Match Conditions

REPORTING/BRIEFING All competitors are to report to the 300 yds car park on Century (Butt 19) for

a Range and Safety briefing at 13.00. Shooter Certification Cards (SCCs) will

be checked if not held on Shooting Division records.

SQUADDING Competitors will be squadded into 4 details. Details A & B will shoot first,

with Details C & D marking targets (2 pers per target). At approx. 15.15

there will be a changeover.

AMMUNITION Competitors are to supply their own ammunition.

FIRING POSITIONS Prone, sitting, kneeling and standing. Competitors with disabilities may be

permitted to shoot seated at a table - see NRA rule 156.

PRIZES In all Classes: 1st Prize Gold Medal; 2nd Prize Silver Medal but only if the

number of competitors exceeds 8; 3rd Prize Bronze Medal if the number of

competitors exceeds 20.

PRIZE GIVING Prize Giving will take place behind the 300 yds FP on Century Butt 19 at

approx 17.30.

ENTRY DEADLINE Entries close at 12.00 on Wednesday 1 April.

Historic Service Rifle Match - Definitions

The definitions of Service Rifle classes have been changed to reflect the concerns of competitors that the existing classes were defined too broadly. The effect was to make it difficult for competitors to be sure that they were competing against others with rifles of a similar type. The aim is to move towards fairer competition conditions for all.

SR (a) – Service Rifle Class A

A service rifle as issued by any government and used without any unauthorized alterations or additions.

Sling: an as issued sling attached to the butt swivel and the upper band swivel. The sling may be

used for steadying the rifle and may be placed round one arm and/or wrist but not round

any other part of the body. The US M1907 Pattern sling is permitted with the No4T.

Gloves: no padded shooting gloves are allowed.

Shooting jackets: no shooting jackets are permitted.

Backsight: a backsight as issued must be used. The wind-gauge if any must be set centrally.

Foresight: a blade foresight, which may be undercut.

Wind: must be allowed for by aiming off.

Sights: may be blackened, but nothing may be affixed for shading them.

Trigger pull: minimum of 4.5lbs.

HISTORIC SERVICE RIFLE MATCH

Saturday Afternoon 4 April 2015 START TIME 13.00 Assemble at the 300-yard car park on the RHS of Century Range

Practice 1 Deliberate
Distance 100 yards

Position Kneeling or Standing

No. of Shots 2 sighting shots & 5 to count

Targets 1 x Fig 12

Scoring 5 for hits within the 300mm circle (outer circle), remainder 4

Timing 1 exposure of 30 seconds

HPS 25

PROCEDURE

Competitors will have 2 minutes to fire 2 sighting shots from any position, each shot to be
individually marked back. On completion of the sighting shots, competitors will be ordered to load
with 5 rds and adopt the kneeling or standing position, make ready with safety catches applied.

- 2. On appearance of the target, competitors will release safety catches and fire 5 rounds.
- 3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds.

Practice 2 Snap

Distance 100 yards

Position Standing

No. of Shots 5 to count

Targets 1 x Fig 12

Scoring 5 and 4

Timing 5 exposures of 5 seconds

HPS 25

PROCEDURE

- 1. Competitors will be ordered to load with 5 rds, make ready, apply safety catches and adopt the standing alert position.
- 2. There will be 5 exposures each of 5 seconds. One round to be fired at each exposure. Competitors are to return to the Standing Alert position in between exposures (rifle at 45 degrees).
- 3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 3 Snap
Distance 200 yards
Position Prone
No. of shots 10 to count
Targets 1 x Fig 11

Scoring 5 for hits within the 300mm circle (outer circle), remainder 4

Timing 10 exposures of 3 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to adopt the prone position, load and make ready.
- 2. There will be 10 exposures of 3 seconds over a 6ft frontage. One round to be fired at each exposure.
- 3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 4 Rapid
Distance 200 yards

Position Sitting, kneeling or squatting

No. of Shots 10 to count Targets 1 x Fig 11 Scoring 5 and 4

Timing 1 exposure of 60 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to adopt the sitting, kneeling or squatting position, load and make ready.
- 2. On appearance of the target, competitors will release safety catches and open fire. 10 shots are to be fired during the exposure. No additional time will be allowed to re-load.
- 3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 5 Harrassing Fire

Distance 300 yards Position Prone

No. of Shots 2 sighting shots and 10 to count

Targets 1 x Fig 11 Scoring 5 and 4

Timing 1 exposure of 70 seconds

HPS 50

PROCEDURE

- 1. Competitors will have 2 minutes to fire 2 sighting shots from the prone position, each shot to be individually marked back. On completion of the sighting shots, competitors will be ordered to adopt the standing alert position, load, make ready and apply safety catches.
- 2. On appearance of the target, competitors will adopt the prone position, release safety catches and open fire. 10 shots are to be fired during the exposure. No additional time will be allowed to re-load.
- 3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 6 Snap Distance 300 yards Position Prone No. of Shots 10 to count

No. of Shots 10 to cou Targets 1 x Fig 11 Scoring 5 and 4

Timing 10 exposures of 3 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to adopt the prone position, load, make ready and apply safety catches.
- 2. There will be 10 exposures of 3 seconds of the target over a frontage of 6ft at irregular intervals.
- 3. Only one round to be fired at each exposure.
- 4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Match HPS = 250

Ties will be counted out in the order Practice 6, then 5, 3, 2, 4, 1.