





Overall Score:

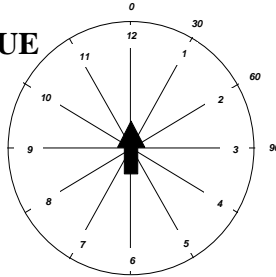
Match 11		/250
Match 12		/300
Match 13		/250
Match 14		/250
Total:		/1050

Wind drift in INCHES

Wind speed in Kms/hour	Range in meters			
	200	300	400	500
5	2	4	8	14
10	3	8	15	26
15	5	12	22	38
20	6	15	29	50
25	8	19	37	62
30	10	23	44	74

Wind

- Closest wind has most effect
- 30 Deg (1,5,7,11 O'clock) = HALF VALUE
- 60 Deg (2/4/8/10 O'clock) = 7/8 value
- 90 Deg (3/9 O'clock) = FULL VALUE
- At low value, DIRECTION matters
- At high value, SPEED matters



Wind Chart Courtesy Milcun Marksmanship Complex

RANK: _____ NAME: _____ TEAM: _____

CAFSAC 2017



Brownie's Book

Service Rifle Matches 11-14
Aide-de-Mémoire
and Personal Score Record Booklet

CPO2 Brad Browne V9.2 NO VBULL coffee@ns.sympatico.ca

Dated : 08 Aug 2017

Match 13 Replicas :

12

Stage 4

(3-200 Kneeling Moving Targets)

SIGHT:



B		x 5=	
I		x 4=	
		(50)	

Stage 5

(2-100 Standing Snap)

SIGHT:



B		x 5=	
I		x 4=	
T		(50)	

Match 3 Total Score:

S1		/50
S2		/50
S3		/50
S4		/50
S5		/50

Score:

/250

Match 11 Replicas :

5

Stage 3

(200m Kneeling Rapid fire 30 sec)

SIGHT:

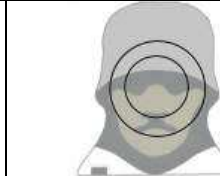


B		x 5=	
I		x 4=	
		(50)	

Stage 4

(200-100m Rundown to prone)

SIGHT:



B		x 5=	
I		x 4=	
		(50)	

Stage 5

(100m Follow-up snap Standing)

SIGHT:



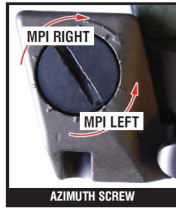
B		x 5=	
I		x 4=	
		(50)	

Points to Remember

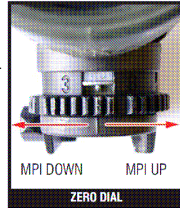
2

- Ensure you have ALL the kit that you require for the match;
- Have all your Score/Match Cards on hand & properly fill them out;
- Double check sight settings before Matches;
- Fill in your plot cards with all the data available;
- Keep your scope dry and your ammo covered;
- If something works, document it so you can repeat it next time;
- Ensure your Elcan scope wing nuts are tight (**CHECK YOUR SIGHT FOR TIGHT!**)

• Windage



• Elevation



HABITS for Marksmanship

- **HOLDING**
- **AIMING**
- **BREATHING**
- **INSTINCTIVE POSITION**
- **TRIGGER CONTROL AND FOLLOW THROUGH**
- **SCAN AND BREATHE**

NOTES ON SCORING

- Never touch your own target during scoring
- Only record your hits on the score card
- DON'T DO THE MATH**
- For any dispute during scoring, call the staff
- Only patch targets once all have been scored
- Verify and sign the card before giving to staff

Match 14 Replicas :

15

Stage 4

(3-200 ST/Kneeling
Rundown, 35/8 secs)

SIGHT:



B		x 5=	
I		x 4=	
T		(50)	

Stage 5

(2-100 Stand/Kneel/
Prone/Kneel/Stand
Snap 10 sec/2 shot)

SIGHT:



B		x 5=	
I		x 4=	
T		(50)	

Match 14 Total
Score:

P1		
P2		/100
P3		/50
P4		/50
P5		/50

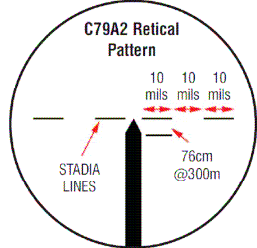
Score:

/250

Match 11 Replicas :

6

Match 11 Total
Score:



S1		/50
S2		/50
S3		/50
S4		/50
S5		/50

Score:

/250

Match 13 Replicas:

11

Sighters

(300 prone sighters
120 sec 2 shots)

SIGHT:

WIND:

Weath:



Stage 1

(300 prone deliberate
60 sec)

SIGHT:



B		x 5=	
I		x 4=	
M		x 3=	
T		(50)	

Stage 2

(300 Prone 5 min
agony snap)

SIGHT:



B		x 5=	
I		x 4=	
T		(50)	





Stage 3




(300 Prone Rapid 30
sec)




SIGHT:



B		x 5=	
I		x 4=	
T		(50)	

Match 14 Replicas:		14								
Sighters (500 Prone Sighters 2 shots 120 sec)		SIGHT: WIND: Weath:								
Stage 1 (500 60 sec) SIGHT:		<table border="1"> <tr><td>B</td><td>x 5=</td></tr> <tr><td>I</td><td>x 4=</td></tr> <tr><td>M</td><td>X 3=</td></tr> <tr><td></td><td>(100)</td></tr> </table>	B	x 5=	I	x 4=	M	X 3=		(100)
B	x 5=									
I	x 4=									
M	X 3=									
	(100)									
Stage 2 (5-400 Prone Rundown 120 sec) SIGHT:		<table border="1"> <tr><td>B</td><td>x 5=</td></tr> <tr><td>I</td><td>x 4=</td></tr> <tr><td></td><td>(100)</td></tr> </table>	B	x 5=	I	x 4=		(100)		
B	x 5=									
I	x 4=									
	(100)									
Stage 3 (4-300 Mover rundown) SIGHT:		<table border="1"> <tr><td>B</td><td>x 5=</td></tr> <tr><td>I</td><td>x 4=</td></tr> <tr><td></td><td>(50)</td></tr> </table>	B	x 5=	I	x 4=		(50)		
B	x 5=									
I	x 4=									
	(50)									

MATCH 11 - NORMANDY						3
SER	Shots	Range	Position	Tgt	Notes	
Sight	2 (12)	200	PR	12C	120 sec, fire 2 sighters Each shot indicated	
1	10	200	ST > PR	12C	60 sec, Single Exp Move up 5m and fire	
2	10 (20)	200	KN	11	200 mover 5 x 6 sec exp 2 shots per exposure	
3	10	200	ST>KN	11/12	30 sec, 5 rd on each target	
4	10 (20)	2-100	Rundown PR	14	35 sec run/shoot, 4x5sec 2 shot per exp, Start KN at 200	
5	10	100	ST	12	5x 8 sec Standing 2 shots per exp	
(XX) Indicates suggested magazine loadout						
						

MATCH 13 - VIMY						10
SER	Shots	Range	Position	Tgt	Notes	
Sight	2 (12)	300	PR	12B	120 sec, fire 2 sighters Each shot indicated	
1	10	300	ST>PR	12B	60 sec, Single Exp Move up 5m and fire	
2	10 (10)	300	PR	12	5 mins Agony snap 10 x 3 sec exp	
3	10 (10)	300	ST>PR	11/12	30 sec rapid	
4	10 (20)	3-200	Rundown PR>KN	11	35 sec run to 200 KN, 5 x 6 sec movers 2 shots per exposure	
5	10	2-100	Rundown KN>ST	12	35 sec run to 100 ST, fire 1 shot. Then by 9x 3 sec exp ST	
						

MATCH 12 - DEFENCE OF CANADA						7
SER	Shots	Range	Position	Tgt	Notes	
1	10 (30)	100	ST move to ST/KN	12	1 sec flash, move up, 5 dbl exp, 3 sec up/2 dn/3 up, 1 shot/exp	
2	10	100	KN	12	100 movers 5 x 6 sec exp 2 shots per exposure	
3	10	75	Rundown ST	12	1 sec flash, move to 75, 5 x 5 sec exp, 2 shots/exp	
4	10 (30)	50	Rundown ST/KN	14	1 sec flash, move to 50, 5 dbl exp, 3 sec up/2 dn/3 up	
5	10	50	KN	14	50m mover 5 x 6 sec exp 2 shots per exposure	
6	10	25	Rundown ST	14	1 sec flash, move to 25, 5 x 5 sec exp, 2 shots/exp	
