

Service Rifle Match Shooting at Butler County Sportsmen Rifle & Pistol Club

Any safe U.S. Military service rifle or centerfire rifle with metallic sights and a magazine capable of holding not less than five rounds may be used. Telescopic sights, hook butt plates, and palm rests are not permitted. Military surplus ammunition may be used, but no incendiary (“tracer”) ammunition is allowed.

Useful (though not mandatory) shooters’ equipment includes a shooting mat, a shooter’s coat, and a spotting scope usable from standing or prone positions. A sling may be used in all positions except Standing.

The five firing sequences are

- Standing slow-fire, ten rounds in ten minutes, with each bullet loaded individually,
- Standing to Sitting rapid-fire, ten rounds in sixty seconds, including a mandatory magazine/clip reload,
- Standing to Prone rapid-fire, ten rounds in seventy seconds, including a mandatory magazine/clip reload,
- Prone slow-fire, ten rounds in ten minutes, with each bullet loaded individually, and
- Prone slow-fire, ten rounds in ten minutes, with each bullet loaded individually.

SR-1 Target (simulating 200 yards) is used in Standing slow-fire and Standing to Sitting-rapid fire. SR-21 Target (simulating 300 yards) is used in Standing to Prone rapid-fire. MR-31 Target (simulating 600 yards) is used in Prone slow-fire.

“Alibis” are allowed in the rapid-fire segments only. If a shooter’s rifle malfunctions causing him/her to not be able to continue firing, he/she will stop firing and do no further attempt to clear his/her rifle. When at the end of the sequence, the Rangemaster asks if there are “any alibis?” The shooter will indicate the condition, the Rangemaster and the shooter will clear the rifle, and the shooter will be allowed an additional timed rapid-fire segment for that position. The ten lowest scoring hits will be used to score that sequence. If the shooter has already cleared his/her rifle before showing the condition to the Rangemaster, the alibi is not allowed and only the shots fired are scored.

Shots fired “crossfire” to another shooter’s target are forfeit. If the caliber is indistinguishable on the target with both shooters’ penetrations, the lowest ten scores will be attributed to that shooter.

The Rangemaster ensures that all shooters maintain safe conditions and that all rifles in use are of safe operating condition. Every shooter, when loading and shooting their rifle will keep the muzzle pointed at the target boards and the dirt backstop. “Slam-fires” are a recognized danger. Before each shooting segment, the Rangemaster will confirm that all shooters are safe and ready (“Ready on the left? Ready on the right? Ready on the firing line!”) before issuing the command to “commence fire.” The Rangemaster will call “cease fire” at the end of each timed segment. However, it must be understood that, in the event of an unsafe condition, any shooter has the right and obligation to call “cease fire”, at which all shooters will stop shooting

At the end of the initial sighting-in period as well as at the end of each shooting sequence, each shooter will “make safe” his/her rifle by removing the magazine/clip and all ammunition from the rifle, securing the bolt in the open position, applying the rifle’s “safety”, and inserting an Empty Chamber Indicator flag in the breech of the rifle. **No rifles will be handled when any person is downrange from the shooting position.**

At the beginning of the match, shooters may post a sighting target and then a 5-minute preparation period is given for live-fire sight adjustment. Rifles are then made safe so that the shooters can go downrange to post the targets. Before each shooting sequence, shooters are given a three-minute preparation period for that sequence. At the end of each ten-round shooting sequence, rifles are made safe, brass can be collected, targets are scored, and targets posted for the next sequence.

Each shooter’s target will be scored by another shooter, *e.g.* shooter #1 and shooter #2 will score one another’s target, as will shooter #3 and shooter #4, *etc.* Numerical scores and “x-ring” scores will be totaled at the end of the match.