

WSRA

Members Handbook



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Introduction

The Wellington Service Rifle Association has been part of the shooting scene in Wellington for over 20 years and was founded to promote the safe, competitive use of Military firearms. Members travel nationally and internationally to compete and so bring experience and influence from elsewhere back to club events.

WSRA shoots often follow themes with matches designed and trophies awarded for particular firearms types and nationalities. I.e. Best of American (AR15, M14, and M1 Garand), Red Star Day (SKS, AK and Nagant), Best of Commonwealth, (No4, P14, and SLR). At any shoot, all firearms can join in so if you do not have a suitable firearm to be eligible, you are still welcomed to come and compete in open class.

We try to uphold the spirit of the competition while being as inclusive as possible and a mandate exists to match directors to consider not only the current Service Match Code (SMC) set of National Rules issued by New Zealand Rifle association but also the intention of the match to ensure that as many people as possible may compete. For example, if you choose to compete with a 100 year old bolt action service rifle, we try our best to design suitable matches that will allow you to compete fairly where possible. Just don't expect to win semi-auto day with it, nor can you win ANZAC day with your AK. In the same way, if you wish to use a service class AR15, the rules prevent people using expensive custom versions in Service class.

Monthly shoots are held at the Kaitoke NZDA range from 50 to 200 yards and we also shoot long range elsewhere in the region a few times a year. A shoot typically consists of 4 -9 matches so expect to use anywhere from 50 rounds upwards in a day. Rifles, shotguns and pistols may all be required depending on the type of shoot with distances taking you from 10 to 900 yards. If you do not own a shotgun or pistol, there is seldom a problem with borrowing one on the day. Club days typically end with a prize giving.

At a national event, you can expect to see mostly .223 semi-automatics with optics, they being the most competitive at all

ranges, but there are also classes for other firearms to compete against each other in. Grading has also been recently introduced and is a good way to track your personal progress.

- All matches attract a range fee, payable on the day that goes towards range hire, targets, patches and general club expenses.
- Kaitoke matches are \$15 for a full day, \$10 for a half day.
- There is a range book that you are required to sign on the day, the doing so confirms that you will adhere to the rules and regulations.

Each match should have a course of fire (COF) created for it that outlines the start times, location and general layout of the competition. These are typically included in the bi-monthly newsletter or emailed out to the membership beforehand. Special conditions will also be listed. Each match will also have a MD (Match Director) and RO (Range Officer) who are responsible for running the day.

Guidelines for competitors

Perhaps the most confusing area for the new service rifle shooter is the understanding of what firearm is compliant. SMC is the basis of our club rules but the short answer is that you can shoot nearly anything in open class, with any safe ammunition and with any accessories however, most trophies are for Service Class only and as members often spend a lot of money and go to great efforts to have the correct rifle for an event, rules have been created as to what constitutes a "service" firearm. Remember that we are a civilian discipline so definitions may vary from military versions to suit.

There may be some limitations as to what you can use if unsafe or that can disturb other shooters, such as with muzzle breaks. In some cases we are also limited to calibre size by Range Standing orders so don't turn up with an auto loading 338 Lapua with a muzzle break a foot long to a club short range match!

If you wish to be eligible for trophies your rifle, ammunition and gear must comply. Some detail is provided here but be aware that club matches can alter the basic rules so if in doubt, ask! It is really not that hard and most variations are outlined in the COF.

Service Match Code (available from New Zealand Service Rifle) contains current & specific details of service–legal modifications for most of the popular firearms types.

Firearms

There are three main classes for firearms:

- **Service:** These must comply with SMC or as defined by the match director at club level. Due to the amount of modifications possible to modern firearms, SMC breaks the most popular rifles down into specific areas of possible changes such as sights, barrels, triggers etc
- **Service Bolt Action:** Must be an as issued, general issue service rifle. Sniper rifles are not permitted nor is any modification such as match triggers, bedding etc.
- **Open class:** (Almost) anything goes.

At club level we often only use service or open class due to limited numbers in each class and service class may have some criteria added such as no optics for a given match or trophy (No optics being a common one). You will find that most WSRA members own an assortment of rifles for this reason.

The fitting of accessories to rifles is also regulated by SMC so check with the MD or RO if in doubt. Remember we are talking about military type firearms, and so civilian modifications often bump a rifle out of service class. If in doubt, the “Advantage rule” is applied. This simply states that any feature/firearm must not offer any obvious advantage over a standard version of the same. Hence free floating barrels, match triggers and match ammo all fall out of service class when this rule is applied. Regardless of what you own, all firearms are welcomed so do not think you will be excluded or not allowed to shoot. WSRA has several very good club service class

rifles available to members for loan so there are few excuses to not have a go. Starting out, you will be well served by a good No4 mk1 .303 bolt action and an A cat SKS. Some consideration is given to bolt actions as far as timings and the course of fire is concerned when shooting against semi-autos but none to A category semi-automatics. We encourage you to seek an E endorsement as it opens many other options to you.

Remember that “general issue” is the norm. This is best explained as your modification or gizmo being not automatically allowed into Service Class just because you saw one US marine with it on CNN. It needs to be widely adopted and you will be expected to provide evidence of such with your submission. Note that changes to rules are possible but only at the AGM although ruling can be sought from the NZSRA technical committee at any time.

Shotguns

All Service class shotguns must have non rifled barrels (or chokes) and be less than 22” long with non-optical sights.

- No recoil reducing device is permitted.
- Side saddles can be used for loading, or a belt worn on the waist.
- 12 gauge only for SC and lead shot only at all times.
- Slugs should be lead $\frac{3}{4}$ or 1 oz versions.

Pistols

We do not shoot a lot of handgun matches but basically a “Service Class” handgun has little to do with “service Class” in IPSC. Any pistol so entered should be as close to a military version as is possible. Ammo should be ball or similar in cast and full house loadings. Typically only semi auto handguns in 9mm or .45 ACP are considered but if you are able to legally use a Weibly .455, you are welcomed to compete.

Clothing

Fully camouflaged outfits are discouraged as our range is viewable by the public and this look can send the wrong message unless you are a serving member of the armed forces

Competitive shooting jackets, slings and gloves are not permitted in Service Class. Shooting glasses are permitted and ballistic eyewear is recommended.

Long trousers and collared shirts with long sleeves are recommended for your safety (ejected brass burns bare skin in seconds!).

Ear muffs and or plugs are required and shooting glasses recommended for all events although eyewear is mandatory for all steel matches.

Ammunition

All ammunition used must comply with the ammunition specification as per SMC. While this sounds ominous, the basis is that all FMJ ammo is permitted in service class as is basic soft point hunting ammo.

Varmint, hollow point or ballistic tip type ammo is not permitted in service class.

Reloads are permitted but must fit the service criteria and you must not download ammo although a 6% reduction is allowed to limit wear and tear on older firearms and not to gain an advantage in rapid events.

Otherwise we expect full power ammunition to be used in all rifles, shotguns and pistols in Service Class.

Note that we are well aware that modern military issued ammunition can be of match type I.e. 262 Mk1 5.56. Regardless, match-type ammunition is not permitted in service class as it

disadvantages other shooters or other calibres that it is not available in.

Note that Tracer ammunition is not permitted on most ranges, nor is any other type of incendiary and specific AP. Sporting steel core ammunition (e.g. 7.62 x 39) is OK on paper targets but should not be used on any steel targets.

In open class, anything goes unless of tracer/incendiary type or that is in breach of range standing orders.

Club Rifles

Currently the club has the following firearms available for use by members at matches:

- (1) AR15 HBAR with Elcan 3.4x optic (A cat)
- (2) SKS (A cat)
- (3) No4 Mk1 .303
- (4) No1 Mk 3 303
- (5) No4 Mk 1 target modified .303 (for use at Trentham)

Contact a committee member for more details well in advance of the match. Note that club firearms are seldom released to members other than at events.

Club Range days

Please get there a bit early and help setup. It is a good time to meet other members and ask questions. There is nothing worse than those who turn up late and go early so introduce yourself to the MD and CRO on arrival and do not be afraid to ask questions.

The club will provide patches, targets, stands and shooting mats but you are expected to bring your own shooting gear.

Possible gear list.

- Firearm/s
- Earmuffs and/or plugs (Earmuffs are better)
- Safety glasses (reading and sunglasses are Ok but ballistic eyewear is recommended for all steel target shoots)
- Wet weather gear (We shoot in ALL weather)
- Sunblock (for when it isn't raining)
- Safe, suitable ammunition.
- Stripper clips and/or magazines
- Spotting scope for sighting in.
- Range chamber flag. (Typically yellow or red that you insert in the chamber to show the firearm is clear and safe.
- Lunch (Note we have a BBQ and gas stove/kettle if you wish to use them)

Cancellations

We shoot in all-weather so it would take an exceptionally bad spell of weather to cancel a shoot at Kaitoke. Long range shoots may be cancelled due to weather but a notice is generally emailed out if this occurs. If in doubt, contact a committee member or the MD.

Range Etiquette

If new to the game, we suggest waiting until the last squad to have your turn, in this way you can observe how the match is run. Just have all your gear ready to go when it is your turn to shoot.

Shooters are typically called to the mound at the start of a competition by the RO. It is first come, first served to a position but you are then required to stay in that same position for the whole competition, I.e., if you are on target 5, and in the second squad, you are shooter 15 (for squads of 10)

At bigger events, shooters are usually pre-squadded up in details of either 10 or 5 and allocated a number and position on the shooting mound

Once your position is vacated by a previous competitor, you are free to place your gear on the mat **but do not bring your firearm** to the mound until the range is declared open by the CRO or RO.

The placing of ammo, bolts and magazines is permitted as is adjusting the mat and setting up a spotting scope if required.

When there is no squadding, you can “reserve” a space when the range is closed by placing your ammo or magazines on a vacant mat ready to go.

Be aware of your fellow competitors and try to not shower them in brass or kick them when changing positions. Also ensure that your muzzle is well forward to minimise blast. Non shooters are required to stay back from the mound unless they are in an RO or support role.

Although a good ribbing of your mates is to be expected, all those present on the range are required to do nothing to distract those actively shooting. This includes noise, loud talking or similar activity.

Remember that electronic ear muffs are all the rage and they can pick up comments from a fair distance so even a normal conversation can be distracting.

Handling of Firearms

This rule is easy; No firearm handling of any kind is permitted on the mound when the range is closed. If you require to function check your rifle at other times, this can be done behind the line but to one side and never pointing the muzzle towards any person nor up range and never by using cartridges unless they are certified dummy rounds and the activity is cleared by the RO

Note that live ammunition is not permitted to be placed in a firearm behind the line at any time for any reason but loading detached magazines is OK.

At all times keep your muzzle downrange and finger off the trigger unless immediately about to fire.

Malfunctions

A firearm with a jammed round, or is faulty must remain on the mound until it is rendered safe AND cleared by the RO. If you experience an issue, alert the RO for assistance.

Firearms that malfunction, I.e. mis-fire or doubling, will have to be removed from competition if so asked by the RO or MD.

If in doubt, keep the muzzle downrange, raise your hand and ask the RO if you have a problem on the mound.

Match Directors

Each match or competition will have one person designated as MD. Their role is to design and publish the course of Fire and essentially run the day. They may also deal with scoring and scrutineering and can also set special conditions around a given match such as limiting the use of optics etc.

Typically for a bigger match, an MD will have a designated RO and scorer to assist.

Range Officers

Each shoot uses a qualified Range Officer who is tasked to run the event. Typically we try and run one half day RO course for interested members per year.

Their job is to keep you and others safe and help you make it through the match. The only dumb question is the one not asked. Even if you are missing a stripper clip or similar, ask as we might be able to dig one up but do so before you get to the mound!

Safety is paramount and we consider every firearm loaded at all times so demand safe handling practises and proof of firearm status from each and every member.

Failure to adhere to range rules, regardless of the individual, or any RO commands will get you sent home.

Our club safety record is unblemished and we have every intention of maintaining this.

So remember;

Range Officers only yell because they care. :-)

Range Commands

These can be used together or modified depending on the match. So listen well.

- **Range is in use:** The range is open for firing, handling/placing/removing firearms
- **Shooters to the line:** You may bring your firearm to the mound and take your place
- **Does everyone understand the course of fire?** Speak up if you don't! The RO will happily go over or demonstrate the COF for you and the squad again if need be.
- **Are you ready?** If you aren't, yell "Not Ready" and you will gain one 30 second reprieve.
- **Standby:** Used before a timer signal or whistle goes off to start the match
- **Load:** Insert rounds/loaded magazines into your rifle.
- **Make ready:** Prepare magazines/rounds or stripper clips and adopt whatever position the match is to be shot from. This does not mean load the rifle UNLESS "Load and make ready" is called.
- **Take aim:** Shoulder the firearm and place your sights on target, safety catch can be off.
- **Fire:** Ok to shoot.
- **Watch and Shoot:** used for snap shoots where targets can appear randomly. Typically you are loaded and ready to go when you hear this command.
- **Cease Fire:** Stop shooting. Can be used in an emergency as well as to stop an event for time or error.

- **Cease Fire and show clear:** Cease shooting immediately, clear all rounds from your rifle and/or detach the magazine, open and lock the bolt to the rear and insert a chamber flag.
- **Show clear:** Present your cleared firearm's chamber to the RO.
- **Range is closed:** This ceases all shooting/handling and prepares for shooters to go forward but do not advance before told. Once called, firearms cannot be handled, placed, removed or touched on the mound.
- **Clear to go forward:** Called after range is closed. You can then go forward of the firing line and pick up brass etc.

Note: Remove your firearm from the mound BEFORE collecting brass etc. as this speeds the match along and the range can only be closed if all firearms have been removed and racked.

In some cases, a cleared firearm may be left but only at the permission of the RO. Examples would be between sighting shots and targets being checked or if two people are sharing a firearm.

Core matches

We try and incorporate at least some of the following matches into each club shoot:

Trinity: Consists of three 5 round serials of one minute duration each. You will start with 5 rounds from the standing position, then five rounds from the sitting, squatting or kneeling position then finish with five rounds from the prone position. A halt is called after each minute and time is allowed to reload and change position. Maximum score is 75 points and this is shot at 100 & 150 yards on either a figure 12 or figure 11 target.

Action M: A club favourite. This is like a mixed up trinity but shot as a serial without stops. You start with five rounds in your rifle magazine, bolt closed on an empty chamber and another five rounds ready in either another magazine or in a stripper clip, loose is OK too. The rifle is then placed on your mat facing downrange with you are standing at the rear of the mat. On command you drop

to prone, load and fire two rounds from the prone position. You then stand and fire two shots. You then drop to either the sitting/kneeling or squatting position and fire one round, your rifle will now be empty at this stage so stay in whatever position you are in and load your second 5 rounds then fire one more round. After this stand to fire two rounds then drop prone to fire your last two. As you can see, this traces out an "M". We give semiautomatics 60 seconds to compete this and bolt actions 75 seconds. Maximum score is 50 points and this is usually only shot at 100 yards on a figure 12 target.

Snap: There are several versions of this but the basic 100 yd. version is shot thus:

Start standing and loaded with up to 10 rounds. Your rifle is loaded and ready, held below the waist with elbows straight. On command, from the standing position, you will have four seconds to aim and fire one round. This is repeated 10 times. A reload-pause is included for those who can't load the full 10 rounds. Maximum score is 50 points and is typically shot on a figure 12 target.

Mad Minute: A bolt action favourite. Start in prone with a loaded (hot) rifle of 5 rounds, on aim. You have another 10 rounds ready in either stripper clips, magazines or loose. On command start firing, reload when empty and continue. You have 60 seconds in total to fire all 15 rounds. Max score is 75 points and is shot on a figure 12 target at 100 yds.

Application: Again, there are several versions but all are slow fire, precision events shot from the prone position, often with the use of a sling for support allowed, typically maximum score is 50 points. The 100 yd. version is shot on the figure 12 target in 2- 3 minutes.

Run down: Again there are a lot of versions used from 50 to 400 yards. An example of a 100 yd. version has you start standing at 100 and on command have you drop prone to fire 5 rounds at a figure 12 target at 100 yds. You then have to show clear to the RO. A second command is given and you have to get up, run to the 50 yd. position, load and fire five more rounds from standing.

Targets

The following are the main types of targets used by WSRA.

Figure 12

Used from 25 to 200 yards. Centre is a V (5 pts.) largest zone is a 3. Hits outside the 3 zone are a miss.
450W x 600H



Huns Head

Used from 25 to 100 yards.
200 x 300mm (A4)
Circle is a V(5 pts) all hits on actual head are a 5.



ISSF/UIT Precision Pistol target

Used from 50 to 200 yards for application rifle matches.
Centre is an X (10 pts.) scoring rings move out to 1 pt.
600mm square.



Service Pistol target

Used for shotgun slugs at 50 yards.
800H x 600W



Figure 11

Used from 150 to 300 yards, scoring values are the same as a figure 12.
450W x 1200H



Type A & B

300 to 600 yards
1200mm circle with a fig 12 in the centre.

Scoring zones of the fig 12 are extended. The Type A & B only differ in that at 500 & 600 yds the scoring zones of the fig 12 move out 1 value.

Type A values V,5,4,3,2 Type B values V,5,4,3.

Shotgun Speed Plates:

100 x 100mm steel plates on stands shot from 15 yds. in speed events.

Rifle Plates

150 x 150 and 250 x 250 square or 250mm round Steel (Bisloy) plates designed for rifle use.

Scoring

Scores are typically as per hits on paper with the higher score being awarded if the next scoring line is touched or cut by a projectile. In the case that there are extra shots on your target, these are eliminated by first taking the lowest scoring shot off, then the highest for a maximum of 3 – 4 rounds. At this stage, a reshoot may be considered depending on the circumstances.

With paper targets, when you approach your target, do not touch it until it has been checked and scored. If you wish to dispute the score, say so BEFORE you patch and BEFORE leaving the mound.

You are expected to patch your own target so make sure you do.

With shotgun speed matches, an IPSC shot timer is used and in standalone events, fastest time wins. Where shotgun or steel matches are included in a match with other events, the time will be converted to a numeric score by the following formula

$$(\text{Fastest time}/\text{your time} \times 50)$$

So if you completed your match in 10 seconds, but the fastest time in that match was 8 seconds, you get; $8/10 = 0.8 \times 50 = 40$ points out of the maximum in this which was 50. The shooter with the fastest time gets 50 points.

In some matches, advantage is given to bolt action firearms. E.g., semi-autos may have to fire twice as many rounds as bolt actions or timing given are extended for bolt actions to allow for reloading etc.

Help for members

WSRA offers support for its full members in the following ways;

- Contributions towards expenses for attending national & International events (conditions apply)
- Support for junior members in fees and ammo purchases
- Club rifles
- RO courses
- Group buying: We can gain some competitive pricing on ammo and reloading components and will pass these deals onto the membership where possible.
- Coaching
- Representation. Service Rifle is recognised by the NZ Police as the leader in its field so is often consulted on issues that affect us. Several senior members are constantly active fighting for your sport on a regional and national basis!

