



## Charles Upham Service Rifle Championships 2024

The Service Rifle Championships of the National Rifle Association of New Zealand, to be held at the Clevedon Rifle Club Range in Auckland on 13th and 14th of January 2023. Run by Auckland Service Rifle Association Inc.



### 3 classes as per NZSRA SMC 6. Entry \$50

Modern Service Class for qualifying bolt action rifles (including straight pull rifles), Classic Service Class for iron sighted bolt action rifles, and an Open Class for any other rifles.

Ammunition - Any projectile type and weight allowed within Class rules.

**Support: 100** no support. **300 & 500** support is slings, sandbags/daypack for Classic Service Class, and slings, sandbags/daypack, or bipods for both Open Class and Modern Service Class. No Canadian Prone.

**Day 1 Saturday 13th January 2023 8am scrutineering and briefing. 9am Start.**

**No vehicles past clubhouse, you must carry your gear to mound and butts.**

**300 m.** Support as above.

Sighters, Max of three hits on Fig 11, if no hit on target after first shot you may receive help to get shots on target up to Max 3 hits on target.

#### Match 1: Charles Upham 300

Position: Prone. Start loaded and in the aim  
Target: Fig 11  
Rounds: 10  
Exposure: One exposure of 90 seconds.  
Procedure: When target appears fire 10 shots in 90 seconds.  
Max Score: 50

#### Match 2: 300 Snap

Position: Prone. Start loaded and in the aim  
Target: Fig 11  
Rounds: 10  
Exposure: 10 exposures of 4 seconds  
Procedure: When target appears fire one shot per exposure.  
Max Score: 50

#### Match 3: 300 Rapid

Position: Prone.  
Target: Fig 11  
Rounds: 10  
Exposure: 1 exposure of 60 seconds.  
Procedure: Start in standing alert position, when target appears, adopt prone position and fire 10 shots.  
Max Score: 50

#### Match 4: 300 Agony Double Snap

Position: Prone. Pause after 2<sup>nd</sup> & 4<sup>th</sup> exposure for 5 round mags  
Target: Fig 11  
Rounds: 10  
Exposure: 5 exposures of 10 seconds, varies 5 to 25 secs between exposures.  
Procedure: When target appears fire two shots per exposure.  
Max Score: 50

**Match 5: 300 Walk Down**

Position: Prone @300, Sitting @200, Kneeling @100, Standing @50  
Target: Fig 11  
Rounds: 20  
Exposure: 4 exposures of 30 seconds  
Procedure: Start standing alert, on command drop to prone and fire 5 shots in 30 seconds.  
Rifle will be cleared and on command move to 200.  
Start standing alert, on command drop to sitting and fire 5 shots in 30 seconds.  
Rifle will be cleared and on command move to 100.  
Start standing alert, on command drop to kneeling and fire 5 shots in 30 seconds.  
Rifle will be cleared and on command move to 50.  
Start standing alert, on command fire 5 shots in 30 seconds.

Max Score: 100

**500 m** - Support as above.

Three individually marked sighters on Type A target, then: -

**Match 6: Charles Upham 500**

Position: Prone. Start loaded and in the aim  
Target: Type A  
Rounds: 10  
Exposure: One exposure of 90 seconds.  
Procedure: When target appears fire 10 shots in 90 seconds.  
Max Score: 50

**Match 7: 500 Double Snap**

Position: Prone. Pause after 2<sup>nd</sup> & 4<sup>th</sup> exposure for 5 round mags  
Target: Type A  
Rounds: 10  
Exposure: 5 exposures of 10 seconds  
Procedure: When target appears fire two shots per exposure.  
Max Score: 50

**Match 8: 500 Rapid**

Position: Prone  
Target: Type A  
Rounds: 10  
Exposure: 1 exposure of 60 seconds.  
Procedure: Start in standing alert position, when target appears, adopt prone position and fire 10 shots.  
Max Score: 50

**Day 1 - 90 rounds plus sighters**

**Day 2 Sunday 14th January 2023 9am Start.**

**No vehicles past clubhouse, you must carry your gear to mound and butts.**

**COF may be amended due to length of grass between 100 mound and butts.**

**100 m.** No support allowed. Two individually marked sighters on Fig 12 then -

**Match 9: Trinity**

Position: Standing; sitting, kneeling or squatting; prone. Start loaded and in the aim  
Target: Fig 12  
Rounds: 15 (in 3 x 5 round mags)  
Exposure: 3x1 minute exposures  
Procedure: 5 rounds in each position  
Max pts: 75

**Match 10: Double Snap - Standing to kneeling**

Position: Kneeling. Pause after 2<sup>nd</sup> & 4<sup>th</sup> exposure for 5 round mags  
Target: Fig 12  
Rounds: 10  
Exposure: 5 exposures of 10 seconds  
Procedure: Start in standing alert position. When target appears, kneel and fire 2 shots per exposure. Return to standing alert after each exposure  
Max Score: 50

**Match 11: Action M**

Position: Prone-standing-sitting, kneeling or squatting-standing-prone (M)  
Target: Fig 12  
Rounds: 10 (2 magazines of 5 rounds)  
Exposure: 75 seconds  
Procedure: Start standing behind rifle (rifle on ground, bolt closed on empty chamber, magazine loaded with 5 rounds in).  
On command fire 2 shots each position with reload after fifth shot.  
Max Score: 50

**Match 12: Turn, Tap, and Rattle**

Position: Sitting.  
Target: Fig 12  
Rounds: 1 x 5 round, 1 x 10 round magazines  
Exposure: 60 seconds.  
Procedure: Rifle on ground, bolt closed on empty chamber, magazine out. Start standing back to target. When target appears adopt sitting position, load 5-round magazine first and fire 5 shots, replace with 10-round magazine and fire 10 shots.  
10 round Classic can start with empty mag in and load from clips, 5 round Classic can start with 5 rounds in mag, both start bolt closed on empty chamber.  
Max Score: 75

**Match 13: Rapid**

Position: Sitting. Start loaded and in the aim  
Target: Fig 12  
Rounds: 10  
Exposure: One exposure of 60 seconds  
Procedure: Start in sitting position, on command fire 10 shots  
Max Score: 50

**Match 14: Triple Snap**

Position: Sitting, kneeling or squatting  
Target: Fig 12  
Rounds: 15  
Exposure: 5 exposures of 12 seconds  
Procedure: Start in standing alert position. When target appears, adopt position and fire 3 shots per exposure. Return to standing alert after each exposure.  
Max Score: 75

**Match 15: CQB**

Target: Fig 12 & Fig 14  
Rounds: 40  
Procedure: 100 m: Rapid, Start standing alert, Fig 12 Target appears, sit, load, and fire 10 shots in 45 secs.  
75 m: Rapid, Start standing alert, Fig 12 Target appears, kneel, load, fire 10 shots in 45 secs.  
50 m: Double Snap, Start standing loaded and in the aim, Fig 14 5 exposures of 10 secs, 10 shots, 2 shots per exposure.  
25 m: Snap, Start standing loaded and in the aim, Fig 14, Stand, 3 exposures of 10 secs, 10 shots, any No. shots per exposure.

No scores will be called or indicated until the end of the match.

Max Score: 50 (Total divided by 4 - so out of 50)

Fig 14 is scored 5 and 4

**Day 2 - 115 shots plus sighters****Total 205 shots plus sighters****Awards.**

NZSRA Medals for 1st, 2nd, 3rd overall Classic Service Class. Classic trophy for 1<sup>st</sup> overall

NZSRA Medals for 1st, 2nd, 3rd overall Modern Class

NZSRA Medals for 1st, 2nd, 3rd overall Open Class. Open trophy for 1<sup>st</sup> overall

Cavalryman's Belt for overall highest score Modern or Classic Service Class

300y Trophy for M1,2,3,4,5 highest score Modern or Classic Service Class

500y Trophy for M6,7,8 highest score Modern or Classic Service Class

NZSRA Medals for 1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup> total day 1 all 3 classes

NZSRA Medals for 1<sup>st</sup>, 2<sup>nd</sup> 3<sup>rd</sup> total day 2 all 3 classes (all subject to minimum entry rules).

**Prizegiving.** End of Day 2

**BBQ** - both days at end of shooting.

**Match Director – Peter Keyzers**

**Chief Range Officer – Michael Nootebos**