

## Vintage Military Rifle Match

### Allowable Rifles

**Rifles As Issued.** Rifles must be as issued by any country to its military forces, designed before 1946 and issued before 1956. The rifle must be as issued with NO modifications of any kind. Faithful reproductions will also be allowed in this class. Bolt and semi-auto rifles are allowed. US and Foreign military rifles as issued to regular infantry troops prior to 1956. Rifles must have iron sights only and must be in as-issued configuration. Minimum trigger pull 3.5 lbs. Slings are optional.

The 1956 date was chosen to prevent M14/M1A1 and AR-15/M16 rifles from being used in this match. Any military rifle, either bolt action or semi-automatic, that was designed before 1946, is allowed (actual manufacture date can be newer).

### Examples of eligible rifles:

- US M1903/1903A3
- US M1917
- German Gew98, K98k
- Swiss K31
- Swede M94, M96, M38
- British SMLE Nr1 MkIII, Nr4

- Yugoslav M24/47
- Arisaka Type 02/45

### Examples of ineligible rifles:

- US M16 (AR15)
- US M14/M1A
- AK-47
- French MAS51

**Empty Chamber Indicators (Chamber Flags) are required to be used at all times except during the preparation period and firing.** ECI's available at range for \$1.00 each.

### Eligible Equipment:

Specialty shooting equipment and clothing is not allowed, unless it is a modern-made version of equipment or clothing used during WW2 or earlier. This does not apply to 'normal' clothing, e.g., trousers, shirts, and shoes, except as noted below for shooting jackets and hats. NOTE: Spotting scopes (any) are allowed, but only for the initial sighting shots; during the match you cannot use a spotting scope nor can a friend spot shots for you. All spotting scopes will be removed from firing line during the match.

- Jackets/hats/slings – Any pre-1946 military-issued or – styled jackets/hats/slings are allowed, regardless of manufacture date. No Creedmoor or Champions Choice clothing, slings, bipods, or improved sights.
- Military helmets are allowed.
- Any shooting mat is allowed.
- Any shooting glove is allowed.

Ammo can be commercially purchased or handloads. Ammunition must be of the same caliber as the rifle's original chambering. Eye and Ear protection are required. Decisions of the ranger officers are final. If you wish to shoot in more than one relay for score, you must shoot the additional relay with a different rifle.

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### Course of Fire

**SIGHTERS:** Prior to the match, competitors will be allowed a 5 Minute Sighting Period. Shots may be fired from any stage position.

The match will consist of ten shots from each of two positions; twenty shots total.

**Slow Fire Stage** will consist of ten shots fired in ten minutes, from the Standing Position.

**Rapid Fire Stage** will consist of ten shots fired in the prone position (from standing) with a magazine change required.

**STAGE 1.** Preparation time – 3 minutes

**Standing slow fire, 10 rounds in ten (10) minutes** from the standing position. Sling permitted. Maybe single loaded or loaded from magazine.

**STAGE 2.** Preparation time – 3 minutes

**Prone rapid fire, 10 rounds in eighty (80) seconds** with a reload from the prone position. Garand begins with 2 rounds loaded and reloads with 8 rounds, bolt actions and others typically begin with 5 rounds loaded and reload with 5 rounds. Detachable magazine types will usually need two magazines loaded with 5 rounds each for the rapid fire stages. Shooters start from standing, magazines loaded, bolts closed on an empty chamber, safeties engaged. Sling permitted. Slings must conform to the original pattern with no modifications.

**MALFUNCTIONS DURING MATCH:** Notify the Range Officer immediately if a rifle or ammunition malfunctions by raising hand overhead until acknowledged by range officer, keep muzzle down range until range officer provides direction.

## **Loading and Reloading Rifles**

### **Slow-Fire Loading**

In the slow-fire stage, the rifle may be single loaded or fed from a magazine. The rifle must remain pointed downrange while loading, and may only be loaded on command.

### **Rapid-Fire Loading**

Standing Prior to Rapid Fire Stages: When the preparation period prior to a rapid-fire stage ends, shooters are commanded ON THE FIRING LINE... STAND

After the command

ON THE FIRING LINE

STAND...WITH BOLTS CLOSED ON EMPTY CHAMBERS...LOAD

Competitors must stand with actions closed on empty chambers or must close their rifle actions on empty chambers and insert a magazine loaded with two or 5 rounds. Any competitor with an M1 Garand must place a clip and two rounds in the magazine and close the bolt on an empty chamber by over-riding the top round in the magazine.

When COMMENCE FIRE command is given, competitors must drop down into position and then cycle the bolt to chamber the first round. No round may be chambered until the competitor is down in position. A competitor is considered down in position when one elbow is on the ground in prone position.

This is a club match, not a CMP/NRA sanctioned/approved match. If you are unable or have difficulty assuming a shooting position you may shoot from another position at the discretion of the match director.

If a competitor is unable to easily assume the prone position from standing, those competitors may begin rapid-fire stages in position. Shooters who begin rapid-fire stages in the firing position must follow the same loading commands as above. No competitor may cycle the bolt to chamber a round and shoulder the rifle until after the firing time begins and no competitor who begins a rapid-fire series in position may fire a shot until after a shooter who was standing fires a shot.

**Target:**

SR-1 Target. (The 200 yard target scaled-down for use at 100 yards.)

SR-1 - Reduction of the SR Target for use at 100 yards to simulate the 200 yard stages of the National Match Course.

X ring 1.35

10 ring 3.35

9 ring 6.35

8 ring 9.35

**SCORING:**

- **Shooters change and score their own targets**
  - Scores will be proofed by scorers
  - A shot touching the line between the scoring divisions of the target, the competitor will be credited with the higher value.
  - A shot on the wrong target (crossfire) will be counted as a miss. Recipient of crossfire throws out lowest scored shot if same caliber.
  - Extra shots on target with no crossfire: Highest scoring shot(s) disregarded, number equal to number of extra shots
  - A shot fired after time period has elapsed; the highest point on that target will be deducted.
  - Ties broken by count down from highest scored shot on that stage, standing scores used for aggregate.
  - Shooters should verify other shooters scores.
  - Rangemaster calls firing line commands and runs time.
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