be used on the pistol grip in such a manner as would be considered appropriate for operations.
6. Other Aids and Artifices
  - a. All devices or equipment which are aids to shooting and which are not mentioned in these rules, or which are contrary to the spirit of these rules, are forbidden.
7. Team Pennants and Flags
  - a. The use of team pennants or flags is encouraged; however, they must be kept to the rear of the firing point and marshalling area.

## **COMPETITION ORGANIZATION**

### **7.07 Competition Organization**

1. General
  - a. Each match will be described by a match briefing which will include the course of fire. The Chief Range Officer may make minor adjustments to the layout in interest of safety, to meet range requirements and to provide for a smooth sequence of firing.
  - b. The maximum arcs of each range will be included in the stage briefing. Pointing the muzzle outside the identified arcs will result in disqualification.
2. Orders
  - a. When a competitor is on the range, he shall comply with all orders issued by the CRO, RO, or FPO.
  - b. Pertinent orders are defined as follows:
    - i. "LOAD" - with the slide forward, the magazine with the applicable number of rounds is inserted into the firearm. The slide remains forward, and the chamber is empty;
    - ii. "READY" - cycle the slide to chamber a round, the safety (if present) must be on. Competitors may replace the magazine for a fully charged one;
    - iii. "IS ANYONE NOT READY (pause) STAND-BY" - competitor is set in the start position and waiting the start signal;
    - iv. "WATCH AND SHOOT... WATCH AND SHOOT" - the competitor has adopted the "start" position and can expect the target exposures to begin;
    - v. "STOP... STOP... STOP" - the order to stop firing, finger out of the trigger guard, apply the safety and await further instruction;
    - vi. "UNLOAD" - the order to remove the magazine and verify the chamber is empty;
    - vii. "MAKE SAFE" - complete an unload followed by a load;
    - viii. "FOR INSPECTION CLEAR WEAPON" - carry out an unload and prepare the pistol to be cleared by the FPO/RO;
    - ix. "CLEAR, EASE SPRINGS" - pistol is clear of ammunition, the hammer is released to the full down (fired) position;
    - x. "HOLSTER" - place the pistol in the holster. This can be performed with the pistol in the load, ready or unload conditions;
    - xi. "RANGE CLEAR" - the FPO/RO has verified the pistol is unloaded and holstered; and

- xii. "FINGER" - the competitor has his finger in the trigger guard but is not engaging a target.
- c. Suggested RO words of command for these matches are as follows:
  - i. When the RO is ready to start a match - *"Relay Number 1 (2, 3, 4 etc), move to the firing line. Your preparation period starts now";*
  - ii. After 2 minutes or if all competitors are ready, *"Your preparation period has ended";*
  - iii. *"This relay, with a magazine of xx rounds... LOAD... READY"*. The number of rounds to be loaded is IAW match conditions. If the match conditions allow for any number of rounds in a magazine then the words of command would be - *"This relay... LOAD... READY";*
  - iv. After observing that the firing line appears ready - *"Is anyone not ready?"* If no one responds... *"The line is ready; WATCH & SHOOT - WATCH & SHOOT";*
  - v. The RO will give a short whistle blast to start and carry on IAW the match conditions;
  - vi. At the end of the match, *"UNLOAD... PREPARE for INSPECTION, are there any protests, are there any protests, there are no protests";* and
  - vii. After the line is clear, insure all pistols have been holstered. Then, call forward the scoring relay and carry out scoring duties.

## 5. Changing Firearms

- a. All safety and firearms handling procedures referred in the Safety para (1.04) apply as well as those specific to an individual firearm. Exceptions will be indicated in the match briefing.
- b. More than one competitor may use the same firearm, provided no delay is incurred.
- c. Any competitor, whose firearm becomes disabled to the extent it will not fire, may either:
  - i. If safe, rectify the mishap between matches/stages; or
  - ii. Complete the remainder of the competition with another firearm, with authority of the CRO; and
  - iii. Will not be granted a re-shoot as a result of a disabled firearm.
- d. In any match/stage, if a firearm becomes disabled, it may be exchanged for another provided it is done within the overall timings of the match/stage and can be done so safely.

## 6. Shooting Positions

- a. Basic positions to be used for firing are specified in the match briefing and detailed in the rules below. Minor variations are permitted providing they are not dangerous and all position

requirements of the match conditions are met. Also, the "spirit of the regulations with regard to firing positions" must be met. The CRO will rule on any issues which arise.

- b. Prone. When in the prone position the body will lay flat on the ground with the head oriented towards the target. The pistol will be supported by the arms and may touch the ground.
- c. Kneeling/Squatting. When in the kneeling or squatting position, the buttocks must be off the ground. Only one or both feet and one or both knees may contact the ground. Sitting on the heel or on the side of the foot is permitted.
- d. Standing. The pistol may be supported by both hands and any available props unless strong or support hand only is stated in the match briefing:
  - i. Strong Hand - The hand normally usually to hold the pistol; and
  - ii. Support Hand - The hand not normally used to hold the pistol.
- e. Standing Alert/Start Position. The pistol will be held with the muzzle pointing forward, with both elbows touching the body. The pistol will be in a state IAW the match conditions.

7. Zeroing Opportunity

- a. An opportunity to zero may be arranged through the range staff depending on range and staff availability.

## **MATCH PROCEDURES**

### **7.08 General**

1. All of the matches are based on "skills drills". Each match has a specific skills theme. A pool of 10 such matches has been put in place and will be conducted in order for as long as time and space will allow. This will depend on the number of competitors and the number of matches actually shot may vary for year to year.

### **7.09 Squadding**

1. It is the competitor's responsibility to be present 15 minutes prior to the commencement of the match or duty assignment.
2. Squadding will be done on the range by the range staff IAW the schedule.

### **7.10 Relay/Squad Rotation**

1. Relays/squads will be rotated as required by the range staff.

### **7.11 Match Procedures**

1. The RO will organize all competitors into relays. Each relay will fire each match in turn. The competitors will receive a detailed description of each match.
2. Competitors will be expected to carry out range duties as directed by the RO when they are not shooting.
3. Each competitor must notify the RO if he is not ready to fire at the time the RO asks, "*is anyone not ready?*" Should the RO then inadvertently give the order to commence firing, the competitor who was not ready will be given an opportunity to re-start the match. Failure of the competitor to notify the RO he is not ready shall forfeit the competitor's right to re-shoot the match.

### **7.12 Scoring General**

1. No competitor may, under any circumstances, knowingly claim or accept points he has not made, or collude with another competitor to produce a false score.
2. Targets will score as per the table in paras 7.24.1 and 7.24.2.
3. In general, whenever a shot makes a hole in a target, regardless of the hole's shape or size, it shall be scored according to its location. If the elongated hole crosses a scoring line it will be given a score of the higher value.
4. When a shot touches a line between two divisions of a target, the competitor will be credited with the higher value. However, radial tears on

the target greater than the diameter of the bullet do not count for scoring.

5. A shot on a target other than the shooter's assigned target will count as a miss (scoring zero).
6. All scoring procedures will be outlined in each match condition.
7. Scoring may be done by a fellow competitor. Any objections to the assessed score are to be referred to the RO, who will give the final decision. Competitors must ensure the score recorded on the scorecard corresponds with the score allowed by the RO.

### **7.13 Scoring System**

1. Targets are scored IAW para 7.24 and with match conditions.

### **7.14 Penalty System**

1. Time Penalties. A penalty of 5 points will be assessed for each shot fired past the exposure time as indicated in the match conditions.
2. Procedural Penalties. A penalty may be assessed up to and including a match disqualification (or lesser as decided by the RO) when a competitor fails to comply with procedures specified in the match conditions.
3. Excessive Hits -
  - a. If a target has more hits than allowed IAW the match conditions and the excessive hits are as a result of the competitor firing too many shots, a penalty will be assessed by removing the equal number of shots of the highest value to bring the total number of shots to those allowed;
  - b. If the excessive hits are as a result of a cross fire or some other means beyond the shooter's control and do not consist of more than 50% of the number of shots allowed by the match conditions, then the correct number of shots will be achieved by first removing a shot of the lowest then one of the highest value and so on;
  - c. If the excessive shots are greater than 50% of the allowed shots then a re-shoot will take place.
4. A competitor disputing the application of a penalty may protest to the RO, with recourse to the CRO then to the match committee.
5. The competitor who attempts to circumvent or compromise the spirit or rationale of any match by the use of inappropriate devices or equipment will be disqualified and the incident must be reported to and reviewed by the match committee.

### **7.15 Application of Penalties**

1. A shooter must remain within the confines of his shooting lane during the firing of a match and until he has been formally "cleared" by the range staff.
2. The trigger finger must be clearly visible outside of the trigger guard at all times when the shooter is neither aiming nor engaging a target. The safety need not be applied once the command "WATCH & SHOOT" has been given.
3. Any part of the body which touches the ground must do so behind the designated "firing line".
4. Range staff may assess a 5-point penalty per shot fired during an infraction or a lesser penalty at the RO's discretion.

### **7.16 Duties of the Shooter during Scoring**

1. It is the responsibility of each competitor to watch the marking of his scorecard and to challenge such scoring immediately if he believes the scoring to be incorrect.

### **7.17 Duties of the Scorer.**

1. When targets are being scored, the scorer shall record on the scorecard the value of each hit, with the card held in such a position so the competitor may see the score being recorded.
2. While marking the score on the card, the scorer will announce each hit value in an audible manner, thus: "Left target - 4 x Vs, 3 x fives, 0 x fours and 3 x threes". The scorer will then multiply the values and calculate the total. The scorer and the shooter must sign the card.

### **7.18 Challenges**

1. A shooter must challenge immediately if he believes the scoring is incorrect.

### **7.19 Scoring of a Ricochet**

1. A ricochet or an elongated bullet hole will be scored IAW normal scoring procedures. See rule 7.12.3.

### **7.20 Scoring a Burst**

1. A burst fired by any pistol will result in immediate disqualification and no score will be given for the match.
2. The shooter may be allowed to continue with the other matches in the program if he can prove, to the satisfaction of the CRO, his pistol has been repaired or he is using a different pistol.

## 7.21 Target Irregularities and Protests

1. Target Refacing. A shooter may have his target replaced if, in the opinion of the RO, there are more than an acceptable number of patches which may unfairly obscure the scoring or the features of the target. Competitors must request replacement of the target prior to the commencement of the match.
2. Once the shooter has commenced a match the RO may stop the firing because of a target irregularity, and he may grant a re-shoot.
3. A shooter who feels he has grounds for a re-shoot must make his protest known to the RO before his score is known or his target is examined. If the protest is upheld, his target will be patches out and be given a re-shoot as soon as possible.
4. If the RO does not uphold the protest the shooter will receive his score and may then put his protest in writing for furtherance to the CRO. The CRO may decline or uphold the protest. If the CRO declines the protest, then the shooter may forward his it to the Match Committee who makes the final decision. If the Match Committee declines the protest the shooter will keep the original score.
5. If a protest is upheld and a re-shoot granted, the shooter, without option, will re-shoot the match or receive a score of zero for the match.
6. The only target irregularity which will be considered in matches with moving targets is that involving a target that is not completely exposed or is exposed for a shorter time than IAW match conditions. Erratic movement, which must be kept to a minimum, will not constitute an irregularity in these matches.

## 7.22 Ties and "Counting Out" Procedure

1. General. The term "match" as used in the ensuing paragraphs, will apply to all matches, whether individual, team or aggregate.
2. Ties will be "shot-off" if time allows. If there is not sufficient time, ties will be "counted out" in the following sequence:
  - a. By the most hits of the highest value;
  - b. By the most hits of the next highest value; and
  - c. By the most hits of the next highest value, etc.
3. A shoot off will be conducted as per the original match conditions.
4. In the case of a tie shoot for an aggregate, one match will be fired as selected by the RO and conducted as per the original match conditions.



### 7.23 Re-shoots

1. A re-shoot may be granted for, but are not limited to, the following reasons:
  - a. A target exposure of less time than is described in the match conditions;
  - b. The incorrect placement of a target exposure;
  - c. Incidental contact with the RO/FPO; and
  - d. Any failure or irregularity which would result in depriving the competitor of a fair opportunity to complete the course of fire.
2. Under no circumstances will failure of any shooter's equipment (including pistol, magazines, ammunition, sights, ear protection, etc.) or clothing be grounds for a re-shoot.
3. A re-shoot will be fired IAW the original match conditions.
4. A re-shoot must take place at the earliest opportunity.
5. A re-shoot will not be allowed in the event of a stoppage caused by a jam or double feed. Shooters must clear the pistol and continue with the match.
6. No special consideration will be made for misfires. A misfired round can be replaced and fired if match conditions allow. No additional time or special opportunity will be given.

### 7.24 Targets and Dimensions

1. The targets used throughout matches 20-39 are described below:
  - a. MilCun Body Target:
    - i. The target is 820 mm high by 460 mm wide;
    - ii. The target has scoring areas and will be scored as shown unless otherwise indicated in the match conditions; and
    - iii. Hits outside the non-scoring line around the edge of the target are scored as a miss.

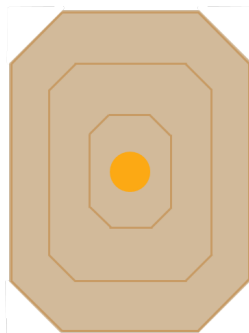
MilCun Body Target		
Scoring Zones	Scoring Areas	Scoring
V	89 mm orange dot on black dot	5
A	145 mm black dot on body	5
B	Lethal Zone	4
C	Less Lethal Zone	3
D	Lawsuit Zone	2



MilCun Body Target

- b. **Center Mass Target:**
- i. The target measures 584 mm high by 432 mm wide.
  - ii. Hits outside the non-scoring line around the edge of the target are scored as a miss.

<i>Center Mass Target</i>		
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

- c. **Match 25 and 35 "Save the Hostage" target:**
- i. Only hits on the fig 14 will count;
  - ii. The target has three scoring zones and will be scored as indicated in the table below; and
  - iii. Hits that do not touch the fig 14 are scored as a miss. Hits that touch (in any way) the MilCun Body target will also be scored as a miss.

<i>Save the Hostage Target</i>		
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	0



DCRA Save the Hostage

	outside the non-scoring line	
--	------------------------------	--

2. For Match 40 - the "Last One Standing" target:
- a A black aiming mark approximately 65 mm square will be used; this may be a 25-yard FN (C1) zeroing target or a black square printed on beige paper. Scoring is hit or miss (see match conditions for details).

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



## 7.25 Pistol Awards

The following list includes the major trophies that are awarded. For a complete list of all prizes, see Annex E.

1. **THE CANADIAN NATIONAL SERVICE CONDITIONS 3-GUN CHAMPION**  
The Excalibur Trophy donated by the Operational Shooting Association (OSA) awarded to the competitor with the highest combined aggregate score in Rifle Matches 1-12, Precision Rifle Matches 60-67 and Pistol Matches 20-28.
2. **SERVICE/TACTICAL PISTOL CHAMPION - OPEN**  
The James Boa Cup and DCRA Plaque awarded to the competitor who obtains the highest aggregate score in Matches 20-28 and 30-38.
3. **TYRO CHAMPION - OPEN CLASS**  
A DCRA Plaque awarded to the competitor who is eligible to compete in the Tyro Open class and obtains the highest aggregate score in Matches 20-28 and 30-38.
4. **TYRO CHAMPION - CAF/RCMP CLASS**  
A DCRA Plaque awarded to the competitor who is eligible to compete in the Tyro CAF/RCMP class and obtains the highest aggregate score in Matches 20-28 and 30-38.
5. **SERIES "A" AGGREGATE (Day One Aggregate)**  
Series "A" Shield and DCRA Gold Medallion awarded to the competitor who obtains the highest aggregate score in Matches 20 to 28.
6. **SERIES "B" AGGREGATE (Day Two Aggregate)**  
Series "B" Shield and DCRA Gold Medallion awarded to the competitor who obtains the highest aggregate score in Matches 30 to 38.
7. **INDIVIDUAL MATCHES**  
A DCRA award is given to the high individual in each of Matches 20-28 and 30-38.
8. **"LAST ONE STANDING" MATCH**  
A DCRA award is given to the winner of Match 40.
9. **SERVICE PISTOL - TEAM OF 4**  
The Commissioner Wood Trophy and four DCRA Gold Medals awarded to the team of four which obtains the highest aggregate score in Matches 20-28 and 30-38.

10. FALLING BLOCKS SHOOT

Four DCRA Gold Medals awarded to the team of four which wins Match 54.

## **MATCH CONDITIONS**

### **Series "A" Matches**

#### **7.50 Match 20 - Strong Hand (only) and Support Hand (only)**

1. Specifications:
  - a. Distance: 10 meters;
  - b. Position: Standing;
  - c. Number of Shots: 20;
  - d. Target: 1 x MilCun Body Target  
1 x Center Mass;
  - e. Type of Fire: Double Tap;
  - f. 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;
  - g. Time Limit: 10 x 5-second exposures;
  - h. Scoring: V, 5, 4, 3 and 2; and
  - i. HPS: 100-20V.
  
2. 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:

  - a. The competitor will be given the command "LOAD and READY";
  - b. On the command "WATCH & SHOOT" he 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. He may engage either target with his strong hand;
  - c. On a short whistle blast, he will engage either target with 2 rounds;
  - d. The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed;
  - e. Shots may be fired during either whistle blast;
  - f. 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
  - g. The shooter will change magazines as required using both hands.

## 7.51 Match 21 – Keep Shooting

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 12 (2 x 6 round magazines);
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Rapid;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 15-second exposure;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 60-12V.

### 2. Procedure:

The aim of this match is to keep shooting fast, often and well:

- a. The competitor will be given the command "LOAD and READY";
- b. On the command "WATCH & SHOOT" he will adopt the "Start" position;
- c. On a short whistle blast, he will engage either target with 6 rounds (run the gun dry), do an emergency magazine change and engage the other target with 6 rounds;
- d. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- e. Shots may be fired during either whistle blasts;
- f. Only 6 shots on each target will count for score; and
- g. 2 x 6 round magazines must be used.

## 7.52 Match 22 - 10-meter Attack

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap;
- f. Rate of Fire: **2 shots only per exposure;**
- g. Time Limit: 10 x 2-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to effectively engage a target that is within knife attacking range:

- a. The shooter will be given the command to "LOAD and READY";
- b. On the command "WATCH & SHOOT" he will adopt the "Start" position and return to this position for each exposure;
- c. On a continuous 2 second whistle blast, he will engage either target with 2 rounds;
- d. Shots are fired only during the whistle blast;
- e. 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;
- f. Only 10 shots on each target will count for score; and
- g. The shooter will change magazines as required.



## 7.53 Match 23 - Transition Strong Hand to Support Hand

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap;
- f. Rate of Fire: **Four shots only per exposure;**
- g. Time Limit: 5 x 6-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to have the shooter engage targets effectively using either hand as he might do when shooting from around cover.

- a. The competitor will be given the command to "LOAD and READY";
- b. On the command "WATCH & SHOOT" he will adopt the "Start" position with the pistol in his strong hand (two-hand hold) and return to this position for each exposure;
- c. On a short whistle blast, he will engage one target with 2 rounds, transition to his support hand (two-hand hold) and engage the second target with 2 rounds;
- d. Between exposures he will transition back to his strong hand and adopt the "start" position in preparation for the next exposure;
- e. The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed;
- f. Shots may be fired during either whistle blast;
- g. Only 10 shots on each target will count for score; and
- h. The shooter will change magazines as required using both hands.

## 7.54 Match 24 – Two on One

### 1. Specifications:

- a. Distance: 15 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap Snap;
- f. Rate of Fire: **Four shots only per exposure;**
- g. Time Limit: 5 x 6-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

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

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

## 7.55 Match 25 - Save the Hostage

1. Specifications:
  - a. Distance: 10 meters;
  - b. Position: Standing;
  - c. Number of Shots: 10 (2 x 5 round magazines);
  - d. Target: 3x Fig 14 DCRA Save the Hostage Target;
  - e. Type of Fire: Deliberate;
  - f. Rate of Fire: Shots may be fired at any rate during the exposure;
  - g. Time Limit: 1 x 2-minute exposure;
  - h. 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; and
  - i. HPS: 50-10V.
  
6. Procedure. The aim of this match is to effectively engage a target which is partially hidden by a hostage:
  - a. The shooter will be given the command to "LOAD and READY";
  - b. On the command "WATCH & SHOOT" he will adopt the "Start" position;
  - c. On a short whistle blast, he will engage one of the half targets with 5 rounds, change magazines and engage the other half target with 5 rounds;
  - d. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
  - e. Shots may be fired during either whistle blasts;
  - f. Only 5 shots on each target half will count for score; and
  - g. 2 x 5 round magazines must be used.

## 7.56 Match 26 – Body Armour Drills

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 15;
- d. Target: 1 x MilCun Body Targets;  
1 x Fig 14
- e. Type of Fire: Triple Tap Snap;
- f. Rate of Fire: **Three shots only per exposure;**
- g. Time Limit: 5 x 6-second exposures;
- h. Scoring: Fig 14 – V, 5, 4  
Body Target – V, 5, 4, 3 and 2; and
- i. HPS: 75-15V.

### 2. Procedure:

The aim of this match is to effectively carry out the correct drill when engaging a target equipped with body armor:

- a. The targets will be set up such that the Fig 14 is positioned to the right of the Body Target;
- b. The shooter will be given the command to "LOAD and READY";
- c. On the command "WATCH & SHOOT" he will adopt the "Start" position;
- d. On a short whistle blast, he will engage the Body Target with 2 shots and the Fig 14 with one shot;
- e. This procedure will continue for a total of 5 exposures;
- f. 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;
- g. The exposure will end with a 1 second whistle blast, starting 1 second before the exposure time has elapsed;
- h. Shots may be fired during either whistle blast; and
- i. The shooter is to change magazines as required.

## 7.57 Match 27 – Long Range

### 1. Specifications:

- a. Distance: 35 meters;
- b. Position: Prone, Sitting, Kneeling and Standing;
- c. Number of Shots: 20 (from 4x5 rd mags);
- d. Target: 1 x MilCun Body Target  
1 x Center Mass target;
- e. Type of Fire: Deliberate Fire;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 5-minute exposure;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to effectively engage targets from an extended distance using various positions.

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

## 7.58 Match 28 – FBI Qualification

### 1. Specifications:

- a. Distance: 25 and 15 meters;
- b. Position: Standing;
- c. 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 the right target);
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: As required;
- f. Rate of Fire: As required;
- g. Time Limit: Stage 1 - 3 minutes,  
Stage 2 - 15 seconds per 5 shot string  
Stage 3 - 10 seconds per 5 shot string.
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 150 -30V.

### 2. Procedure:

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

- a. Stage 1 at 25 meters - 3 minutes to fire 10 rounds. Shot at the left target;
- b. Stage 2 at 15 meters - 2 strings of 15 seconds to fire 5 rounds. Shot at the right target; and
- c. 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.

## Series "B" Matches

### 7.60 Match 30 - Strong Hand (only) and Support Hand (only)

#### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass;
- e. Type of Fire: Double Tap;
- f. Rate of Fire: More than 2 shots per exposure may be fired up to a maximum of 20 shots - only 10 shots on each target will count for score;
- g. Time Limit: 10 x 4-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

#### 2. Procedure:

The aim of this match is to have the shooter engage targets using his strong hand only and then using his support hand only:

- a. The shooter will be given the command to "LOAD and READY";
- b. On the command "WATCH & SHOOT" he 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. He may engage either target with his strong hand;
- c. On a short whistle blast, he will engage either target with 2 rounds;
- d. The exposure will end with a one second whistle blast, starting one second before the exposure time has elapsed;
- e. Shots may be fired during either whistle blast;
- f. 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
- g. The shooter will change magazines as required using both hands.

## 7.61 Match 31 – Keep Shooting

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 12 (2 x 6 round magazines);
- d. Target: 1 x MilCun Body Target  
1 x Center Mass;
- e. Type of Fire: Rapid;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 12-second exposure;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 60-12V.

### 2. Procedure:

The aim of this match is to keep shooting fast, often and well:

- a. The shooter will be given the command to "LOAD and READY";
- b. On the command "WATCH & LOAD" he will adopt the "Start" position;
- c. On a short whistle blast, he will engage either target with 6 rounds (run the gun dry), do an emergency magazine change and engage the other target with 6 rounds;
- d. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- e. Shots may be fired during either whistle blasts;
- f. Only 6 shots on each target will count for score; and
- g. 2 x 6 round magazines must be used.



## 7.62 Match 32 - 15-Meter Attack

### 1. Specifications:

- a. Distance: 15 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap;
- f. Rate of Fire: **2 shots only per exposure;**
- g. Time Limit: 10 x 2-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to effectively engage a target that is within knife attacking range:

- a. The shooter will be given the command to "LOAD and READY";
- b. On the command "WATCH and SHOOT" he will adopt the "Start" position and return to this position for each exposure;
- c. On a continuous 2-second whistle blast, he will engage either target with 2 rounds;
- d. Shots are fired only during the whistle blast;
- e. After five exposures the shooter will switch to the other target on his own and engage it for the next 5 exposures so that there are 10 shots on each target;
- f. Only 10 shots on each target will count for score; and
- g. The shooter will change magazines as required.

## 7.63 Match 33 - Transition Strong Hand to Support Hand

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap;
- f. Rate of Fire: **Four shots only per exposure;**
- g. Time Limit: 5 x 5-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to have the shooter engage targets effectively using either hand as he might do when shooting from around cover.

- a. The shooter will be given the command to "LOAD and READY";
- b. On the command "WATCH & SHOOT" he will adopt the "Start" position with the pistol in his strong hand (two-hand hold) and return to this position for each exposure;
- c. On a short whistle blast, he will engage one target with 2 rounds, transition to his support hand (two-hand hold) and engage the second target with 2 rounds;
- d. Between exposures he will transition back to his strong hand and adopt the "start" position in preparation for the next exposure;
- e. The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed;
- f. Shots may be fired during either whistle blast;
- g. Only 10 shots on each target will count for score; and
- h. The shooter will change magazines as required using both hands.

## 7.64 Match 34 - Two on One

### 1. Specifications:

- a. Distance: 15 meters;
- b. Position: Standing;
- c. Number of Shots: 20;
- d. Target: 1 x MilCun Body Target  
1 x Center Mass Target;
- e. Type of Fire: Double Tap Snap;
- f. Rate of Fire: **Four shots only per exposure;**
- g. Time Limit: 5 x 5-second exposures;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

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

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

## 7.65 Match 35 - Save the Hostage

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 10 (2 x 5 round magazines);
- d. Target: Each half of a Fig 14  
1 x DCRA Save the Hostage Target;
- e. Type of Fire: Deliberate;
- f. Rate of Fire: Shots may be fired at any rate during the exposure;
- g. Time Limit: 1 x 1-minute exposure;
- h. Scoring: Only on the Fig 14 - scoring V, 5 and 4. A hit anywhere on the Body Target (or touching any part of the Body Target) will be considered a miss scoring zero; and
- i. HPS: 50-10V.

### 2. Procedure

The aim of this match is to effectively engage a target that is partially hidden by a hostage:

- a. The shooter will be presented with a DCRA Save the Hostage target.
- b. The shooter will be given the command to "LOAD and READY";
- c. On the command "WATCH & SHOOT" he will adopt the "Start" position;
- d. On a short whistle blast, he will engage one of the half targets with 5 rounds, changing 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;
- e. Shots may be fired during either whistle blasts;
- f. Only 5 shots on each target half will count for score; and
- g. 2 x 5 round magazines must be used.

## 7.66 Match 36 – Body Armour Drills

### 1. Specifications:

- a. Distance: 10 meters;
- b. Position: Standing;
- c. Number of Shots: 15;
- d. Target: 1 x MilCun Body Targets;  
1 x Fig 14
- e. Type of Fire: Triple Tap Snap;
- f. Rate of Fire: Three shots only per exposure;
- g. Time Limit: 5 x 5-second exposures;
- h. Scoring: Fig 14 - V, 5, 4  
Body Target - V, 5, 4, 3 and 2; and
- i. HPS: 75-15V.

### 2. Procedure:

The aim of this match is to effectively carry out the correct drill when engaging a target equipped with body armor:

- a. The targets will be set up such that the Fig 14 is positioned to the right of the Body Target;
- b. The shooter will be given the command to "LOAD and READY";
- c. On the command "WATCH & SHOOT" he will adopt the "Start" position;
- d. On a short whistle blast, he will engage the Body Target with 2 shots and the Fig 14 with one shot;
- e. This procedure will continue for a total of 5 exposures;
- f. 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;
- g. The exposure will end with a 1 second whistle blast, starting 1 second before the exposure time has elapsed;
- h. Shots may be fired during either whistle blast; and
- i. The shooter is to change magazines as required.

## 7.67 Match 37 – Long Range

### 1. Specifications:

- a. Distance: 35 meters;
- b. Position: Prone, Sitting, Kneeling and Standing;
- c. Number of Shots: 20 (from 4x5 rd mags);
- d. Target: 1 x MilCun Body Target  
1 x Center Mass target;
- e. Type of Fire: Deliberate Fire;
- f. Rate of Fire: Shots may be fired at any rate during the time limit;
- g. Time Limit: 1 x 3-minute exposure;
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 100-20V.

### 2. Procedure:

The aim of this match is to effectively engage targets from an extended distance.

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

## 7.68 Match 38 – FBI Qualification

### 1. Specifications:

- a. Distance: 25 and 15 meters;
- b. Position: Standing;
- c. 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 the right target);
- d. Target: 1 x MilCun Body Target;  
1 x Center Mass Target;
- e. Type of Fire: As required;
- f. Rate of Fire: As required;
- g. Time Limit: Stage 1 - 2 minutes,  
Stage 2 - 10 seconds per 5 shot string  
Stage 3 - 6 seconds per 5 shot string.
- h. Scoring: V, 5, 4, 3 and 2; and
- i. HPS: 150 -30V.

### 2. Procedure:

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

- a. Stage 1 at 25 meters - 2 minutes to fire 10 rounds. Shot at the left target;
- b. Stage 2 at 15 meters - 2 strings of 10 seconds to fire 5 rounds. Shot at the right target; and
- c. Stage 3 at 15 meters - 2 strings of 6 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.

## Other Pistol Matches

### 7.70 Match 40 - Last One Standing

1. Specification:
  - a. Distance: 5 and 10 meters;
  - b. Position: Standing;
  - c. Number of Shots: As required;
  - d. Target: FN C1 25-yard zeroing target (or a target with an appropriate sized aiming mark - about 65 mm square);
  - e. Type of Fire: As required;
  - f. 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;
  - g. Scoring: Only shots touching the aiming mark will count; and
  - h. HPS: Match winner.
2. Procedure:
  - a. The aim of this match is to have the shooter experience and successfully deal with the stress felt in making each shot count;
  - b. 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;
  - c. All shooters are to complete Stage 1 before any shooters are called to fire Stage 2;
  - d. 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;
  - e. All shooters are to complete Stage 2 before any shooters are called to fire Stage 3;
  - f. 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;
  - g. 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;
  - h. 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

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

#### **7.71 Pistol Team Matches**

1. An NSCC team will consist of four members. The scores of all members will be used to determine the team aggregate score.

#### **7.72 Match 54 - Team Falling Blocks Shoot**

1. Specification:
  - a. Distance: 45 meters to 10 meters;
  - b. Position: Standing;
  - c. Number of Shots: 10 per team member in 2 x 5-round mags;
  - d. Target: 10 x blocks per team of 4;
  - e. Type of Fire: Rapid fire with rundown;
  - f. Time Limit: N/A; and
  - g. HPS: N/A.
2. Conditions:
  - a. Targets are affixed on appropriate holders and each lane will have the blocks laid out in a similar pattern;
  - b. 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;
  - c. The wooden block is considered hit when it falls off its target stand;
  - d. A winning team is that which:
    - i. Hits all the targets in the shortest time; or
    - ii. Hits the greatest number of blocks; or
    - iii. If tied, the teams will re-shoot; and
  - e. The match is conducted in elimination heats.
3. Procedure:
  - a. Team members will be at the 45-meter starting line in a standing position and will await the signal to commence the run;
  - b. A whistle blast will be used to signal the start of the match; and
  - c. Team members will run to the 10-meter point, make ready and commence firing without further instructions.

4. Range Officer:

- a. *"Relay Number \_\_\_\_, move to the 45-meter start line. Your preparation period starts now;*
- b. *After 2 minutes or if all teams are ready... "Your preparation period has ended;*
- c. *"Slide forward, magazine on, safety on";*
- d. *"Is the line ready? The line is ready, WATCH & RUN - WATCH & RUN";*
- e. The RO will give a short whistle blast to start; and
- f. *At the end of the match... "UNLOAD, PREPARE for INSPECTION, are there any protests, are there any protests, there are no protests."*
- g. After the line is clear, competitors reset targets, as required, and move to the rear.

## ANNEX E - Awards

Awards in the awards list following will only be awarded if there are a sufficient number of competitors:

- For a first-place award in the awards list to be given, there must be a minimum of 3 competitors;
- For a second-place award in the awards list to be given, there must be a minimum of 5 competitors;
- For a third-place award in the awards list to be given, there must be a minimum of 9 competitors.

This does not imply that awards not currently listed in the awards list will be added where such numbers of competitors are present.

<u>Match Name</u>	<u>Description</u>	<u>Place</u>	<u>Trophy</u>	<u>Award</u>
<b>Service Pistol - Minor Awards</b>				
NSCC 2019 - No individual Service Pistol minor awards will be presented for individual matches. This will be the new Awards format moving forward. Individual match winners can pick up certificates at the DCRA office, outside of the awards presentation.				
<b>Series A</b>				
MATCH 20	Strong/Support Hand	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 21	Keep Shooting	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 22	10-Meter Attack	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 23	Transition Strong Hand to Support Hand	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 24	Two on One	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 25	Save the Hostage	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 26	Body Armor Drills	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD

		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 27	Long Range	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 28	FBI Qualification	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD

## Series B

MATCH 30	Strong/Support Hand	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 31	Keep Shooting	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 32	15-Meter Attack	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 33	Transition Strong Hand to Support Hand	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 34	Two on One	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 35	Save the Hostage	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 36	Body Armor Drills	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 37	Long Range	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 38	FBI Qualification	1 <sup>ST</sup> OPEN	N/A	DCRA AWARD
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA AWARD
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA AWARD
MATCH 40	Last One Standing	1 <sup>ST</sup>	N/A	DCRA AWARD

## Service Pistol - Team Awards

SERVICE PISTOL TEAM OF 4	Agg. Series A & B	1 <sup>ST</sup>	THE COMMISSIONER WOOD TROPHY	4 DCRA GOLD MEDALS
		1 <sup>ST</sup> CAF/RCMP	N/A	4 DCRA GOLD MEDALS
Falling Blocks SHOOT	MATCH 54 TEAM OF 4	1 <sup>ST</sup>	N/A	4 DCRA GOLD MEDALS

## Service Pistol - Major Awards

SERIES "A" AGGREGATE	HIGH INDIVIDUAL MATCHES 20-28	1 <sup>ST</sup>	THE SERIES "A" SHIELD	GOLD MEDALLION
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA MEDALLION
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA MEDALLION
SERIES "B" AGGREGATE	HIGH INDIVIDUAL MATCHES 30-38	1 <sup>ST</sup>	THE SERIES "B" SHIELD	GOLD MEDALLION
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA MEDALLION
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA MEDALLION
TYRO CHAMPION OPEN	Agg. Series A & B	1 <sup>ST</sup>	N/A	DCRA PLAQUE
TYRO CHAMPION CAF/RCMP	Agg. Series A & B	1 <sup>ST</sup>	N/A	DCRA PLAQUE
SERVICE PISTOL CHAMPION - CAF/RCMP	Agg. Series A & B	1 <sup>ST</sup> CAF/RCMP	N/A	DCRA PLAQUE
		2 <sup>ND</sup> CAF/RCMP	N/A	DCRA SILVER MEDAL
		3 <sup>RD</sup> CAF/RCMP	N/A	DCRA BRONZE MEDAL
SERVICE PISTOL	Agg. Series A & B	1 <sup>ST</sup> OPEN	JAMES BOA CUP	DCRA PLAQUE
		2 <sup>ND</sup> OPEN	N/A	DCRA SILVER MEDAL

CHAMPION - OPEN		3 <sup>rd</sup> OPEN	N/A	DCRA BRONZE MEDAL
--------------------	--	----------------------	-----	----------------------

<u>Match Name</u>	<u>Description</u>	<u>Place</u>	<u>Trophy</u>	<u>Award</u>
-------------------	--------------------	--------------	---------------	--------------

Precision Rifle Pairs - Minor Awards

MATCH 60	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 61	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 62	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 63	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 64	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 65	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 66	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 67	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS
MATCH 68	Pairs combined score	1 <sup>ST</sup> OPEN	N/A	2 DCRA AWARDS
	Pairs combined score	1 <sup>ST</sup> CAF/RCMP	N/A	2 DCRA AWARDS

## Precision Rifle Pairs - Major Awards

CANADIAN NATIONAL PRECISION RIFLE PAIRS CHAMPIONS	Pairs combined score AGG MATCHES 60-67	1 <sup>ST</sup> OPEN	THE MOLSON MACPHERSON TROPHY	2 DCRA GOLD MEDALS
TYRO CHAMPION	AGGREGATE MATCHES 60-67	1 <sup>ST</sup>	N/A	PLAQUE
INDIVIDUAL PRECISION RIFLE CHAMPION	AGGREGATE OF MATCHES 60-67	1 <sup>ST</sup> OPEN	THE DOMINION CARTRIDGE TROPHY	PLAQUE
PRECISION RIFLE TEAM OF 4	AGGREGATE MATCHES 60-67	1 <sup>ST</sup> OPEN	THE MAJOR W.J. MOLNAR TROPHY	4 DCRA GOLD MEDALS

<u>Match Name</u>	<u>Description</u>	<u>Place</u>	<u>Trophy</u>	<u>Award</u>
-------------------	--------------------	--------------	---------------	--------------

## Service Rifle - Minor Awards

NSCC 2019 - No individual Service Rifle minor awards will be presented for individual matches. This will be the new Awards format moving forward. Individual match winners can pick up certificates at the DCRA office, outside of the awards presentation.

Deliberate AGG	Matches 1, 5, 9	1 <sup>ST</sup> Open	N/A	DCRA Award
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA Award
Snap AGG	Matches 2, 6, 10	1 <sup>ST</sup> Open	N/A	DCRA Award
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA Award
Rapid AGG	Matches 3, 7, 11	1 <sup>ST</sup> Open	N/A	DCRA Award
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA Award



Fire & Movement AGG	Matches 4, 8, 12	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
200 Phase AGG	Matches 1, 2, 3, 4	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
300 Phase AGG	Matches 5, 6, 7, 8	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
500 Phase AGG	Matches 9, 10, 11, 12	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
Match 17	Moving Targets	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
Match 19	Stage 2	1 <sup>st</sup> Open	N/A	DCRA Award
		1 <sup>st</sup> SR "Classic"	N/A	DCRA Award
		1 <sup>st</sup> CAF/RCMP	N/A	DCRA Award
		1 <sup>st</sup> Tyro CAF	N/A	DCRA Award
550 Patch	MATCHES 1 - 12 AGG SCORE OF 550	Any competitor with a score above 550	N/A	DCRA 550 patch
575 Patch	MATCHES 1 - 12 AGG SCORE OF 575	Any competitor with a score above 575	N/A	DCRA 575 patch

## Team Service Rifle Awards

STAGE ONE TEAM OF 4	MATCHES 1-12	1 <sup>st</sup> Tyro CAF	N/A	DCRA GOLD MEDALLION
		1 <sup>st</sup> CAF/RCMP	N/A	4 DCRA GOLD MEDALS TEAM OF 4

MOVING TARGET TEAM OF 4	MATCH 17	1 <sup>ST</sup> OPEN	N/A	4 DCRA GOLD MEDALS TEAM OF 4
		1 <sup>ST</sup> CAF/RCMP	N/A	4 DCRA GOLD MEDALS TEAM OF 4

## Service Rifle - Major Awards

Wounded Warrior AGG	MATCHES 1,2,3,5,6,7,9,10,11	1 <sup>ST</sup>	N/A	DCRA GOLD MEDAL
The Des Burke Award	TBA (Varies annually)	1 <sup>ST</sup>	N/A	FRAMED CREST
Bolt Action Champion	Stage 1 AGG matches (1 - 12)	1 <sup>ST</sup>	The University Cup	DCRA Plaque
Serving Com'd Officer	Stage 1 AGG (1 - 12)	1 <sup>ST</sup>	The Barlow Cup	DCRA Gold Medal
Tyro Champion	Stage 1 AGG (1 - 12)	1 <sup>ST</sup> Open	N/A	DCRA Plaque
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA Plaque
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA Plaque
ORA/PPCLI Service Rifle Award	MATCHES 1 - 12	1 <sup>ST</sup>	PPCLI Service Rifle Trophy	DCRA GOLD MEDAL
Stage 1 AGG	Matches 1 - 12	1 <sup>ST</sup> OPEN	HELMER MEMORIAL	GOLD MEDALLION, CREST
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA GOLD MEDALLION
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA GOLD MEDALLION
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA GOLD MEDALLION
		1 <sup>ST</sup> WW	N/A	DCRA GOLD MEDALLION
Stage 2 AGG	Match 19	1 <sup>ST</sup> OPEN	HELMER MEMORIAL	GOLD MEDALLION, CREST
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA GOLD MEDALLION
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA GOLD MEDALLION
		1 <sup>ST</sup> Tyro CAF	N/A	DCRA GOLD MEDALLION

(When CAFSAC not shot) TOP RESERVE FORCE/RCMP	AGGREGATE OF STAGES 1 & 2	1 <sup>ST</sup>	N/A	QUEEN'S MEDAL RESERVE/RCMP
CANADIAN NATIONAL SERVICE CONDITIONS RIFLE CHAMPION	AGGREGATE OF STAGES 1 & 2	1 <sup>ST</sup> OPEN	THE GRAND AGGREGATE TROPHY	DCRA PLAQUE AND CREST
		2 <sup>ND</sup> OPEN	N/A	DCRA SILVER MEDAL
		3 <sup>RD</sup> OPEN	N/A	DCRA BRONZE MEDAL
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA GOLD MEDAL
		2 <sup>nd</sup> SR "Classic"	N/A	DCRA SILVER MEDAL
		3 <sup>rd</sup> SR "Classic"	N/A	DCRA BRONZE MEDAL
		1 <sup>ST</sup> CAF/RCMP	THE SPARTAN TROPHY	DCRA GOLD MEDAL
		2 <sup>ND</sup> CAF/RCMP	N/A	DCRA SILVER MEDAL
		3 <sup>RD</sup> CAF/RCMP	N/A	DCRA BRONZE MEDAL
CANADIAN NATIONAL THREEGUN CHAMPION	AGGREGATE OF SR RIFLE (1-12) PR Rifle (60-67) SR Pistol (20-28)	1 <sup>ST</sup> OPEN	EXCALIBER TROPHY	DCRA GOLD MEDAL
		2 <sup>ND</sup> OPEN	N/A	DCRA SILVER MEDAL
		3 <sup>RD</sup> OPEN	N/A	DCRA BRONZE MEDAL
		1 <sup>ST</sup> SR "Classic"	N/A	DCRA GOLD MEDAL
		2 <sup>nd</sup> SR "Classic"	N/A	DCRA SILVER MEDAL
		3 <sup>rd</sup> SR "Classic"	N/A	DCRA BRONZE MEDAL
		1 <sup>ST</sup> CAF/RCMP	N/A	DCRA GOLD MEDAL
		2 <sup>ND</sup> CAF/RCMP	N/A	DCRA SILVER MEDAL
		3 <sup>RD</sup> CAF/RCMP	N/A	DCRA BRONZE MEDAL

The 2019 Edition of the NSCC Rulebook  
Published by



**Dominion of Canada  
Rifle Association**

Promoting and supporting the pursuit of excellence in military and civilian marksmanship as a positive and significant contribution to Canada, and to the sport of shooting and the safe handling of firearms.

45 Shirley Boulevard  
Nepean, ON, Canada  
K2K 2W6

Tel: 613.829.8281  
Email: [office@dcra.ca](mailto:office@dcra.ca)  
<http://dcra.ca>