



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.

The Transcontinental Rifle Association
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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.

The Transcontinental Rifle Association



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.

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HISTORIC SERVICE RIFLE MATCH No 3

THE KUT EL AMARA FRIENDSHIP SHOOT

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

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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:	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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Practise 1 – 300x Mesopotamian Harassing Fire (with bayonets)

Distance 300 yards
Position Prone
Rounds 2 sighters, then 10 to count
Target Fig 11 on screen (or equivalent)
Scoring Shots in 30 cm circle score 5, hits elsewhere on target score 4
HPS 50

Procedure:

1. From prone, fire 2 sighting shots with bayonets fixed in 2 mins; spotting discs shown for 30 seconds.
2. Remain prone and make ready with 10 rounds.
3. After the command 'Watch and shoot', the target will appear for 45 seconds, fire 10 rounds.

Practise 2 – 300x Agony Snaps

Distance 300 yards
Position Prone
Rounds 10 to count
Target Fig 12 or equivalent
Scoring Hits inside inner ring score 5, then 4 and 3.
HPS 50

Procedure:

1. In the prone position, make ready with 10 rounds. Wait for command 'Watch and shoot'.
2. Fig 12 target will make 10 appearances of 3 seconds each at varying intervals over a maximum 5 minutes
3. Fire one shot at each appearance.

Practise 3 – 300x Guessing The Double Tap

Distance 300 yards
Position Sitting
Rounds 10 to count
Targets Hand-held Fig 11, Fig 12 and Figure 12c (or equivalent)
Scoring Fig 11: hits in 30 cm circle score 5, hits elsewhere score 4; Fig 12: hits in inner ring score 5, elsewhere 4; Fig 12c: hits in outer ring score 5, elsewhere 4.
HPS 50

Procedure:

1. In sitting position, make ready with 10 rounds.
2. After the command 'Watch and shoot', targets will randomly make 5 appearances of 6 seconds each – fire 2 rounds at each exposure. Target type and away times will be entirely at the discretion of the butts officer – BUT the sequence must be the same for each team.

Practise 3 – 500x The Kut Defence

Distance 500 yards
Position Prone
Rounds 2 sighting shots and 10 to count
Target Triple Fig 11s or equivalent
Scoring 5 and 4 (5 for hits inside 30 cm ring on outer targets, 4 for hits elsewhere on outer targets; 0 for hits on centre target)
HPS 50

Procedure:

1. Fire 2 sighters at any of the targets in 2 mins; spotting discs shown.
2. Stay prone and make ready with 10 rounds. Wait for command 'Watch and shoot'.
3. Targets appear for 60 seconds, fire 5 rounds on the left target and 5 rounds on the right.

The Transcontinental Rifle Association



Practise 4 – 500x The Desert Snap

Distance	500 yards
Position	Prone
Rounds	10 to count
Target	Triple Fig 11s
Scoring	5 and 4 (5 for hits inside 30 cm ring on outer targets, 4 for hits elsewhere on outer targets; 0 for hits on centre target)
HPS	50

Procedure:

1. In the prone position, make ready with 10 rounds.
2. After the command 'Watch and shoot', the targets will make 5 appearances of 8 seconds per exposure, with away times between 10 to 20 seconds. At each exposure, fire 1 round at the left target and 1 round at the right target.

What is in a name?

Many competitions today use the name of a battle where glory was won or lost by our forefathers. Kut El Amara was chosen for this competition: it was a British-held Mesopotamian city besieged and seized by Turks in 1916. As per the vagaries of war, the British army later advanced and laid siege to now Turkish-held Kut El Amara. The Turkish defenders fought a long rear-guard action, moving slowly north for the remainder of the Great War. This denied Britain the decisive victory which would allow the army to serve where it was badly needed in France. Both sides fought bravely, with honour and respect. There were no recorded atrocities such as those encountered on the Western Front or in subsequent wars. This competition strives to reflect the friendship that has endured since the Great War between two once-belligerent nations, and to underline the futility of war and conflict. As an aside, our Bisley Butts Officer Mark Shaeffer's grandfather was at the battle of Kut and helped take Baghdad in 1918.

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HISTORIC SERVICE RIFLE MATCH No 3

THE NEW GUINEA CHALLENGE

Match Conditions

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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.

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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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HISTORIC SERVICE RIFLE MATCH No 3

THE NEW GUINEA CHALLENGE

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

- 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'.
- On appearance of the target, competitors will release safety catches and fire 5 rounds within the allotted time.
- Scores will be communicated to the firing point and spotting discs shown for 25 seconds.

Practice 2 THE JUNGLE LANE

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

- 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'.
- 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.
- Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

Practice 3 THE LANDING GAMBLE

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

- Competitors will be ordered to adopt the prone position, load with 10 rounds and make ready. Wait for command 'Watch and shoot'.
- 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.
- Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

The Transcontinental Rifle Association



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

- 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'.
- On appearance of the targets, competitors will release safety catches and fire 10 shots. No additional time will be allowed to re-load.
- Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

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

- 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'.
- 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).
- Scores will be communicated to the firing point and spotting discs shown for 30 seconds.

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

- 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'.
- Targets will make 1 exposure of 15 seconds: competitors assume the prone position, release safety catches, and fire 2 rounds.
- 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.
- 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.

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