



COMBINED SERVICES

OFFICIAL NATIONAL RULES

Revised 2022

No. 5

History and Amendments

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2010	No. 2 (2009)	various	Amendments as per 2009 NDC Meeting
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2017	No. 4 (2017)	Various	Amendments as per 2017 NDC Meeting
2022	No. 5 (2022)	Various	Amendments and additions by 2022 NDC Meeting & approved by SSAA National Board

TERMS AND ABBREVIATIONS USED

Abbreviation/term	Definition
Safety Officer	An appointed Assistant Range Office with range safety duties
SSAA	Sporting Shooters' Association of Australia Inc.

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These Rules, for the conduct of National Championships, have been compiled by the Discipline Subcommittee, with amendments by the SSAA National Discipline Chairman's Conference and approved and ratified by the SSAA Inc National Board.

COMBINED SERVICES

NATIONAL RULES

REVISED November 2022

No. 5

SECTION 1: AIMS AND OBJECTIVES

1.1 AIMS AND OBJECTIVES

- 1.1.1** These rules have been compiled in the interests of fostering the use of original Military type firearms and calibres for competitive shooting within the SSAA. The Rules set out the requirements for competition in the Combined Services Discipline.
- 1.1.2** It is the intent of these rules that no member of the SSAA should be precluded from shooting with their firearms in the National competition, provided the member has a firearm of Services origins and calibre. To this end, a range of classes of firearms is provided for in these rules and a SSAA Approved List of Services firearms will be maintained to cover firearms that are unusual. Competition medals will be made available for all classes of firearms.
- 1.1.3** To encourage organised competitive shooting with a view towards a better knowledge of the safe handling and the proper care of Military and Service firearms.
- 1.1.4** To provide a set of standard national shooting rules which will guide competitors and assist competition staff in the orderly and consistent management of Military and Service firearm shooting in the SSAA.
- 1.1.5** The overriding basis for our competition is that the firearms used are in the spirit of the competition, as defined in Rule 3.3.

SECTION 2: SSAA STANDARD RULES

The SSAA Standard Rules cover common rules, including the protest and appeals process that apply to all disciplines.

The current edition of the Standard Rules is available on the SSAA website at www.ssaa.org.au/standard-rules

These Standard Rules should be used with each disciplines current rule book and they take precedence over any rule that may be in a discipline's rule book.

The Rules covered are shown as heading and subheadings in this rule book.

2.1 COMPETITOR'S ELIGIBILITY

2.2 JUNIOR COMPETITORS

2.3 PERSONS WITH DISABILITIES

2.3.1 Authorisation

2.3.2 Substitute position

2.3.3 Awards, trophies, records, etc.

2.3.4 Protests

2.4 COMPETITORS RESPONSIBILITY

2.4.1 Competitors and Officials to be familiar with the Rules

2.4.1.1 Competitors and Firearms Licence

2.4.2 Sportsmanship

2.4.3 Behaviour

2.4.4 Range Safety Rules

2.4.5 Safety Equipment

2.4.6 Clothing

2.5 STUCK LIVE ROUND: MANDATORY RULE

2.6 RULE INFRINGEMENTS

2.7 DISCIPLINE CHAIRMAN'S AUTHORITY

2.8 PROTEST AND APPEALS COMMITTEE

2.9 NATIONAL CHAMPIONSHIPS

2.9.1 Disruption to Competition

2.9.2 National Championships and Other Shooting Events

2.9.3 Supplementary Events

SECTION 3: RIFLE SPECIFICATIONS AND DEFINITIONS

The rifle must be a standard service rifle within the meaning of the definitions appearing below:

3.1 SERVICE RIFLES

3.1.1 A 'standard service rifle' is for the purpose of these rules:

- either an original or a faithfully reproduced model, with no enhancements compared to the standard pattern rifle; and
- is / was commercially available to the general public; and
- has no modifications apart from those allowed in these rules; and
- has been on general issue to a defence or law enforcement agency; and
- appears on the list of SSAA Approved Service Rifles; or
- has been evaluated, approved and certified by the SSAA Combined Services Technical Committee (see Rule 3.2.2 & 3.2.4).

3.1.2 Defence Force

The normal Army, Air, or Naval Forces of a country.

3.1.3 Law Enforcement Agency

An Agency which is sponsored by a recognised Government at a State or National level, in which members routinely carry long arms and / or have a military role or organisation, e.g., Prison Services, Police and Coast Guard.

3.1.4 Modified / Accurised Rifles

Service rifles that have bedded barrels, reworked triggers, or modifications which are not standard to the rifle in its as issued condition and specification, may only be used in events for Class H rifles (i.e., modified or accurised - refer to Rule 3.2).

3.1.5 Competition Committee

The Competition Committee comprises the members of the Host Association or Branch / Club Committee, responsible for the preparation and management of a Registered Tournament.

3.2 CLASSES OF RIFLES

3.2.1 Rifles used in Combined Services Rifle Competitions will fall into one of the following classes:

- Class A: Close range (100 m), short barrel (535mm / 21 inch), centrefire, carbine type rifles.
- Class B: Medium range (2-300 m), bolt/lever action, centrefire, manually operated or self-loading, repeating rifles.
- Class C: Long range (500 m+), centrefire rifles (includes Antique Military Rifles).
- Class D: Breech loading cartridge rifles, such as black powder, single shot centrefire rifles and falling block action centrefire rifles.
- Class E: Muzzle loading single shot and non-cartridge breech loading rifles (Antique Military Rifles).
- Class F: Sniping Rifles
- Class F1: Vintage Sniper Rifles (genuine unmodified “as issued” and faithful reproductions as before 1 Jan 1946).
- Class F2: Sniper Rifles (genuine unmodified “as issued” and faithful reproductions as after 2 Jan 1946 up to 1 Jan 1991)
- Class T: Tactical rifles are rifles of Service calibre fitted with a telescope sight equipped with a range finding reticule, as may be employed by the combined services, intended for precision shooting between 25 and 600 meters. Such rifles may be genuine sniper rifles as issued or may be a rifle built up to meet these requirements from 1 Jan 1991.
- Class H: Modified / Accurised rifles. Rifles of service origin in the original calibre -comprising:
 - Modification beyond service specifications, e.g. plastic stock, floating barrel, glass bedded barrel, lightened trigger action and so forth; or
 - Modification to enhance accuracy beyond the specification of the original regular service issue rifle and adopted or evaluated for use by Defence / Law Enforcement for special issue, for purposes other than as a Class ‘F’ rifle.
- Class J: Modified / Accurised Telescope Equipped Rifles. Class H rifles which are fitted with telescopic sights.

Class IO: International Optic Class is any Bolt action rifle, equipped with low magnification optics, up to 4X. Typical cartridge chamberings will be 5.56 x 45 NATO (.223 Remington), 7.62 x 39 Russian, 7.62 x 51 NATO (308 Winchester),

The Combined Services National Discipline Chairman will maintain a list of approved rifles and calibres; and paired optics for this class.

Class OS: Optical Standard Class is any A, B, C, D or E rifle with a 4.5x maximum scope fitted.

Class TR: Training Rifles. Class TR rifles to include, but not limited to .22 Training Rifles and .310 Martini Cadet provided documentary evidence supports the rifles' eligibility.

Class TR 2: Training rifles meeting the Class TR requirements above, that were first approved for service use after 1 January 1970.

Note: Class F, T, H, J, IO Rifles may only be used in events organised for their class or combination of class.

3.2.2 In all appropriate classes, an affix following the class identifying letter, shall create a sub-class for which Competition Committees may commit special competitions:

Affix 1: Rifles manufactured on or before 31 December 1918 (Antique Military Rifles) e.g., A1, B1, C1; etc.

Affix 2: Rifles manufactured between 31 December 1918 and 1 January 1946 (Antique Military Rifles) e.g., A2, B2, C2; etc.

Affix 3: Rifles manufactured post 1 January 1946 (Modern Military Rifles)

Affix 4: Any self-loading rifle of any origin.

3.2.3 A rifle will be scrutineered as one class only (excluding 310 Cadet). Where doubt exists about the eligibility / class of a rifle, it must be submitted for evaluation by the National Discipline Chairman as to its approved class at the National Competition.

3.2.4 The class of a submitted rifle for evaluation at Nationals shall be recorded on a certificate (in duplicate) in the format appearing in Section 10 of these Rules and is to be signed by the Discipline Chairman and a delegate representative of the Competition Committee.

3.2.5 Open Iron Sights as issued with the firearm apply to the above classes, save for Class F, T and J rifles. Rifles with aperture sights ('Peep Sights') as issued may be used.

3.3 PROOF OF ELIGIBILITY OF ANY RIFLE

- 3.3.1** Where there is any doubt as to the eligibility of a particular rifle or piece of equipment, the competitor may be required to provide documentary evidence that the rifle and any accessory meets the definitions of Section 3.
- 3.3.2** In all events, those accessories that are normally carried on the rifle or normal issue for the rifle, are permitted to be used in the competition, unless specified otherwise in these rules.
- 3.3.3** The Scrutineers shall disallow any rifle or piece of associated equipment where it is contrary to the spirit of the competition and/or where there is a doubt as to the authenticity of its Military origins, (the onus of proof rests with the competitor).

3.4 AMMUNITION

- 3.4.1** The competitor may use any ammunition that is allowed by law (provided the range is approved for that calibre). The spirit and intent of Service Rifle and Pistol shooting is embodied in the use of standard military specification loads. (For example, if a pistol is marked as a .357, then .357 loads must be used) This engenders the full recoil effect of such firearms and recovering of sighting for successive shots fired. (Pistol projectiles may be lead alloy round nose, lead alloy semi wad cutter or jacketed ammunition dependent on range approvals.)
- 3.4.2** The same ammunition, type and loading must be used throughout an event. Chargers or loaded magazines may be used on the firing point in the course of the competition, where allowed by the particular match rules.
- 3.4.3** To meet the above criterion, ammunition used must achieve at least 75% of the projectile energy level of the published military load. (Projectile Energy Level is arrived at by multiplying the projectile weight (Grains) by the velocity (Feet per second) and dividing by 1,000). Competitors must allow six rounds extra for random selection and loads may be tested at any time.
- 3.4.4** In the event of suspected non-compliant ammunition being used, three rounds will be fired over the chronograph with the average velocity calculated. One unfired round will be pulled, the projectile weighed and the calculations as per Rule 3.4.3 will be completed. If during the procedure an obvious oversight such as an undercharged cartridge or underweight projectile is noted, an additional cartridge may be chronographed or the projectile pulled and weighed. All competitors will be allowed this option. The replacement cartridge details will then be checked and the calculations redone using the newly acquired data. Proven infringements will be dealt with as per Rule 4.2.7.

3.5 EQUIPMENT AND CLOTHING

3.5.1 Slings

Any standard military service sling (either original or faithful reproduction) may be used, but it is to be attached to the original sling mounting/s on the rifle. It must not be attached by buttons, straps, etc. to the body or clothing of the competitor, nor attached to any external mechanical supports, i.e., post or rail. A single point sling may be used, provided it is standard issue for that firearm.

3.5.2 Trigger

3.5.2.1 The trigger must be the standard military trigger. It's weight of pull must not be less than 1.2 kg (2.64 lb.). Trigger testing to be conducted on standard rifles only.

3.5.2.2 Trigger testing may be conducted at any time before the shoot commences and may be randomly checked by the Subcommittee throughout the match.

3.5.3 Stock

3.5.3.1 The butt may be shortened, but there may not be removal of any stock material. The stock cannot be sporterised and nothing may be added, e.g., pistol grip, cheek piece etc., unless the rifle is re-classified and shot in Class 'F, H or J'.

3.5.4 Webbing

No webbing or belts carrying magazine pouches are to be used for support.

3.5.5 Clothing

3.5.5.1 Shooting Coats shall not have any devices to stiffen or restrict the body. The coat may have shoulder and / or elbow pads.

3.5.5.2 No gloves or mittens are permitted, unless required for medical reasons.

3.5.6 Optics

No optical aids, e.g., spotting scopes, binoculars, etc., are permitted during events, except under direction of a designated official for target checking.

3.5.7 Exclusions: Standard Service Rifles

3.5.7.1 Any sight which is not standard for the rifle to which it is fitted.

3.5.7.2 Speed lock modifications (any device for reducing bolt lock time, when compared with that of the standard issue rifle).

3.5.7.3 Optical sights or inserts (save for Class F, T and J rifles using optical sights in events for those classes).

- 3.5.7.4 Bipods, except where fitted as standard, in which case it may remain on the rifle, but is not to be used except where permitted in a particular event (i.e., Class F and T).
- 3.5.7.5 Replacement triggers not conforming to the original pattern.
- 3.5.7.6 Replacement barrels not of military origin or not a faithful reproduction.

SECTION 4: RIFLE

4.1 MODE OF CONDUCTING THE CHAMPIONSHIPS

4.1.1 Rifle and Equipment Check

Prior to the commencement of the competition, each competitor's firearm shall be checked to ensure compliance with Section 3 of these Rules. Firearms shall be checked by the NDC, the SDC of the host state or their nominated representative and a member of the host branch

4.1.2 Briefing

All competitors shall be called together before the commencement of the competition and the Range Officer will brief them on the following:

- 4.1.2.1 The procedures outlined in these rules for appeals, the fee to be paid and the names of the members of the Appeals Committee and Rifle / Pistol Technical Committee.
- 4.1.2.2 The procedure for dealing with misfires outlined in these Rules.
- 4.1.2.3 The procedure for dealing with a jammed live round (stuck live round) which fails to eject in the normal manner.
- 4.1.2.4 Any local safety requirements pertinent to the particular competition rifle / pistol range to be used for the competition.

4.1.3 Competitors shall be called to the firing line before the commencement of each detail and the following information given to them (if required) by the Range Officer:

- Name, Competitor Number, Position Number:
- Position to be contested, mode of fire, distance to the targets:
- The warning call:

The Range Officer will then check that the number of rounds displayed is correct and that all competitors are ready, then proceed with the course of fire.

4.1.4 Referees: Unless the competitor is firing individually under the direction of a Range Officer, a referee shall be assigned to each competitor. The referee's duty at all times is to ensure that all range commands and rules are adhered to.

4.2 COMPETITOR'S RESPONSIBILITIES

See also Section 2

- 4.2.1 Time Limits:** The onus to complete firing within the time limits as laid down in these Rules is entirely the responsibility of the competitor. The Host Branch / Club should institute all procedures to assist in this regard.
- 4.2.2 Coaching:** No coaching or assisting a competitor on the firing line is permitted, with the exception of disabled competitors who may be assisted on to the firing line and into firing position.
- 4.2.3** A competitor is allowed to compete in one team only as a team member in team events.
- 4.2.4** No competitor may enter more than once in any class forming the whole or part of any Registered Tournament.
- 4.2.5** A competitor is liable to disqualification if found to have contravened these Rules.

4.3 RANGE FACILITIES AND REQUIREMENTS

4.3.1 Safety

The range must meet all range safety requirements.

4.3.2 Capacity and Distance

The range must be capable of holding the event at the required distances.

4.3.3 Posts

For post rest positions, posts are to be provided to the following specifications. A 'Post' is defined as a length of wood, pipe, or other suitable material, either round, square or rectangular, which is firmly erected vertically in the ground or shooting station of concrete, etc. If round, the pipe's diameter must not be less than 70mm, or if rectangular, not less than 70 x 50mm, with a post height of not less than 2 meters.

4.3.4 Wind Flags

These are to be provided, placed at the outermost ends of the target frame lines at each distance and must be 3 meters outside the line of sight of the leftmost and rightmost firing points used in the event.

4.3.5 Target Frames

The line of target frames shall be parallel to the firing line.

4.3.6 Target Numbers

Large numbers shall be positioned on the target frame at all ranges to identify each set of targets belonging to competitors. A frame shall accommodate no more than six competitors. Numbers are to be black on a white background. The minimum sizes for numbers at required distances are:

Range	Size
50 m	200mm x 200mm
100 m	300mm x 300mm
200 m	500mm x 500mm
300 m	700mm x 700mm
500 m	1 m x 1 m

4.3.7 Scoreboards

A visible scoreboard must be provided in plain view of competitors, throughout the competition. The scores shall be updated frequently.

4.4 DEFINITION OF SHOOTING POSITIONS

(Including Provisions for Disabled Competitors)

Note: In defining these shooting positions it is assumed that the competitor is right-handed; if left-handed then the reverse applies.

4.4.1 Prone Unsupported

The competitor may lie on the surface of the shooting station or use a mat. The body will extend on the shooting station with the head towards the target. Both hands and one shoulder only will support the rifle. The cheek may be placed against the butt in the sighting position. The rifle must not touch or rest against any other point or object. The rifle sling may be used.

4.4.2 Prone Supported

The competitor may lie on the surface of the shooting station or use a mat. The body will extend on the shooting station with the head towards the target. Either hand or both hands and one shoulder only will support the butt of the rifle. A bipod or other rest fitted as standard on the rifle or an improvised rest such as a filled sandbag or soldier's filled backpack may be used to support the fore end of the rifle. A rifle sling may also be used as a shooting aid.

4.4.3 Standing Unsupported

Standing erect on both feet without support of any kind for either the competitor or rifle. No part of the body or limbs is to touch the ground or any other object, except the soles of the feet or shoes. The rifle sling may be used.

4.4.4 Standing Post

Standing erect on both feet and placing the left hand or rifle, or both, against a post erected for this purpose, while holding the fore-end of the rifle with the left hand, or resting the fore-end of the rifle on the left wrist or forearm. The rifle

sling may be used.

4.4.5 Sitting Post

Sitting Post shall be the same as 'Standing Post', except that the competitor must either sit or kneel down. The matter of sitting or kneeling is left to the competitor's own choice. The competitor will place their left hand or rifle, or both against the post and hold the fore-end of the rifle in the same manner as described for the 'Standing Post' position. The soles of the feet may rest against the post, but the legs are not to be wrapped around the post. The rifle sling may be used.

4.4.6 Sitting / Squatting / Kneeling Unsupported

The competitor may sit, squat or kneel in any position, provided that no part of the competitor's body above the level of the buttocks and no part of the competitor's equipment may come into contact with the ground or any object or structure. The rifle sling may be used.

4.4.7 Sitting / Squatting / Kneeling Supported

The competitor may sit, squat or kneel in any position, provided that no part of the competitor's body above the level of the buttocks and no part of the competitor's equipment may come into contact with the ground or any object or structure. A bipod or other rest fitted as standard on the rifle, a portable rest such as a tripod or shooting sticks or an improvised rest such as a filled sandbag(s) or soldier's filled backpack may be used to support the fore end of the rifle. A rifle sling may also be used as a shooting aid.

4.4.8 Alert Position

This position will be adopted when standing and waiting with a rifle at 'Action' readiness state. The muzzle is pointed in a safe direction and the rifle held in both hands, with the butt stock on the shoulder with the rifle at 45 degrees to the ground.

4.4.9 Safety (In Position)

In the interests of safety, all competitors must keep their bodies behind the firing line at all times, whilst shooting is in progress and be subject to the Range Officer's commands. Allowance shall be made for fingers around the posts, etc., extending slightly beyond the posts, but not beyond the firing line immediately in front of the posts.

4.5 RANGE COMMANDS

4.5.1

Option 1

The commands are as follows with a deliberate pause between each command:

‘LOAD’

‘ACTION’

‘IDENTIFY YOUR TARGET’

‘INSTANT’

(Pause 3 seconds)

‘FIRE’

(Note: This command may be substituted by a whistle blast at the discretion of the Range Officer. Competitors need to have been told during the event briefing that the command ‘Watch and Shoot’ replaces ‘Fire’ in some events, such as the ‘Rapid’ and ‘Snap’ events).

‘CEASE FIRE’

(Note: This command may also be given by a whistle blast and again needs to be covered in the Range Officer briefing. It may also be prefixed by prescribing rifle type in events, such as the ‘Three Position’ due to the various times allowed per class of rifle).

‘UNLOAD’

‘SHOW CLEAR’

(Note: To be done by Range Officer’s if appointed and so signalled to the Chief Range Officer before competitors are permitted to leave the firing point).

‘ARE THERE ANY PROTESTS?’

‘CLEAR THE FIRING LINE’

**‘THE FIRING LINE IS CLOSED, NO HANDLING OF FIREARMS ON THE
FIRING LINE’**

‘YOU MAY MOVE FORWARD, COLLECT BRASS, SCORE AND PATCH’

4.5.2 States of Readiness

Applicable rifle conditions and their definitions are:

4.5.2.1 'Unloaded': A rifle is unloaded when there is no ammunition of any kind in the rifle or in the magazine attached to the rifle. (Note: If a detachable magazine is fitted, the magazine may be removed). The action must be open.

4.5.2.2 'Loaded': For various classes 'loaded' means:

- In all Classes save D and E rifles, there is ammunition in the magazine attached to the rifle, but that the chamber will be empty and the action will be either open or uncocked.
- Class D rifles, 'loaded' means there is a cartridge in the breech, but the action is open.
- Class E rifles 'loaded' means that there is a charge and projectile in the chamber, but no cap is on the nipple and the hammer is positioned at half cock.

4.5.2.3 'Action': Action means that the rifle is ready to fire when:

- All Classes save E - a round is chambered, action is closed and the safety is applied fully.
- Class E - a cap is applied to the nipple (percussion), or flint lock is primed. Hammers at half cock.

4.5.2.4 'Instant': Instant means the safety is released (Off) and the rifle will fire when the trigger is squeezed.

4.6 STAFFING REQUIREMENTS AND DUTIES

4.6.1 Range Officer One (1)

To conduct the tournament in a safe and proper manner and carry out the procedures as outlined in these Rules. The Range Officer will also check to ensure that competitors on the firing line conform to the rules as outlined in this rule book.

4.6.2 Safety Officers

To assist the Range Officer in controlling safety during the match and any other matters as requested by the Range Officer. Note: For 5 competitors and below Range Officer only ; for 5 to 15 competitors Range Officer and 1 Safety Officer ; 15 plus competitors Range Officer and 2 Safety Officers.

4.6.3 Competition Officer

One (1) is required to call the competitors to the line, inform them of who is shooting in the next detail, give advice of the next course of fire and the number of rounds required. This enables competitors to be ready for the Range Officer's final briefing and inspection before each detail. The Competition Officer is also to endeavour to summon late or missing competitors to the line.

4.6.4 Target Detail

Four (4) personnel minimum is desirable and they should be volunteers or paid help, but preferably non-competitors. They must be experienced and it is recommended that two rehearsal shoots be conducted to allow inexperienced personnel to become familiar with what is required of them.

Typical duties are:

- 4.6.4.1 attach new targets to the frames where required,
- 4.6.4.2 check the number and dispersion of shots on the targets and notify the Range Officer of any matter requiring investigation,
- 4.6.4.3 to patch out targets so that no holes remain after each practice shot,
- 4.6.4.4 to convey shot targets (where applicable to the course of fire) directly to the Head Scorer,
- 4.6.4.5 also to check that the position numbers of each competitor's target are correctly in place.

4.6.5 Scoring Staff

Desirably three (3) staff are required as follows:

- 4.6.5.1 Head Scorer - who must be experienced and is to score all targets to the same calibre as was shot, is to gauge (either with plug or overlay scoring slide where available) all close shots and supervise the scoring.
- 4.6.5.2 Check Scorer - must be experienced and is to check the result of each gauged shot and to check other aspects of the scoring, before passing the scores to the Recorder.
- 4.6.5.3 Recorder - is to record all scores (after checking) on a score sheet in the proper manner and display targets where applicable, along with scores as soon as possible for inspection by competitors.

4.7 SCORING

4.7.1 Manned Butts Area

When using a manned butts area, competitors are not to be known to the scorers. Butts score sheets are to be kept for each detail.

4.7.2 Scoring

Targets are to be scored in the usual manner, i.e., a hit that touches a scoring ring shall be given the higher value. This is provided that a gauge of the same calibre as that used to fire on the target, touches some part of the ring when the gauge is inserted in the bullet hole. If a bullet hole is more than 1.5 calibres long or can be identified as a different calibre, it shall not be scored.

4.7.3 Super Vs

When a shot strikes the yellow dot in the center of the target it shall be recorded and used in the case of a tied score.

4.7.4 Cross Fires onto another competitor's target

A competitor firing on another competitor's target shall lose all the shots cross-fired. The competitor whose target has been cross-fired on, shall not receive the benefit of the cross-fired shot when this can be identified. If the cross-fired shot cannot be identified, it is assumed to be the lowest valued shot on the target.

4.7.5 Extra Shots

Where a competitor has fired more than the permitted number of shots for a particular position in a full match, the highest valued shots will be struck from targets on which more than the required number of shots have been fired, until only the number of shots required for that position remain on the target.

4.7.6 Time Penalties

Any competitor who fires outside (before or after) the shooting times denoted by the commands as outlined in these Rules, shall have the highest scoring shot taken from his score in that position for each infringement.

4.7.7 Score Challenges

Targets are not to be patched out until competitors or their representatives have had an opportunity to challenge scores.

4.7.8 Only Shots on Target to Count

Competitors shall not be penalised for failing to place the required number of shots on their targets in any one position (unless defined by the Rules). Only the shots on their targets (though less than specified) shall be scored.

4.8 MALFUNCTIONS

4.8.1 Malfunctions

Malfunctions of rifle or ammunition are not cause for re-shoots or extra time, except as outlined in Rules 4.8.5 or 4.8.6.

4.8.2 Deeming Rifles Unserviceable

The Captain, Range Officer or Range Safety Officer may deem any suspect rifle unserviceable. Once so deemed, the rifle shall be removed from the firing line and not re-admitted until cleared by the Range Officer. The Range Officer will be guided strictly by the principle that if there is any doubt, the rifle is to be disqualified from further range use until the problem has been positively rectified.

4.8.3 Hang Fires

Any ammunition batch in which a competitor experiences a 'Hang Fire' shall be removed from the firing point and not allowed in further competition at any time.

4.8.4 Misfires

In the event of a misfire, a competitor must not open the action of the rifle for at least 30 seconds, during which time the rifle must continue to pointed down

range. It is the competitor's responsibility to inform the Range Officer immediately of any such occurrence. If the extracted round shows a firing pin indentation, another round shall be allowed.

4.8.5 Broken Rifle

A competitor, whose rifle breaks or ceases to function after scrutineering, may at the discretion of the Range Officer, change to another rifle approved for the competition. The competitor shall be allowed to restart from the beginning of the course of fire.

4.8.6 Permitted Re-shoot

The Range Officer only, may deem that a competitor has not received a fair opportunity due to an unforeseen circumstance and permit the competitor another attempt. For example, targets displaced or falling from target frames, a malfunction of any range equipment or a misinterpretation of rules and / or range orders given by the Range Officer or other range staff.

4.9 NATIONAL COMBINED SERVICES CHAMPIONSHIPS

4.9.1 National Combined Services Championships are held on an annual basis

4.9.2 Host Associations or Branches / Clubs shall ensure that competitors at National Championships are afforded reasonable access to the range, targets and facilities for practice purposes on the days prior to those National Championships.

4.10 CHAMPIONSHIP AWARDS AND MEDALS

4.10.1 Grading

Grade	Score Required
Grand Master	147 and above
Master	142 to 146
A Grade	130 to 141
B Grade	110 to 129
C Grade	109 and below

4.10.1.1 Graded competitors are those who are officially graded in the SSAA Combined Services Rifle competition to these rules in either Standard rifle, .22 Trainer and/or Cadet rifles which have separate grades for each class.

4.10.1.2 Grading is to be controlled by Discipline Coordinators / Captains or alternatively, an appointment as agreed by National Combined Services Subcommittees. Ungraded competitors at Championships or Postal Competitions shall compete in the highest grade contested with 3 or more competitors.

Note: A junior is a class of competitor only and should be graded as per the grades in Rule 4.10.1.

- 4.10.1.3 A competitor shall be promoted in grade on achieving three qualifying scores in a higher grade in recognised 3P competitive events in any time period.
- 4.10.1.4 Competitors are responsible for maintaining a grading card recording their scores over the twelve months preceding their entry to an event.
- 4.10.1.5 Regrading to a lower grading will occur only on request to the National Discipline Chairman and presentation of proof through six consecutive scores recorded on the Competitor's grading card in a lower grade. Such downward grading may take place as many times as the Competitor may require, provided that at least six consecutive scores in a lower grade are fired between gradings downward, and that at least six months have expired since the last downward regrading. No Competitor may be regraded downward more than one grade at a time.

4.10.2 National Proficiency Awards

Award Level	Required Score	Approx. % of 150
Gold	142+	95
Silver	135 to 141	90
Bronze	127 to 134	85
Junior	110 to 126	75

Proficiency awards may be gained by application to the Combined Services Discipline Awards Secretary. For contact details see the SSAA Combined Services Web Page.

The awards are based on results from Range Officer supervised 3 Positional Core Event shoots, with results entered on an Awards Application Form, certified by the Club Captain and forwarded to the Awards Secretary. Application Forms are available from the Awards Secretary and Club Captains. Note that the awards must be won in sequence, i.e., bronze, silver then gold.

4.10.3 National Competition Medals

The annual National Competition consists of the core 3 Positional event, a long range deliberate event (including separate sniper classes) and a rapid fire event, a core 3 Positional event for .22 Trainer and Cadet Rifles and may include other supplementary shoots which are not core events.

National Competition Medals may be awarded for the following events and grades. (Note: There is a set quota of medals in total and any requirements above this are the Host Branch / Club's responsibility.)

EVENT	GRADE	Gold	Silver	Bronze	Notes
3 Positional	Grand Master	1	1	1	Gold = First
Core Event	Master	1	1	1	Silver = Second
	A	1	1	1	Bronze = Third
	B	1	1	1	
	C	1	1	1	
	Juniors	2	2	2	Junior U15 and O15-U18
	Modified/Accurised	1	1	1	
	International Optic	1	1	1	
Rapid Fire	Open All grades	1	1	1	
	Juniors	2	2	2	Junior U15 and O15-U18
	Modified/Accurised	1	1	1	
	International Optic	1	1	1	
Deliberate Event (Long Range)	Grand Master	1	1	1	
	Master	1	1	1	
	A	1	1	1	
	B	1	1	1	
	C	1	1	1	
	Juniors	2	2	2	Junior U15 and O15-U18
	International Optic	1	1	1	
Long Range	Class F1 rifles,	1	1	1	Match 16
Long Range	Class F2 rifles	1	1	1	
Long Range	Class T rifles	1	1	1	
Trainer	Grand Master	2	2	2	Medals for .22 RF Trainer and Cadet Rifles
3 Positional	Master	2	2	2	
Core Event	A	2	2	2	
	B	2	2	2	
	C	2	2	2	
	Juniors	4	4	4	Junior U15 and O15-U18
Class TR 2	Open	1	1	1	
Top Gun Open	Open All Grades	1	1	1	Top 3 aggregate scores
Top Juniors Medal	Open for Juniors only	2	2	Nil	Top aggregate score for Junior U15 and O15-U18
Teams Event	Top 4 State Competitors	4	4	4	Highest aggregated scores for top 4 State Competitors
Totals		44	44	43	
		Gold	Silver	Bronze	

SECTION 5: ANNEXES

ANNEX 5A: RANGE RULES AND SAFETY ORDERS COMBINED SERVICES RIFLE PRACTICES

- All commands by the Range Officer and appointed Assistant Range Officers are to be obeyed instantly and without fail.
- All firearms must be cleared by an authorised Range Officer.
- Firearms are not to be handled unless on the firing line or in a designated safe area. There is to be no handling of firearms whilst competitors are down range. Rifles are to be brought to the firing line with bolt open and magazine removed, or, taken from carry bags only in a designated safe area or at the firing line, under the supervision of a Range Officer, or, another competitor should a Range Officer not be in attendance.
- All firing is to be on the command of the Range Officer. All range commands, i.e. “Load, Action, Fire, Cease Fire, Unload and Show Clear” and whistle blasts are at all times to be complied with. Safety catches are to be applied when in the “Action” condition.
- When on the firing line, firearms are to be pointing down range at all times. Fingers are to remain off triggers and outside the trigger guards, unless actually firing.
- Spectators are to remain behind the defined Safety Line
- No one is to enter a designated safe area with a firearm unless it has been cleared by an appointed Range / Safety officer. Absolutely no ammunition is to be taken into a designated “Safe Area”.
- In the event of an ‘accidental discharge’ (AD) / ‘unauthorised discharge’ (UD), the Range Officer will call “Stop”. On this command, all competitors are to apply safety mechanisms and keep their firearms pointed down range, until the Range Officer has investigated the reason for the AD / UD. Any competitor responsible for an AD / UD will be suspended from that detail and asked to show cause for not being suspended from that day’s shooting. The Range Officer’s discretion will apply and be final.
- To ensure the smooth conduct of each detail and to minimise delays and distractions, competitors are not to recover spent brass until the range is closed.
- Following the competition / practice, competitors are required to present their membership / attendance card to the Range Officer (or their representative) for endorsement.
- These fundamental Range Rules and Safety Orders are for the safe and smooth conduct of each shooting practice. It is in the interests of all participants to adhere to the above rules and orders. Persons who fail to abide by the above rules and orders may be expelled from the range at the absolute discretion of the duty Range Officer.

ANNEX 5B: COURSES OF FIRE

CORE EVENT

MATCH 1: THREE POSITION EVENT (3P)

Range:	100 m	200 m	300 m
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Ammunition: 30 Rounds

Target: Core Target – (see Annex 5B - Target 1).

Position: Prone, Sitting/squatting/kneeling, Standing - all unsupported

Timings:

Range	100 m	200 m	300 m
Timing	4 mins	2 mins	1 min

Procedure: 100 m -Competitors fire 5 rounds standing, 5 rounds sitting, squatting or kneeling and 5 rounds prone (a total of 15 rounds in 4 mins) under the supervision of a referee.

200 m - Competitors fire 5 rounds sitting, squatting or kneeling and 5 rounds prone (a total of 10 rounds in 2 mins) under the supervision of a referee.

300 m - Competitors fire 5 rounds prone under the supervision of a referee.

Scoring: 5, 4, 3, 2 and 1 point/s per hit.

Range	100 m	200 m	300 m
Score	75.15	50.10	25.5

Highest possible Score = 150.30

Super Vs and V Bulls are recorded to eliminate tied scores. If a tie still remains, then the competitors will shoot off as follows:

Competitor	Shots	Range(m)	Position
Grand Master	5	300	Prone
Master	5	300	Prone
A Grade	5	200	Prone
B Grade	5	100	Prone
C Grade	5	100	Prone

Grading System for Core Events:

Grade	Score
Grand Master	147 and above
Master	142 to 146
A Grade	130 to 141
B grade	110 to 129
C Grade	109 and below

Note: Grading system for core events only. For supplementary events it is up to the discretion of the Host Association or Branch / Club.

The order of firing the above event is to the discretion of the State Host Association or Branch / Club and must be advertised 3 months in advance of the competition.

SUPPLEMENTARY EVENT

MATCH 2: LONG RANGE EVENT

- Range: 500 m (or other selected distance).
- Ammunition: 8 Rounds.
- Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1).
One or two targets may be used for the match, to be notified before the competition.
- Position: Prone unsupported.
- Timing: 60 seconds each phase.
- Procedure: Phase 1: A firing zone 3 m x 3 m square is marked out on flat ground. The competitor is given 1 minute preparation time from entry into the firing zone to make ready, load and fire.
- Note: No range commands are given. The 60 second time limit commences from the sound of the first shot or end of the preparation time; whichever is first. The competitor fires a maximum of 2 shots at each target, unloads the rifle, leaves it on the ground in the firing zone and stands on both feet outside of the firing zone. The time stops when the competitor stands outside of the firing zone.
- Phase 2: Repeat Phase 1.
- Scoring: 5.1, 5, 4, 3, 2 and 1 point/s per hit.
- Highest Possible Score = 40.8
- Note:
1. 5 points per second over time limit deducted.
 2. Event score is total of both phases less any penalty incurred.
 3. Extra shots fired incur 10 points per shot penalty.

SUPPLEMENTARY EVENT

MATCH 3: RAPID FIRE A

Range: 100 m (or other selected distance).

Ammunition: Unlimited.

Target: 600mm diameter (see Annex 5B - Target 2), **OR**
Core Target - (see Annex 5B - Target 1).

Position: Standing Unsupported.

Timings:

Class	Time Limit
A, B, H Bolt Action	15 seconds
B4	7 seconds
D	20 seconds
A,B,H Lever Repeating Action and Pump Action	15 seconds

Procedure: This event is shot individually in the 'Standing Unsupported' position under the supervision of the Range Officer. The competitor is taken through the 'Commence Fire' command. The Range Officer will clear each rifle after the 'Cease Fire' command.

Scoring: On 600mm diameter targets - 5.1, 5 or 3 points per hit using scoring zones.

On the Core target - 5.1, 5, 4, 3, 2 or 1 points per hit.

Highest Possible Score - depends on the number of hits.

Note: Any shots fired after the 'Cease Fire' command, will incur a 5 point penalty.

SUPPLEMENTARY EVENT

MATCH 4: RAPID FIRE B

Range: 100 m (or other selected range)

Ammunition: 20 Rounds.

Target: 1 x 600mm diameter (see Annex 5B - Target 2), **OR**
Core Target - (see Annex 5B - Target 1).

Position: Prone unsupported.

Timing:

Class	Time limit
A, B, H	50 seconds
B4	35 seconds
D	60 seconds

Procedure: Competitors under direction of the Range Officer, take the rifle to the 'Load' state Action open, place the rifle down, muzzle pointing down range, then stand up behind the rifle.

Phase 1: On command or appearance of the targets, competitors adopt the firing position and engage the target with 5 rounds. Reload once more with 5 rounds and re-engage the target. Total to be fired is 10 rounds. The Competition Officer clears each rifle and referees record any unfired rounds or late shots.

Phase 2: Repeat Phase 1.

Scoring: On 600mm diameter targets - 5.1, 5 or 3 points per hit using scoring zones.
Highest Possible Score = 100.20

On the Core target - 5.1, 5, 4, 3, 2 or 1 points per hit.
Highest Possible Score = 100.20

- Notes:
1. The next detail to act as referees and count shots fired.
 2. Shots fired after 'Cease Fire' incur a 10 point penalty per shot.
 3. Unfired rounds incur a 5 point penalty per round.

SUPPLEMENTARY EVENT

MATCH 5: RAPID FIRE C

Range: 100 m (or other selected range)

Ammunition: 20 Rounds.

Target: 1 x 600mm diameter (see Annex 5B - Target 2), **OR**
Core Target - (see Annex 5B - Target 1), **OR**
Mini Core Targets (see Annex 5B – Target 6).

Position: Sitting / kneeling / squatting, Prone – all unsupported.

Timing:

Class	Time limit
A, B, H	60 seconds
B4	45 seconds
D	70 seconds

Procedure: Competitors under direction of the Range Officer, take the rifle to the 'Load' state, place the rifle down, muzzle pointing down range, then stand up behind the rifle.
Phase 1: On command or appearance of the targets, competitors adopt the prone position and engage the target with 5 rounds. Leaving the action open and the rifle unloaded, adopt the sitting / kneeling / squatting position reload once more with 5 rounds and re-engage the target. Total to be fired is 10 rounds. The Range Officer clears each rifle and referees record any unfired rounds or late shots.
Phase 2: Repeat Phase 1.

Scoring: On 600mm diameter targets - 5.1, 5 or 3 points per hit using scoring zones.
Highest Possible Score = 100.20
On the Core or Mini Core target - 5.1, 5, 4, 3, 2 or 1 points per hit.
Highest Possible Score = 100.20

Notes: 1. The next detail to act as referees and count shots fired.
2. Shots fired after 'Cease Fire' incur a 10 point penalty per shot.
3. Unfired rounds incur a 5 point penalty per round.

SUPPLEMENTARY EVENT

MATCH 6: SNAP A

Range:	100 m (or other selected distance).
Ammunition:	10 Rounds.
Target:	1 x 600mm diameter (see Annex 5B - Target 2), OR Core Target - (see Annex 5B - Target 1).
Position:	Standing unsupported.
Timing:	5 exposures each of 6 seconds, with an interval of between 5 to 15 seconds between exposures.
Procedure:	Under the Range Officer's direction, competitors go to 'Instant' readiness and adopt the 'Alert' position. On command or appearance of the target, engage it with 2 rounds per exposure, returning to the 'Alert' position between each exposure. Reload during the competition as required.
Scoring:	On the 600mm diameter target – 5.1, 5 and 3 per hit using scoring zones. Highest Possible Score = 50.10 On the Core target – 5.1, 5, 4, 3, 2 or 1 points per hit. Highest Possible Score = 50.10

SUPPLEMENTARY EVENT

MATCH 7: SNAP B

Range:	200 m (or other selected distance).
Ammunition:	10 rounds.
Target:	1 x 600mm diameter (see Annex 5B - Target 2), OR Core Target - (see Annex 5B - Target 1).
Position:	Sitting or kneeling unsupported.
Timing:	10 exposures each of 3 seconds, with an interval of between 5 to 15 seconds between exposures.
Procedure:	<p>Under the Range Officer's direction, competitors adopt the 'Sitting' or 'Kneeling' position and go to 'Instant' readiness.</p> <p>On command or appearance of the target, engage it with 1 round per exposure.</p> <p>Note: Competitors may remain on the aim between exposures and reload during the competition as required.</p>
Scoring:	<p>On the 600mm diameter target – 5.1, 5 and 3 per hit using scoring zones.</p> <p>Highest Possible Score = 50.10</p> <p>On the Core target – 5.1, 5, 4, 3, 2 or 1 points per hit.</p> <p>Highest Possible Score = 50.10</p>

SUPPLEMENTARY EVENT

MATCH 8: SNAP C

Range:	300 m (or other selected distance).
Ammunition:	10 rounds.
Target:	1 x 600mm diameter (see Annex 5B - Target 2), OR Core Target - (see Annex 5B - Target 1).
Position:	Prone unsupported.
Timing:	5 exposures each of 6 seconds with an interval of between 5 to 15 seconds between exposures.
Procedure:	<p>Under the Range Officer's direction, competitors adopt the 'Prone Unsupported' position and go to 'Instant' readiness.</p> <p>On command or appearance of the target, engage it with 2 rounds per exposure.</p> <p>Note: Competitors may remain on the aim between exposures and reload during the competition as required.</p>
Scoring:	<p>On the 600mm diameter target – 5.1, 5 and 3 per hit using scoring zones.</p> <p>Highest Possible Score = 50.10</p> <p>On the Core target – 5.1, 5, 4, 3, 2 or 1 points per hit.</p> <p>Highest Possible Score = 50.10</p>

SUPPLEMENTARY EVENT

MATCH 9: FALLING PLATE / BALLOON SHOOT (TEAM EVENT)

Range: 200 m (or other selected distance - but a minimum of 200m for safety reasons).

Ammunition: 10 rounds per competitor.

Targets: 10 metal plates each 300mm square, **OR**
10 light coloured balloons inflated to approximately 300mm diameter.

Position: Prone unsupported.

Procedure: Under the Range Officer's direction, competitors take rifles to the 'Load' state, lay them on the ground, muzzle pointing down range, then stand up behind the rifles.

On command, competitors adopt the prone unsupported position, take rifles to action, then instant and engage the targets.

Note: If a competitor actions their rifle before they are in the prone position, the team will be automatically disqualified.

The first team to knock down all the plates or burst all the balloons wins. In the event of a dead heat, the team with the most unfired rounds remaining shall be the winner.

Notes: 1. Teams can be from 2 to 5 firers, but ammunition per competitor remains at 10 rounds.

2. Range Officers are to check that only 10 rounds per competitor are taken on to the firing point.

SUPPLEMENTARY EVENT

MATCH 10: DELIBERATE

Range: 300 m (or other selected distance).

Ammunition: 10 rounds.

Target: Core Target - (see Annex 5B - Target 1).

Position: Prone unsupported.

Timing: 6 minutes.

Procedure: The Range Officer is to position competitors, give commands through to 'Commence Fire', wait 6 minutes, then call 'Cease Fire'.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Highest Possible Score = 50.10

SUPPLEMENTARY EVENT

MATCH 11: FOUR RANGE EVENT

Range:	50 m	100 m	200 m	300 m
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Ammunition: 40 rounds.

Targets:

Range(m)	Target	See Annex 5B - Target
50	SSAA Target C	4
100	SSAA Target C	4
200	Mayleigh	5
300	Mayleigh	5

Position: Standing unsupported, standing post, sitting post, any field position, prone unsupported.

Timings: 50 m - 2 x 30 second phases.
100 m - 2 x 5 minute phases.
200 m - 2 x 5 minute phases.
300 m - 10 minutes.

Procedure: 50 m Phase 1:
Competitors fire 5 rounds in 30 seconds from the 'Standing Unsupported' position, under the supervision of a referee. The action must be open, chamber empty, with butt of rifle visible below the elbow at waist height prior to the command 'Commence Fire'.

50 m Phase 2:
Repeat Phase 1.

100 m Phase 1:
Competitors fire 5 rounds from the 'Standing Post' position in 5 minutes, under supervision of a referee.

100 m Phase 2:
Repeat Phase 1, using the 'Standing Unsupported' position.

200 m Phase 1:

Competitors fire 5 rounds in the 'Sitting Post' position, in 5 minutes, under supervision of a referee.

200 m Phase 2:

Repeat Phase 1, using any 'Field' position

300 m:

Competitors fire 10 rounds in the 'Prone Unsupported' position in 10 minutes under the supervision of a referee.

Scoring:

Range	50 m	100 m	200 m	300 m
Score	100	100	100	100
Highest Possible Score = 400.40				

Note:

Class D Rifles are allowed 45 seconds for 50 m Phases.

SUPPLEMENTARY EVENT

MATCH 12: RAPID FIRE 50 METRES

Range: 50 m.

Ammunition: 10 rounds.

Target: SSAA Target C - (see Annex 5B - Target 4), **OR**
Mini Core Targets (see Annex 5B – Target 6).

Position: Standing unsupported.

Timing: 2 x 30 second phases.

Procedure: Phase 1: Competitors fire 5 rounds in 30 seconds from the 'Standing Unsupported' position under the supervision of a referee. The action must be open, chamber empty, with butt of rifle visible below the elbow at waist height prior to the command 'Commence Fire'.

Phase 2: Repeat Phase 1.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Highest Possible Score = 50.10

Note: Class D Rifles are allowed 45 seconds for each Phase.

SUPPLEMENTARY EVENT

MATCH 13: ACTION M

Range: 100 m

Ammunition: 10 Rounds

Target: Core Target - (see Annex 5B - Target 1).

Position: Prone – Standing – Sitting / Kneeling or Squatting – Standing – Prone **(M)**

Timing: 75 seconds.

Procedure: Start standing behind the rifle, loaded magazine of 5 rounds, bolt closed, chamber empty, muzzle to be pointing down range.

On 'Commence Fire' command competitor goes to the 'prone position' picks up the rifle and fires 2 shots, takes up the 'standing position' and fires 2 shots, goes to the 'sitting, kneeling or squatting position' and fires 1 shot, reloads the magazine with a further 5 rounds, fires 1 shot then takes up the 'standing position' fires 2 shots, and finally goes down to the 'prone position' and fires the remaining 2 shots. **(M)**

M

2 Stand 4 Stand

1 Prone 3 Sit / Kneel 5 Prone

Comments: All positions are unsupported.
When changing positions, actions are to remain open with the muzzle pointing down range.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Highest Possible Score = 50.10

Penalties: (1) Shots fired after 'cease fire' incur a ten point penalty per shot

(2) Unfired rounds incur a five point penalty per round.

SUPPLEMENTARY EVENT

MATCH 14: THREE RANGE EVENT

Range:	100 m	200 m	300 m
Ammunition:	30 rounds		
Target:	Core Target - (see Annex 5B - Target 1).		
Position:	Prone, Sitting / Squatting / Kneeling, Standing - all unsupported.		
Timing:	2 minutes at each distance.		
Procedure:	100 m - Competitors fire 10 rounds in the standing unsupported position. 200 m - Competitors fire 10 rounds in the sitting, Squatting or kneeling unsupported position. 300 m - Competitors fire 10 rounds in the prone unsupported position.		
Scoring:	5.1, 5, 4, 3, 2 and 1 points per hit. Highest Possible Score = 150.30		
Note:	This event is intended as a return shoot to follow the Core Event and would most commonly be done in the order 300 m – 200 m – 100 m.		

SUPPLEMENTARY EVENT

MATCH 15: LE MANS

Range: 100m (or other selected distance)

Ammunition: 20 Rounds

Target: Core Target

Position: Prone Unsupported

Timing:

Class	Time limit
A, B, H	120 seconds
B4	90 seconds
D	140 seconds

Procedure: Option 1

Standing with rifle, action closed, empty chamber, loaded magazine of 5 rounds, 5 rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target.

Highest possible Score = 100.20

Procedure: Option 2

Standing with rifle, action closed, empty chamber and empty magazine. Ten rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” loads and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target.

Scoring: As per target value.

Highest possible Score = 100.20

Procedure: Option 3

Start standing behind the rifle, loaded magazine of 5 rounds, bolt closed, chamber empty, muzzle to be pointing down range, 5 rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” picks up the rifle and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target. Scoring: As per target value.

Highest possible Score = 100.20

Notes:

1. The next detail to act as referees and count shots fired.
2. Shots fired after ‘Cease Fire’ incur a 10 point penalty per shot.
3. Unfired rounds incur a 5 point penalty per round

SUPPLEMENTARY EVENT

MATCH 16: LONG RANGE EVENT A (Class 'F' and 'T' Rifles)

Range: 500 m (or other selected distance).

Ammunition: 12 Rounds.

Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1), **OR**
1 or 2 x Mini Core Targets (see Annex 5B – Target 6), **OR**
1 or 2 x SSAA Target T4 (see Annex 5B – Target 7)

Position: Prone supported.

Timing: 90 seconds each phase.

Procedure: Phase 1: A firing zone 3m x 3m square is marked out on the firing point on flat ground. The competitor is standing with all equipment behind the firing zone, nothing is to be setup. On command Watch and Shoot the competitor has 60 seconds preparation time from entry into the firing zone to make ready and load.

On the command fire the competitor fires a maximum of 3 shots at each of their targets. (Where 1 target is employed 6 shots shall be fired at their target) unloads the rifle, leaves it on the firing point in the firing zone and stands on both feet outside of the firing zone. The shooter must be standing outside of the firing zone before the 90 seconds ends. Any reloading during the shooting time is to the discretion of the firer, but is included in the 90 seconds time limit.

Phase 2: Repeat Phase 1.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Highest Possible Score = 60.12/120 .12

- Note:
1. Extra shots fired incur 10 points per shot penalty.
 2. 5 points per second over time limit deducted.
 3. Event score is total of both phases less any penalty incurred.

SUPPLEMENTARY EVENT

MATCH 17: LONG RANGE EVENT B (Class 'F' and 'T' Rifles)

Range: 300 m (or other selected distance).

Ammunition: 10 Rounds.

Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1), **OR**
1 or 2 x Mini Core Targets (see Annex 5B – Target 6), **OR**
1 or 2 x SSAA Target T4 (see Annex 5B – Target 7)

Timing: 120 seconds.

Procedure: From the Sitting/Squatting/Kneeling Supported position, the competitor engages the left-hand target with 5 rounds. After expending the 5 rounds, the competitor adopts the Prone/Supported position and engages the right-hand target with the remaining 5 rounds.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.
Highest Possible Score = 50.10

Note: Shots fired after the 'Cease Fire' command, incur a 10 point penalty per shot. Bolt must be open on rifle when changing positions.

SUPPLEMENTARY EVENT

MATCH 18: LONG RANGE EVENT C (Class 'F' and 'T' Rifles)

Range: 300 m (or other selected distance).

Ammunition: 10 Rounds.

Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1), **OR**
1 or 2 x Mini Core Targets (see Annex 5B – Target 6), **OR**
1 or 2 x SSAA Target T4 (see Annex 5B – Target 7)

Position: Prone supported.

Timing: 90 seconds.

Procedure: From the Prone Supported position, the competitor engages the left hand target with one (1) round, then engages the right hand target with one (1) round, alternately until all 10 rounds are expended. A total of 5 rounds into each target - a maximum of 5 shots on each target only to count.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.
Highest Possible Score = 50.10

Note: Shots fired after the 'Cease Fire' command, incur a 10 point penalty per shot.

SUPPLEMENTARY EVENT

MATCH 19: LONG RANGE EVENT D (Class 'F' and 'T' Rifles)

Range: 500 m (or other selected distance).

Ammunition: 10 Rounds.

Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1), **OR**
1 or 2 x Mini Core Targets (see Annex 5B – Target 6), **OR**
1 or 2 x SSAA Target T4 (see Annex 5B – Target 7)

Position: Prone supported.

Timing: 10 x 3 second exposures within a maximum of 10 minutes.

Procedure: From the Prone Supported position the competitor engages the target with a single shot in a three second exposure. There are to be 10 single shot exposures, each of three seconds duration within the 10 minute duration of the event. The intervals between exposures are random but a minimum of 5 seconds and the last exposure must commence at least nine minutes and thirty seconds after the start of the first exposure. There will be a whistle or horn blast signaling the ceasefire between exposures.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.
Highest Possible Score = 50.10

Note: Shots fired outside the exposures incur a 10 point penalty per shot.

SUPPLEMENTARY EVENT

MATCH 20: LONG RANGE EVENT E (Class 'F' and 'T' Rifles) New Match

Range: 200m (F1), 300m (F2), 400m (T/J) (or other selected distance).

Ammunition: 10 Rounds.

Targets: 1 Modified Mini Core Target (see Annex 5B – Target 6A)

Position: Prone Supported (no rear bag).

Timing: Three (3) exposures made up of two (2) x six (6) seconds and one (1) x ten (10) second with ten (10) seconds between each exposure.

Procedure: From the Prone Supported (no rear bag) position, the competitor engages the target with as many shots (to a maximum of no more than 10 shots) they can safely discharge in the allocated exposures. There are to be three (3) multiple shot exposures, comprised of six (6) seconds duration for the first two (2) exposures and ten (10) seconds for the final exposure. The intervals between exposures are to be not less than ten (10) seconds. There will be a whistle or horn blast signalling the ceasefire between exposures.

Scoring: 5.1, 5, and 4 points per hit. Hits anywhere on or outside the line will be recorded as a "Miss".

Highest Possible Score = 50.10

Note: Shots fired outside the exposures incur a 10-point penalty per shot."

SUPPLEMENTARY EVENT

MATCH 21: THREE POSITION EVENT (3P) FOR CLASS 'E' RIFLE

Range:	100 m	200 m	300 m
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Ammunition: 15 Rounds

Target: Core Target – (see Annex 5B - Target 1).

Position: Prone, Sitting/squatting/kneeling, Standing - all unsupported.

Timings:

Range	100 m	200 m	300 m
Timing	4 mins	4 mins	4 min

Procedure: 100 m - Competitors fire 5 rounds standing under the supervision of a referee.

200 m - Competitors fire 5 rounds sitting, squatting or kneeling under the supervision of a referee.

300 m - Competitors fire 5 rounds prone under the supervision of a referee.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Range	100 m	200 m	300 m
Score	25.5	25.5	25.5

Highest possible Score = 75.15

Central bulls are recorded to eliminate tied scores. If a tie still remains, then the competitors will shoot off per the competition committee arrangements.

Note: The order of firing the above event is to the discretion of the State Host Association Branch / Club and must be advertised 3 months in advance of the competition.

SUPPLEMENTARY EVENT

MATCH 22: LONG RANGE EVENT FOR CLASS 'E' RIFLE

- Range: 300 m (or other selected distance).
- Ammunition: 8 Rounds.
- Targets: 1 or 2 x 600mm diameter (see Annex 5B - Target 2), **OR**
1 or 2 x Core targets (see Annex 5B - Target 1).
One or two targets may be used for the match, to be notified before the competition.
- Position: Free Style (including use of cross sticks).
- Timing: 4 mins each phase.
- Procedure: Phase 1: A firing line is marked out on flat ground. The competitor is given 1 minute preparation time from stepping up to the firing line to make ready, load and fire.
- The competitor fires a maximum of 2 shots at each target, unloads the rifle, leaves it on the ground at the firing line and stands on both feet well to the rear of the firing line. The time stops when the competitor steps to the rear.
- Note: No range commands are given. The 4 minute time limit commences from the sound of the first shot or end of the preparation time; whichever is first.
- Phase 2: Repeat Phase 1.
- Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.
- Highest Possible Score = 40.8
- Note:
1. 5 points per second over time limit deducted.
 2. Event score is total of both phases less any penalty incurred.
 3. Extra shots fired incur 10 points per shot penalty.

SUPPLEMENTARY EVENT

MATCH 23: THREE POSITION OPEN (3P) CLASS 'J' RIFLES ONLY

Range:	100 m	200 m	300 m
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Ammunition: 30 Rounds

Target: Core Target – (see Annex 5B - Target 1).

Position: Prone, Sitting / Squatting / Kneeling, Standing - all unsupported

Timings:

Range	100 m	200 m	300 m
Timing	4 mins	2 mins	1 min

Procedure: 100 m - Competitors fire 5 rounds standing, 5 rounds sitting, squatting or kneeling and 5 rounds prone (a total of 15 rounds in 4mins) under the supervision of a referee.

200 m - Competitors fire 5 rounds sitting, squatting or kneeling and 5 rounds prone (a total of 10 rounds in 2 mins) under the supervision of a referee.

300 m - Competitors fire 5 rounds prone (a total of 5 rounds in 1 minute) under the supervision of a referee.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Range	100 m	200 m	300 m
Score	75.15	50.10	25.5

Highest possible Score = 150.30

Central bulls are recorded to eliminate tied scores. If a tie still remains after central bulls are counted, then the competitors will shoot off per the competition committee arrangements.

Host The order of firing the above event is to the discretion of the State Association or Branch / Club and must be advertised 3 months in advance of the competition.

SUPPLEMENTARY EVENT

MATCH 24: 50 METRE COMBINED RIFLE AND PISTOL EVENT

Range: 50 m

Ammunition: 10 Rounds Rifle and 12 Rounds Pistol

Target: Mini Core Target (see Annex 5B - Target 6)
and Military Pistol Target 2001 (see Annex 8C).

Position: Standing and Prone Unsupported

Timing: 3 Minutes

Procedure: unloaded) Stand at firing line with all required equipment. (All firearms unloaded)

On start signal from the standing position, load the rifle and engage the 600 x 600 (Mini Core) target with 10 rounds.

After expending the 10 rounds, place rifle on ground with the action open, muzzle pointing down range and adopt the prone position. Load the pistol and engage the pistol target with 12 rounds.

Scoring: As per target value.

Highest possible Score = 170.22

Central bulls are recorded to eliminate tied scores.

CORE EVENT

MATCH 25: THREE POSITION (3P) EVENT FOR TRAINING RIFLE

(.22LR and .310 and .296 Cadet Rifles)

Range:	50 m	75 m	100 m
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Ammunition: 30 Rounds

Target: Mini Core Target (see Annex 5B - Target 6).

Position: Prone, Sitting / Squatting / Kneeling, Standing - all unsupported

Timings:

Range	50 m	75 m	100 m
Timing	4 mins	2 mins	1 min

Procedure: 50 m - Competitors fire 5 rounds standing, 5 rounds sitting, kneeling or squatting and 5 rounds prone (a total of 15 rounds in 4 mins) under the supervision of a referee.

75 m - Competitors fire 5 rounds sitting, squatting or kneeling and 5 rounds prone (a total of 10 rounds in 2 mins) under the supervision of a referee.

100 m - Competitors fire 5 rounds prone (a total of 5 rounds in 1 minute) under the supervision of a referee.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Range	50 m	75 m	100 m
Score	75.15	50.10	25.5

Highest possible Score = 150.30

Central bulls are recorded to eliminate tied scores.

If a tie still remains after Super V and V bulls are counted, then the competitors will shoot off as follows:

Competitor	Shots	Range(m)	Position
Grand Master	5	100	Prone
Master	5	100	Prone
A Grade	5	75	Prone
B Grade	5	50	Prone
C Grade	5	50	Prone

Grading System for Core Events:

Grade	Score
Grand Master	147 and above
Master	142 to 146
A Grade	130 to 141
B grade	110 to 129
C Grade	109 and below

Note: Grading system for core events only. For supplementary events it is up to the discretion of the Host Association or Branch / Club.

The order of firing the above event is to the discretion of the State Host Association or Branch / Club and must be advertised 3 months in advance of the competition.

SUPPLEMENTARY EVENT

MATCH 26: THREE RANGE EVENT FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range: 25 m, 50 m, 75 m

Ammunition: 30 Rounds

Target: SSAA Target T4 (see Annex 5B - Target 7)

Position: Standing, Sitting / Squatting / Kneeling, Prone all unsupported.

Timing: 5 minutes at all distances

Procedure: 25 m - Competitors fire 10 rounds from the standing position under the supervision of a referee.

50 m - Competitors fire 10 rounds from the sitting, squatting or kneeling position under the supervision of a referee

75 m - Competitors fire 10 rounds from the prone position under the supervision of a referee.

Scoring: As per target value.

Highest possible Score = 300.30

Central bulls are recorded to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 27: RAPID FIRE A FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range:	50 m (or other selected distance).
Ammunition:	Unlimited.
Target:	Mini Core Target (see Annex 5B - Target 6, OR SSAA Target T4 (see Annex 5B - Target 7), OR other selected targets
Position:	Standing Unsupported.
Timings:	30 seconds for single loading 15 seconds for magazine feed
Procedure:	This event is shot individually in the 'Standing Unsupported' position under the supervision of the Range Officer. The competitor is taken through the 'Commence Fire' command. The Range Officer will clear each rifle after the 'Cease Fire' command.
Scoring:	At target value. Highest Possible Score - depends on the number of hits.
Note:	Any shots fired after the 'Cease Fire' command, will incur a deduction of the highest points value from the target used.

SUPPLEMENTARY EVENT

MATCH 28: RAPID FIRE B FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range: 50 m (or other selected range)

Ammunition: 20 Rounds.

Target: Mini Core Target (see Annex 5B - Target 6), **OR**
SSAA Target T4 (see Annex 5B - Target 7), **OR**
other selected targets

Position: Prone unsupported.

Timing: 75 seconds

Procedure: Competitors under direction of the Range Officer, take the rifle to the 'Load' state action open, place the rifle down, muzzle pointing down range, then stand up behind the rifle.

Phase 1: On command or appearance of the targets, competitors adopt the firing position and engage the target with 10 rounds. The Range Officer clears each rifle and referees record any unfired rounds or late shots.

Phase 2: Repeat Phase 1.

Scoring: At target value.

Notes:

1. The next detail to act as referees and count shots fired.
2. Shots fired after 'Cease Fire' will incur a deduction of twice the highest points value from the target used.
3. Unfired rounds will incur a deduction of the highest points value from the target used.

SUPPLEMENTARY EVENT

MATCH 29: SNAP A FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range: 50 m (or other selected distance).

Ammunition: 10 Rounds.

Target: Mini Core Target (see Annex 5B - Target 6), **OR**
SSAA Target T4 (see Annex 5B - Target 7), **OR**
other selected targets

Position: Standing unsupported.

Timing: 5 exposures each of 10 seconds, with an interval of between 5 to 15 seconds between exposures.

Procedure: Under the Range Officer's direction, competitors go to 'Instant' readiness and adopt the 'Alert' position. On command or appearance of the target, engage it with 2 rounds per exposure, returning to the 'Alert' position between each exposure.

Scoring: At Target value.

SUPPLEMENTARY EVENT

MATCH 30: SNAP B FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range: 75 m (or other selected distance).

Ammunition: 10 rounds.

Target: Mini Core Target (see Annex 5B - Target 6), **OR**
SSAA Target T4 (see Annex 5B - Target 7), **OR**
other selected targets

Position: Sitting or Kneeling unsupported.

Timing: 10 exposures each of 3 seconds, with an interval of between 5 to 15 seconds between exposures.

Procedure: Under the Range Officer's direction, competitors adopt the 'Sitting' or 'Kneeling' position and go to 'Instant' readiness.

On command or appearance of the target, engage it with 1 round per exposure.

Note: Competitors may remain on the aim between exposures and reload during the competition as required.

Scoring: At target value.

SUPPLEMENTARY EVENT

MATCH 31: SNAP C FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range:	100 m (or other selected distance).
Ammunition:	10 rounds.
Target:	Mini Core Target (see Annex 5B - Target 6), OR SSAA Target T4 (see Annex 5B - Target 7), OR other selected targets
Position:	Prone unsupported.
Timing:	5 exposures each of 10 seconds with an interval of between 5 to 15 seconds between exposures.
Procedure:	<p>Under the Range Officer's direction, competitors adopt the 'Prone Unsupported' position and go to 'Instant' readiness.</p> <p>On command or appearance of the target, engage it with 2 rounds per exposure.</p> <p>Note: Competitors may remain on the aim between exposures and reload during the competition as required.</p>
Scoring:	At target value.

SUPPLEMENTARY EVENT

MATCH 32: FALLING PLATE / BALLOON SHOOT (TEAM EVENT) FOR TRAINING RIFLE

Range: 100 m (or other selected distance).

Ammunition: 10 rounds per competitor.

Targets: 10 metal plates each 300mm square, **OR**
10 light colored balloons inflated to approximately 300 mm diameter.

Position: Prone unsupported.

Procedure: Competitors under direction of the Range Officer, take the rifle to the 'Load' state action open, place the rifle down, muzzle pointing down range, then stand up behind the rifle.

On command, competitors adopt the prone unsupported position, and engage the targets.

Note: If a competitor actions their rifle before they are in the prone position, the team will be automatically disqualified.

The first team to knock down all the plates or burst all the balloons wins. In the event of a dead heat, the team with the most unfired rounds remaining shall be the winner.

- Notes:
1. Teams can be from 2 to 5 firers, but ammunition per competitor remains at 10 rounds.
 2. Range Officers are to check that only 10 rounds per competitor are taken on to the firing point.

SUPPLEMENTARY EVENT

MATCH 33: DELIBERATE FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range:	100 m (or other selected distance).
Ammunition:	10 rounds.
Target:	Mini Core Target (see Annex 5B - Target 6), OR SSAA Target T4 (see Annex 5B - Target 7, OR other selected targets
Position:	Prone Unsupported.
Timing:	6 minutes.
Procedure:	The Range Officer is to position competitors, give commands through to 'Commence Fire', wait 6 minutes, then call 'Cease Fire'.
Scoring:	At target value.

SUPPLEMENTARY EVENT

MATCH 34: RAPID FIRE 25 METRES FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range: 25 m.

Ammunition: 10 rounds.

Target: Mini Core Target (see Annex 5B - Target 6), **OR**
SSAA Target T 4 (see Annex 5B - Target 7), **OR**
other selected targets

Position: Standing unsupported.

Timing: 2 x 45 second phases.

Procedure: Phase 1: Competitors fire 5 rounds in 45 seconds from the 'Standing Unsupported' position under the supervision of a referee. With the rifle loaded and the action must be open, with the rifle held in the 'Alert' position prior to the command 'Commence Fire'.

Phase 2: Repeat Phase 1.

Scoring: At Target value.

SUPPLEMENTARY EVENT

MATCH 35: ACTION M FOR TRAINING RIFLE

Range: 50 m

Ammunition: 10 Rounds

Target: Core Target -(see Annex 5B - Target 1).

Position: Prone – Standing – Sitting / Kneeling or Squatting – Standing – Prone **(M)**

Timing: 1 min 45 seconds.

Procedure: Start standing behind the rifle, loaded magazine of 5 rounds, bolt closed, chamber empty, muzzle to be pointing down range.

On 'Commence Fire' command competitor goes to the 'prone position' picks up the rifle and fires 2 shots, takes up the 'standing position' and fires 2 shots, goes to the 'sitting, kneeling or squatting position' and fires 1 shot, reloads the magazine with a further 5 rounds, fires 1 shot then takes up the 'standing position' fires 2 shots, and finally goes down to the 'prone position' and fires the remaining 2 shots. **(M)**

M

2 Stand 4 Stand

1 Prone 3 Sit / Kneel 5 Prone

Comments: All positions are unsupported.
When changing positions, actions are to remain open with the muzzle pointing down range.

Scoring: 5.1, 5, 4, 3, 2 and 1 points per hit.

Highest Possible Score = 50.10

Penalties: (1) Shots fired after 'cease fire' incur a ten point penalty per shot

(2) Unfired rounds incur a five point penalty per round.

SUPPLEMENTARY EVENT

MATCH 36: THREE RANGE EVENT FOR TRAINING RIFLE

(MAY BE SEPARATE CLASSES – RIMFIRE OR CENTREFIRE)

Range:	50 m	75 m	100 m
Ammunition:	30 rounds		
Target:	Mini Core Target (see Annex 5B - Target 6), OR SSAA Target T 4 (see Annex 5B - Target 7), OR other selected targets		
Position:	Prone, Sitting / Squatting / Kneeling, Standing - all unsupported.		
Timing:	3 minutes at each distance.		
Procedure:	50 m - Competitors fire 10 rounds in the Standing position. 75 m - Competitors fire 10 rounds in the Sitting, Squatting or Kneeling position. 100 m - Competitors fire 10 rounds in the Prone position.		
Scoring:	At target value.		

SUPPLEMENTARY EVENT

MATCH 37: LE MANS FOR TRAINING RIFLE

Range: 50m (or other selected distance)

Ammunition: 20 Rounds

Target: Mini Core Target

Position: Prone Unsupported

Timing:

Class	Time limit
Magazine fed	120 seconds
Single shot	150 seconds

Procedure: Option 1

Standing with rifle, action closed, empty chamber, loaded magazine of 5 rounds, 5 rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target.

Highest possible Score = 100.20

Procedure: Option 2

Standing with rifle, action closed, empty chamber and empty magazine. Ten rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” loads and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target.

Scoring: As per target value.

Highest possible Score = 100.20

Procedure: Option 3

Start standing behind the rifle, loaded magazine of 5 rounds, bolt closed, chamber empty, muzzle to be pointing down range, 5 rounds in hand.

On “Commence Fire” command competitor goes to the ‘Prone position” picks up the rifle and engages the target with 10 rounds. Rifle is then left on the mat with the action open. Uplift ten rounds from rear of mat and re-engage target. Scoring: As per target value.

Highest possible Score = 100.20

Notes:

1. The next detail to act as referees and count shots fired.
2. Shots fired after ‘Cease Fire’ incur a 10 point penalty per shot.
3. Unfired rounds incur a 5 point penalty per round.

SUPPLEMENTARY EVENT

MATCH 38: 25 METRE COMBINED TRAINING RIFLE AND CLASS 4 PISTOL EVENT

Range:	25 metres
Ammunition:	10 Rounds Rifle and 12 Rounds Pistol (R/F)
Target:	Mini Core Target (see Annex 5B - Target 6), OR Military Pistol Target 2001 (see Annex 8C), OR other selected targets
Position:	Standing and Prone Unsupported
Timing:	4 Minutes
Procedure: unloaded)	<p>Stand at firing line with all required equipment. (All firearms unloaded)</p> <p>On start signal, from the standing position, load the rifle and engage the rifle target with 10 rounds.</p> <p>After expending the 10 rounds, place rifle on ground with the action open, muzzle pointing down range and adopt the prone position. Load the pistol and engage the pistol target with 12 rounds.</p>
Scoring:	<p>At Target Value.</p> <p>Highest possible Score = 170.22</p>

Central bulls are recorded to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 39: RE-ENACTMENT EVENT

Range:	Any combination of distances may be used.
Firearms:	Rifles and/or Pistols as advised by the Match Director.
Ammunition:	Unlimited, or as directed.
Target:	Paper and/or reactive type targets may be used, in keeping with the event theme.
Position:	Prone, Sitting / Squatting / Kneeling, Standing – supported and unsupported may be used.
Timings:	Any combination of timings may be used.
Procedure:	Procedures may be varied by the Match Director, in keeping with the intended theme.
Scoring:	As per target type.
Note:	<ol style="list-style-type: none">1. Matches are to be designed and/or named in keeping with the “Theme” of the event, and comply with Range Approvals.2. Scoring is determined by targets used, or at the discretion of the Match Director.3. Range commands used may be in keeping with the theme.3. Competitors are encouraged to dress in accordance with the theme of the event. Full camouflage clothing is not permitted.

ANNEX 5B: TARGETS

TARGET 1: Core Target (1200mm X 1200mm)



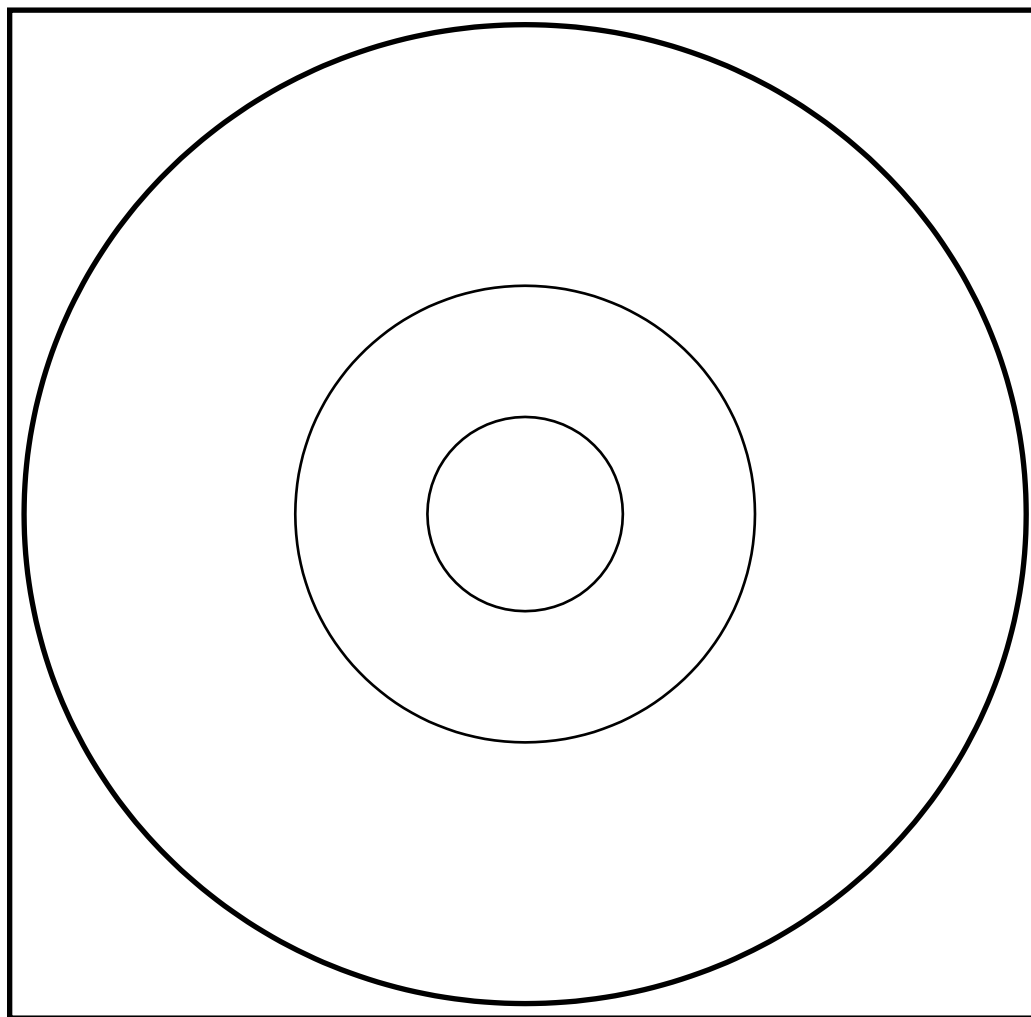
Target:

Aiming Mark: Black with Centre to bottom of the aiming mark

Scoring Rings: 5mm with the outside edge to be on the outside of the scoring dimensions listed below

Dimensions	Diameter	Value
Central	150mm	5.1
Bull	300mm	5
Inner	600mm	4
Magpie	900mm	3
Outer	1200mm	2
Rest of Target		1

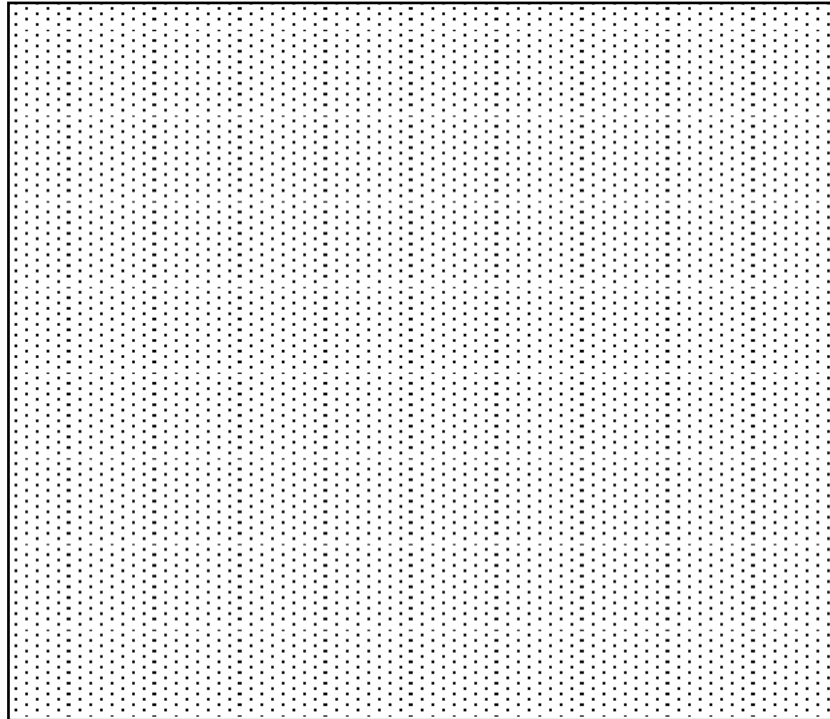
TARGET 2: 600m Diameter Target



Colour: Black

Dimensions	Diameter	Value
Central	150mm	5.1
Bull	300mm	5
Inner	600mm	3

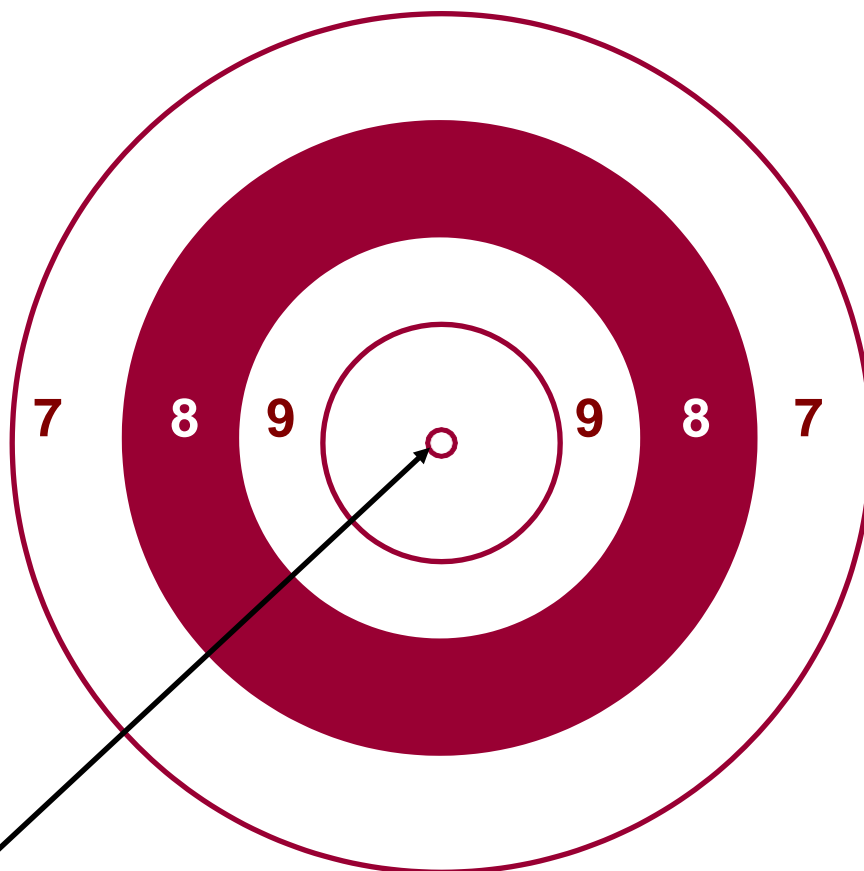
TARGET 3: Falling Plate Target



Colour: Optional but must contrast with background.

Dimensions: 300mm square.

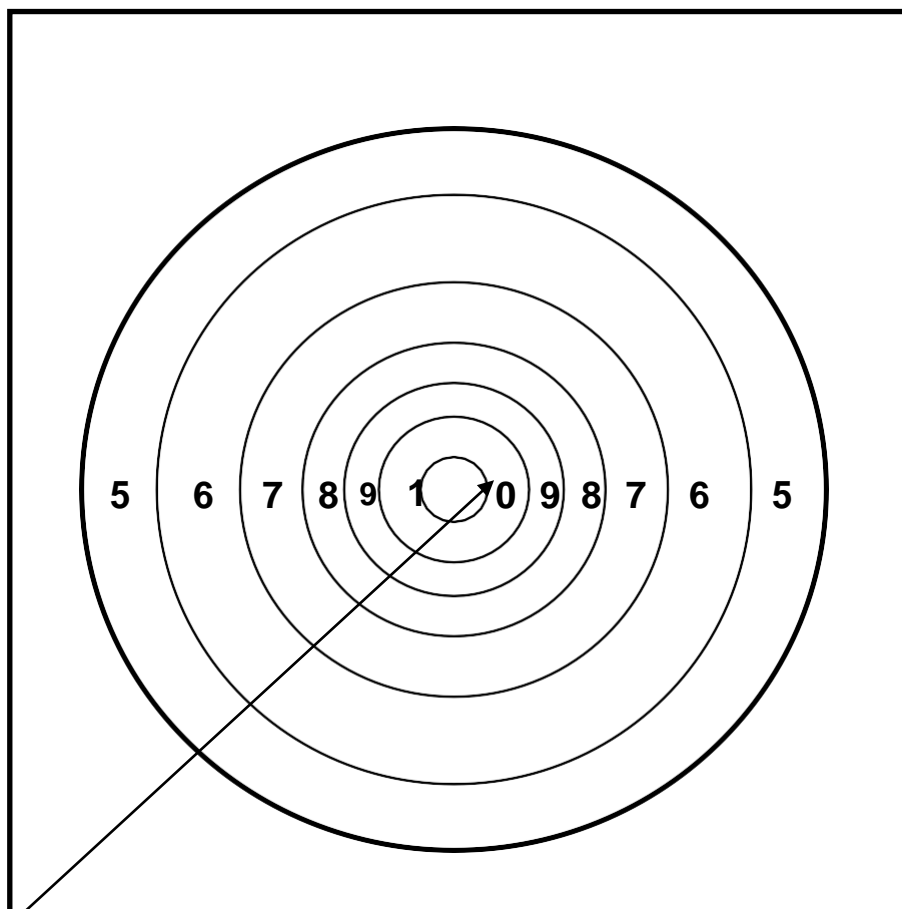
TARGET 4: SSAA Target C



Dimensions

X Ring 10.1	20mm
10 ring	76mm
9 Ring	160mm
8 Ring	238mm
7 Ring	314mm

TARGET 5: Mayleight Target (Equivalent to NRA Rifle)



Dimensions

X Ring 10.1	42mm
10 ring	100mm
9 Ring	180mm
8 Ring	260mm
7 Ring	340mm
6 Ring	420mm
5 Ring	500mm

TARGET 6: Mini Core Target (600mm X 600mm)



Target:

Aiming Mark: Black with Centre to bottom of the aiming mark

Scoring Rings: 3mm with the outside edge to be on the outside of the scoring dimensions listed below

Dimensions	Diameter	Value
Central	75 mm	5.1
Bull	150 mm	5
Inner	300 mm	4
Magpie	450 mm	3
Outer	600 mm	2
Rest of Target		1

TARGET 6A: Modified Mini Core Target (600mm X 600mm)

Dimensions

As per Mini Core Target (Target 6), but with a 105mm x 297mm vertical box centred on the V bull (see below diagram). If locally modifying a Mini Core Target, a template using an A4 sheet folded lengthways should be used to draw this box and the line indicated in a contrasting colour (e.g., white).



Target 7



Dimensions			
X Ring 10.1		25mm	
10 Ring	50mm	5 Ring	300mm
9 Ring	100mm	4 Ring	350mm
8 Ring	150mm	3 Ring	400mm
7 Ring	200mm	2 Ring	450mm
6 Ring	250mm	1 Ring	500mm

SECTION 6: PISTOL SPECIFICATIONS AND DEFINITIONS

6.1 GENERAL

Pistols must be a service pistol of a type conforming to the specifications and class appearing below:

6.1.1 Service Pistol

A pistol either an original or faithful reproduction, which is / has been on general issue to a Defence Force.

6.1.2 Defence Force

The regular Army, Air or Naval Forces of a country.

6.1.3 Law Enforcement Agency

An Agency which is sponsored by a recognised government in which members may routinely carry side arms and/or have a defence / law enforcement role, e.g. prison services, police, coastguard, etc.

6.1.4 Approved Pistol modifications

These are permissible if:

6.1.2.1 they are required to comply with the firearm owners' state laws; and/or

6.1.2.2 the pistol is to be used in a Modified competition.

6.2 CLASSES OF PISTOLS

6.2.1 Pistols used in Combined Services Pistol competition will comply with one of the following classes:

Pre-46

Definition: As Issued Service Pistols or Faithful Reproductions of their Original Calibre E.G. 44 Russian, 45 ACP, 455 Webley.

Class 1– Defence

Definition: An original issue or faithful reproduction centrefire service hand gun (modified barrel length or calibre only, to comply with national and state laws), either a revolver or semi-automatic, which is, or has been, on regular issue to an army, navy or air-force. Pistols shot in Class 1 may not be fitted with optical or laser attachments.

Class 2 – Law Enforcement Agency / Police

Definition: An original issue or faithful reproduction centrefire service hand gun (modified barrel length or calibre only, to comply with national and state laws), either a revolver or semi-automatic, which is, or has been, on general issue to defence / law enforcement organisations. Pistols shot in Class 2 may not be fitted with optical or laser attachments.

Class 3 –Modified Open

Definition: Any Class 1 or 2 service issue centrefire handgun or faithful reproduction that has been modified from its original specification, either post-production or at the factory, e.g. target shooting adjustable sights, hand customised grips, barrels, triggers systems and trigger saddles, compensators, etc.

Class 4 – Rimfire

Definition: Any rimfire handgun that substantially replicates the functions of a class 1, 2 or 3 handgun.

Class 5 - Black Powder

Definition: Any original issue or faithful reproduction black powder military handgun either a single shot or revolver, which has been on general issue to an army, navy, police or para military force.

Class 6 – Tactical Pistol: Defence / Law Enforcement Agency / Police

Definition: An original issue or faithful reproduction centrefire service handgun (modified barrel length or calibre only, to comply with national and state laws), either a revolver or semi-automatic, which is, or has been, on regular issue to an army, navy, air-force, or law enforcement organisations that was issued with an optic or laser attachment. Attachments must be original or a faithful reproduction of the issued version.

- 6.2.2** The Subcommittee will assign the class for any pistol should there be doubts as to which class is appropriate.
- 6.2.3** When a pistol is eligible in either Class 1 or Class 2, the competitor will nominate as to which class it will be entered. The pistol shall remain in the nominated class for the duration of the championships. In these circumstances a competitor will not be permitted to compete with the same firearm in both classes
- 6.2.4** In any registered Tournaments, events for Class 1 and 2 pistols will be scheduled before equivalent events for Class 3, 4 and 5 pistols.

6.3 PROOF OF PISTOL ELIGIBILITY

- 6.3.1** Where there is any doubt as to the eligibility of a particular pistol or any piece of equipment, the competitor is required to provide documentary evidence that the pistol and any accessory, complies to one of the categories as defined in Rule 6.2.
- 6.3.2** In all events, those accessories that are normally carried with the pistol or are normally issued with the pistol, are permitted, save for butt fittings, which are not permitted in competition.
- 6.3.3** The Scrutineers shall disallow any rifle or piece of associated equipment where it is contrary to the spirit of the competition and/or where there is a doubt as to the authenticity of its Military origins, (the onus of proof rests with the competitor)

6.4 AMMUNITION

- 6.4.1** The competitor may use any ammunition that is allowed by law (provided the range is approved for that calibre). The spirit and intent of Service Rifle and Pistol shooting is embodied in the use of standard military specification loads. (For example, if a pistol is marked as a .357, then .357 loads must be used.)

This engenders the full recoil effect of such firearms and recovering of sighting for successive shots fired. (Pistol projectiles may be lead alloy round nose, lead alloy semi wad cutter or jacketed ammunition dependent on range approvals.)

- 6.4.2** The same ammunition, type and loading must be used throughout an event. Speed loaders or loaded magazines may be used on the firing point in the course of the competition, where allowed by the particular match rules.
- 6.4.3** To meet the above criterion, ammunition used must achieve at least 75% of the projectile energy level of the published military load. (Projectile Energy Level is arrived at by multiplying the projectile weight (Grains) by the velocity (Feet per second) and dividing by 1,000) Competitors must allow six rounds extra for random selection and loads may be tested at any time.
- 6.4.4** In the event of suspected non-compliant ammunition being used, three rounds will be fired over the chronograph with the average velocity calculated. One unfired round will be pulled, the projectile weighed and the calculations as per Section 3.4.3 will be completed. If during the procedure an obvious oversight such as an undercharged cartridge or underweight projectile is noted, an additional cartridge may be chronographed or the projectile pulled and weighed. All competitors will be allowed this option. The replacement cartridge details will then be checked and the calculations redone using the newly acquired data. Proven infringements will be dealt with as per Rule 7.2.8.

6.5 EQUIPMENT AND CLOTHING

6.5.1 Trigger

- 6.5.1.1** Trigger weight of pull must not be less than 1360 grams.
- 6.5.1.2** Trigger testing may be conducted at any time. Both stages of double action triggers on pistols must comply in both stages.

6.5.2 Holsters

Holsters must be practical, safe, serviceable and fit the pistol. In Events, where there is a requirement to draw from the holster, the competitor must hold their State's qualification and the holster must be of a type that covers the trigger.

6.5.3 Clothing

It is recommended that competitors wear clothing of a suitable type to prevent bodily contact with hot spent cases. Gloves or mittens are not permitted during actual shooting unless required for reasons of incapacity. Such conditions should be supported by a doctor's certificate.

6.5.4 Optics

6.5.4.1 Optical aids including telescopic, red dot and optical sights, spotting scopes, binoculars etc., are not permitted during the competition, except under direction of a designated official for target checking.

6.5.4.2 A Competitor may not use or wear any optical aids or devices which provide an unfair advantage to that competitor. "Merit" style vision correction devices which provide depth of field sight correction are permissible only when utilised without magnifying lenses.

SECTION 7: PISTOL

7.1 MODE OF CONDUCTING THE CHAMPIONSHIPS

7.1.1 Pistol and Equipment Check

Prior to the commencement of the competition, each competitor's firearm shall be checked to ensure compliance with Section 6 of these Rules. Firearms shall be checked by the NDC, the SDC of the host state or their nominated representative and a member of the host branch

7.1.2 Briefing

All competitors shall be called together before the commencement of the competition and the Range Officer will brief them on the following:

7.1.2.1 The procedures outlined in these rules for appeals, the fee to be paid and the names of the members of the Appeals Committee and Rifle / Pistol Technical Committee.

7.1.2.2 The procedure for dealing with misfires outlined in these Rules.

7.1.2.3 The procedure for dealing with a jammed live round (stuck live round) which fails to eject in the normal manner.

7.1.2.4 Any local safety requirements pertinent to the particular competition rifle / pistol range to be used for the competition.

7.1.3 Competitors shall be called to the firing line before the commencement of each detail and the following information given to them (if required) by the Range Officer:

- Name, Competitor Number, Position Number:

- Position to be contested, mode of fire, distance to the targets:
- The warning call.

The Range Officer will then check that the number of rounds displayed is correct and that all shooters are ready, then proceed with the course of fire.

7.1.4 Referees: Unless the competitor is firing individually under the direction of a Range Officer, a referee shall be assigned to each competitor. The referee's duty at all times is to ensure that all range commands and rules are adhered to.

7.2 COMPETITOR'S RESPONSIBILITIES

See also Section 2

7.2.1 Time Limits: The onus to complete firing within the time limits as laid down in these Rules is entirely the responsibility of the competitor. The host Branch should institute all procedures to assist in this regard.

7.2.2 Pistol Compliance: A competitor is to ensure that any firearm used complies with these Rules though it is not necessarily checked by the Range Officer before use. If the firearm is of a different calibre than the one originally nominated for the competition, the competitor is to ensure that the Head Scorer is notified before the targets are scored.

7.2.3 Coaching: No coaching or assisting a competitor on the firing line is permitted, with the exception of disabled competitors who may be assisted on to the firing line and into firing position.

7.2.4 A competitor is allowed to compete in one team only as a team member in team events.

7.2.5 No competitor may enter more than once in any class forming the whole or part of any Registered Tournament.

7.2.6 A competitor is liable to disqualification if found to have contravened these Rules.

7.3 RANGE FACILITIES AND REQUIREMENTS

7.3.1 Safety: The range must meet all local safety requirements.

7.3.2 Capacity and Distance: The range must be capable of holding the event at the required distances.

7.3.3 Posts: For post rest positions, posts are to be provided to the following specifications. A 'Post' is defined as a length of wood, pipe, or other suitable material, either round, square or rectangular, which is firmly erected vertically in the ground or shooting station of concrete etc. If round, the pipe's diameter must not be less than 70mm, or if rectangular, not less than 70 x 50mms, with a post height of not less than 2 metres.

7.3.4 Target Frames: The line of target frames shall be parallel to the firing line.

7.3.5 Scoreboards: A visible scoreboard must be provided in plain view of competitors, throughout the competition. The scores shall be updated frequently.

7.4 DEFINITION OF SHOOTING POSITIONS

7.4.1 In describing these positions, it is assumed that the competitor is right handed and if left handed, then the opposite applies.

7.4.2 Strong Hand Only

The shooting arm shall not receive support from the non-shooting arm.

7.4.3 Unsupported

In this position the pistol shall be supported only by part of the competitor's body and not resting on any other object or the ground.

7.4.4. Prone

In this position the competitor lies full length on the ground with their hands extended forward. No part of competitor's body may extend over the firing line. The pistol is to be held as required by the match rules.

7.4.5 Sitting or Kneeling

No part of the body above the waist may come into contact with the ground, nor may the competitor touch the firing line or barricade with any part of the body, or extend their feet over the firing line. The pistol is to be held as required by the match rules.

7.4.6 Standing unsupported

The feet may not touch or extend over the firing line. The pistol is to be held as required by the match rules.

7.4.7 Standing Post

Supporting the hand, pistol or both against the post, or resting the pistol on the wrist or forearm.

7.4.8 Sitting Post

Sitting as described for the Standing Post position. The soles of the feet may rest against the post, but the legs are not to be wrapped around the post.

7.4.9 Surrendered

Thumbs of both hands above the shoulders, palm's open facing forward

7.4.10 Instinctive Crouch

The intent of this shooting position is that the pistol is to be fired unsighted. When firing from this position, no part of the pistol may be above shoulder level. The feet may not touch or extend over the firing line. The pistol is to be held as required by the match rules.

7.4.11 Ready

This position will be adopted when waiting with a pistol in the “action” condition. The arm/s will be extended and held at 45 degrees below horizontal.

7.4.12 Firing Line Safety

In the interests of safety, all competitors must keep all parts of their bodies behind the firing line at all times while shooting is in progress. Allowance shall be made for fingers around the posts etc, extending slightly beyond the posts but in any case, the pistol should not extend beyond the firing line immediately in front of the posts.

7.5.2 States of Readiness

Applicable pistol conditions and their definitions are:

7.5.2.1 ‘Unloaded’: A pistol is deemed to be ‘unloaded’ when there is no ammunition or cartridge case/s in the chamber(s) and when the magazine is totally empty. Any detachable magazines must be removed from the pistol.

7.5.2.2 ‘Loaded’: A pistol is deemed to be ‘loaded’ when there is no ammunition in the chamber and when a magazine containing ammunition is inserted into the pistol. For revolvers, ammunition is inserted into the chambers and the cylinder is open. In this condition, the hammer is not cocked.

7.5.2.3 ‘Action’: A pistol is deemed to be in the ‘action’ condition when both the chamber and magazine contains live rounds, the hammer is cocked and the safety mechanism is applied where fitted. For double action self-loading pistols, the safety catch is to be applied. In revolvers the cylinder is closed and the hammer down or at half cock.

7.5.2.4 ‘Instant’: A pistol is deemed to be in the ‘instant’ condition when both the chamber and magazine contains live rounds, the hammer is cocked and the safety catch is ‘off’. Once the ‘instant’ command is given, competitors adopt the ‘ready’ position. For revolvers and double action self-loading pistols, the hammer may be cocked.

Note: At all times the trigger finger must remain outside the trigger guard, until the ‘Fire’ command is given.

7.5 RANGE COMMANDS

7.5.1 The commands are as follows with a deliberate pause between each command:

'LOAD'

'ACTION'

'IDENTIFY YOUR TARGET'

'INSTANT'

(Pause 3 seconds)

'FIRE'

(Note: This command may be substituted by a whistle blast at the discretion of the Range Officer.)

'CEASE FIRE'

(Note: This command may also be given by a whistle blast.)

'UNLOAD & SHOW CLEAR'

'INSPECT PISTOLS'

(Note: To be done by referees and so signalled to the range officer before competitors are permitted to leave the firing point.)

'ARE THERE ANY PROTESTS?'

'ACTION FORWARD, HAMMER DOWN AND HOLSTER'

(Issued to each individual by safety officer)

'CLEAR THE FIRING LINE'

'THE FIRING LINE IS CLOSED, NO HANDLING OF FIREARMS ON THE FIRING LINE'

'YOU MAY MOVE FORWARD, COLLECT BRASS, SCORE AND PATCH'

OPTION 2

These commands are for the events that have an Option 2 course of fire.

The commands are as follows with a deliberate pause between each command:

‘LOAD’

‘ACTION’

COMPETITOR APPLIES SAFETY / DE-COCKS AND HOLSTERS PISTOL

**‘IS ANY SHOOTER NOT READY’
(Pause 3 seconds)**

‘FIRE’

(Note: This command may be substituted by a whistle blast at the discretion of the Range Officer. Competitors need to have been told during the event briefing that the command ‘Watch and Shoot’ replaces ‘Fire’ in some events, such as the ‘Rapid’ and ‘Snap’ events).

‘CEASE FIRE’

(Note: This command may also be given by a whistle blast and again needs to be covered in the Range Officer briefing. It may also be prefixed by prescribing rifle type in events, such as the ‘Three Position’ due to the various times allowed per class of rifle).

‘UNLOAD’

‘SHOW CLEAR’

(Note: To be done by Range Officer’s if appointed and so signalled to the Chief Range Officer before competitors are permitted to leave the firing point).

‘ARE THERE ANY PROTESTS?’

‘CLEAR THE FIRING LINE’

**‘THE FIRING LINE IS CLOSED, NO HANDLING OF FIREARMS ON THE
FIRING LINE’**

‘YOU MAY MOVE FORWARD, COLLECT BRASS, SCORE AND PATCH’

7.6 STAFFING REQUIREMENTS AND DUTIES

7.6.1 Range Officer One (1)

To conduct the tournament in a safe and proper manner and carry out the procedures as outlined in these Rules. The Range Officer will also check to ensure that competitors on the firing line conform to the rules as outlined in this rule book.

7.6.2 Safety Officers

To assist the Range Officer in controlling safety during the match and any other matters as requested by the Range Officer. Note: For 5 competitors and below Range Officer only ; for 5 to 15 competitors Range Officer and 1 Safety Officer ; 15 plus competitors Range Officer and 2 Safety Officers.

7.6.3 Competition Officer

One (1) is required to call the competitors to the line, inform them of who is shooting in the next detail, give advice of the next course of fire and the number of rounds required. This enables competitors to be ready for the Range Officer's final briefing and inspection before each detail. The Competition Officer is also to endeavour to summon late or missing competitors to the line.

7.6.4 Target Detail

Four (4) personnel minimum is desirable and they should be volunteers or paid help, but preferably non-competitors. They must be experienced and it is recommended that two rehearsal shoots be conducted to allow inexperienced personnel to become familiar with what is required of them.

Typical duties are:

- attach new targets to the frames where required,
- check the number and dispersion of shots on the targets and notify the Range Officer of any matter requiring investigation,

7.6.4.1 to patch out targets so that no holes remain after each practice shot,

7.6.4.4 to convey shot targets (where applicable to the course of fire) directly to the Head Scorer

7.6.4.5 also to check that the position numbers of each competitor's target are correctly in place

7.6.5 Scoring Staff

Desirably three (3) staff are required as follows:

- Head Scorer - who must be experienced and is to score all targets to the same calibre as was shot, is to gauge (either with plug or overlay scoring slide where available) all close shots and supervise the scoring.
- Check Scorer - must be experienced and is to check the result of each gauged shot and to check other aspects of the scoring, before passing the scores to the Recorder.

- Recorder - is to record all scores (after checking) on a score sheet in the proper manner and display targets where applicable, along with scores as soon as possible for inspection by competitors.

7.7 SCORING

7.7.1 Scoring:

Targets are to be scored in the usual manner, i.e. a hit that touches a scoring ring shall be given the higher value. This is provided that a gauge of the same calibre as that used to fire on the target, touches some part of the ring when the gauge is inserted in the bullet hole. If a bullet hole is more than 1.5 calibres long or can be identified as a different calibre, it shall not be scored.

7.7.2 Cross Fires onto another competitor's target:

A competitor firing on another competitor's target shall lose all the shots cross-fired. The competitor whose target has been cross-fired on, shall not receive the benefit of the cross-fired shot when this can be identified. If the cross-fired shot cannot be identified, it is assumed to be the lowest valued shot on the target.

7.7.3 Extra Shots

Where a competitor has fired more than the permitted number of shots for a particular position in a full match, the highest valued shots will be struck from targets on which more than the required number of shots have been fired, until only the number of shots required for that position remain on the target.

7.7.4 Time Penalties

Any competitor who fires outside (before or after) the shooting times denoted by the commands as outlined in these Rules, shall have the highest scoring shot taken from his score in that position for each infringement.

7.7.5 Score Challenges

Targets are not to be patched out until competitors or their representatives have had an opportunity to challenge scores.

7.7.6 Only Shots on Target to Count

Competitors shall not be penalised for failing to place the required number of shots on their targets in any one position (unless defined by the Rules). Only the shots on their targets (though less than specified) shall be scored.

7.8 MALFUNCTIONS

7.8.1 Malfunctions

Pistol or ammunition malfunction is not justification for re-shoots or extra time, save for the discretion of the range officer allowed in Rules 7.8.5 or 7.8.6.

7.8.2 Deeming Pistols Unserviceable

The competition officer, range officer, or safety officer may deem any pistol unserviceable. Once so deemed, the pistol is to be physically tagged, removed from the firing line and not re-admitted until authorised by the same Range Officer. The Range Officer is guided strictly by the principle that if there is any doubt whatsoever, the pistol is to be disqualified from further use until the problem has been positively rectified.

7.8.3 Hang Fires

Any ammunition batch in which a competitor experiences a “Hang Fire” shall be removed from the firing point and not allowed in further competition at any time.

7.8.4 Misfires

In the event of a misfire, a competitor must not open the action of the pistol for at least 30 seconds, during which time the pistol must continue to be pointed down range. It is the competitor’s responsibility to inform the Range Officer immediately of any such occurrence. If the extracted round shows a firing pin indentation, another round shall be allowed and the competitor allowed to continue the event.

7.8.5 A competitor, whose pistol breaks or ceases to function, may at the discretion of the Range Officer, change to another pistol approved for the competition.

7.8.6 Range Officer Discretion to Re-shoot

The Range Officer, in exceptional circumstances, may permit a competitor to re-shoot, e.g., where a target may break mid shoot, or a competitor is the innocent participant in a circumstance breaching these rules.

7.9 NATIONAL COMBINED SERVICES CHAMPIONSHIPS

7.9.1 National Combined Services Championships are held on an annual basis

7.9.3 Host Associations or Branches / Clubs shall ensure that competitors at National Championships are afforded reasonable access to the range, targets and facilities for practice purposes on the days prior to those National Championships.

7.10 CHAMPIONSHIP AWARDS AND MEDALS

7.10.1 Grading

- Graded competitors are those who are officially graded in the SSAA Combined Services Pistol competition to these rules in either or both Class 1 and/or Class 2 and /or Class 3 pistols which have separate grades for each class.
- A competitor shall be promoted in grade on achieving three qualifying scores in a higher grade in 3P Core (Event 1) in any time period.

Gradings applicable are as follows:

Grade	Score Required
Grand Master	353 - 360
Master	340 - 352
A Grade	320 - 339
B Grade	300 - 319
C Grade	299 and below

- Ungraded competitors, are competitors who do not have a current SSAA Combined Services pistol competition grade in the contested class.
- Grading is to be controlled by Discipline Coordinators/Captains or alternatively, an appointment as agreed by National Combined Services Subcommittees. Ungraded competitors at Championships or Postal Competitions shall compete in the highest grade contested with 3 or more competitors.
- Regrading to a lower grading will occur only on request to the National Discipline Chairman and presentation of proof through six consecutive scores recorded on the Competitor's grading card in a lower grade. Such downward grading may take place as many times as the Competitor may require, provided that at least six consecutive scores in a lower grade are fired between gradings downward, and that at least six months have expired since the last downward regrading. No Competitor may be regraded downward more than one grade at a time.
- National Combined Services Pistol Grading Cards are available free to all SSAA clubs from the SSAA National Membership Office. Scores from registered matches are to be recorded on each competitors grading card at the conclusion of the match by the range officer, or competition officer. Any required grading change will also be noted at that time on the grading card.

The following data must be entered onto the individual blanks on the grading card upon receipt:

- Competitors name and club;
- Current grading, and
- Record of scores

- It is the competitor's responsibility to have a current grading card, and to present it when required. Any competitor who cannot present such evidence will shoot in the highest grade contested with a minimum of 3 competitors.

7.10.2 National Proficiency Awards

Award Level	Required Score	Approx % of 360
Gold	340+	94
Silver	320 - 339	88
Bronze	300 - 319	83
Junior (below 18 years of age)	250+	69

Proficiency awards may be gained by application to the Combined Services Discipline Awards Secretary. For contact details see the SSAA Combined Services Web Page (www.ssaa.org.au/combinedservices).

The awards are based on results from Range Officer supervised 'Match 1. - Three Position Event' (3P) shoots, with such results entered on an 'Awards Application Form', certified by the Club Captain and forwarded to the Awards Secretary. Application Forms are available from the Awards Secretary and Club Captains. Note that the awards may only be won in sequence, i.e. bronze, silver then gold, with bronze claimed before silver and so forth.

7.10.3 National Competition Medals

The annual National Combined Services Pistol Competition will be competed in two sections with the section for Class 1 made up of the core 'Match 1. - Three Position Event' (3P), a long-range event and a rapid-fire event and may include other supplementary shoots which are not core events.

The section for Class 2 will be made up of a core 'Match 1 - Three Position Event' (3P) and a long-range event.

The section for Class 3 will be made up of a core 'Match 1 - Three Position Event' (3P) and a long-range event.

A 'Top Junior Medal' is awarded as a first prize for the highest junior Under 15 years and Over 15 to Under 18 years aggregate score for the competition.

National Competition Medals may be awarded for the following events and grades with only Class 1 guns eligible for Top Gun and Teams Events.

(Note: There is a set quota of medals in total and any requirements above this are the host branch's responsibility.)

Event	Grade	Gold	Silver	Bronze	Notes
Core Three Position Event Class 1	Grand Master	1	1	1	National Champion will be the Winner of the Core Event
	Master	1	1	1	
	A	1	1	1	
	B	1	1	1	
	C	1	1	1	
Class 1	Juniors	2	2	2	Junior U15 and O15-U18
Rapid Fire Class 1	Open All grades	1	1	1	Junior U15 and O15-U18
Class 1	Juniors	2	2	2	
Long Range Event Class 1	Open All grades	1	1	1	Junior U15 and O15-U18
Class 1	Juniors	2	2	2	
State Team Event Class 1	Open Top 4 Competitors for all medal events	4	4	4	
Top Gun Class 1	Top aggregate score for the competition	1	1	1	The combined scores of the Core, Rapid Fire and Long-Range Events
Top Juniors Medal	Open for Juniors	1	1	Nil	Top aggregate score for Junior U15 and O15-U18

Core Three Position Event Class 2	Grand Master	1	1	1	Junior U15 and O15-U18
	Master	1	1	1	
	A	1	1	1	
	B	1	1	1	
	C	1	1	1	
	Jnr	2	2	2	
Long Range Event (Class 2)	Open All grades	1	1	1	Junior U15 and O15-U18
	Jnr	2	2	2	
Long Range Event (Class 3)	Open All grades	1	1	1	Junior U15 and O15-U18
	Jnr	2	2	2	
Core Three Position Event Class 3	Open All grades	1	1	1	Junior U15 and O15-U18
	Jnr	2	2	2	
	Totals	35	35	34	
		Gold	Silver	Bronze	

SECTION 8: ANNEXES

ANNEX 8A: RANGE RULES AND SAFETY ORDERS COMBINED SERVICES PISTOL PRACTICES

- All commands by the Range Officer and appointed Assistant Range Officers are to be obeyed instantly and without fail.
- All firearms must be cleared by an authorised Range Officer before their placement in holsters. Before competition/practice, competitors are not to holster their pistols until authorised by an appointed range / safety officer. All pistols are to remain holstered or cased until otherwise directed by the range officer.
- Firearms are not to be handled unless on the firing line or in a designated safe area. There is to be no handling of firearms whilst competitors are down range. Pistols are to be taken from carry bags only in a designated safe area or at the firing line, under the supervision of a Range Officer, or, another competitor should a Range Officer not be in attendance.
- All firing is to be on the command of the Range Officer. All range commands, i.e. "Load, Action, Fire, Cease Fire, Unload and Show Clear" and whistle blasts are at all times to be complied with. Safety catches are to be applied when in the "Action" condition.
- When on the firing line, firearms are to be pointing down range at all times. Fingers are to remain off triggers and outside the trigger guards, unless actually firing.
- Spectators are to remain behind the defined Safety Line
- No one is to enter a designated safe area with a firearm unless it has been cleared by an appointed Range / Safety officer. Absolutely no ammunition is to be taken into a designated "Safe Area".
- In the event of an 'accidental discharge' (AD) / 'unauthorised discharge' (UD), the Range Officer will call "Stop". On this command, all competitors are to apply safety mechanisms and keep their firearms pointed down range, until the Range Officer has investigated the reason for the AD / UD. Any competitor responsible for an AD / UD will be suspended from that detail and asked to show cause for not being suspended from that day's shooting. The Range Officer's discretion will apply and be final.
- To ensure the smooth conduct of each detail and to minimise delays and distractions, competitors are not to recover spent brass until the range is closed.
- Following the competition / practice, competitors are required to present their membership / attendance card to the Range Officer (or their representative) for endorsement.

- These fundamental Range Rules and Safety Orders are for the safe and smooth conduct of each shooting practice. It is in the interests of all participants to adhere to the above rules and orders. Persons who fail to abide by the above rules and orders may be expelled from the range at the absolute discretion of the duty Range Officer.

ANNEX 8B: COURSES OF FIRE

Competition Committees will conduct the following competitions using the SSAA Military Pistol Target 2001 or Other Approved Targets.

CORE EVENT

MATCH 1: THREE POSITION EVENT (3P)

Ranges	25 m	15 m	7 m
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Pistol Type: All classes

Ammunition: 36 Rounds

Target: SSAA Military Pistol Target 2001

Standard: For each practice when on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Fire' the competitor engages the target as per the practices.

Procedure: 25 metres

Practice	Rounds Fired	Position	Timing
Practice 1	6	Standing Unsupported -Freestyle	30 secs
Practice 2	6	Sitting Unsupported - Freestyle	30 secs

Total of 12 Rounds

Procedure: 15 metres

Practice	Rounds Fired	Position	Timing
Practice 3	6	Standing Unsupported - Strong Hand	20 secs
Practice 4	6	Kneeling Unsupported - Freestyle	20 secs

Total of 12 Rounds

Procedure: 7 metres

Practice	Rounds Fired	Position	Timing
Practice 5	6	Standing Unsupported - Freestyle	5 secs
Practice 6	6	Kneeling Unsupported - Strong Hand	10 secs

Total of 12 Rounds

Scoring: Each practice (Practices 1 to 6) - 60.6 points. All hits scored at true target value.

Highest possible score: 360.36

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 2: THREE POSITION - DELIBERATE

Pistol Type: All classes

Range: 25 m

Ammunition: 18 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 180 Seconds

Positions: (Unsupported)	Standing Freestyle	Kneeling / Sitting Freestyle	Prone Freestyle
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Procedure: When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 6 rounds from the 'Standing' position, then
- adopts the 'Kneeling / Sitting' position, reloads 6 rounds, engages the target,
- adopts the 'Prone' position, reloads 6 rounds and engages the target with the final 6 rounds.
- Total of 18 Rounds

Scoring: Highest possible score: 180.18.

All hits scored at true target value.

SUPPLEMENTARY EVENT

MATCH 3: STANDING DELIBERATE – 25 M

Pistol Type: All classes

Range: 25 m

Ammunition: 12 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 120 Seconds

Position: Standing Unsupported Freestyle

Procedure:

When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire' the competitor:

- engages the target with 6 rounds from the 'Standing' position, then reloads 6 rounds and re-engages the target from the same position.
- Total of 12 Rounds

Scoring: Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 4: STANDING DELIBERATE - 15M

Pistol Type: All classes

Range: 15m

Ammunition: 12 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 90 Seconds

Position: Standing Unsupported

Procedure: When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 6 rounds from the 'Standing' position with a two handed grip, then
- reloads 6 rounds and re-engages the target with the strong hand only.
- Total of 12 Rounds

Scoring: Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 5: KNEELING DELIBERATE – 15 M

Pistol Type:	All classes
Range:	15 m
Ammunition:	12 Rounds
Target:	SSAA Military Pistol Target 2001
Timing:	30 Seconds
Position:	Kneeling Unsupported Freestyle

Procedure:

- The pistol in the 'Loaded' condition, is placed on the mat at the firing line.
- The competitor retires to a designated line behind the firing line, no more than 4 metres to the rear.
- On the command 'Commence Fire', the competitor moves to the firing line, adopts the 'Kneeling' position picks up the pistol and engages the target with 12 rounds.
- Total of 12 Rounds

Scoring: Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 6: STANDING RAPID FIRE – 15 M

Pistol Type: All classes

Range: 15 m

Ammunition: 6 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 5 Seconds

Position: Standing Unsupported Freestyle

Procedure:

Option 1 When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire' the competitor:

- engages the target with 6 rounds rapid fire.
- Total of 6 Rounds

Option 2 When on the firing line, following the command 'Load', the competitor loads on the command Action, actions the firearm, applies the safety, re-holsters and adopts the surrender position.

On the command 'Fire', the competitor draws the firearm and:

- engages the target with 6 rounds rapid fire.
- Total of 6 Rounds

Scoring: Highest possible score: 60.6.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Rounds fired after 'Cease Fire' are deducted at 10 points per hit.

SUPPLEMENTARY EVENT

MATCH 7: STANDING RAPID FIRE – 25 M

Pistol Type: All classes
Range: 25 m
Ammunition: 6 Rounds
Target: SSAA Military Pistol Target 2001
Timing: 10 Seconds
Position: Standing Unsupported Freestyle

Procedure:

Option 1 When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 6 rounds rapid fire.
- Total of 6 Rounds

Option 2

When on the firing line, following the command 'Load', the competitor loads on the command Action, actions the Firearm, applies the safety, re-holsters and adopts the surrender position.

On the command 'Fire', the competitor draws the firearm and:

- engages the target with 6 rounds rapid fire.
- Total of 6 Rounds

Scoring: Highest possible score: 60.6.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Rounds fired after 'Cease Fire' are deducted at 10 points per hit.

SUPPLEMENTARY EVENT

MATCH 8: STANDING RAPID FIRE – 25 M

Pistol Type:	All classes
Range:	25 m
Ammunition:	15 Rounds
Target:	SSAA Military Pistol Target 2001
Timing:	20 Seconds
Position:	Standing Unsupported Freestyle

Procedure Option 1

When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 15 rounds rapid fire.
- Any reloading is at the competitor's discretion during the event.
- Total of 15 Rounds

Option 2

When on the firing line, following the command 'Load', the competitor loads, on the command Action, actions the firearm, applies the safety, re-holsters and adopts the surrender position.

On the command 'Fire', The competitor draws the firearm and:

- engages the target with 15 rounds rapid fire.
- Any reloading is at the competitor's discretion during the event.
- Total of 15 Rounds

Scoring: Highest possible score: 150.15.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Rounds fired after 'Cease Fire' are deducted at 10 points per hit.

SUPPLEMENTARY EVENT

MATCH 9: 50 M LONG RANGE DELIBERATE – CLASS 1 AND 2

Pistol Type: All classes

Range: 50 m

Ammunition: 12 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 180 Seconds

Position: Unsupported

Procedure:

When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 6 rounds from the adopted position using a two handed grip, then
- reloads and re-engages the target with the final 6 rounds, same grip.
- Total of 12 Rounds

Scoring: Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 10: STANDING BARRICADE SHOOT – 15 M

Pistol Type: All classes

Range: 15 m

Ammunition: 18 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 60 Seconds

Position: Standing Freestyle

Procedure:

This shoot requires a standing height barricade, which allows shooting from both edges of the barricade.

- When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor engages the target with 6 rounds from the right hand edge of the barricade. The safety is applied and then the competitor moves to the other edge of the barricade and engages the target from the left hand edge of the barricade with 6 rounds.
- A further 6 rounds are fired from either edge of the barricade, as the competitor prefers.
- Any reloading is at the competitor's discretion during the event.
- Total of 18 Rounds

Scoring: Highest possible score: 180.18.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Rounds fired after 'Cease Fire' are deducted at 10 points per hit.

SUPPLEMENTARY EVENT

MATCH 11: STANDING DELIBERATE – 15 M – Class 5

Pistol Type: Class 5.

Range: 15 m

Ammunition: 12 Rounds

Target: SSAA Military Pistol Target 2001

Timing: 2 mins 30 Seconds

Position: Standing Unsupported Freestyle

Procedure:

When on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position. On the command 'Commence Fire', the competitor:

- engages the target with 6 rounds from the 'Standing' position, then reloads 6 rounds and re-engages the target.
- Total of 12 Rounds

Scoring:

Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 12: SERVICE PISTOL MATCH – VARIOUS RANGES –

This is a major match and may be shot in whole or in a series

Pistol Type: All Classes

Ammunition: 90 Rounds

Ranges: 7 to 50 m

Target: SSAA Military Pistol Target 2001

Timing: Range Officer's Timings

Position: Positions various

Procedure: Practice 1 - 50 metres - (4 x 6 rounds in 2mins 45 Secs)

The match is fired similar to the 3 Position, with competitor's adopting each position and firing from the designated position.

For each practice, when on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position and on the command 'Commence Fire', the competitor:

Serial	Rounds Fired	Position	Timing
1.	6	Prone free position on Target 4	All serials fired in a total time of 2mins 45sec.
2.	6	Sitting free position on Target 3	
3.	6	Fired in the right hand around the RH side of the barricade on Target 2	
4.	6	Fired in the left hand around the LH side of the barricade on Target 1	

Total of 24 Rounds

Practice Scoring:

Highest possible score: 240.24.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Procedure: Practice 2 - 25 metres

Serial	Rounds Fired	Position	Timing
1.	6	Fired in the right hand around the RH side of the barricade on Target 4	15secs
2.	6	Fired in the left hand around the LH side of the barricade on Target 3	15secs
3.	12	6 rounds fired in the right hand around the RH side of the barricade on Target 1, followed by 6 rounds fired in the left hand around the LH side of the barricade on Target 2	35secs

Total of 24 Rounds

Practice Scoring:

Highest possible score: 240.24.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Procedure: Practice 3 - 25 metres

Serial	Rounds Fired	Position	Timing
1.	6	3 rounds fired in the strong hand clear of the barricade on Target 1, followed by another 3 rounds fired in the strong hand clear of the barricade on Target 2	6secs
2.	6	6 rounds fired in sets of 2, in the strong hand clear of the barricade on Targets 2, 3 and 4	6secs

Total of 12 Rounds

Practice Scoring:

Highest possible score: 120.12.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Procedure: Practice 4 - 10 metres

Serial	Rounds Fired	Position	Timing
1.	6	6 rounds fired in the strong hand on Target 4	4secs
2.	6	3 rounds fired in left hand , then 3 rounds in the right hand on Target 3	8secs
3.	6	Fired free hold in two sets of 3 rounds on Targets 1 and 2	4secs

Total of 18 Rounds

Practice Scoring:

Highest possible score: 180.18.

All hits scored at true target value.

Centre X Bulls are scored to eliminate tied scores.

Procedure: Practice 5 - 7 metres

Serial	Rounds Fired	Position	Timing
1.	12	12 rounds fired free hold in a crouched position, 6 rounds on Target 1 and 6 rounds on target 2	15secs

Total of 12 Rounds

Practice Scoring:

Highest possible score: 120.12.

All hits scored at true target value.

Match Scoring:

Highest possible score: 900.90 at a total of 90 rounds for the full match.

Centre X Bulls are scored to eliminate tied scores.

SUPPLEMENTARY EVENT

MATCH 13: THREE RANGE RAPID FIRE

Pistol Type:	All classes		
Range:	7 m	10 m	15 m
Ammunition:	36 Rounds		
Target:	SSAA Military Pistol Target 2001		
Timing:	Shooting commences on the 7metre targets with the command 'Commence Fire' and ends with the command 'Cease Fire' after first competitor shows 'Clear' and raises the non-shooting hand. Any shots fired after the 'Cease Fire' command will incur a penalty equal to the highest scoring shot.		
Position:	Standing unsupported		
Procedure:			
Option 1	<p>Practice 1 – 7 metres</p> <p>For each practice, when on the firing line, following the command 'Instant', the competitor adopts the 'Ready' position and on the command 'Fire', the competitor:</p> <ul style="list-style-type: none">• engages the left-hand target with 6 rounds from the adopted position using a two-handed grip, then• reloads and engages the right-hand target with the final 6 rounds, same grip.		
Option 2	<p>When on the firing line, following the command 'Load', the competitor loads, on the command Action, actions the firearm, applies the safety, re-holsters and adopts the surrender position.</p> <p>On the command 'Fire', The competitor draws the firearm and:</p> <ul style="list-style-type: none">• engages the left-hand target with 6 rounds from the adopted position using a two-handed grip, then• reloads and engages the right-hand target with the final 6 rounds, same grip. <p>Practice 2 – 10 metres - repeat Practice 1</p> <p>Practice 3 – 15 metres - repeat Practice 1</p> <p>At each distance, twelve shots are fired with a maximum of 6 rounds loaded at any one time.</p> <p>Total of 36 Rounds</p>		
Scoring:	<p>Highest possible score: 360.36.</p> <ul style="list-style-type: none">• All hits scored at true target value.• Centre X Bulls are scored to eliminate tied scores.• Due to the nature of the event, there are no re-shoots allowed.		

SUPPLEMENTARY EVENT

MATCH 14: TRIPLE SHOT

Pistol Type: All Classes

Range: 15 m

Ammunition: 12 Rounds

Target: Two Zone Target. Alternatively, two SSAA Military Pistol Targets (2001) can be used, secured one above the other.

Timing: 30 Seconds

Position: Standing / Kneeling Unsupported Freestyle

Procedure: This shoot requires a 6ft X 2ft barricade, which allows shooting from both edges of the barricade.

- When on the firing line, following the command “Instant”, the competitor adopts the “Ready” position. On the command “Commence Fire”, the competitor engages the target with 2 rounds to Zone1 and 1 round to Zone 2 from the right-hand edge of the barricade in the standing unsupported freestyle position.
- The competitor reloads and engages the target with 2 rounds to Zone 1 and 1 round to Zone 2 from the left-hand edge of the barricade in the standing unsupported freestyle position.
- The competitor then repeats the first two steps from the kneeling position.
- The pistol should be unloaded with the action open when moving behind the barricade and transitioning between standing and kneeling
- The competitor’s feet and legs must be behind the barricade at all times, not past the edge of the barricade to the left or right. Lines can be drawn/painted on the ground as a visual aid.

Scoring: All hits scored at true target value. Centre X bulls are scored to eliminate tied scores.

Highest possible score: 120.12

Note: Rounds fired after “Cease Fire” are deducted at 10 points per shot.

SUPPLEMENTARY EVENT

MATCH 15: KNOW YOUR LIMITS

Pistol Type: All Classes

Range: 7m, 10 m & 15m

Ammunition: 36 Rounds

Target: K.Y.L. Target

Timing: Range Officer's Timings

Position: Standing-Strong hand/Weak hand

Procedure: This shoot may be run with the use of a 6ft X 2ft barricade, which allows shooting from both edges of the barricade.

- When on the firing line, following the command "Instant", the competitor adopts the "Ready" position. On the command "Commence Fire", the competitor engages the left-hand target bank with 1 round per marked target with their "strong hand" only, starting from the largest target and progressing to the smallest.
- The shooter stops when they do not feel confident that they can hit the next target to lock in that score.
- A missed shot results in a ZERO score for that bank and no more shots are to be fired on that target bank.
- The shooter then engages the right-hand target bank with their "weak hand" only, again stopping when they wish to lock in that score. A missed shot results in a ZERO score for that target bank and the shooter's course of fire is finished.
- Each shooter will repeat the course of fire at 7m, 10m & 15m
- Reloading is at the discretion of the shooter.
- Safety must be applied when transitioning between strong and weak hand.

Scoring: All hits scored at true target value. Point value increases from largest target to smallest (i.e., 1, 2, 3, 4, 5 & 6 points per hit).

Highest possible score: 126.00"

SUPPLEMENTARY EVENT

MATCH 16 – ADVANCE AND RETIRE

Pistol Type: All Classes

Range: 7m 15m 25m

Ammunition: 12 Rounds

Target: SSAA Military Pistol Target 2001

Timing: Semi-Auto 10 seconds, Revolver 15 seconds

Position: Standing unsupported Freestyle

Procedure: Practice 1 Advance

When on the firing line, following the command '*Action*', the shooter applies the Safety Catch and holsters the pistol and adopts the '*Surrender*' position. On the command '*Fire*', the shooter:

- engages the 25 metre target with 2 rounds from the adopted position using a two handed grip, then
- engages the 15 metre target with 2 rounds, same grip and finally
- engages the 7 metre target with 2 rounds, same grip. The shooter may alter feet position during the course of the practice. Pistols to be cleared before re-holstering.

Practice 2 Retire

When on the firing line, following the command '*Action*', the shooter applies the Safety Catch and holsters the pistol and adopts the '*Surrender*' position. On the command '*Fire*', the shooter:

- engages the 7 metre target with 2 rounds from the adopted position using a two handed grip, then
- engages the 15 metre target with 2 rounds, same grip and finally
- engages the 25 metre target with 2 rounds, same grip. The shooter may alter feet position during the course of the practice. Pistols to be cleared before re-holstering.

Each target must be shot in sequence and have 4 shots only on each target. Total of 12 Rounds.

- Scoring: Highest possible score: 120.12.
- all hits scored at true target value.
 - centre X Bulls are scored to eliminate tied scores.
 - extra shots on a target incur a 10 point penalty.
 - targets shot out of sequence will not register a score and have no deduction of points.

Target Placement.

The target at 25 metres is central to the shooter, while the target at 15 metres is slightly left and out of line of fire for the 25 metre target. The target at 7 metres is slightly right and out of the line of fire for the 25 metre target.

Proof of Holster Proficiency or Equivalent Training is required. Holsters are to be Service orientated. Holsters must pass the jump test.

ANNEX 8C: TARGETS

TARGET: SSAA Military Pistol Target 2001

SSAA MILITARY PISTOL TARGET 2001



X Ring 45mm W x 90mm H

10 Ring 100mm W x 150mm H

9 Ring 200mm W x 300mm H

8 Ring 300mm W x 450mm H

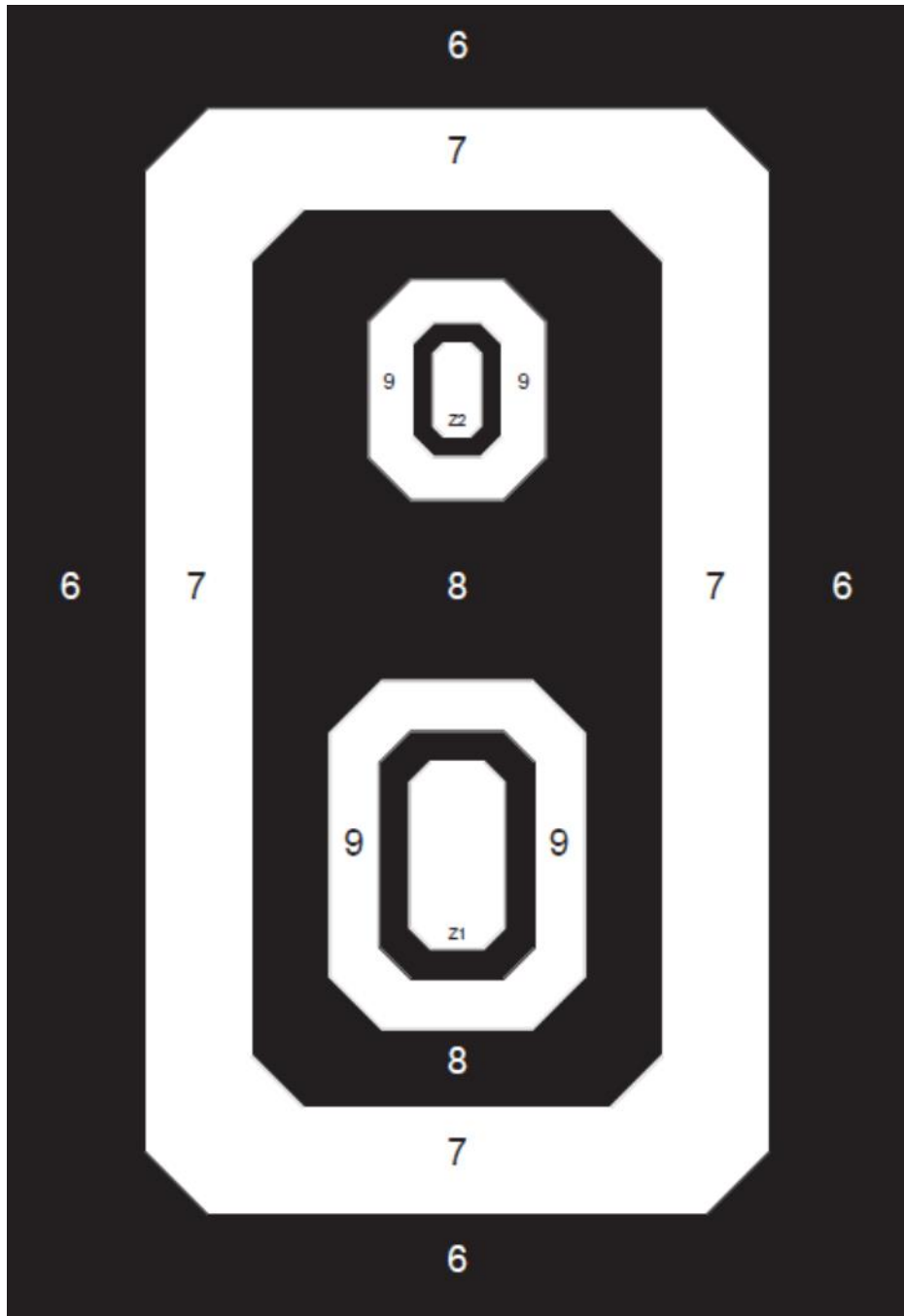
7 Ring 400mm W x 600mm H

The 6 ring continues to the borders of the page, approximately 15mm either side and between 10 - 20mm top and bottom.

In the corners there is allowance for the 5 ring, these being 65mm outside the corners of the outer 6 ring.

TARGET: Triple Shot Target

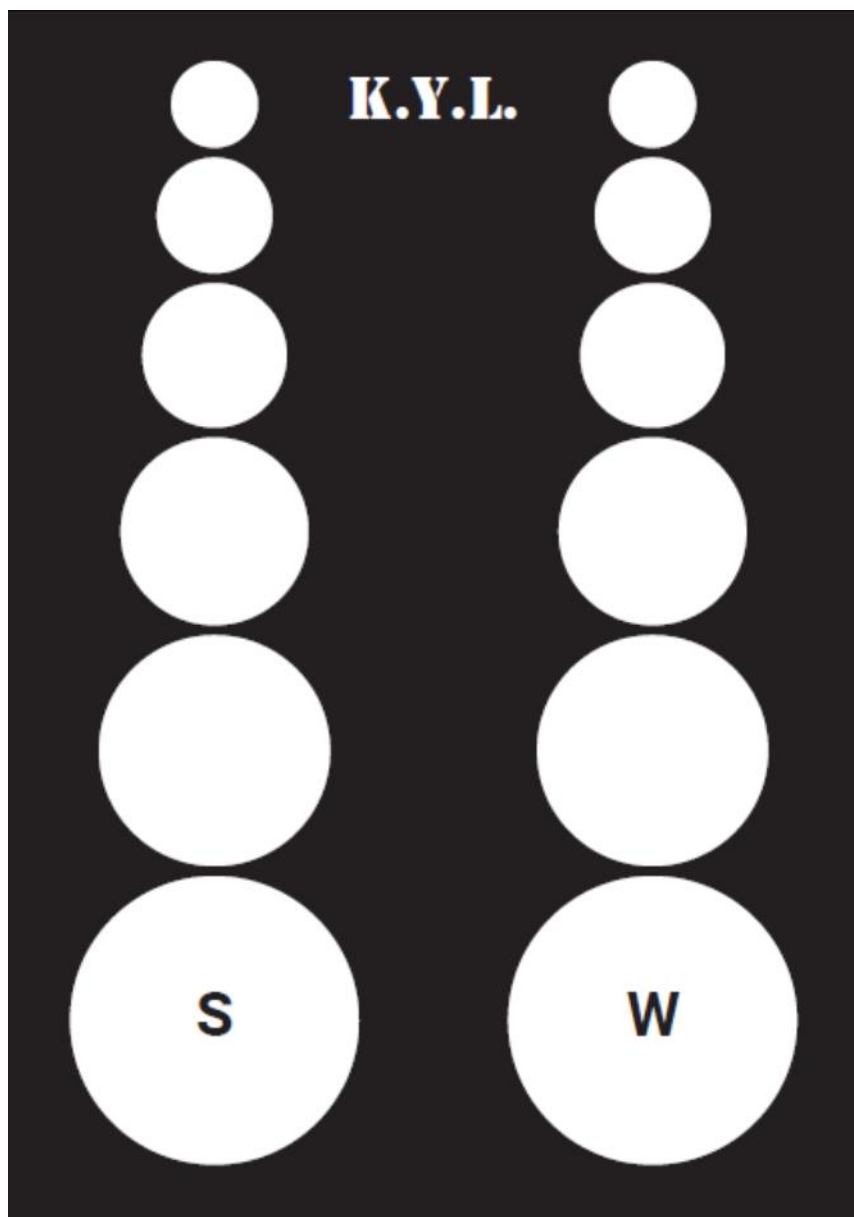
Target size 435mm x 630mm



TARGET: Know Your Limits Target (Full Size: A3)

Target area size (Bottom to top)

140mm, 112mm, 92mm, 70mm, 57mm, 44mm.



SECTION 9: PROJECTILE ENERGY LEVELS RIFLE AND PISTOL

9.1 RIFLE PROJECTILE ENERGY LEVELS

Calibre	Description	Projectile Weight (gn)	Speed (ft/sec)	PEL 100%	PEL 75%
.25-20	Winchester L/A	86	1710	147	110
.303	British	174	2470	430	322
.30-40	Krag	220	2000	440	330
.310	Cadet	120	1200	144	108
.32-20	Winchester L/A	115	1280	147	110
.30-06	Remington	152	2800	426	319
6.5 x 55	Swede	156	2380	371	278
6.5mm	Arisaka Spitzer Ball	139	2500	347	261
6.5mm	Carcano Ball	162	2296	372	279
7mm	Mauser Ball	173	2296	397	298
7.35mm	Carcano Ball	128	2482	318	238
7.5mm	Swiss Mod 90/03 Ball	211	1980	418	313
7.5mm	Swiss Mod 1911 Ball	174	2640	459	345
7.65mm	Mauser RNB	211	2132	450	337
7.65mm	Mauser SBB	185	2467	456	342
7.62mm	Russian M 1908 Ball	150	2850	427	321
7.7mm	Ball	183	2300	421	316
8 x 50R	Mannlicher Ball	244	2034	496	372
8mm	Model 1888 Ball	227	2100	477	357
8mm	Mauser S Ball	198	2476	490	368

$$\text{PEL} = \frac{\text{Proj Weight (gn)} \times \text{Velocity (ft/sec)}}{1000}$$

References:

Smith, WHB and Smith, JE, 1948, The Book of Rifles, Winchester Press.

9.2 PISTOL PROJECTILE ENERGY LEVEL

Calibre	Description	Projectile Weight (gn)	Speed (ft/sec)	PEL 100%	PEL 75%
32 S&W		98	705	69	52
357 Magnum	357 Smith & Wesson Magnum	125	1450	181	136
38 Special	US M41 Ball	132	947	125	93
380 British	38/200 British Service Mk 2	178	590	105	79
38 S&W		145	685	99	74
38 Super	38 Super Automatic	115	1300	149	112
40 S&W	40 Auto	179	935	167	125
44 Magnum	44 Remington Magnum	240	1525	366	274
45 ACP	US Ball 1911	235	820	192	144
45 Long Colt	45 Colt	256	860	220	165
455 Webley	455 Webley Mk IV	266	650	172	129
6.35 x 16	25 auto	50	820	41	31
7.62 x 25mm	TT-33	86	1377	118	89
7.65 x 17	32 ACP	73	984	71	54
7.65 x 21	7.65 Parabellum	93	1207	112	84
9 x 17	9mm Short, Corto etc	95	950	90	67
9 x 18	9mm Makarov	90	1115	100	75
9 x 19	9mm Parabellum British Mk 2Z	115	1298	149	112
9mm Steyr	9 x 23	115	1200	138	103
10 mm Auto	Bren 10	165	1115	184	138

$$\text{PEL} = \frac{\text{Proj Weight (gn)} \times \text{Velocity (ft/sec)}}{1000}$$

References:

Gander, TJ and Cutshaw, CQ (eds), 2001, Jane's Ammunition Handbook 2001-2002, 10th Edition, Janes Information Group.

Barnes, FC, 1997, Cartridges of the World: A Complete and Illustrated Reference Source for over 1500 of the World's Sporting Cartridges, 8th edition, The Gun Digest Co.

SECTION 10: SSAA CERTIFICATE OF RIFLE AND PISTOL CLASS

Combined Services Discipline:

A proforma certificate for use in certifying the class of rifle or pistol evaluated and approved by the SSAA Combined Services Discipline Evaluation Committee.

The certificate should be prepared in duplicate with a copy to the member and a copy retained by the State Association or Branch / Club for their records.

SSAA CERTIFICATE OF RIFLE CLASS**COMBINED SERVICES DISCIPLINE**

Serial Number	Manufacturer	Model/Type	Description / Identifying Features	Owners Name, Address And Contact Telephone Number	Date of Evaluation
				SSAA Membership Number <input type="checkbox"/> :	

Committee Classification of Class:	It is certified that the rifle as submitted is sentenced as Class :
Signed - National Discipline Chairperson :	Print Name : Signature : Date :
Signed - Competition Committee Member	Print Name : Signature : Date :

Jan 2010

**SSAA CERTIFICATE OF PISTOL CLASS
COMBINED SERVICES DISCIPLINE**

Serial Number	Manufacturer	Model/Type	Description / Identifying Features	Owners Name, Address And Contact Telephone Number	Date of Evaluation
				SSAA Membership Number <input type="checkbox"/> :	

Committee Classification of Class:	It is certified that the pistol as submitted is sentenced as Class :
Signed - National Discipline Chairperson :	Print Name : Signature :Date :
Signed - Competition Committee Member	Print Name : Signature :Date :