



HISTORIC SERVICE RIFLE MATCH No 1.
The Victoria Falls Trophy

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
TARGETS	Fig 12 or equivalent at 300 yds, then triple figure 11 or equivalent at 500 yds. If such targets are illegal or unavailable, a blank target of the same size may be used with a central bull (see bull dimensions below under SCORING heading).
SCORING	Fig 12: 5 for hits within the 30 cm (11.8 inches) circle, elsewhere on target 4. Figure 11: 5 for hits within the 30 cm (11.8 inches) circle, elsewhere on target 4.
AMMUNITION	A minimum of 54 rounds are required to complete the match. Competitors 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.

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 unauthorised 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.
Back sight:	an as issued back sight must be used. The wind gauge, if any, must be set centrally.
Foresight:	a blade foresight, which may be undercut.
Wind:	Classic (SMLE), Veteran (Nos 4 and 5) and All-comers (Iron): must be allowed for by aiming off. Veteran Optic and All-comers (Optic): windage sight adjustments are permitted.
Sights:	may be blackened, but nothing may be affixed for shading them.
Trigger pull:	minimum of 4.5lbs.

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Practice 1 At The Gates

Distance	300 yards
Position	sitting or kneeling
No. of Shots	2 sighting shots & 5 to count
Targets	1 x Fig 12 or equivalent
Scoring	5 for hits within the 300mm circle (outer circle), elsewhere on target 4
Timing	1 exposure of 30 seconds
HPS	25

PROCEDURE

1. Competitors will fix bayonets when ordered and then 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 rounds, adopt the kneeling or standing position (standing alert: rifle in the shoulder, pointing down at 45 degrees), and then make ready with safety catches applied. Wait for command 'Watch and shoot'.
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	300 yards
Position	sitting or kneeling
No. of Shots	5 to count
Targets	1 x Fig 12 or equivalent
Scoring	5 and 4
Timing	5 exposures of 5 seconds
HPS	25

PROCEDURE

1. Competitors will be ordered to fix bayonets, load with 5 rounds, make ready, apply safety catches, and adopt the sitting or kneeling position (standing alert: rifle in the shoulder, pointing down at 45 degrees). Wait for command 'Watch and shoot'.
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	300 yards
Position	Prone
No. of shots	10 to count
Targets	1 x Fig 12 or equivalent
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. Wait for command 'Watch and shoot'.
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.



Practice 4 The Norfolk Mutiny

Distance	500 yards
Position	prone
No. of Shots	10 to count
Targets	triple figure 11 or equivalent
Scoring	5 and 4 (5 anywhere on the centre figure, 4 anywhere on the outer figures, including the gutters between targets)
Timing	1 exposure of 50 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.
2. Competitors will be ordered to adopt the prone position, load with 10 rounds, and make ready with safety catches applied. Wait for command 'Watch and shoot'.
3. On appearance of the target, competitors will release safety catches and fire 10 shots. No additional time will be allowed to re-load.
4. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 5 The Turkish Salute

Distance	500 yards
Position	Prone
No. of Shots	2 sighting shots and 10 to count
Targets	triple figure 11 or equivalent
Scoring	5 and 4 (5 anywhere on the centre figure, 4 anywhere on the outer figures, including gutters)
Timing	1 exposure of 70 seconds
HPS	50

PROCEDURE

1. On completion of the sighting shots, competitors will be ordered to load with 10 rounds, make ready and apply safety catches, then adopt the standing alert position (rifle at 45 degrees pointing down). Wait for command 'Watch out'.
2. On appearance of the target, competitors will adopt the prone position, release safety catches and fire 10 shots during the exposure.
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 6 The Sentry's Nightmare

Distance	500 yards
Position	Prone
No. of Shots	10 to count
Targets	triple figure 11 or equivalent
Scoring	5 and 4 (5 anywhere on the centre figure, 4 anywhere on the outer figures, including gutters)
Timing	1 exposure of 15 seconds, followed by 4 exposures of 4 seconds each.
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 (rifle at 45 degrees pointing down). Wait for command 'Watch out'.
2. There will be 1 exposure of 15 seconds during which time, competitors are to assume the prone position, release safety catches and fire 2 rounds.
3. There will be 4 further target exposures of 4 seconds each, with irregular away times. Fire 1 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.