



# Council for Cadet Rifle Shooting

**President:** Lieutenant General R Magowan CB CBE

**Chairman:** Brig M P Lowe MBE

**General Secretary:** Brig (Retd) MN Pountain CBE

CCRS/8032/8012

01 Nov 23

## CCRS Cadet Forces' .22 Team Competition 2023-24

1. The CCRS .22 team competition – formerly known as The Country Life/Eley – is a team competition for all CCF, SCC, VCC, ACF and RAFAC units. Entry to the competition is £10, with payment details on the electronic entry form on the CCRS website.
2. The match is fired in four series, as detailed in the match conditions at Annex A.
3. Teams consist of four firers plus a leader, who may participate as detailed in Annex A. No cadet may shoot in more than one team.
4. Entries must be received by 15 Dec 23. The competition may be fired from 15 Jan 24. Targets must be posted to the Judge with a postmark no later than 21 Mar 24 to ensure they reach them by first post 01 Apr 24.
5. Further details and online entry form can be found on the CCRS website here: [Entry Form](#)

*Original Signed*

Annabel Morriss  
CCRS Competitions Officer

Annex:

- A. CCRS Cadet Forces' .22 Team Competition 2023-24 – Rules, Prizes and Match Conditions

**CCRS CADET FORCES' .22 TEAM COMPETITION 2023-24 – RULES, PRIZES AND MATCH CONDITIONS**

- 1.1 The CCRS .22 Team Competition (formerly known as The Country Life/Eley) is a team competition for all CCF, SCC, ACF and RAFAC units. Entry to the competition is £10.
- 1.2 **Entries.** Entries must be received by 15 Dec. The competition may be fired from 15 Jan. Targets must be posted to the Judge with a postmark no later than 21 Mar to ensure they reach him by first post 01 Apr.
- 1.3 **Teams.** Teams are four firers, plus a leader, who must be on the contingent strength of the unit when the entry is made. If a cadet moves unit, they may continue to fire as part of the team. The leader may participate as follows:
- a. Fire in Series 1 to 3 as part of the four and lead Series 4; a fifth firer should shoot in Series 4.
  - b. Lead Series 4 only.
- When a unit enters two or more teams, no member of any team may shoot or act as leader in any other team once shooting has started.
- 1.4 **Course of Fire.** The match is fired in four Series, in the prone position, as detailed 1.13 'Match Conditions'.
- 1.5 **Rifle.** The L144A1 Cadet Smallbore Target Rifle (CSBTR) as issued, with issued sights. Sights may not have a lens fitted, but competitors may wear corrective glasses.
- 1.6 **Clothing and Equipment.** Shooting jackets and slings are permitted. Rests may not be used and the forearm, hands, rifle and sling must be clear of the ground or any support. All other clothing and equipment is as per the NSRA rules, see **Annex A** for details.
- 1.7 **Ammunition.** Issued ammunition must be used.
- 1.8 **Targets.** The following targets are to be used:
- 1.8.1 **Series 1, 2 and 3.** Order through Sykes Global Services Ltd, tel 01896 754866 or email targets.ukgal@sykes.com with 'Country Life' in the subject. They sell the Bisley Double (The 200/25 yards Bisley 1972/73 target) and Snap (The WO No.32 200/20 snap shooting disc) targets which are required for these series. Costs are approximately £21 per 10 targets plus VAT and delivery, though smaller quantities are available on request. Incorrect or photocopied targets will not be scored.
  - 1.8.2 **Series 4.** Landscape Targets will be sent to the units' HQ (SCC and ATC – service HQ, ACF and CCF – Brigade HQ) and will be brought by the Supervising Officer (SO) on the day of the shoot.
- 1.9 **Labels and Target Identification.** Sticky labels will be brought by the SO to be fixed behind bulls on the targets used for Series 1 to 3 before they are fired. One label goes on the grouping target, one behind one of the bulls of the rapid target and one behind the snap target. No labels are required for the Landscape target. The name and rank of each firer must be written on the front of each target in Series 1 to 3.

1.10 **Supervising Officer.** A Supervising Officer must be appointed. They will be responsible for ensuring that the match is fired according to the rules and will bring the landscape target and labels to the range. Unit officers should liaise with their HQ to ensure that an SO is available on the date they intend to fire the competition.

Where the match conditions require an order from the SO, the RCO or other supervisor may give the order in their place as long as the timings are controlled and confirmed by the SO. At the end of the shoot the SO is to complete the score card with their details.

An Adult supervisor from the Unit must give every assistance to the SO and ensure that the targets are posted in due time. This person may request the SO to hand over the targets in a sealed and signed envelope at the end of the shoot.

1.11 **Scoring of Targets.** No target is to be scored, gauged or interfered with in any way by the unit or SO. Once fired, the SO or the unit adult supervisor is to post the targets and the backing sheets used in Series 3 to the Judge.

Results will be published on the website as soon as possible after all targets have been scored and become final seven days later.

1.12 **Prizes.**

1<sup>st</sup> The Class A Cup and five CCRS gold medals

2<sup>nd</sup> An inscribed CCRS Shield and five CCRS silver medals

3<sup>rd</sup> Five CCRS bronze medals

Special Prizes a) An inscribed CCRS shield for the top Community Cadet  
b) The Gordon Winter Silver Salver and five CCRS bronze medals for the top unit second team not in the first three places

1.13 **Match Conditions.**

1.13.1 **Series 1 - Grouping**

**Target.** Half a 'Bisley double' target per firer plus a similar sighting target

**No. of shots.** Two sighting shots plus five to score, per firer.

**Scoring.** By making a circular group around all shots, irrespective of their position on the target. Points are awarded for groups inside or touching a circle of diameter, in inches, as follows:

|               |           |
|---------------|-----------|
| 0.5 inch      | 25 points |
| 0.75 inch     | 20 points |
| 1 inch        | 15 points |
| 1.5 inch      | 10 points |
| 2 inches      | 5 points  |
| Over 2 inches | 0 points  |

Targets with fewer than five shots will score zero.

The dimensions above assume a range of 25 yards or metre. The scoring rings will be proportionately smaller for 20 yard ranges.

**Conditions.**

After the sighting shots, which may be coached, a further five shots are to be fired at the match target. There is no time limit.

The number on the firing line for the first three series can be decided by the Supervising Officer.

Firers will be allowed to see their targets after Series 1, 2 and 3 and are permitted to adjust their own sights at their own discretion without any assistance, verbal or physical, from anyone.

### 1.13.2 **Series 2 - Rapid**

**Target.** One 'Bisley Double' per firer.

**No. of shots.** Ten per firer (five per diagram). No sighting shots.

**Scoring.**

|                   |             |
|-------------------|-------------|
| Bull              | 4 points    |
| Inner             | 3 points    |
| Magpie            | 2 points    |
| Outer             | 1 point     |
| Outside the outer | zero points |

If fired at 20 yards a proportionately smaller overlay will be used.

**Conditions.**

The team must be on the firing point with the butt of the rifle touching the ground. Firers may hold a round in their hand but it must not touch the rifle.

The supervising officer (SO) will order 'Load' followed five seconds later by 'Go on'.

**Seventy-five** seconds after the 'Go on' command has been given the SO will order 'Stop'. No time indication is given between 'Go on' and 'Stop'.

The SO is to write on each target the number of shots fired.

If a shot or shots are fired before the command 'Go on' or after the command 'Stop' the target must be annotated accordingly by the SO. The highest scoring shot(s) will be disallowed by the Judge.

Should a member of the team place more than the necessary number of shots on either diagram, a penalty of one point will be imposed for each shot in excess.

Misfires (where the round has been struck but no detonation has occurred) may be replaced and a further six seconds per round allowed.

### 1.13.3 **Series 3 - Snap**

**Target.** One 'Snap' target per firer, with a backing sheet behind.

**No. of shots.** Five per firer. No sighting shots.

**Scoring.**

|                               |             |
|-------------------------------|-------------|
| Shots touching a 0.5inch ring | 6 points    |
| Shots touching a 1.5inch ring | 5 points    |
| Shots outside a 1.5inch ring  | zero points |

The dimensions above assume a range of 25 yards or metre. The scoring rings will be proportionately smaller for 20 yard ranges.

**Conditions.**

The team must be on the firing point with the butt of the rifle touching the ground. Firers may hold a round in their hand but it must not touch the rifle.

The SO will order 'Load'. Five seconds after the 'Load' has been given the targets will be made available to be fired on for a period of three seconds. This may be indicated by a blast on a whistle or a verbal command (eg. 'Up', 'Down') or by a turning target if available.

There will be four additional 3 second exposures, with a random delay between exposures of 5 to 20 seconds.

If a shot or shots are fired before the command 'Load' or the indication that targets are available, or after the indication that targets are not available, the target must be annotated accordingly by the SO. The highest scoring shot(s) will be disallowed by the Judge.

Misfires may be replaced and extra 3 second exposures given.

The SO is to write on each target the number of shots fired (not the number of hits) The backing sheets are to be sent with the targets.

**1.13.4 Series 4 - Landscape**

**Target.** The landscape target as supplied to Unit HQ by CCRS. The SO must ensure that the target is not seen by the team prior to the shoot taking place. The target is approximately 34 x 23 inches, and units should make provisions for securing it.

The target will have four objectives in the form of one-inch circles, visible through a telescope but not with the naked eye.

**No. of shots.** Two optional sighting shots may be fired before the Landscape target is displayed, following which sights may be adjusted.

Three scoring shots on the Landscape target per firer.

**Scoring.** Scoring is based on 1, 2 and 3 inch circles concentric with the objective, as follows:

|  |             |
|--|-------------|
| Shots within or touching a 1 inch circle | 10 points   |
| Shots within or touching a 2 inch circle | 7 points    |
| Shots within or touching a 3 inch circle | 3 points    |
| Shots entirely outside a 3 inch circle   | zero points |

The dimensions above assume a range of 25 yards or metre. The scoring rings will be proportionately smaller for 20 yard ranges.

**Conditions.**

Firers may have two (coached) sighting shots before the Landscape target is displayed if they wish. After the two optional sighting shots have been taken, sights may be adjusted. They must not be changed after the match has started.

Teams of four - one firer shoots at each objective.

All firers and the leader must be present for the duration of the shoot, which must be completed 60 minutes from the time the landscape target is put up.

Once the target is mounted, the SO will instruct the leader to begin a preliminary study using an ungraduated

telescope or binoculars. No other member of the team may use any aids to look at the target.

When the leader has completed the preliminary study, they may give a general description of the landscape to the firers but may not attempt to indicate the target circles. The SO will be advised by the leader when this is complete.

The SO will order the first pair or individual to the firing point. The procedure and timings for the shoot from this point are the same for each detail.

The leader will indicate, using word of mouth and no other means, where the objective is, by reference only to objects forming part of the landscape, eg. 'Ground level of lone tree, go right four o'clock, you will come to a bush. Target is two thirds of the distance from the tree to that bush'

Once the leader is satisfied that the firer(s) have identified the objects they will order 'Go on'. Thereafter the leader may not give any other assistance.

A time limit of seven minutes applies from the start of the indication of the objective by the leader until the end of the shoot, for each detail. The SO will announce 'five minutes', 'six minutes' and 'Stop'. A further ten seconds per shot may be allowed for misfires or stoppages.

If a shot or shots are fired before the command 'Go on' or after the command 'Stop' the target must be annotated accordingly by the SO. The highest scoring shot(s) will be disallowed by the Judge.