

National Service Conditions Championships (NSCC) 2025



Course of Fire Booklet

Purpose

The purpose of this booklet is to provide a short-form version of the 2025 NSCC Course of Fire.

The NSCC Competition Manual 2025 is the only authority governing the conduct of the NSCC matches. Any question concerning the application of the rules is to be referred to the NSCC Competition Manual 2025 which will only be available in electronic (PDF) format.

Registration Information

All registration information will be announced through the DCRA website and their social media account.

Schedule

A schedule of these matches is located at the back of this booklet.

Service Rifle

Division

Open - all competitors.

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

Service Conditions - a competitor who is shooting a non-match grade ammunition (.223/5.56mm/.303/.308.7.62mm) with optics no greater than 4X. Additional information is in para 2.03 of the NSCC Competition Manual 2025.

Manual Action - a competitor using a rifle where the action/bolt is manually operated and meets the requirements in Service Conditions Class. Those in this class are exempt from the 2 or 3-magazine rule per match or five round per magazine limit as long as compliant to federal law.

Wounded Warrior - A competitor who is not physically capable of completing the "Run-Down" matches and can only fire the static matches while satisfying the requirements in Service Conditions Class.

Category

Senior - any competitor who is not a tyro. All foreign competitors must compete in the Open Division and Senior Category.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro. This applies to each firearm class (SR, SR & PR) individually.

Equipment - Any rifle with any sight and in any caliber that meets range regulations. All firearms must meet the trigger pull specifications of these rules - minimum 2 kg. CAF and RCMP competitors competing in the CAF/RCMP Class must use CAF/RCMP issue equipment and ammunition while wearing current uniforms.

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

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

The firing relay is to be ready to commence each subsequent match after deliberate match (1, 5 & 9) 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.

Ammunition - All ammunition must be supplied by the competitor. CAF/RCMP competitors must use ammunition authorized by their department.

Course of Fire

Match 1 - 200 Meter Deliberate (Rule 5.50)

Specification

Distance:	200 meters
Position:	Standing Alert to Prone
Number of Shots:	Two sighting and ten on score (from 3 x mags 2+5+5)
Target:	1 X Figure 12/59 Type "C" 200m face handheld (May be frame mounted)
Scoring:	V, 5, 4, and 3
Type of Fire:	Deliberate
Rate of fire:	10 rounds during one 60 second exposure
HPS:	50.10V

Procedure

Sighting shots are indicated during the two-minute period prior to the commencement of the match.

Competitors will be given the command "Adopt the standing alert position" after the two-minute sighter period.

After the command "Watch and Shoot" is given, when the target appears, competitors will adopt the prone position and engage the single target with 10 rounds.

Each competitor is to be given 60 seconds to fire the match.

A 30 second fall-of-shot is provided after the match. Shot indicators are to be removed from the target, but the target is NOT to be patched.

Scoring will be done once the competitor arrives in the butts after the run-down.

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

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags.

Match 2 Snap (Rule 5.51)

Specification

Distance:	200 meters
Position:	Standing alert to kneeling or squatting
Number of shots:	Ten on score (from 2 x mags 5+5)
Target:	1 x 12/59 (DCRA)
Scoring:	V, 5 and 4
Type of fire:	Snap shooting
Rate of fire:	May fire more than two shot per exposure, up to a total of ten shots
Time Limit:	5 x 10 second exposures
HPS:	50.10V

Procedure

The competitor will wait for the command to "Adopt the standing alert position" and to "LOAD".

After the command "Watch and Shoot" is given, when the target appears, the competitor will adopt the kneeling or squatting position and engage the target with two shots. The competitor shall adopt the standing alert position after each exposure.

The targets will be exposed randomly over a 2-meter frontage within the competitor's target bay. The time between exposures will be from 15 to 20 seconds.

Upon completion of the match, shot indicators are put in each shot hole and are to be shown to the competitor for 30 seconds so they can see their fall-of-shot.

Shot indicators are to be removed from the target, but the target is NOT to be patched. Scoring will be done once the competitor arrives in the butts after the run-down. The target handle will be marked with the letter "B" and placed in an appropriate place to facilitate scoring. A competitor must use two magazines: 2 x 5-round mags for record shots.

Match 3 Rapid (Rule 5.52)

Specification

Distance: 200 meters
Position: Standing Alert to Sitting, Kneeling or Squatting
Number of Shots: Ten on score (from 2 x mags 5+5)
Target: 1 x Figure 11/59 handheld
Scoring: V, 5 and 4
Type of Fire: Rapid
Rate of Fire: 10 shots to be fired at one Figure 11/59 target
Time Limit: 1 x 30 second exposure
HPS: 50.10V

Procedure

The competitor will wait for the command to "Adopt the standing alert position" and to "LOAD".

After the command to "Watch and Shoot" and on the appearance of the targets, the competitor will have 30 seconds to adopt the sitting, kneeling or squatting position and fire 10 rounds at their target.

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

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

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

A competitor must use two magazines: 2 x 5-round magazines for record shots.

Match 4 Run Down (Rule 5.53)

Specification

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

Procedure

The competitor will wait for the command "move 10 meters behind the 200-meter firing point", "Adopt the standing alert position" and to "LOAD."

After the command to "Watch, Move and Shoot" and on the appearance of the targets, the competitor shall move to the 200-meter firing point, adopt the sitting, kneeling or squatting position, and engage the target with **2 shots only** (15 Sec Exposure). The target will then disappear for 15 seconds. The competitor is to apply the safety catch, remain in position and prepare to move. On the next appearance of the target, the competitor will have (50 seconds for a metric range or 45 seconds for a yard range) to move to the 100-meter firing mound (firearm at the trail), adopt the standing position and fire **2 shots only**. The target will then disappear and reappear for 3 x 5 second exposures.

The competitor must adopt the standing alert position in between exposures.

Upon completion of the match, the relay will move directly to the butts to carry out scoring for Matches 1, 2, 3 and 4.

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

Match 5 300 Meter Deliberate (Rule 5.54)

Specification

Distance: 300 meters
Position: Standing Alert to Prone
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)
Target: Figure 12/59 Type "B" face
Scoring: V, 5, 4 & 3
Type of Fire: Deliberate
Rate of Fire: 10 rounds during one 60 second exposure
HPS: 50.10V

Procedure

Sighting shots are indicated during the two-minute period prior to the commencement of the match.

Competitors will be given the command "Adopt the standing alert position" after the two-minute sighter period.

After the command "Watch and Shoot" is given, when the target appears, competitors will adopt the prone position and engage the single target with 10 rounds.

Each competitor is to be given 60 seconds to fire the match.

A 30 second fall-of-shot is provided after the match. Scoring will occur in the butts.

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

A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags.

Match 6 Snap (Rule 5.55)

Specification

Distance: 300 meters
Position: Standing alert to prone
Number of shots: Ten on score (from 2 x mags 5+5)
Target: 1 x 12/59 (DCRA)
Scoring: V, 5, and 4
Type of fire: Snap shooting
Rate of fire: May fire more than two shot per exposure, up to a total of ten shots

Time Limit: 5 x 10 second exposures
HPS: 50.10V

Procedure

The competitor will wait for the command to “Adopt the Standing Alert position” and to “Load”.

After the command to “Watch and Shoot” and on the appearance of the targets, the competitor will adopt the prone position and engage the target with two shots.

The firing relay shall return to the standing alert positions after each exposure.

The targets will be exposed randomly over a 2-meter frontage within the competitor's target bay. The time between exposures will be from 15 to 20 seconds.

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

Shot indicators are to be removed from the target, but the target is NOT to be patched out. Scoring will be done once the competitor arrives in the butts after the run down.

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

A competitor must use two magazines: 2 x 5-round magazines for record shots.

Match 7 Rapid (Rule 5.56)

Specification

Distance: 300 meters
Position: Standing Alert to Prone
Number of Shots: Ten on score (from 2 x mags 5+5)
Target: 1 x Figure 11/59 handheld
Scoring: V, 5 and 4
Type of Fire: Rapid
Time Limit: 1 x 30 second exposure
Rate of Fire: 5 shots to be fired at each Figure 11/59 target
HPS: 50.10V

Procedure

The competitor will wait for the command to “Adopt the standing alert position and to “LOAD”.

On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 10 rounds at their target.

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

Shot indicators are to be removed from the targets, but the targets are NOT to be patched out. Scoring will be done once the competitor arrives in the butts after the Run-Down.

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

A competitor must use two magazines: 2 x 5-round magazines for record shots.

Match 8 Run Down (Rule 5.57)

Specification

Distance: 300, 200 and 100 meters
Position: 300 meters: Prone
200 meters: Sitting, kneeling or squatting
100 meters: Standing

Number of Shots: Ten on score (2 shots at 300 and 200 meters and 6 shots at 100 meters from 2 x 5-rd mags)

Target: Figure 12/59 (DCRA)

Scoring: V, 5 and 4

Type of Fire: Fire and Movement

Rate of Fire: Two shots only at 300 and 200 meters and 6 shots at 100 meters

Timing: One exposure of 15 seconds, two exposures of (50 seconds for a metric range or 45 seconds for a yard range), and 2 x 5 second

HPS: 50.10V

Procedure

The competitor will wait for the command to “move 10 meters behind the 300-meter firing point”, “Adopt the standing alert position” and to “LOAD”.

After the command to “Watch, Move and Shoot” and on the appearance of the targets the competitor shall move to the 300-meter firing point, adopt the prone position, and engage the target with **2 shots only** (15 secs). The target will then disappear for 15 seconds. The competitor shall apply their safety catch, remain in position and prepare to move.

On the next appearance of the target, the competitor will move to the 200-meter firing mound with their rifle at the trail (50 seconds for a metric range or 45 seconds for a yard range), adopt the sitting, kneeling or squatting position and fire **2 shots only**. The target will then disappear for 15 seconds. The competitor is to remain in position and prepare to move.

On the next appearance of the target, the competitor will move to the 100-meter firing mound with their rifle at the trail (50 seconds for a metric range or 45 seconds for a yard range), adopt the standing position and fire **2 shots only**. The target will then disappear and reappear for 2 x 5 second exposures.

The competitor must adopt the standing alert position in between exposures.

The targets will be exposed randomly over a 2-meter frontage within the competitor's target bay. The time limit between exposures will be 10-20 seconds.

Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Matches 5, 6, 7 and 8.

The target handle will be marked with the letter "D" and placed in an appropriate location to facilitate scoring.

Match 9 500 Meter Deliberate (Rule 5.58)

Specification

Distance: 500 meters
Position: Standing Alert to Prone
Number of Shots: Two sighting and ten on score (from 3 x mags 2+5+5)
Target: 4-foot (1.2 Meter) screen with Figure 12/59 Type "A" face
Scoring: V, 5, 4 and 3
Type of Fire: Deliberate
Rate of Fire: 10 rounds during one 60 second exposure
HPS: 50.10V

Procedure

Sighting shots are indicated during the two-minute period prior to the commencement of the match.

Competitors will be given the command “Adopt the standing alert position” after the two-minute sighter period.

After the command “Watch and Shoot” is given, when the target appears, competitors will adopt the prone position and engage their target with 10 rounds.
Each competitor is to be given 60 seconds to fire the match.
Scores will be communicated to the firing line and a fall-of-shot will be provided.
A competitor must use three magazines: 1 x 2-rd mag for sighters and 2 x 5-rd mags.

Match 10 Snap (Rule 5.63)

Specification

Distance: 500 meters
Position: Standing alert to prone
Number of shots: Ten on score (from 2 x mags 5+5)
Target: 4-foot (1.2 Meter) screen with Figure 12/59 Type "A" face
Scoring: V, 5, 4 and 3
Type of fire: Snap shooting
Rate of fire: May fire more than two shot per exp, up to a total of ten shots
Time Limit: 5 x 10 second exposures
HPS: 50.10V

Procedure

The competitor will wait for the command to “Adopt the standing alert position and to “LOAD.”
On the appearance of the targets, the competitor will adopt the prone position and engage the target.
The competitor shall adopt the standing alert position in between exposures.
Upon completion of the match, shot indicators are put in each shot hole.
Scores will be communicated to the firing line and a fall-of-shot will be provided.
A competitor must use two magazines: 2 x 5-round mags for record shots.

Match 11 Rapid (Rule 5.64)

Specification

Distance: 500 meters
Position: Standing Alert to Prone
Number of Shots: Ten on score (from 2 x mags 5+5)
Target: 4-foot (1.2 meter) screen with DCRA Figure 12/59 type “A” face
Scoring: V, 5, 4 and 3
Type of Fire: Rapid
Time Limit: 1 x 30 second exposure
Rate of Fire: 10 shots at the same target
HPS: 50.10V

Procedure

The competitor will wait for the command to “Adopt the standing alert position and to “LOAD.”
On the appearance of the targets, the competitor will have 30 seconds to adopt the prone position and fire 10 rounds.
Upon completion of the match, shot indicators are put in each shot hole.
Scores will be communicated to the firing line and a fall-of-shot will be provided.
A competitor must use two magazines: 2 x 5-rd mags for record shots.

Match 12 Run Down (Rule 5.65)

Specifications

Distance: 500 - 100 meters
Position: 500, 400 and 300 meters: Prone
200 meters: Sitting, kneeling or squatting
100 meters: Standing
Number of Shots: Ten on score (2 shots at each distance from 2 x 5-rd mags)
Target: 500 & 400 meters: 4-foot (1.2 meter) screen with DCRA Figure 12/59 Type "A" face (DCRA)
300, 200, 100 meters: DCRA Figure 12/59
Scoring: On the 4 ft: V, 5, 4 and 3;
On the DCRA Figure 12/59: V, 5 and 4
Type of Fire: Fire and Movement
Rate of Fire: **Two shots only at each distance**
Timing: One exposure of 15 seconds, followed by four exposures of (50 seconds for a metric range or 45 seconds for a yard range) each, with intervals of 15 seconds between exposures
HPS: 50.10V

Procedure

The competitor will wait for the command to “move 10 meters behind the 500-meter firing point”, “Adopt the standing alert position” and to “LOAD”.
After the command to “Watch, Move and Shoot” and on the appearance of the targets the competitor shall move to the 500-meter firing point, adopt the prone position, and engage the target with **2 shots only** (15 secs). The target will then disappear for 15 seconds. The competitor shall apply their safety catch, remain in position and prepare to move.
On the appearance of a target, the competitor shall move to the 400-meter firing point, adopt the prone position and fire **two shots only**. Following this, competitors will place the fire selector lever on safe, remain in position and await the next appearance of a target.
The appearance of the Figure 12/59 the competitor shall move to the 300-meter firing point, adopt the prone position and fire **two shots only**. Following this, competitors will place the selector fire lever on safe, remain in position and await the next appearance of a target.
The next appearance of the Figure 12/59 the competitor shall move to the 200-meter firing point, adopt the sitting, kneeling or squatting position and fire **two shots only**. Following this, competitors will place the fire selector lever on safe, remain in position and await the next appearance of a target.
The last appearance of the Figure 12/59 the competitor shall move to the 100-meter firing point, adopt the standing position and fire **two shots only**.
Upon completion of the match the complete relay will move directly to the butts to carry out scoring for Match 12.

Match 17 – Moving Targets Match (Rule 5.66)

General Specification

Distance: 300, 200, 100 and 50, meters
Position: As specified for each stage
Number of Shots: Two sighters at a stationary target at 300 meters (from a 2-round mag). 50 for score (from 5-round magazines - minimum of 6 magazines required)

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

Scoring: All targets score V, 5 and 4

Type of Fire: Snap at moving targets

Rate of Fire: As required for each stage

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

HPS: 250.50V

General Procedure

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

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

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

The match is comprised of four stages.

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

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

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

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

Stage 1 – 300 meters

Specification

Distance: 300 meters

Position: From standing alert to prone with a “run up”

Number of Shots: 2 sighters at a stationary target. 10 for score (from 2 x 5 rds/mag)

Target: Fig 11 (marked with the letter “A” on the handle)

Scoring: V, 5, 4

Type of Fire: Snap moving target

Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage; and

Timing: 1 second flash, delay of 10 seconds followed by 5 x 5-second exposures.

Procedure

Once sighters are complete, the competitor will form up 10 meters behind the 300-meter firing line. They will then be given the “LOAD & READY – WATCH AND RUN”; On a one second flash of the target, the competitor will have 10 seconds to move to the firing line, adopt the prone position and prepare for 5 x 5 second exposures; The target will appear at the competitor’s lane number and move either left or right to the center of the adjacent bay in a 5 second exposure. The direction of the target movement will be chosen at random by the BO; and At the end of the exposure, the competitor is responsible to ensure they have a 5-round mag “LOADED, READIED & ON SAFE”, before launching on the rundown portion of the match.

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

Stage 2 – 200 meters

Specification

Distance: 300m to 200 meters

Position: From Ready to Move Prone Position to kneeling with a “run down” from 300m

Number of Shots: 10 (from 2 x 5 rds/mag)

Target: Fig 11 (marked with the letter “B” on the handle)

Scoring: V, 5 and 4

Type of Fire: Snap at moving target

Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage

Timing: 1 second flash, delay of 50 seconds followed by 5 x 5-second exposures

Procedure

All competitors will start in the “Ready to Move Position” at the 300m firing line with rifles on “SAFE”.

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

The target will appear at the competitor’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.

At the end of this stage, the competitor will be expected to “LOAD”, “READY” & “place the rifle on SAFE”.

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

Stage 3 – 100 meters

Specification

Distance: 200m to 100 meters

Position: From Ready to Move Kneeling Position to Standing with a “run down” from 200m

Number of Shots: 10 (from 2 x 5 rds/mag)

Target: DCRA Figure 12 (with the letter “C” marked on the handle)

Scoring: V, 5 and 4

Type of Fire: Snap at moving targets

Rate of Fire: Any number of rounds may be fired at each exposure up to a maximum of 10 for the stage

Timing: 1 second flash, delay of 50 seconds followed by 5 x 5-second exposures

Procedure

All competitors will start in the “Ready to Move Kneeling Position” at the 200m firing line with rifles on “SAFE”.

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

The target will appear at the competitor’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.

At the end of this stage, the competitor will be expected to “LOAD” “READY” & “place the rifle on “SAFE.”

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

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

Stage 4 – 50 meters

Specification

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

Procedure

All competitors will be expected to ensure their rifle is Loaded, Readied & placed on “SAFE” before the 1 sec flash is given.

On a one second flash of the target, the competitor will have 20 seconds to move to the 50-meter firing line, adopt the standing position and prepare for 5 x 5 second exposures. The target will appear at the competitor’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.

At the end of this stage, the competitor will be given an “UNLOAD” and “PREPARE for INPSECTION” and await further instruction from the Range Staff. Only 20 rounds on this target will count for score.

Match 19 Stage 2 (Rule 5.67)

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

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

Procedure

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

The 50% will be added to accordingly to make up two relays with an even number of competitors in each relay. Relay one will consist of the top half and 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 assigned.

At this time, relay one will be dispatched to the butts. Once there, they will be scrambles and assigned a target to mark.

At the firing point, the RO will scramble the competitors and arrange them into side-by-side pairs, so they can score for each other. The RO will insure no one from the same team or unit is scoring for each other at the firing point.

On the firing point for Match 9 (deliberate), that member of the pair who’s assigned target is on the right, will shoot first with the left-hand member of the pair scoring for him. When the right-hand member has completed firing, and without further delay, except to inform the FPO they are switching targets, the competitor will place their rifle down on their firing point and move to the left target and score for that competitor.

This same pair will exchange scorecards and score for each other during the non-deliberate matches. Non-deliberate scores will be radioed back through the FPO.

Prior to the commencement of Match 12 the firing relay will pack the equipment they will want to have at the 300-meter firing point into their equipment bag and place the bag onto a designated vehicle – having with them only equipment required to shoot Match 12. Upon completion of Match 12, the shooting relay will return to the 300-meter firing mound, retrieve their equipment bag from the designated vehicle, carry out scoring duties for Match 12 and make ready for Match 7.

Upon completion of Match 8, the firing relay will move back to the 300-meter firing point to receive scores. Once scoring is complete, they will change around with the butts, as required.

Once the relays have changed around, the same scrambling in the butts and on the firing point will take place as per above.

Chairing of the Winners

Upon completion of the match and when all score cards are received, there will be a short delay while the unofficial results are established.

During this delay, all competitors are expected to assist with the range clean up – relay two in the butts and relay one at the firing mounds.


The announcement and the chairing of the winners from the range will then take place. Guidance and leadership throughout will be provided by representatives of the DCRA.


Service Rifle Match Summary


Match	Shot	Range	Position	Type of Fire	Time	Tgt
1 200 Del	2 + 10	200	Standing alert to Prone	Deliberate	1 X 60 sec	Fig 12 (200m) Hand Held
2 200 Snap	10	200	Standing Alert to Kneeling or Squatting	Snap	5 x 10 sec	Fig 12/59 (DCRA) Hand Held
3 200 Rapid	10	200	Standing Alert to Sit Kneel or Squat	Rapid	1x30 sec	Fig 11 Hand Held
4 200- 100 Run down	10	200	Standing alert to Sit Kneel or Squat	Fire & Movement 2 shots per exp	1 x 15 sec (200)	Fig 12/59 (DCRA) Hand Held
		100	Stand		1 x 50 sec (200-100) 3 x 5 sec (100)	
5 300 Del	2 + 10	300	Standing alert to Prone	Deliberate	1 X 60 sec	Fig 12 (300m) Hand Held
6 300 Snap	10	300	Standing alert to Prone	Snap	5 x 10 sec	Fig 12/59 (DCRA) Hand Held
7 300 Rapid	10	300	Standing alert to Prone	Rapid	1x30 sec	Fig 11 Hand Held
8 300- 100 Run down	10	300	Standing alert to Prone	Fire & Movement 2 shots per exp	1 x 15 sec (300)	Fig 12/59 Hand Held
		200	Sit, knell or squat		2 x 50 sec (300-200 & 200-100)	
		100	Stand		2 x 5 sec (100)	
9 500 Snap	2 + 10	500	Standing alert to Prone	Deliberate	1 X 60 sec	4 Foot screen (Fig 12 500m)
10 500 Snap	10	500		Snap	5 x 10 sec	
Match	Shot	Range	Position	Type of Fire	Time	Tgt


11 500 Rapid	10	500	Standing alert to Prone	Rapid	1x30 sec	Standing alert to Prone
12 500- 100 Run down	10	500	Standing alert to Prone	Fire & Movement 2 shots per exp	1 x 15 sec (500)	500m - 4 Foot screen (Fig 12 500m)
		400	Prone		4 x 50 sec (45 on Yards Range)	
		300	Prone		500-400	
		200	Sit/Kneel/Squat		400-300	
		100	Stand		300-200	200-100


Targets and Scoring

Scoring Areas	Scoring	Scoring	DCRA 12/59 (200m)
V-ring	76 mm	5	
5-ring	152 mm	5	
4-ring	305 mm	4	
3-ring	Remainder of scoring surface	3	

Scoring Areas	Scoring	Scoring	DCRA 12/59
V-ring	152.5 mm	5	
5-ring	305 mm	5	
4-ring	Remainder of scoring surface	4	

Scoring Areas	Scoring	Scoring	Fig 11/59
V-ring	50 x 100 mm	5	
	100 x 200 mm		
5-ring	100 x 200 mm	5	
4-ring	200 x 400 mm	4	

Scoring Areas	Scoring	Scoring	DCRA 12/59 (300m)
V-ring	114.5 mm	5	
5-ring	229 mm	5	
4-ring	457 mm	4	
3-ring	Remainder of scoring surface	3	

Scoring Areas	Scoring	Scoring	4-foot screen 12/59 (500m)
V-ring	190.5 mm	5	
5-ring	381 mm	5	
4-ring	762 mm	4	
3-ring	1219 mm	3	

Precision Rifle

Division

Open - all competitors.

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

Service Class – Must shoot .303/.308/7.62mm with ammo less than 181 grains. Competitors agree to an inspection by the match committee to confirm firearm follows these rules.

Category

Senior - any competitor who is not a tyro. All foreign competitors must compete in the Open Division and Senior Category.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro. This applies to each firearm class (SR, SR & PR) individually.

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

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

Course of Fire

Match 60 200 Meter Save the Hostage (Rule 6.50)

Specification

Distance:	200 meters
Position:	Prone
Number of Shots:	Two sighting shots (only if there is no walk back zero the same day) and ten on score on a Fig 12
Target:	ORA Save the Hostage (handheld / 1 x Figure 14 superimposed in front of 2 x Figure 14 partially exposed, full V-bull exposed)
Scoring:	V, 5, and 4 (only 5 shots on each target will count)
Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots; however, each target must be hit at least once per exposure
Time Limit:	5 exposures of 8 seconds
HPS:	50.10V

Procedures

There will be two minutes for competitors to have two sighting shots (Fig 12) only if there is no walk back zero.

Targets will appear left, right or center in random order and within the area of one target bay.

When an exposure appears, the competitor is to fire one shot at each Figure 14 target on the left and right side of the hostage.

Double tapping only one target (Left or Right) is not permitted.

The butt staff will be instructed to monitor the sequence of shots to ensure each Figure 14 has been shot at during each exposure.

If a target has excessive hits (more than 5) and it is deemed to have been the competitors' 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 competitors' fault (i.e. crossfire from another competitor – 6 or more hits on each target), it will be corrected by removing first a shot of the lowest value and then one of the highest. This "low-high" procedure will continue until the correct number of shots remain.

On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the competitor for the duration of the scoring procedure.

Normal challenging procedures will be in effect.

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

Match 61 300 meter Agony Snap (Rule 6.51)

Specification

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	2 x Figure 14 (DCRA)
Scoring:	V, 5, 4
Type of Fire:	Snap shooting
Rate of Fire:	Any number of shots can be fired per exposure up to a maximum of 10 shots

Time Limit:	10 x 3 second exposures randomly over 8 minutes
HPS:	50.10V

Procedures

Two minutes are allowed to complete sighting shots.

Targets will appear left, right or center in random order and within the area of one target bay. Competitors may fire more than one shot per exposure, to a total of 10 shots.

Targets will appear at any time throughout the eight-minute time limit with the last exposure during the last 30 seconds. There is a minimum of 10 seconds between exposures.

Each target bay will have 2 targets. After 5 exposures the targets will be switched so no more than 5 shots are fired at any one target.

On the completion of each match, indicators will be placed in each shot hole and both targets will be shown to the competitor for the duration of the scoring procedure.

Normal challenging procedures will be in effect.

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

Match 62 400 meter Moving Targets (Rule 6.52)

Specification

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

Procedures

There will be two trial exposures (low/high) for each relay prior to the sighters (Dry firing is permitted).

There will be 2 sighters fired on a stationary figure 11.

Targets will then appear from a center position on the assigned target number and move either low or high to the center position of the next target bay. All targets will move in the same direction at the same time.

Since targets will always appear from the same position for each exposure they will be moving when they appear.

The time limit for the targets to travel from the center of one bay to the center of the next is 6 seconds. There is a minimum of 10 seconds between exposures.

Target exposures will be in random order for a total of 5 exposures in each direction.

Targets will not fall when hit but continue for the entire exposure sequence. The competitor may fire more than one shot per exposure, to a total of 10 shots.

On the completion of each match indicators will be placed in scoring shot holes and the targets will be shown to the competitor for the duration of the scoring procedure.

Normal challenging procedures will be in effect. Target irregularities are restricted IAW Rule 6.08.12.c); and

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

Match 63 500 meter Targets of Opportunity (Rule 6.53)

Specification

Distance: 500 meters
Position: Prone
Number of Shots: One field expedient sighter and ten on score (from 3 x mags 1+5+5)
Target: 1 x DCRA Figure 12 200M C-Face (V, 5, 4 & 3)
1 x Fig 11/59 (V, 5, 4, 3)
Scoring: V, 5 and 4 (only 5 hits on each target will count)
Type of Fire: Snap shooting
Rate of Fire: Any number of shots maybe fired per exposure to a maximum of 10 shots
Time Limit: Fig DCRA Figure 12 200M C-Face - 5 x 3 second exposures
Fig 11/59 - 5 x 3 second exposures
HPS: 50.10V

Procedures

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

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

Specification

Distance: 600 meters
Position: Prone
Number of Shots: 2 sighters and 10 on score
Target: Handheld figure 11/59 (secured in target lifter);
Scoring: V, 5, 4 and 3
Type of Fire: Deliberate
Rate of Fire: Each shot must be indicated and scored before the next shot is fired
Time Limit: 25 minutes continuing time for the 2-person team
HPS: 50.10V

Procedures

Each team has a total of 25 minutes for both members to complete the match. A scorer is to be provided from the waiting relay. Sighting shots are scored and indicated as per record shots and during the same overall time period.

Target marking and challenging procedures are as indicated at Rule 6.07. Placing the value indicator at the 3 o'clock position of the target edge indicates a V. Placing the value indicator on the top right corner of the target indicates a 5. Placing the value indicator on the top left corner of the target indicates a 4 (ref para 6.07.9.a). Placing the value indicator at the 9 o'clock position of the target edge indicates a 3. Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b).

Match 65 700 meter Selective Fire (Rule 6.55)

Specification

Distance: 700 meters
Position: Prone
Number of Shots: 2 sighters and 10 on score.
Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen
Scoring: V, V, 5, 4 (Fig 11 designated) and 3 on the screen (zero on the non-designated target)
Type of Fire: Deliberate
Rate of Fire: Each shot must be indicated and scored before the next shot is fired
Time Limit: 25 minutes continuing time for the 2-person team
HPS: 50.10V

Procedures

For each running of this competition, the RO will decide and announce (at the start of the day) which of the two figure 11s will be considered a "hit target" and which will be a "no hit target". Once designated, the status of these targets will remain the same for all competitors throughout the conduct of each relay. Each team has a total of 25 minutes for both members to complete the match. A scorer will be provided from the waiting relay. Sighting shots are scored and indicated as per record shots and during the same overall time period. Shots on the non-designated target are indicated, but not scored. Target marking and challenging procedures are as indicated at Rule 6.07. Placing the value indicator at the 3 o'clock position on the screen indicates a V. Placing the value indicator on the upper right corner of the screen indicates a 5. Placing the value indicator on the 12 o'clock of the screen indicates a 4 and placing the value indicator in the upper left corner indicates a 3 (ref para 6.07.9.b). Placing the value indicator in the 9 o'clock indicates a 2. Removing all indicators and showing a clear target indicates a miss (ref para 6.07.11.b). Vs, 5s, 4s and 3s can be scored on the designated "hit" target only. Any shots touching the non-scoring line or strike inside of the designated "no hit" target will be indicated but will score as per a miss (no value indicator showing). Hits anywhere outside the non-scoring line of the designated "hit" target, but on the 4-foot screen will be scored as a 2.

Match 66 800 meters Harassing Fire (Rule 6.56)

Specification

Distance: 800 meters
Position: Prone
Number of Shots: 2 sighters and 10 on score
Target: 2 x Figure 11/59 (spaced 60 cm center to center on a 4-foot (1.2-meter) screen);
Scoring: V, V, 5, 4 (fig 11) and 3 on the screen

Type of Fire: Deliberate
 Rate of Fire: Each shot must be indicated and scored before the next shot is fired
 Time Limit: 25 minutes continuing time for the 2-person team
 HPS: 50.10V

Procedures

Each team has a total of 25 minutes for both members to complete the match.
 Sighting shots are scored and indicated as per record shots and during the same overall time period.
 Target marking and challenging procedures are as indicated at Rule 6.07.
 Vs, 5s, and 4s 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. Shots on the remainder of the screen will be scored as a 3 and indicated. Shot values will be indicated as shown in para 6.07.9.b. Removing all indicators and showing a clear target indicate a miss (ref para 6.07.11.c).

Match 67 900 meter Deliberate Fire (Rule 6.57)

Specification

Distance: 900 meters
 Position: Prone
 Number of Shots: Two sighters and ten on score
 Target: 1 x DCRA Figure 12/59-400m C-Face centered on a 4-foot (1.2-meter) screen
 Scoring: V, 5, 4, and 3
 Type of Fire: Deliberate
 Rate of Fire: Each shot must be indicated and scored before the next shot is fired
 Time Limit: 25 minutes continuing time for the 2-person team; and
 HPS: 50.10V

Procedures

Each team has a total of 25 minutes for both members to complete the match
 Sighting shots are scored and indicated as per record shots and during the same overall time period.
 Target marking and challenging procedures are as indicated at Rule 6.07.
 Vs, 5s, 4s, and 3s 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).

Precision Rifle Match Summary

Match	Shots	Distance	Position	Type of Fire	Target
60 Save Host	2 ^{Note1} +10	200	Snap	5 x 8 sec	ORA Hostage
61 Agony Snap	2+10	300		10x3 sec	2xDCRA 14/59
62 Moving Tgt	2+10	400	Moving tgt	10x6 sec	Fig11
63 Tgt of Opportunity	1x field expedient+10	500	Snap	10x 3 sec	Fig 12 (200m) Fig 11/59
64	2+10	600	Deliberate	25 mins for the pair	Fig 11/59
65	2+10	700			2xFig 11/59
66	2+10	800			2xFig 11/59
67	2+10	900			Fig 12/59 (400m)- 4 foot screen

Note 1: Two sighting shots (only if there is no walk back zero the same day)

Targets and Scoring

Scoring Areas	Scoring	Scoring	ORA Hostage
Left/Right Fig 14	V-ring – 52 mm circle	5	
Left/Right Fig 14	Inside scoring circle – 104 mm diameter	5	
Fig 14	Rest of target	4	
Center	Any part of target, and any shot touching the grey line	0	

Scoring Areas	Scoring	Scoring	DCRA 14/59
V-ring	52 mm	5	
5-ring	104 mm	5	
4-ring	Remainder of scoring surface	4	

Scoring Areas	Scoring	Scoring	Fig 11/59
V-box	50 x 100 mm	5	
5-box	100 x 200 mm	5	
4-box	200 x 400 mm	4	
3-Box	Remainder of scoring surface	3	

Scoring Areas	Scoring	Scoring	DCRA 12/59 (200m)
V-ring	76 mm	5	
5-ring	152 mm	5	
4-ring	305 mm	4	
3-ring	Remainder of scoring surface	3	

Scoring Areas	Scoring	Scoring	DCRA 12/59
V-ring	152.5 mm	5	
5-ring	305 mm	5	
4-ring	Remainder of scoring surface	4	

Scoring Areas	Scoring	Scoring	Fig 11/59 (Match 65)
V-box	50 x 100 mm	5	
V-box	100 x 200 mm	5	
5-box	200 x 400 mm	5	
4-Box	Remainder of Fig 11 scoring surface	4	
Screen	On the screen / not on the non-designated Fig 11	3	

Scoring Areas	Scoring	Scoring	Fig 11/59 (Match 66)
V-box	50 x 100 mm	5	
V-box	100 x 200 mm	5	
5-box	200 x 400 mm	5	
4-Box	Remainder of Fig 11 scoring surface	4	
Screen	On the screen	3	

Scoring Areas	Scoring	Scoring	DCRA 12/59 400m (Match 67)
V-ring	152 mm	5	
5-ring	305 mm	5	
4-ring	762 mm	4	
3-ring	1219 mm	3	

Service/Tactical Pistol Matches

Division

Open Class - all competitors.

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

Iron Class – All competitors using a firearm in accordance with rule 7.05 that utilizes iron sights.

Category

Senior - any competitor who is not a tyro. All foreign competitors must compete in the Open Division and Senior Category.

Tyro - a competitor who has not previously competed in a National Service Conditions Championship of the DCRA, CAFSAC or other international service conditions competition in the service rifle section of the Service Conditions matches. Only a Canadian citizen may compete as a Tyro. This applies to each firearm class (SR, SR & PR) individually.

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

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

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

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

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

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

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

Course of Fire

Series "A" & "B"

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

Match 20 – 10-Meter Attack (Rule 7.50/7.60)

Specification

Distance: 10 meters
(Series "B" Match 30 – 15 meters)
Position: Standing
Number of Shots: 20
Target: 1 x Body Target
1 x Center Mass Target
Type of Fire: Double Tap
Rate of Fire: 2 shots only per exposure
Time Limit: 10 x 2-second exposures
Scoring: V, 5, 4, 3 and 2
HPS: 100-20V

Procedure

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

The competitor will be given the command to "LOAD" and "READY".

On the command "WATCH & SHOOT" they will adopt the "Start" position and return to this position for each exposure.

During a continuous 2 second whistle blast, they will engage either target with 2 rounds.

Shots are fired only during the whistle/audible blast.

After five exposures the competitor will switch to the other target on their own and engage it for the next 5 exposures so there are 10 shots on each target.

Only 10 shots on each target will count for score.

The competitor will change magazines as required.

Match 21 – Keep Shooting (Rule 7.51/7.61)

Specification

Distance: 10 meters
Position: Standing
Number of Shots: 12 (2 x 6 round magazines)
Target: 1 x Body Target
1 x Center Mass Target
Type of Fire: Rapid
Rate of Fire: Shots may be fired at any rate during the time limit
Time Limit: 1 x 15-second exposure
(Series "B" Match 31 - 1 x 12-second exposure)
Scoring: V, 5, 4, 3 and 2
HPS: 60-12V

Procedure

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

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

Match 22 – Strong Hand (only) and Support Hand (only) (Rule 7.52/7.62)

Specification

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

Procedure:

The aim of this match is to have the competitor engage targets using their strong hand only and then using their support hand only.
 The competitor will be given the command "LOAD" and "READY".
 On the command "WATCH & SHOOT" they will adopt the "Start" position.
 On a short whistle / audible blast, they will engage either target with 2 rounds.
 The exposure will end with a one-second whistle / audible blast, starting one second before the exposure time has elapsed.
 Shots may be fired during either whistle / audible blast.
 After five exposures the competitor will reload (with both hands), transition the pistol to their support hand only, adopting the "Start" position and return to this position for the remaining five exposures where they will engage the second target with two rounds per exposure

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

Specification

Distance: 10 meters
 Position: Standing
 Number of Shots: 20
 Target: 1 x Body Target
 1 x Center Mass Target
 Type of Fire: Double Tap
 Rate of Fire: Four shots only per exposure
 Time Limit: 5 x 8-second exposures
 (Series "B" Match 33 - 5 x 6-second exposures)
 Scoring: V, 5, 4, 3 and 2
 HPS: 100-20V

Procedure

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

Match 24 – Two on One (Rule 7.54/7.64)

Specification

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

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

Match 25 – Save the Hostage (Rule 7.55/7.65)

Specification

Distance: 10 meters
 Position: Standing
 Number of Shots: 10 (2 x 5 round magazines)
 Target: 3x Fig 14 DCRA Save the Hostage Target

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

Procedure

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

Match 26 – Body Armour Drills (Rule 7.56/7.66)

Specification

Distance: 10 meters
 Position: Standing
 Number of Shots: 15
 Target: 1 x Body Targets
 1 x Fig 14 (DCRA)
 Type of Fire: Triple Tap Snap
 Rate of Fire: **Three shots only per exposure**
 Time Limit: 5 x 6-second exposures
 (Series "B" Match 36 - 5 x 5-second exposures)
 Scoring: Fig 14 – V, 5, 4
 Body Target – V, 5, 4, 3 and 2
 HPS: 75-15V.

Procedure

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

exposure time has elapsed.
 Shots may be fired during either whistle blast.
 The competitor is to change magazines as required.

Match 27 – Long Range (Rule 7.57/7.67)

Specification

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

Procedure

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

Match 28 – FBI Qualification (Rule 7.58/7.68)Ⓜ

Specification

Distance: 25 and 15 meters
 Position: Standing
 Number of Shots: Total 30 rds
 Stage 1 - 10 shots / left target
 Stage 2 – 10 shots in 2 x 5 shot strings / right target
 Stage 3 – 10 shots in 2 x 5 shot strings (first string at left target / second string at right target)
 Target: 1 x Body Target

1 x Center Mass Target
 Type of Fire: As required
 Rate of Fire: As required
 Time Limit: Stage 1 - 3 minutes
 Stage 2 - 15 seconds per 5 shot string
 Stage 3 - 10 seconds per 5 shot string
 (Series "B" Match 38 Stage 1 - 2 minutes)
 (Series "B" Match 38 Stage 2 - 10 seconds per 5 shot string)
 (Series "B" Match 38 Stage 3 - 6 seconds per 5 shot string)
 Scoring: V, 5, 4, 3 and 2
 HPS: 150–30V

Procedure

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

Stage 1 at 25 meters – 3 minutes to fire 10 rounds. Shot at the left target.
Stage 2 at 15 meters – 2 strings of 15 seconds to fire 5 rounds. Shot at the right target.
Stage 3 at 15 meters – 2 strings of 10 seconds to fire 5 rounds. The first string to be fired at the left target and the second string to be fired at the right target. Go forward, score and patch the targets.

Match 40 – Last One Standing (Rule 7.70)

Specification

Distance: 5 and 10 meters
 Position: Standing
 Number of Shots: As required
 Target: FN C1 25-yard zeroing target (or a target with an appropriate-sized aiming mark – about 65 mm square)
 Type of Fire: As required
 Time Limit: At 5 meters – Stage 1 in 2 minutes, Stage 2 in 1 minute and Stage 3 in 30 seconds.
 At 10 meters – 10 seconds per shot for the first 3 shots and 5 seconds per shot for the next 3 shots and 3 seconds per shot until the match is decided
 Scoring: Only shots in the aiming mark will count
 HPS: Match winner

Procedure

The aim of this match is to have the competitor experience and successfully deal with the stress felt in making each shot count.
Stage 1 at 5 meters – each competitor will have 2 minutes to fire 10 rounds. Only those competitors with all hits (on or touching the black square) will continue.
 All competitors are to complete Stage 1 before any competitors are called to fire Stage 2.
Stage 2 at 5 meters – each competitor will have 1 minute to fire 10 rounds. Only those competitors with all hits (on or touching the black square) will continue.
 All competitors are to complete Stage 2 before any competitors are called to fire Stage 3.
Stage 3 at 5 meters – each competitor will have 30 seconds to fire 10 rounds. Only those competitors with all hits (on or touching the black square) will continue to Stage 4 at 10 meters.

All competitors are to complete Stage 3 before any competitors are called to fire **stage 4** at 10 meters. If there are more qualifying competitors than there are targets, Stage 3 is repeated until the appropriate numbers remain.
 At 10 meters the shooting will be “sudden death”. Each of the remaining competitors 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.
 If at any time all competitors do not hit the aiming mark, then everyone will remain for another shot.

Match 54 - Team Falling Blocks Shoot (Rule 7.72)

Specification

Distance: 45 meters to 10 meters
 Position: Standing
 Number of Shots: 10 per team member in 2 x 5-round mags
 Target: 10 x blocks per team of 2
 Type of Fire: Rapid fire with rundown
 Time Limit: N/A
 HPS: N/A

Conditions

Targets are affixed on appropriate holders and each lane will have the blocks laid out in a similar pattern.
 Pistols are loaded (magazine on with empty chamber) on the 45-meter line. During the run the pistol is carried in the competitors’ hand and is ONLY made ready (action cycled) once the competitor arrives and is stopped at the firing line.
 The wooden block is considered hit when it falls off its target stand (or remains down).
 A winning team is that which:
 Hits all the targets in the shortest time; or
 Hits the greatest number of blocks; or
 If tied, the teams will re-shoot; and
 The match is conducted in elimination heats.

Procedure


Team members will be at the 45-meter starting line in a standing position and will await the signal to commence the run.
 A whistle / audible blast will be used to signal the start of the match; and
 Team members will run to the 10-meter point, make ready and commence firing without further instructions.


Pistol Match Summary


Match	Shots	Distance	Position	Type of Fire	Target
20/30 10 M Attack	20	Series "A" - 10m Series "B" - 15m	Standing	10 x 2 seconds	Body (L) Cntr of Mass (R)
21/31 Keep Shooting	12	10m		Series "A" 1x15 sec Series "B" 1x12 sec	
22/32 Strong Hand & Support Hand	20	10m		Series "A" 10x 5 sec Series "B" 10x4 sec	
23/33 Support to Strong Hand	20	10m		Series "A" 5x8 sec Series "B" 5x6 sec	
24/34 Two on One	20	15m		Series "A" 5x6 sec Series "B" 5x5 sec	
25/35 Save the Hostage	10	10m		Series "A" 1x2 min Series "B" 1x1 min	DCRA Hostage
26/36 Body Armour	15	10m		Series "A" 5x6 sec Series "B" 5x5 sec	Body (L) DCRA 14/59 (R)
27/37 Long Range	20	35m	Prone Sitting Kneeling Standing	Series "A" 1x5 min Series "B" 1x3 min	Body (L) Cntr of Mass (R)
28/38 FBI Qual	30	25 & 15 m	Standing	Series "A" Stage 1 (25m) - 3 minutes Stage 2 (15m) - 2 X 15 secs string (5 shot per string) Stage 3 (15m) - 2 X 10 secs string (5 shot per string) Series "B" Stage 1 (25m) - 2 minutes Stage 2 (15m) - 2 X 10 secs string (5 shot per string) Stage 3 (15m) - 2 X 6 secs string (5 shot per string)	


Match	Shots	Distance	Position	Type of Fire	Target
40 Last one standing	10 per stage	5 & 10m	Standing	Stage 1 10 Shots - 2 Min Stage 2 10 Shots - 1 Min Stage 3 10 Shots - 30 Sec Stage 4 As required	25m zeroing Tgt or equivalent
54 Falling Blocks	10 per team mbr	Run to 10m		Conducted in Heats (by division & then division against each other)	6x6 inch wooden blocks / nylon plates

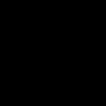
Targets and Scoring

Scoring Areas	Scoring	Scoring	DCRA 14/59
V-ring	52 mm	5	
5-ring	104 mm	5	
4-ring	Remainder of scoring surface	4	

Scoring Areas	Scoring	Scoring	Body Target
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	

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

Scoring Areas	Scoring	Scoring	DCRA Hostage
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	Any part of target, including the area outside the non-scoring line	0	

Scoring Areas	Scoring	Last One Standing
Scoring Zones	Scoring Areas	
65 mm square	Hit / Miss	

Competition Schedule (Dates TBC)

	Setup Day	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8
	Thursday	Friday	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday
	04-Sep	05-Sep	06-Sep	07-Sep	08-Sep	09-Sep	10-Sep	11-Sep	12-Sep
	07h30	07h30	07h30	07h30	07h30	07h30	07h30	07h30	07h30
Assembly Time									
Activity	Pistol Range Set up	Service Pistol Matches (Series 'A')	Service Pistol Matches (Series 'B')	Range Setup Zero 200/500 M60	M64, M65 & M66	Range Setup Walkback zero	M5-M9	Moving Targets M17	Service Rifle Stage II
Location									
End Time	12h00	Assigned Pistol Range(s) 12h00	12h00	Assigned Rifle Range(s) 12h00	Assigned Rifle Range(s) 12h00	12h00	Assigned Rifle Range(s) 12h00	12h00	12h00
Assembly Time	13h00	13h00	13h00	13h00	13h00	13h00	13h00	13h00	15h00
Activity	Pistol Range Set up	SP Matches (Series 'A') Last one standing Match (M40)	Service Pistol Matches (Series 'B')	M61, M62, M63	M67 Tie Shoot(s)	M1-M4	M10-M12	Match 50 (Stage II)	Service Rifle Prize giving
Location									
End Time	17h00	Assigned Pistol Range(s) 17h00	17h00	Assigned Rifle Range(s) 17h00	Assigned Rifle Range(s) 17h00	Assigned Rifle Range(s) 17h00	Assigned Rifle Range(s) 17h00	17h00	DCRA Tent 15h30
Assembly Time	18h00	18h00	18h00	18h00	18h00	18h00	18h00	18h00	18h00
Activity	SP Competitor Meeting	Tie Shoots Falling Blocks	SP Prize giving PR Competitors assist with Preposition targetry in the butts 19h00 - PR Competitor Meeting	Complete M63 Tie Shoot(s)	PR Prize giving SR Competitor Meeting Pre-position all targetry in the butts	Additional Time for M1-4	Additional Time needed for M9-12 & if Target work - Set up for movers	Tie Shoots (if necessary)	Assistance with tear down would be greatly appreciated
Location									
End Time	19h30	Assigned Pistol Range(s) 19h30	19h30	Assigned Rifle Range(s) 19h30	Assigned Rifle Range(s) 19h30	Assigned Rifle Range(s) 19h30	Assigned Rifle Range(s) 19h30	19h30	19h30