

DCRA NSCC (2005 Rules) Rifle Competition - Matches 1-8








Match	Range	Position	# Shots	Target	Type of Fire	HPS	Firing Procedure	Notes for Butts
1	200	prone unsupported	2 sighters 10 on score	Fig 12/59 "C" on 1.2m frame	Deliberate 12 rounds in 12 minutes	50	Each shot indicated and scored. Values indicated as shown below. Competitor has 12 minutes to fire 12 shots. Scorer provided by non-firing relay.	Butts will not record scores. Butts NCO will inspect tgt when challenge rcvd from firing pt.
2	200	kneeling or squatting	2 sighters 10 on score	Fig 12/59 handheld	Snap 10 x 3 sec exposure	50	Tgts will be exposed for two sighters - each sighter indicated with plug. Tgts patched after sighters. Tgts will be exposed for 3 seconds 10 times, with 10 to 20 seconds between exposures. Only ONE shot may be fired per exposure. Firer will remain in position between exposures, and may remain in the aim.	Tgts patched after sighters. Tgts will be placed randomly on each exposure across the 1.2m frontage. All tgts will move in the same direction to appear in the same relative position, so that no 2 tgts will appear too close together. Upon completion of the match, shot holes will be plugged and tgts shown to competitors. Tgts will be marked with "A" and kept for scoring in the butts. No tgts will be patched.
3	200	Standing alert to sitting, kneeling or squatting	2 sighters 10 on score	2 x Fig 11/59 in target frame, spaced 1.2m apart	Rapid 1 x 30 sec exposure	50	Tgts will be exposed for two sighters - each sighter indicated with plug. Upon completion of sighters, competitor will adopt "standing alert" position. When tgts appear, competitor will adopt position and fire 5 shots in each tgt.	Tgts patched after sighters. Tgts raised for 30 seconds upon receipt of "lookout lookout" from firing pt. A maximum of 5 hits per tgt will count for score. Scoring procedure as per match 2.
4	200 to 100	standing	10	Fig 12/59 handheld	Rundown Snap 10 x 3 sec exposure	50	No sighters. Firers will be given "action fwd, load" and adopt prone position. When tgts appear, run to 100m pt in 35 sec (for 100yds) or 40 sec (for 100m) and fire 1 rd per exposure at Fig 12/59. Firers must be in standing alert before and must return to standing alert after each exposure. Firers move to the butts for scoring Matches 2, 3 and 4.	Upon receipt of "lookout lookout" from firing pt, raise tgts for 1 second, down for 35 seconds, and commence 10 exposures of 3 seconds each, with 5-10 seconds between exposures, across tgt frontage as per Match 2. All tgts must be up and still for 3 seconds. Scoring as per Match 2.
5	300	prone unsupported	2 sighters 10 on score	Fig 12/59 "B" on 1.2m frame	Deliberate	50	as per Match 1	as per Match 1
6	300	prone	2 sighters 10 on score	Fig 12/59 handheld	Snap	50	as per Match 2, except firing position is prone. Tgts to be exposed randomly over 5 minute period, with first exposure within first 30 sec, and last exposure within last 30 sec.	as per Match 2
7	300	Standing alert to prone	2 sighters 10 on score	2 x Fig 11/59 in target frame, spaced 1.2m apart	Rapid 1 x 30 second exposure	50	as per Match 3	as per Match 3
8	300 to 200	standing, kneeling or squatting	10	Fig 12/59 handheld	Rundown Snap 5 x 10 sec exposures	50	No sighters. Prepare as per Match 4. When tgts appear, run from 300m to 200m point in 35 or 40 sec and adopt standing alert position. When tgts appear, adopt firing position and fire 2 rds per exposure. Firers must return to standing alert after each exposure and remain in alert until next exposure.	as per Match 4, except 5 exposures of 10 seconds each.

Points to Remember:

- Check range dial on sights – use open window and mark 200 and 300 ranges with whiteout – 300yds is usually up 3 clicks from 200
- Watch for wind at 300 – Connaught range can have a lot of wind, it might push MPI right off the tgt
- Always sign your Match Ticket!

- All Matches of 12 Rounds will use Mags of 2, 5 and 5



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