

The Transcontinental Rifle Association



HISTORIC SERVICE RIFLE MATCH No 3

THE NEW GUINEA CHALLENGE

Match Conditions

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| 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 with dimensions shown below (see SCORING paragraph) |
| SCORING | Fig 12: 5 for hits within the 30 cm circle (11.8 inches), remainder 4. Figure 11: 5 for hits within the 30 cm 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. |

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.

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| 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: | a back sight 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 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 THE MORESBY DEFENCE

| | |
|--------------|---|
| Distance | 200 yards |
| Position | Kneeling or standing |
| No. of Shots | 2 sighting shots & 5 to count |
| Targets | 1 x Fig 12 or equivalent |
| Scoring | 5 for hits within the 30 cm circle, remainder 4 |
| Timing | 1 exposure of 30 seconds |
| HPS | 25 |

PROCEDURE

1. Competitors will fix bayonets 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, make ready with safety catches applied, and adopt the standing or kneeling position. 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 THE JUNGLE LANE

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|--------------|-----------------------------|
| Distance | 200 yards |
| Position | Standing |
| No. of Shots | 5 to count |
| Targets | 1 x Fig 12 or equivalent |
| Scoring | 5 and 4 (as per Practice 1) |
| 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 standing alert position (rifle in the shoulder, pointing down at 45 degrees). Wait for command 'Watch and shoot'.
2. Targets will make 5 exposures of 5 seconds each, 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 LANDING GAMBLE

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| Distance | 200 yards |
| Position | Prone |
| No. of shots | 10 to count |
| Targets | 1 x DP2 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. Targets will make 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.

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| Practice 4 | MILNE BAY HARRASSING FIRE |
| Distance | 200 yards |
| Position | Sitting, kneeling or squatting |
| No. of Shots | 10 to count |
| Targets | 1 x DP2 or equivalent |
| Scoring | 5 and 4 (as per Practice 3) |
| 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. Wait for command 'Watch and shoot'.
2. On appearance of the targets, 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.

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| Practice 5 | ACROSS THE WATER |
| Distance | 200 yards |
| Position | Prone |
| No. of Shots | 2 sighting shots and 10 to count |
| Targets | 1 x DP2 or equivalent |
| Scoring | 5 and 4 (as per Practice 3) |
| 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. Wait for command 'Watch out'.
2. On appearance of the targets, competitors will adopt the prone position, release safety catches and fire 5 rounds, reload with a further 5 rounds, and fire these (total 10).
3. Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

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| Practice 6 | THE SENTRY'S NIGHTMARE |
| Distance | 200 yards |
| Position | Prone |
| No. of Shots | 10 to count |
| Targets | 1 x DP2 or equivalent |
| Scoring | 5 and 4 (as per Practice 3) |
| 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. Wait for command 'Watch out'.
2. Targets will make 1 exposure of 15 seconds: competitors assume the prone position, release safety catches, and fire 2 rounds.
3. Targets will make 4 further exposures of 3 seconds each, with irregular away times, over a frontage of 6ft. 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.