



NRA ARMISTICE COMMEMORATION MATCH – SATURDAY 10 NOVEMBER 2018

General Outline

The Armistice Commemoration Match will broadly follow the practices used during the heyday of the SMLE rifle with the emphasis on a friendly competition shot 'In the Spirit of the Original'. Targets are largely those of the era and all shooting will be at a single distance – 200 yds - from the prone or kneeling position, including one Practice with fixed bayonets. Spare bayonets will be available on the day and will be checked for correct fitting before firing.

There will be a short Remembrance Service before the start of the competition, and to mark the occasion, special permission has been granted to fire a Vickers M/G. This will be conducted at the end of the competition in two details, with competitors either shooting alongside or watching the demonstration.

Tea/coffee and bacon butties will be available from 07.30 and a choice of Maconochie stew or curry at lunch time. Please tick the appropriate boxes on the entry form as required.

Those not in possession of an SMLE can use one supplied by LERA / NRA for a special price of £12 a day on a shared basis, and purchase ammunition – 66 rounds of S&B 180gr for £44.00 – upon production of their NRA membership and SCC. Note: rifles and ammunition will be issued on range. The rifles will be zeroed for 200 yds and no further sight adjustments will be permitted.

We expect some media coverage of the event and encourage those with British uniforms of WW1 to wear them on the day.

All competitors will receive a special RBL Centenary Mug.

Programme of Events

07.30-08.00	Century Range 18, 300 yds – registration; SCC and trigger checks; breakfast
08.00-08.15	Range and Safety Briefing
08.15-08.30	Remembrance Service
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08.45-10.15	Details A & B shoot Matches 1, 2 and 3 (C & D in the Butts)
10.15-10.30	Changeover
10.30-12.00	Details C & D shoot Matches 1, 2 and 3 (A & B in the Butts)
12.00-13.00	Lunch on Range – Maconochie stew / Curry
13.00-14.00	Details A & B shoot matches 4 and 5 (C & D in the Butts)
14.00-14.15	Changeover
14.15-15.15	Details C & D shoot matches 4 and 5 (A & B in the Butts)
15.30-16.00	Vickers M/G demo in 2 Details with competitors alongside
16.15	Prize Giving on Range

Match Conditions

REPORTING/BRIEFING	All competitors are to report to the 300 yds car park on Century (Butt 18) from 07.30 for Registration and SCC/trigger checks. A mandatory Range and Safety briefing will be held at 08.00.
SQUADDING	Competitors will be squadded into 4 details. Details A & B will shoot first, with Details C & D marking targets (2 pers per target). Changeovers will occur midway through the morning and afternoon.
TARGETS	Targetry will be as per Musketry Regulations 1909 (amended 1914) and NRA rules. Where an original target is not available, an NRA target will be used.
AMMUNITION	A minimum of 66 rounds are required – 56 for the competition and 10 to shoot alongside the Vickers M/G on completion of the matches. Competitors are to supply their own ammunition
FIRING POSITIONS	Prone and kneeling. Competitors with disabilities may be permitted to shoot seated at a table – see NRA rule 156.
RIFLES	All SMLE rifles shall be in the spirit of the original. Competitors will compete with their rifle as a service arm. The following will apply regardless of the mark of SMLE: <ul style="list-style-type: none">a. Sights must be set centrally; aim off for wind adjustmentb. Slings if used must be 2 point service pattern (leather or webbing) attached to the mid band swivel and butt sling swivelc. Shooting jackets, mats and padded shooting gloves are not permittedd. Heavy barrel SMLE target rifles may shoot alongside for honours onlye. Packing barrels is not permitted; this is difficult to police and reliance will be on competitors' integrityf. In prone supported Practices, only the sandbag provided may be used, with the supporting hand resting on the sandbagg. When cocked, the trigger must lift a 3lb weight
OUTLINE OF MATCHES	Match 1 2+10rds Deliberate prone supported (bayonet fixed) Match 2 10rds Snap prone unsupported Match 3 10rds Rapid prone supported Match 4 2+10rds Deliberate prone unsupported Match 5 2+10rds Snap kneeling unsupported Match 6 SR Aggregate (Matches 1-5)
PRIZES	Prizes will be awarded in each Match in each class: 1 st Prize Gold Medal; 2 nd Prize Silver Medal but only if the number of competitors exceeds 8; 3 rd Prize Bronze Medal if the number of competitors exceeds 20.
PRIZEGIVING	Prizegiving will take place behind the 300 yds FP on Century Butt 18 at approx 16.15 hrs.
ENTRY DEADLINE	Entries close at 12.00 hrs on Tuesday 6 November.

MATCH 1	Deliberate
Distance	200 yards
Position	Prone supported with bayonet fixed
No. of Shots	2 non-convertible sighting shots + 10 to count
Targets	Second Class Figure Target
Scoring	Hit on the Figure 5 Hit within the 24" circle 4 Hit within the 36" circle 3 Hit elsewhere 1
Timing	30 seconds per shot
HPS	50

PROCEDURE

1. Competitors will be squadded two per target. One will fire while the other records the score. On completion firers will change over.
2. On appearance of the target, competitors will release safety catches and open fire, each shot individually marked back.



Second Class Figure Target on 4' screen

MATCH 2	Snap Shooting in the Attack
Distance	200 yards
Position	Prone unsupported
No. of Shots	10 to count
Targets	Figure 4
Scoring	Hit on the Figure 5 Hit within the 24" circle 4 Hit within the 36" circle 3 Hit elsewhere 1
Timing	10 exposures of 4 seconds with irregular intervals over 3 minutes
HPS	50

PROCEDURE

1. Competitors will be ordered to load with 5 rds, make ready, apply safety catches and adopt the prone unsupported position.
2. There will be 10 exposures each of 4 seconds. One round to be fired at each exposure. The magazine is to be charged with a further 5 rounds between the 5th and 6th exposure when there will be a 15 second gap.
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.



Figure 4 mounted on 4' screen

MATCH 3	Rapid
Distance	200 yards
Position	Prone supported
No. of shots	10 to count
Targets	Convertible Landscape Target
Scoring	Hit within the 12" circle 5 Hit within the 24" circle 4 Hit within the 36" circle 3 Hit elsewhere 1
Timing	1 exposure of 60 seconds
HPS	50

PROCEDURE

1. Competitors will be ordered to load with 10 rounds (bolt forward on an empty chamber) and adopt the standing alert position.
2. On appearance of the target competitors are to adopt the prone supported position, make ready and engage the target with 10 rounds.
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

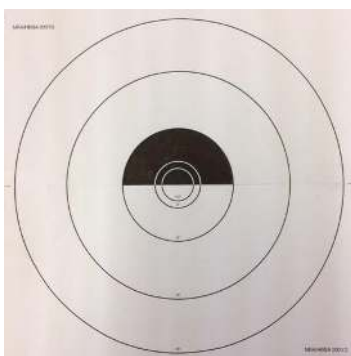


Convertible Landscape Target on 4' screen

MATCH 4	Deliberate
Distance	200 yards
Position	Prone unsupported
No. of Shots	2 non-convertible sighting shots + 10 to count
Targets	HBSA/NRA 200 yds Tin Hat
Scoring	Hit within the 5" circle 5 Hit within the 12" circle 4 Hit within the 24" circle 3 Hit within the 36" circle 1
Timing	30 seconds per shot
HPS	50

PROCEDURE

1. Competitors will be squadded two per target. One will fire while the other records the score. On completion firers will change over.
2. On appearance of the target, competitors will release safety catches and open fire, each shot individually marked back.



HBSA/NRA 200 yds Tin Hat

MATCH 5	Snap
Distance	200 yards
Position	Kneeling unsupported (alt standing if unable to kneel)
No. of Shots	2 sighting shots + 10 to count
Targets	Figure 3 Hand held
Scoring	5 for hits above the neck line and 4 elsewhere on the Figure
Timing	10 exposures of 4 seconds with irregular intervals over 2 minutes
HPS	50

PROCEDURE

1. Competitors will have 2 minutes for sighting shots, each shot marked back. On completion of sighters, competitors will be ordered to load with 5 rds, adopt the kneeling unsupported position and make ready.
2. There will be 10 exposures each of 4 seconds. One round to be fired at each exposure. The magazine is to be charged with a further 5 rounds between the 5th and 6th exposure when there will be a 15 second gap.
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

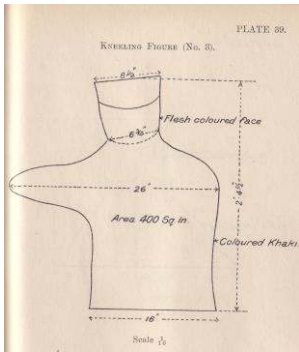


Figure 3 – hand held (N.B. actual target is brown (head) and black)

Match HPS = 250

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