



## Council for Cadet Rifle Shooting

### Combined Cadet Force Skill at Arms Meeting 2023

DOCUMENT INFORMATION			
<b>Title</b>	Combined Cadet Force Skill at Arms Meeting		
<b>Reference</b>	CCRS/8031		
<b>Issue No</b>	1.1	<b>Compiled By</b>	Dafydd Marston CCRS Shooting Manager
<b>Date</b>	19 Sep 2023		
<b>Amendments</b>	Removal of Matches 1,5,8 &9 Insert Match 11 Updated Prize List		

## **PART 1 – CCFSAM General Rules**

Reference:

- A. Cadet Training – Ranges. Regulations for Training with Cadet Weapon Systems and Pyrotechnics (2021)
- B. Cadet Training - Skill at Arms. The L98A2 Cadet GP Rifle (5.56 mm), L86A2 Light Support Weapon and Associated Equipment

### **Rules**

1. These rules are to be observed in the spirit as well as the letter and are intended to be supplementary to Reference A. The term 'L98A2' includes all in-service variants of the L98.
2. The Exercise Director, Senior Planning Officer (SPO) or Range Conducting Officer (RCO) is empowered to stop shooting at any time during the meeting should he consider that circumstances including the weather conditions warrant it. The CCF Schools' Committee is empowered to alter the programme, including the cancellation of matches, should circumstances make it necessary.
3. Any dispute which cannot be resolved by the RCO, will be settled by a meeting on the range of a protest committee consisting of the RCO, Chairman and three members of the CCF Schools' Committee, including those co-opted for that purpose for the meeting.

### **Safety**

4. L98A2 drills are to be followed at all times. A cadet or CFAV who has an unintended discharge through an error of drill will render their WHT void and must receive instruction and a retest before they may fire again, and their score in the match in which the incident took place will be void.
5. On any matches involving movement:
  - a. If a firer trips and falls they must not fire until their rifle has been inspected by a safety supervisor.
  - b. If a firer drops their magazine from a pouch they may retrieve it, if it is safe to do so, at the discretion of the safety supervisor.
  - c. If a magazine drops off the rifle, it must not be reused in the match.
  - d. All forward movement where a magazine is fitted is to be considered fire with movement and will require 1:1 supervision; appropriately qualified team managers will be expected to assist on the range. Where the magazine is not fitted and providing the weapon has been cleared before forward movement takes place, this is not fire with movement and so the normal supervision ratios will be as determined by the RCO.

### **Eligibility**

6. Firing teams are to consist of the following: Four firing cadets from the same CCF Contingent. Coaches may be CFAV or cadets. A team of less than four cadets may be accepted subject to space and the approval of CCRS. Such a team are eligible for all individual prizes but will not be listed or scored for team prizes.
7. Cadets competing in a firing team must be a cadet on the contingent strength on the day of any competition they fire in.

8. Any substitution of a firer must be authorised in writing by the CCF School's Committee prior to the start of shooting. If time is short the RCO will give provisional permission pending authorisation from the CCF Schools' Committee. The firer must be qualified in accordance with Paragraphs 6 and 7.

### **Rifles and Ammunition**

9. The L98A2 with no modifications must be used in accordance with Reference B, including the fitting and wearing of slings. The weapon must be fired with webbing or Viper vests.
10. Only ammunition issued at the meeting may be used; it will be issued immediately before the start of the practice and is not to be taken behind the firing point. Empty cases and unused rounds are to be returned to the ammunition point at the end of the shoot.

### **Dress and Equipment**

11. The following dress standards are to be observed:
- a. Uniform is to be of service pattern and as issued. Badges of rank must be worn.
  - b. Belts need not be worn.
  - c. Over trousers of a non-service pattern are permitted in the event of inclement weather.
  - d. Improvised padding (eg hose tops) may be worn underneath uniform but must not be visible.
  - e. An eye patch or blinder may be used.
  - f. Elbow and/or knee pads may be worn, which must be no more than 13mm thick when compressed.
  - g. Gloves may be worn unless it interferes with the safe operation of the rifle.
12. Only the following optional equipment is allowed on the firing point:
- a. Single layer ground sheets, which must be laid flat on the ground with no pegs.
  - b. Hand held binoculars.

### **Hearing Protection**

13. The use of ear defenders on the firing point and in its vicinity is compulsory. Where ear defenders are worn headdress is to be removed. Ear defenders or issued foam plugs are to be worn in the butts when firing is in progress.

### **Coaching**

14. Coaching, where allowed by the match conditions, may be done by CFAV or cadets, who must hold an in date WHT for the weapon.

### **Ties, Targets, Marking and Scoring**

15. Ties for first place in individual competitions will, unless otherwise stated in the match conditions, be determined by a countback.

16. Targets are as detailed for each match in the match conditions and may be substituted with as close an equivalent as possible should they not be available.
17. Targets will be marked in accordance with the match conditions. Excess hits on targets will be marked as follows:
- a. Where a competitor or team fires more than the number of shots allowed, the score of the practice being fired will be zero.
  - b. Where the competitor or team fires the correct number of shots but there are more shots on the target than allowed (eg cross fire):
    - (1) Where the number of excess shots does not exceed 50% of the number of shots allowed the score will be adjusted by first cancelling the lowest value shot, then the highest value, alternating as such until the shots left are equal to the number allowed.
    - (2) Where the number of excess shots exceeds 50% of the number of shots allowed, by a reshoot.

In the event of a reshoot the whole original shoot including sighters, where allowed, will be fired.

18. The signalled value or number of hits may only be challenged on non-electronic targets and may only be challenged once.
19. Protests on the procedure of a shoot (eg timings, frame breakages etc) must be made by the individual or team captain before the score is known or marked targets displayed. If upheld, the score made will be annulled and a reshoot will take place. If the protest is not upheld the score made will be taken; the competitor may subsequently challenge the value or number of hits.

## Part 2 - Matches

### CCFSAM Matches – Match 2

**CCFSAM Name.** CCFSAM - Match 2 – The Attack and Reorganisation Match (The Marling)

**OSP Reference.** Pages 10-26 to 10-29 – The Attack and Reorganisation Assessment.

#### Match Conditions

- 2.1 **Outline.** A three practice shoot. Open to all teams of four entered into CCFSAM.
- 2.2 **Ranges.** To be fired on an ETR.
- 2.3 **Timings.** A timing chart is included after each practice. Each detail will take approximately 15 minutes to complete.
- 2.4 **Prizes.**
- 1<sup>st</sup> The Marlin Challenge Cup and 4 NRA Gold Medals.
  - 2<sup>nd</sup> 4 NRA Silver Medals.
  - 3<sup>rd</sup> 4 NRA Bronze Medals.
- 2.5 **Ammunition.** 40 rounds per firer in one magazine of 20 rounds and two magazines of 10 rounds.
- 2.6 **Targetry.**
- 100m Fig 12.
  - 200m Fig 11.
  - 300m Fig 11.
- 2.7 **Scoring.** Four points per hit. HPS 80 for practice 1, 40 for each of practices 2 and 3. Match HPS 160.

## Match 2 - Practice 1 (OSP - Phase 1a)

<b>Range/Position</b>	300m-100m Prone.
<b>Ammunition</b>	20 Rounds.
<b>Targetry</b>	100m Fig 12. 200m Fig 11. 300m Fig 11.
<b>Exposures</b>	1 x 25 second exposure at 100m followed by 1 x 10 second exposures at 200m and 1 x 25 second exposure at 300m.
<b>Instructions</b>	Line up 100m behind the firing point.

Order '**Adopt the standing alert position, Practice 1, watch out**'.

When targets appear firers are to run to the firing point, adopt the prone position, load and make ready and engage the targets.

Any number of rounds, up to a maximum of 20 may be fired at each exposure during this phase.

Targets up and hold.

Post practice order.

**'Make safe, adopt the kneeling supported position, ready, Practice 2 – watch out'**.

Range	Target Frames	Timings	
		Up	Down
100	Fig 12 Up and Hold	05	31
200	Fig 11 Up and Hold	33	44
300	Fig 11 Up and Hold	46	1.12

## Match 2 - Practice 2 (OSP – Phase 2)

<b>Range/Position</b>	200m-100m, Kneeling Supported.
<b>Ammunition</b>	10 Rounds.
<b>Targetry</b>	100m Fig 12. 200m Fig 11. 300m Fig 11.
<b>Exposures</b>	<p>1 x 6 second exposure at 200m, followed by three series of exposures at 200m and 100m in that order.</p> <p>Each exposure within the series is for 2 seconds with 5 seconds between each exposure.</p> <p>There will be irregular intervals between each series of exposures.</p>
<b>Instructions</b>	<p>When the targets appear the firer is to engage each exposure with 1 round.</p> <p>Targets fall when hit.</p> <p>Post practice order.</p> <p><b>‘Make safe, adopt the sitting position, ready, Practice 3 - watch out’.</b></p>

Range	Target Frames	Timings	
		Up	Down
200	Fig 11 Fall when Hit	05	12
200	Fig 11 Fall when Hit	26	29
200	Fig 11 Fall when Hit	34	37
100	Fig 12 Fall when Hit	42	45
200	Fig 11 Fall when Hit	1.05	1.08
200	Fig 11 Fall when Hit	1.13	1.16
100	Fig 12 Fall when Hit	1.21	1.24
200	Fig 11 Fall when Hit	1.39	1.42
200	Fig 11 Fall when Hit	1.47	1.50
100	Fig 12 Fall when Hit	1.55	1.58

### Match 2 - Practice 3 (OSP – Phase 3)

<b>Range/Position</b>	300m and 200m, Sitting.
<b>Ammunition</b>	10 Rounds.
<b>Targetry</b>	200m Fig 11. 300m Fig 11.
<b>Exposures</b>	5 x double exposures of the 300m and then the 200m target.  The 300m target will be up for 3 seconds followed 2 seconds later by a 3 second exposure of the 200m target.
<b>Instructions</b>	Firers are to fire 1 round at each exposure.  Targets fall when hit.  Post practice order.  <b>‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs’.</b>

Range	Target Frames	Timings	
		Up	Down
300	Fig 11 Fall when Hit	05	09
200		11	15
300		20	24
200		26	30
300		45	49
200		51	55
300		1.15	1.19
200		1.21	1.25
300		1.35	1.39
200		1.41	1.45



### CCFSAM Matches – Match 3

**CCFSAM Name.** CCFSAM - Match 3 – The Advance to Contact Assessment (The Marlborough Cup)

**OSP Reference.** Pages 10-16 to 10-20 – The Advance to Contact Assessment.

**Commonwealth Match E.** The Montgomery of Alamein

#### Match Conditions

- 3.1 **Outline.** A three practice shoot. Open to all teams of four entered into CCFSAM.
- 3.2 **Ranges.** Can be fired on a gallery or CGR.
- 3.3 **Timings.** A timing chart is included after each practice. Each detail will take approximately 15 minutes to complete.
- 3.4 **Prizes.**
- |                 |  |
|-----------------|--|
| 1 <sup>st</sup> | The Marlborough Cup and 4 NRA Gold Medals. |
| 2 <sup>nd</sup> | 4 NRA Silver Medals.                       |
| 3 <sup>rd</sup> | 4 NRA Bronze Medals.                       |
- 3.5 **Ammunition.** 30 rounds per firer in three magazines of 10 rounds.
- 3.6 **Targetry.**
- |             |
|-------------|
| 1 x Fig 11. |
| 1 x Fig 12. |
- 3.7 **Scoring.** Four points per hit. HPS 40 for each practice. Match HPS 120.

### Match 3 - Practice 1 (OSP – Phase 3)

<b>Range/Position</b>	300m Prone.
<b>Ammunition</b>	10 Rounds.
<b>Targetry</b>	Fig 11.
<b>Exposures</b>	1 x 40 second exposure followed by 9 x 4 second exposures.
<b>Instructions</b>	The section forms up at 400m.

Order '**Adopt the prone position, Practice 1, watch out**'.

When the target appears firers are to run to the 300m firing point, adopt the prone position, load and make ready and fire 1 round at each exposure.

Targets fall when hit.

Post practice order.

**'Unload, stand up, for inspection port arms, show clear (once clear) ease springs. Practice 2 -Watch Out'.**

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
300	Fig 11 Fall when Hit	04	45
		47	52
		54	59
		1.01	1.06
		1.08	1.13
		1.15	1.20
		1.22	1.27
		1.29	1.34
		1.36	1.41
		1.43	1.48

### Match 3 – Practice 2 (OSP – Phase 4)

<b>Range/Position</b>	200m Sitting.
<b>Ammunition</b>	10 Rounds.
<b>Targetry</b>	Fig 11.
<b>Exposures</b>	1 x 1 second exposure followed 30 seconds later by 10 x 4 second exposures.
<b>Instructions</b>	<p>When the target appears firers are to run to the 200m point, adopt the sitting position, load and make ready. There will be 10 x 4 second exposures. Fire 1 round at each exposure.</p> <p>Targets fall when hit.</p> <p>Post practice order.</p> <p><b>‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs, Practice 3 - watch out’</b></p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
200	Fig 11 Flash	05	07
	Fig 11 Fall when Hit	36	41
		45	50
		1.00	1.05
		1.10	1.15
		1.25	1.30
		1.35	1.40
		1.50	1.55
		2.10	2.15
		2.20	2.25
		2.35	2.40

### Match 3 – Practice 3 (OSP – Phase 5)

<b>Range/Position</b>	100m Kneeling Unsupported.
<b>Ammunition</b>	10 Rounds.
<b>Targetry</b>	Fig 12.
<b>Exposures</b>	1 x 1 second exposure followed 30 seconds later by 5 x 5 second exposures.
<b>Instructions</b>	<p>When the target appears firers are to run to the 100m point, adopt the kneeling unsupported position, load and make ready. There will be 5 x 5 second exposures. Fire 2 rounds at each exposure.</p> <p>Targets up and hold.</p> <p>Post practice order.</p> <p><b>‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs’.</b></p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
100	Fig 12 Flash	05	07
	Fig 12 Up and Hold	36	42
		50	56
		1.15	1.21
		1.25	1.31
		1.40	1.46

## CCFSAM Matches – Match 4

**CCFSAM Name.** CCFSAM - Match 4 – The Rifle Pairs Match

**OSP Reference.** Pages 10-55 to 10-59 – The Fire Team Attack Assessment

- 4.1 **Outline.** A pairs match. Open to up to two pairs of firers from any team of four entered into CCFSAM.
- 4.2 **Ranges.** To be fired on a gallery or CGR.
- 4.3 **Timings.** A timing chart is included after each practice. Each detail will take approximately 15 minutes to complete.
- 4.4 **Prizes.**
- |                 |  |
|-----------------|--|
| 1 <sup>st</sup> | The Challenge Cup and 2 NRA Gold Medals. |
| 2 <sup>nd</sup> | 2 NRA Silver Medals.                     |
| 3 <sup>rd</sup> | 2 NRA Bronze Medals.                     |
- 4.5 **Ammunition.** 20 rounds per firer in two magazines of 10 rounds.
- 4.6 **Targetry.**
- |                       |
|-----------------------|
| 1 x Fig 11 per firer. |
| 1 x Fig 12 per firer. |
- 4.7 **Scoring.** Five points per hit. HPS 100 per firer, 200 per pair.
- 4.8 **Special Conditions.** Each firer occupies one lane; the firer on the left is designated No 1. The firer on the right is designated No 2.

### Match 4 - Practice 1 (OSP Phase 5)

**Range/Position** 300m Prone.

**Ammunition** 10 Rounds per firer.

**Targetry** 1 x Fig 11 per lane.

**Exposures** 1 x 1 second flash followed 30 seconds later by 1 x 20 second exposure.

**Instructions** The pair forms up at 400m.

Order '**Practice 1, watch out**'

When targets appear both firers are to run to the 300m firing point, adopt the prone position, load and make ready. When both firers are 'Ready' they may fire up to 10 rounds each on their target.

Targets up and hold.

Post practice order

'Unload, for inspection port arms, show clear, (once clear) ease springs'.

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
300	Fig 11 Up and Hold	05	07
		37	58

## Match 4 - Practice 2 (OSP Phase 6)

**Range/Position** 200m sitting.

**Ammunition** 10 Rounds per firer.

**Targetry** 1 x Fig 11 per firer.

**Exposures** 1 second flash followed 30 seconds later by 5 x 4 second exposures with irregular intervals.

**Instructions** Firers start from the prone position at 300m. When the target flashes both firers are to run to the 200m firing point, adopt the sitting position, load and make ready.

Targets up and hold. More than one round may be fired at each exposure.

Post practice order

**‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs’.**

### Timing Chart

Range	Target Frames	Timings	
		Up	Down
200	Fig 12 Flash	09	10
	Fig 12 Up and Hold	40	45
		52	57
		1.01	1.06
		1.17	1.22
		1.27	1.32

## CCFSAM Matches – Match 6

**CCFSAM Name.** CCFSAM - Match 6 - The Cadet Deliberate Match,

**OSP Reference.** Pages 3-37 to 3-38 – Rifle LF 12.

### Match Conditions

4.1 **Outline.** A deliberate match, open to the following:

4.1.1 Match 6 is open to any cadet competing as a firer in CCFSAM.

4.2 **Ranges.** Converted Gallery Range or Gallery Range.

4.3 **Timings.** Two 20 second exposures for sighting shots. One 30 second exposure for 10 deliberate shots. One 10 second exposure for 3 extra tie shots, for any score of 43 or over.

4.4 **Prizes.**

- 1<sup>st</sup> A NRA Gold Medal.
- 2<sup>nd</sup> A NRA Silver Medal.
- 3<sup>rd</sup> A NRA Bronze Medal.

4.5 **Ammunition.** 12 rounds per firer in one magazine. 3 rounds to be issued as required for extra tie shots.

4.6 **Targetry.** 1 screen mounted Fig 11 per lane.

4.7 **Scoring.** Five, four and three points. HPS before extra tie shots 50. HPS after extra tie shots 65.

4.8 **Special Conditions.**

4.8.1 Scoring will be confirmed by the butts officer, and cannot be challenged by the firer.

4.8.2 The match will be fired at 300m depending on range availability.



### Match 6- Practice 1 – Sighting (OSP – Practice 1 or 6)

Range/Position	300m Prone.
Ammunition	2 rounds.
Targetry	1 x screen mounted Fig 11 per lane.
Exposures	2 x 20 second exposures.
Instructions	<p>Order <b>‘Load, adopt the prone position, ready. Two sighting shots, one per exposure, watch out’.</b></p> <p>Targets will be marked after each sighting shot and raised for 20 seconds.</p> <p>20 seconds after showing the marked target for the second exposure the targets will be lowered and patched out for Practice 2.</p> <p>Post Practice order.</p> <p><b>‘Practice 2, watch and shoot’.</b></p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
300 or 200	Screen mounted Fig 11	05	26
	Marked Target	46	1.07
	Marked Target	1.27	1.48

### Match 6- Practice 2 – Deliberate (OSP – Practice 1 or 6)

Range/Position	300m Prone.
Ammunition	10 rounds.
Targetry	1 x screen mounted Fig 11 per lane.
Exposures	1 x 30 second exposure.  1 x 10 second exposure for extra tie shots, for any scores of 43 and over.
Instructions	<p>5 seconds after the order <b>‘Practice 2, watch and shoot’</b> is given the target will be exposed for 30 seconds.</p> <p>Targets will be marked after the 30 second exposure. Any firer with a score of 43 or more will be issued a further 3 rounds.</p> <p>If no extra tie shots in the detail, order <b>‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs’</b>.</p> <p>If there are extra tie shots, order, <b>‘Lane(s) x, y, z (non tie shooting lanes) rest. Lane(s) a, b, c, three extra tie shots, watch out’</b>.</p> <p>Tie shot targets will be exposed for 10 seconds.</p> <p>Tie shot targets will be marked after the 10 second exposure.</p> <p>At the end of the extra tie shoot order <b>‘Unload, stand up, for inspection port arms, show clear (once clear) ease springs’</b>.</p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
300 or 200	Screen mounted Fig 11	05	36

#### Timing Chart – Extra Tie Shoot

Range	Target Frames	Timings	
		Up	Down
300 or 200	Screen mounted Fig 11	05	16

## CCFSAM Matches – Match 7

**CCFSAM Name.** CCFSAM – Match 7 – The Falling Plates

**OSP Reference.** Pages 10-45 to 10-46 – The Fire Team Falling Plates assessment.

### Match Conditions

- 7.1 **Outline.** A knockout match. Open to all teams of four entered into CCFSAM.
- 7.2 **Ranges.** 200m. To be fired on a falling plates range with a minimum of three boxes of ten plates.
- 7.3 **Timings.** Each detail will take approximately 10 minutes to complete.
- 7.4 **Prizes.**
- |                 |  |
|-----------------|--|
| 1 <sup>st</sup> | The Challenge Cup and 4 NRA Gold Medals. |
| 2 <sup>nd</sup> | 4 NRA Silver Medals.                     |
| 3 <sup>rd</sup> | 4 NRA Bronze Medals.                     |
- 7.5 **Ammunition.** 10 rounds per firer in one magazine.
- 7.6 **Targetry.**
- Falling plates box – 10 x falling plates per box.
- 7.7 **Scoring.** A knockout match.

### Match 7 – Practice 1 (OSP – Practice 1)

<b>Range/Position</b>	300-200m run down.
<b>Ammunition</b>	10 rounds.
<b>Targetry</b>	Falling plates box of 10 plates.
<b>Exposures</b>	All plates are upright at the start of each run.
<b>Instructions</b>	Teams will be formed up in the prone position at 300m, rifles unloaded, with the magazine in a pouch.

Order **'Stand by'**.

On the blast of a whistle, teams run to the 200m point, adopt the prone position, load, make ready and engage the plates. The magazine must not touch the rifle and the safety catch must be on Safe until the firer is in the prone position on the 200m firing point.

The winning team is the one that fulfils one of the following conditions, in order of precedence:

Knock all the plates down first, or

Knock the most plates down, or

Expend the least ammunition

As soon as the first team has knocked their plates down, or after 90 seconds, whichever is first, order **'Stop, unload, stand up, for inspection port arms, show clear (once clear) ease springs.'**

## CCFSAM Matches – Match 11

**CCF SAM Name.** CISSAM - Match 11

**OSP Reference.** Cadet Shooting Manual GP 13 page 8-41 to 8-44 practices 3&4

### Match Conditions

3.1 **Outline.** A two practice shoot. Open to all teams of four entered into CCFSAM.

3.2 **Ranges.** Can be fired on a gallery or CGR.

3.3 **Timings.** A timing chart is included after each practice. Each detail will take approximately 20 minutes to complete.

3.4 **Prizes.**

1<sup>st</sup> The Challenge Cup and 4 NRA Gold Medals.

2<sup>nd</sup> 4 NRA Silver Medals.

3<sup>rd</sup> 4 NRA Bronze Medals.

3.5 **Ammunition.** 20 rounds per firer in two magazines of 10 rounds.

3.6 **Targetry.**

1 x Fig 11.

3.7 **Scoring.** Four points per hit. HPS 40 for each practice. Match HPS 80.

### Match 11 - Practice 1 (GP 13 Practice 3)

Range/Position	200m Prone.
Ammunition	10 Rounds.
Targetry	Fig 11.
Exposures	1 x 10 second exposure followed by 4 x 4 second exposures at irregular intervals, followed by 1x12 second exposures.
Instructions	<p>The section forms up 5m to the rear of the 200m firing point.</p> <p>Order <b>‘Adopt the standing alert position, load Practice 1, watch out’</b>.</p> <p>When the target appears, firers are to dash to the 200m firing point, adopt the prone position, make ready and fire 1 round at each exposure.</p> <p>Targets fall when hit.</p> <p>After the fifth exposure, target is up and hold.</p> <p>Order <b>‘Stop, five rounds rapid, Watch and Shoot.’</b></p> <p>Post practice order.</p> <p><b>“Unload, for inspection port arms, show clear (once clear) ease springs. Unsling your rifle and place it on the right fire trench, dress into the fire trench.”</b></p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
200	Fig 11 Fall when Hit	5	18
		21	28
		33	40
		43	50
		54	1:01
	Order 'STOP' Pause timer	-	-
	Order 5 rnd rapid watch & shoot	-	-
	Fig 11 Up and Hold	1:06	1:19

### Match 11 – Practice 2 (GP 13 Practice 4)

Range/Position	200m Firer Trench.
Ammunition	10 Rounds.
Targetry	Fig 11.
Exposures	5 x 6 second exposures at irregular intervals, followed by 1x12 second exposures.
Instructions	<p>Order <b>‘Load, Ready’</b>.</p> <p>When the target appears fire 1 round at each exposure.</p> <p>Targets fall when hit.</p> <p>Order <b>‘Watch and Shoot’</b></p> <p>After the fifth exposure, target is up and hold.</p> <p>Order <b>‘Stop, five rounds rapid, Watch and Shoot.’</b></p> <p>Post practice order.</p> <p><b>“Unload, for inspection port arms, show clear (once clear) ease springs. Unsling your rifle and place it on the right fire trench, dress out of the fire trench.”</b></p>

#### Timing Chart

Range	Target Frames	Timings	
		Up	Down
200	Fig 11 Fall when Hit	5	12
		19	26
		32	39
		45	52
		58	1:05
	Order 'STOP' Pause timer	-	-
	Order 5 rnd rapid watch & shoot	-	-
	Fig 11 Up and Hold	1:10	1:23

## CCFSAM - Aggregate Prizes

### The Cadet 50

To be awarded to the cadets making the highest aggregate score of the following shoots:

Match 2  
Match 3  
Match 11

#### Prizes.

1 <sup>st</sup>	The Oratory School GP Challenge Cup, a Cadet 50 Badge and NRA Gold Medal
2 <sup>nd</sup>	A Cadet 50 Badge and NRA Silver Medal.
3 <sup>rd</sup>	A Cadet 50 Badge and NRA Bronze Medal.
4 <sup>th</sup> to 50 <sup>th</sup>	A Cadet 50 Badge.

### The Champion Team

To be awarded to the team making the highest aggregate score of the following shoots:

Match 2  
Match 3  
Match 4 (nominated A team only)  
Match 11

#### Prizes.

1 <sup>st</sup>	The <b>TBC Cup</b> and 4 NRA Gold Medals
2 <sup>nd</sup>	4 NRA Silver Medals.
3 <sup>rd</sup>	4 NRA Bronze Medals.