



# **Military Service Rifle / Aggregate Match Rules**

Rev. B – 10/23/11

*F-Class Sights and Pistol, RF Distance*

## Chatuge Gun Club Military Service Rifle / Aggregate Match Rules

### Introduction

This document outlines the rules and course of fire for the Chatuge Gun Club Military Service Rifle / Aggregate Match. The Aggregate Match expands the original Service Rifle Match by adding a handgun and F/TR, (F-Class/Target Rifle) leg. Shooters are not required to shoot all three legs. Plaques and shootist points will be awarded for the individual Service Rifle, Handgun and F/TR classes. An award is also presented to the Aggregate winner.

### Service Rifle Match Rules

#### Overview

The Service Rifle Match is a modified version of the CMP "National Trophy Individual Rifle Match". The following table outlines the match stages.

Chatuge Gun Club Military Rifle Match						
Stage	Distance	Target Type	Type of Fire	Firing Position	Number of shots	Time Limit
Sighting	100 yards	200-yd reduced (SR-1)	Slow	Any Position	5	5 minutes
1	100 yards	200-yd reduced (SR-1)	Slow	Off-Hand	10	10 minutes
2	100 yards	200-yd reduced (SR-1)	Rapid with Reload	Standing to Sitting	10	60 / 90* seconds
3	100 yards	300-yd reduced (SR-21)	Rapid with Reload	Standing to Prone	10	70 / 100* seconds
4	100 yards	600-yd reduced (MR-31)	Slow	Prone	20	20 minutes

\* Bolt-action rifles

#### Rifles

Any as-issued US or foreign military iron sight, single shot, bolt action or semiautomatic rifle is permitted. Examples of US service rifles include the 45-70 trapdoor, 30-40 Krag, Model 1903, Model 1917, M1 Grand, M14, M1 Carbine and civilian copies, such as the Springfield M1A or Colt AR15. Foreign service rifle examples include the Mauser 98K, Mosin Nagant Model 1891, SKS, AK47, Enfield #1 Mk III, Pattern 14, L1A1, MAS and the Ljungman AG42b. Full automatic rifles are not permitted.

#### Stages

Shooters will be provided a 5 round, 5-minute sighting-in period. It can be fired from any position or from the bench.

The first stage is fired from the off-hand position. It is a single-load, single-shot leg of 10 rounds in 10 minutes. It is fired at an SR-1, 200-yard reduced target. A means of single loading your rifle is required. Sling use is not permitted.

The second stage is rapid-fire from the sitting position. Shooters have 60 or 90 seconds to fire 10 rounds at an SR-1, 200-yard reduced, target. A mandatory reload is required. Semiautomatic rifle shooters will shoot 2 rounds, reload and fire 8 final shots in a 60-second time period. Bolt-action rifle shooters will shoot 5 rounds, reload and fire 5 final shots in a 90-second time period. A 3-minute preparation period is provided so shooters can establish and practice their sitting position and lay out their equipment. . Dry-firing is permitted, but a rifle **cannot be loaded** during the preparation period. Two clips or magazines are required and slings are permitted.

The third stage is rapid-fire from the prone position. Shooters have 70 or 100 seconds to fire 10 rounds at an SR-21, 300-yard reduced, target. A mandatory reload is required. Semiautomatic rifle shooters will shoot 2 rounds, reload and fire 8 final shots in a 70-second time period. Bolt-action rifle shooters will shoot 5 rounds, reload and fire 5 final shots in a 100-second time period. A 3-minute preparation period is provided so shooters can establish and practice their prone position and layout their equipment. Dry-firing is permitted, but a rifle **cannot be loaded** during the preparation period. Two clips or magazines are required and slings are permitted.

The fourth stage is slow-fire prone. Shooters have 20 minutes to shoot 20 rounds at an MR-31, 600-yard reduced target. It is a single-load, single-shot leg. A 3-minute preparation period is provided so shooters can establish and practice their prone position and layout their equipment. Dry-firing is permitted, but a rifle **cannot be loaded** during the preparation period. A means of single loading your rifle is required. Slings are permitted.

To ensure maximum safety the rapid-fire stages will be started from the sitting or prone position. Shooters will load their rifles at the Targets-Up command, shoot their first magazine or clip, reload and complete the string of fire in the designated time period. Upon completion of fire, the shooter will remove the magazine or clip, ensure the chamber is empty, insert the ECI, place the rifle on Safe and wait for the rifle to be inspected by the safety officer or spotter before moving from the line.

### **Modified Shooting Positions**

Shooters with physical limitations that cannot get into the traditional sitting or prone firing positions will be allowed to shoot from modified positions. Two options are provided.

#### Option 1

Stage 1 is fired from the off-hand position as outlined above. Shooters may obtain permission to shoot a stages 2, 3 and 4 using the next harder shooting position. A shooter that cannot get into the sitting position may request to shoot that stage using the off-hand position. A shooter that cannot get into the prone position may request to shoot that stage in the sitting position. All other stage requirements and time limits apply.

#### Option 2

Stage 1 is fired from the off-hand position as outlined above. Stage 2, sitting position, is fired seated in a chair but away from the bench. The shooter may prop his foot on the chair seat and use his leg for additional support of his firing position but no support may come from the shooting bench. Stages 3 and 4, prone position, can be fired seated at the bench, with elbows and chest supported by the shooting bench.

## Spotters

If enough shooters participate, they will be divided into two relays. Those assigned to the non-shooting relay will act as spotters. Spotter's responsibilities are:

1. Act as position safety officer to ensure the:
  - a. Action is open
  - b. Magazine or clip is removed
  - c. No round is in chamber
  - d. Empty Chamber Indicator is installed
  - e. Safety is on
2. Score the shooter's target at his target position.
3. Record scores on shooter's score sheet.
4. Paste or replace targets between strings.
5. May spot the shooter's shots during the course of fire.

## Scoring

Targets are scored for a numerical score and X count. The highest numerical score wins the class. In the case of a numerical tie, the highest X count wins.

The maximum numerical score per shot is 10 points. The highest possible match score is 500-50X.

Targets are scored based on the position of the bullet-hole's leading edge (edge closest to the center). The leading edge that comes in contact with the outside of the X-ring or scoring rings of a target is given the highest value. Any shot outside the lowest scoring ring (5-ring) or off the target is scored zero.

If a shooter shoots more shots on the target than are expected for the specific stage, the bullet holes with the highest point value are subtracted.

The match director or his assignee has the final word on any scoring disputes.

## Empty Chamber Indicator

An empty chamber indicator will be in place **any time** the firearm is uncased at the range. Firearms will be unloaded with actions open and magazines removed. This also applies when the range is HOT and the firearm is not on the firing line. The open empty chamber indicator shall only be removed and the action closed when the firearm is on the firing line and the range is determined to be HOT.

## Shooting Accessories

Required – Eye protection, hearing protection, two clips or magazines, single-fire adapter and empty chamber indicator

Optional - Rifle sling, shooting jacket, shooting glove, ground pad, spotting scope and stand, log book, sight black and ammo-block

## Awards

Trophies will be awarded based on the following leg sizes:

- 4-6 shooters - 1st place trophy only
- 7-9 shooters - 1st and second place trophy
- 10+ shooters -1st, 2nd, and 3rd place trophy

## Shootist Points

Shootist points will be awarded to club members, in good standing, as follows:

Match Attendance – 1 point

1<sup>st</sup> Place – 3 points

2<sup>nd</sup> Place – 2 points

3<sup>rd</sup> Place – 1 point

## Aggregate Match Rules

### Overview

The Aggregate Match adds a handgun and F/TR (F-Class/Target Rifle) leg to the standard Service Rifle Match. In addition to the aggregate rules, service rifle rules still apply. The following chart provides an outline of the Handgun and F/TR legs:

Aggregate Match Stages						
Stage	Distance	Target Type	Type of Fire	Firing Position	Number of Shots	Time Limit
Handgun	25 yards	B22 Army L	Slow Fire	Standing, Unsupported	10	10 minutes
Handgun	15 yards	B22 Army L	Rapid Fire	Standing, Unsupported	5 and 5	25 seconds
F/TR	100 yards	I.B.S. 100-Yard Hunter	Slow Fire	Prone, Supported	10	10 minutes
F/TR	100 yards	I.B.S. 100-Yard Hunter	Rapid Fire	Prone, Supported	10, Single-Loaded	100 seconds

### Handgun Stages

Any factory or service issue type semi-automatic pistol or revolver may be used. Handguns may only be equipped with iron sights and must have an operational safety. They must be capable of competing in a 10-shot rapid fire, mandatory reload stage.

Examples of permitted handguns are the 1911, Beretta 92 FS, Sig P Series, Glocks, Colt Python, S&W 686 or Russian Mosin Nagant 1895.

## **Stages**

Sighter Stage – Five minutes to fire five rounds for sighting.

Stage 1, Handgun is a test of accuracy. The shooter has 10 minutes to fire 10 shots from 25 yards at a B22 Army L target.

Stage 2, Handgun is rapid-fire with a mandatory reload. The shooter has 25 seconds to shoot 10 rounds from 25 yards at a B22 Army L target with a mandatory 5 round reload.

Both stages are fired standing, unsupported.

## **F/TR Stages**

Permitted rifles include any factory or service rifle with an attached bipod weighing no more than 18.15 pounds. If a detached front rest is used the rifle will be limited to 16 pounds. A rear rest (sandbag or sock) is permitted. Front and rear rests cannot be connected. Actual F/TR rifles are restricted to .223Rem and .308Win, but any caliber is permitted for this match. A scope is permitted with no limitation on magnification. Rifles must have an operational safety.

## **Stages**

Stage 1, F/TR is an accuracy event. The shooter will have 12 minutes to fire 2 sighters and 10 shots for record at an I.B.S. 100-yard Hunter target. This stage is fired from the prone position.

Stage 2, F/TR is rapid-fire with a mandatory reload element. The shooter will have 100 seconds to fire 10 single-loaded shots at the I.B.S. 100-yard Hunter target. This stage is fired from the prone position.

In both F/TR stages, the shooter will be allowed to establish his prone firing position before time begins.

## **Optional Shooting Position**

A shooter may request to shoot from the bench if, due to physical limitations, he cannot get into the prone position.

## **Scoring, Awards and Shootist Points**

Same as Service Rifle.