The Transcontinental Rifle Association



GLOBAL HISTORIC LEAGUE Match Conditions

BRIEFING This is a service rifle competition open to all shooters throughout the globe who

have access to a 300 yard range and historic rifles. The competition should be shot under safe range conditions similar to those found in Great Britain.

TARGETS Fig 12 at 100 yds, then figure 11 at 200 and 300 yds. In the case of such targets

being illegal, a blank target of the same size may be used with a central bull.

SCORING Fig 12: 5 for hits within the 300mm circle, remainder 4.

Figure 11: 5 for hits within the 300mm circle, remainder 4.

AMMUNITION A minimum of 54 rounds are required to complete the match. Competitors are to

supply their own ammunition.

FIRING POSITIONS Prone, sitting, kneeling and standing. Shooters with disabilities / injuries who

have difficulty with a particular position can agree a compromise position with

the shoot RO, as long as the compromise position does not provide an

advantage. For example: can't kneel – shoot standing. If difficult getting down in time, be allowed to start in the final position (ie start prone, rather than go to prone from standing alert) – BUT shooter to only aim when other shooters are

in position.

ENTRY DEADLINE Entries close at 12.00 hrs on 9th December. Shoots must be conducted before 31

December 2018.

GLOBAL Historic Service Rifle league - Definitions

SR (a) - Service Rifle Class A

A service rifle as issued by any government prior to 1952 and used without any unauthorized alterations or additions.

Sling: an as issued 1937 pattern 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.

For Veteran Optic Class only, the US M1907 Pattern sling is permitted and may be used either as a

two point using the central sling swivel or with its integral loop.

Rests: Classic, Veteran and All Comers: no artificial rests/support may be used other than the sling.

Veteran Optic: a sandbag will be provided to support the forward hand/wrist in the prone position only. There must be no contact whatsoever between the rifle and the sandbag or the

ground.

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: Classic, Veteran and Allcomers (Iron): must be allowed for by aiming off.

Veteran Optic and Allcomers (Optic): windage sight adjustments are permitted.

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

Trigger pull: minimum of 4.5lbs.

The Transcontinental Rifle Association

HISTORIC SERVICE RIFLE MATCH No 1. The Victoria Falls Trophy



Practice 1 At the gates
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

- 1. 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 fix bayonets, load with 5 rounds, adopt the kneeling or standing position, and then make ready with safety catches applied.
- 2. On appearance of the target, competitors will release safety catches and fire 5 rounds within the allotted time.
- 3. Scores will be communicated to the firing point and spotting discs shown for 25 seconds.

Practice 2 On the bridge
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 fix bayonets, load with 5 rds, make ready, apply safety catches, and adopt the standing alert position (rifle in the shoulder, pointing down at 45 degrees)..
- 2. There will be 5 exposures each of 5 seconds, with 5 seconds away. One round to be fired at each exposure, with a return to the standing alert position between exposures.
- 3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 3 The Sneaky Chappie

Distance 200 yards
Position Prone
No. of shots 10 to count
Targets 1 xFigure11

Scoring 5 for hits within 30 cm circle, remainder 4

Timing 10 exposures of 3 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to adopt the prone position, load with 10 rounds and make ready.
- 2. There will be 10 exposures of 3 seconds each, with an away time of 5 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.

The Transcontinental Rifle Association

Practice 4 The Norfolk Mutiny

Distance 200 yards

Position Sitting, kneeling or squatting

No. of Shots 10 to count Targets 1 x DP2 Scoring 5 and 4

Timing 1 exposure of 45 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to adopt the sitting, kneeling or squatting position, load with 10 rounds, and make ready with safety catches applied.
- 2. On appearance of the target, competitors will release safety catches and fire 10 shots. 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 The Turkish Salute

Distance 300 yards Position Prone

No. of Shots 2 sighting shots and 10 to count

Targets 1 x DP2 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 load with 5 rounds, make ready and apply safety catches, then adopt the standing alert position.
- 2. On appearance of the target, competitors will adopt the prone position, release safety catches and fire 10 shots 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 The Sentry's Nightmare

Distance 300 yards
Position Prone
No. of Shots 10 to count
Targets 1 x DP2
Scoring 5 and 4

Timing 10 exposures of 3 seconds

HPS 50

PROCEDURE

- 1. Competitors will be ordered to load with 10 rounds, make ready and apply safety catches, then adopt the standing alert position.
- 2. There will be 1 exposure of 15 seconds: competitors are to assume the prone position and fire two rounds.
- 3. There will be 4 further target exposures of 3 seconds each at irregular intervals over a frontage of 6ft. Fire one round 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.

