



# *Canadian Cadet Movement*

## **Marksmanship Championship Series**





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# **PART 4**

## **MARKSMANSHIP CHAMPIONSHIP SERIES**

### **SECTION 1**

#### **INTRODUCTION**

Air rifle marksmanship is one of the most popular and appealing aspects of tri-service cadet training. Many of our cadet corps/squadrons have long reaped the benefits of competitive marksmanship programs at the local, provincial/territorial and national levels, but now all cadets have the same opportunity to compete on an equally funded basis in a national marksmanship championship series. We encourage those of you who are participating in other air rifle marksmanship competitions sponsored by the Cadet Leagues and rifle associations and federations to continue to do so. For those of you who have not had the chance to participate in a marksmanship competition, we want to welcome you to the sport and encourage you to take advantage of the many benefits that competitive cadet marksmanship has to offer.

As seasoned competitors and coaches will attest, competitive marksmanship offers nothing but the best to cadets. An unparalleled sense of achievement is gained as a cadet strives towards excellence in a sport that allows all competitors to compete on an equal basis. Self-confidence, acceptance of responsibility, and sports etiquette are just some of the life skills acquired from the training. A healthy respect for firearms, the development of proficient use of rifles for sport and recreational purposes, and an improvement in self-discipline are additional benefits.

Regardless of your level of experience, you will find this booklet to be quite user-friendly. Simple and straight forward concepts, clearly defined terms and easily understood rules are detailed in the following pages. If you are one of the many corps/squadron Commanding Officers (CO) who has hesitated to involve your corps/squadron in a marksmanship competition, the time to start is now. Competitive marksmanship offers a unique opportunity to expose your cadets to an exciting challenge.

Perhaps the most significant element in this Championship Series is the conduct of Zone Championships during Stage 2. These one-day competitions between cadet corps and squadrons in the same geographical area create a positive learning environment within a friendly atmosphere.

Remember, there is limited cost to you at the corps/squadron level. Rifles and pellets, portable ranges, targets, and travel to provincial/territorial and national competitions are all funded by the Canadian Forces. With a little time and effort it could be one of your cadets on the podium at the National Championship or even at the Olympics!



## **SECTION 2**

### **GENERAL INFORMATION**

#### **SCOPE**

The Canadian Cadet Movement Marksmanship Championship Series is a tri-service training activity that is designed to ensure that all cadet corps/squadrons have the opportunity to participate on an equal level. It has the following aims:

- a. To encourage cadet participation in marksmanship;
- b. To enhance the mandatory marksmanship training at the cadet corps/squadron;
- c. To improve cadets' skill level in marksmanship; and
- d. To assist in the identification of cadets for marksmanship and coach training.

Cadets train and compete at the corps/squadron level to represent their corps/squadrons at higher level competitions.

#### **STAGES**

The Championship Series is conducted in four stages as follows:

- a. Stage 1 – Corps/Squadron Championship;
- b. Stage 2 – Zone Championship;
- c. Stage 3 – Provincial/Territorial Championship; and
- d. Stage 4 – National Championship.

#### **FUNDING**

Responsibility for funding is as follows:

- a. Stage 1 – Cadet corps/squadron;
- b. Stage 2 – Cadet corps/squadron/Regional Cadet Support Unit (RCSU);
- c. Stage 3 – Regional Cadet Support Unit (RCSU); and
- d. Stage 4 – Directorate of Cadets and Junior Canadian Rangers (D Cdts & JCR).

#### **ENTRY FEES**

Corps/squadrons will not be charged an entry fee at any stage of the Championship Series.

## **COMPETITORS**

Unit Teams should consist of five (5) Competitors, at least two (2) of whom must be classified as Juniors. In exceptional circumstances, a Unit Team may consist of four (4) Competitors, at least one (1) of whom must be classified as a Junior. A Junior is a cadet who has not reached his or her 15th birthday on or before the final day of the National Cadet Marksmanship Championship (including the final day of travel). Cadet corps/squadrons that cannot field a team may enter individual Competitors (maximum of three (3) per corps or squadron). At the National Championship, Composite Teams must consist of five (5) Competitors, at least two (2) of whom must be classified as Juniors.

## **COACH**

Each Unit Team and Composite Team (National Championship only) must have either a member of the Canadian Forces (CF) or a Civilian Instructor (CI) as an Adult Coach. (Rule 11.2)

## **EQUIPMENT**

Corps/squadrons are responsible to ensure Competitors have appropriate equipment at all stages of the Championship Series. Equipment must comply with specifications detailed in Rule 6.

## **RESPONSIBILITIES FOR IMPLEMENTATION**

Local, regional and national Offices of Primary Interest (OPI) will distribute specific information annually regarding the conduct of the stage of the Championship Series for which they are responsible.

### **STAGE 1 – CORPS/SQUADRON CHAMPIONSHIP**

**OPI** – Cadet corps/squadron Commanding Officer (CO)

**Objective** – To conduct a corps/squadron level competition to select a team to compete at Stage 2.

**Date** – Normally conducted between September and January. Specific date to be confirmed annually by the OPI.

**Location** – To be confirmed annually by the OPI.

**Entry Procedures** – To be confirmed annually by the OPI.

**Target Scoring** – Responsibility of the OPI.

**Awards** – An awards scheme may be established at the OPI's discretion.

### **STAGE 2 – ZONE CHAMPIONSHIP**

**OPI** – Commandant RCSU / Regional Marksmanship Coordinator.



**Objective** – Where possible, to conduct a Zone Championship for corps/squadrons located in the same geographic area. For those corps/squadrons which cannot participate in a Zone Championship, to conduct a Mail-In Competition. Select the overall highest scoring Unit Teams and highest scoring Individuals by element. Select the overall highest scoring Unit Teams and highest scoring Individuals to compete at Stage 3.

**Date** – Normally conducted between February and March. Specific date to be confirmed annually by the OPI.

**Location(s)** – To be confirmed annually by the OPI.

**Entry Procedures** – To be confirmed annually by the OPI.

**Target Distribution** – OPI is responsible for controlling targets used in Zone Championship and Mail-In Competitions by use of an identification system.

**Target Scoring** – Responsibility of the OPI.

**Awards** – Responsibility of the OPI. Highest Unit Team(s) and Individual(s). Each Competitor will receive the Cadet Zone Marksmanship Championship pin. Other awards may be given at the OPI's discretion.

### **STAGE 3 – PROVINCIAL/TERRITORIAL CHAMPIONSHIP**

**OPI** – CO RCSU / Regional Marksmanship Coordinator.

**Objective** – To conduct a Provincial/Territorial Championship in each discipline for the highest scoring Unit Teams and highest scoring Individuals as selected in Stage 2 (number of participating teams and individuals will be at the discretion of the OPI). To select the highest scoring Unit Team and the highest scoring Individuals (to form a Composite Team(s)) to compete at Stage 4.

**Date** – Normally conducted between late March and early April. Specific date to be confirmed annually by the OPI.

**Location** – To be confirmed annually by the OPI.

**Awards** – Highest Individual score(s), Highest Junior score(s) and Highest Unit Team score(s). Each Competitor will receive the Cadet Provincial/Territorial Marksmanship Championship pin. Other awards may be given at the OPI's discretion.

### **STAGE 4 – NATIONAL CHAMPIONSHIP**

**OPI** – D Cds & JCR / National Marksmanship Coordinator.

**Objective** – To conduct a National Championship for the highest scoring Unit Team and highest scoring Individuals (Composite Team(s)) from each province and territory as selected in Stage 3.

**Date** – Conducted annually in early May. Specific date to be confirmed by the OPI.

**Location** – To be confirmed annually by the OPI.

**Awards** – Highest Open Individual score(s) (prone, standing and combined), Highest Junior Individual score(s) (prone, standing and combined), Highest Unit Team score(s) (prone, standing and combined), Highest Composite Team score(s) (prone, standing and combined) and Highest Provincial Team Scores. Each Competitor will receive the Cadet National Marksmanship Championship pin. Other awards may be given at the OPI's discretion.

## **MATCHES**

### **Stage 1**

Corps/Squadron Championship:

Match 1.1            Unit Team Selection

### **Stage 2**

Zone Championship:

Match 1.2 A        Unit Team

Match 1.2 B        Open Prone Individual

Match 1.2.C        Junior Prone Individual

Match 1.2 D        Open Individual Standing (Optional)

Match 1.2 E        Junior Individual Standing (Optional)

### **Stage 3**

Provincial/Territorial Championship:

Match 1.3.A        Unit Team

Match 1.3.B        Open Prone Individual

Match 1.3.C        Junior Prone Individual

Match 1.3 D        Open Individual Standing (Optional)

Match 1.3 E        Junior Individual Standing (Optional)

**Stage 4**

## National Championship:

Match 1.4.A	Unit Team
Match 1.4.B	Composite Team
Match 1.4.C	Unit Prone Team
Match 1.4.D	Composite Prone Team
Match 1.4.E	Unit Standing Team
Match 1.4.F	Composite Standing Team
Match 1.4.G	Provincial/Territorial Team
Match 1.4.H	Open Prone Individual
Match 1.4.I	Junior Prone Individual
Match 1.4 J	Open Standing Individual
Match 1.4 K	Junior Standing Individual
Match 1.4 L	Open Individual Cumulative
Match 1.4 M	Junior Individual Cumulative
Match 1.4 N	Open Individual Final
Match 1.4 O	Junior Individual Final

**Note.** During Stages 2, 3 and 4, Concurrent Matches will be conducted. This means that for example, a cadet's targets fired for Match 1.3.B will also be used to rank the cadet in Match 1.3.A.



## SECTION 3

### MATCH CONDITIONS

#### STAGE 1 – CORPS/SQUADRON CHAMPIONSHIP

<b>Match 1.1</b>	<b>Unit Team Selection</b>
<b>Competitors</b>	– Any cadet from a corps/squadron
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of 5 pellet clip is prohibited
<b>Course of Fire</b>	– CO’s discretion
<b>Highest Possible Score (HPS)</b>	– In accordance with Course of Fire
<b>Time Limit</b>	– CO’s discretion
<b>Target</b>	– CO’s discretion
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)
<b>Equipment</b>	– Telescope may be used (Rule 6.3.5) – Sling may be used (Rule 6.3.4 and Rule 6.3.4.1) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.3) – Hat may be worn (Rule 6.3.7) – Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)
<b>Return of Targets</b>	– N/A
<b>Awards</b>	– CO’s discretion

## STAGE 2 – ZONE CHAMPIONSHIP

<b>Match 1.2.A</b>	<b>Unit Team</b>
<b>Match 1.2.B</b>	<b>Open Prone Individual</b>
<b>Match 1.2.C</b>	<b>Junior Prone Individual</b>
<b>Match 1.2.D</b>	<b>Open Standing Individual (optional)</b>
<b>Match 1.2.E</b>	<b>Junior Standing Individual (optional)</b>
<b>Competitors</b>	<ul style="list-style-type: none"> <li>– One team per Sea, Army and Air Cadet corps/squadron</li> <li>– Individuals from Sea, Army and Air Cadet corps/squadrons which have not entered a Unit Team</li> </ul>
<b>Team Strength</b>	<ul style="list-style-type: none"> <li>– Five (5) Competitors (Rule 3.1.1), including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Unit Team (Rule 3.3 and 3.3.1)</li> <li>– Top four (4) Competitors to count towards team score</li> </ul>
<b>Distance</b>	<ul style="list-style-type: none"> <li>– Ten (10) meters (Rule 10.3)</li> </ul>
<b>Position</b>	<ul style="list-style-type: none"> <li>– Prone unsupported (Rule 15.1)</li> <li>– Standing unsupported (Rule 24.2)</li> </ul>
<b>Rifle</b>	<ul style="list-style-type: none"> <li>– Daisy 853C or Avanti 853C (Rule 5.3.1)</li> </ul>
<b>Loading</b>	<ul style="list-style-type: none"> <li>– Single pellet loading only</li> <li>– Use of 5 pellet clip is prohibited</li> </ul>
<b>Course of Fire</b>	<ul style="list-style-type: none"> <li>– 40 pellets per Competitor</li> <li>– Ten (10) pellets per target</li> <li>– Two (2) targets per relay (Rule 7.1.1)</li> <li>– Two (2) relays for the Championship</li> <li>– Number of prone and standing targets at the discretion of the OPI</li> <li>– Unlimited Zeroing shots</li> </ul>
<b>Highest Possible Score (HPS)</b>	<ul style="list-style-type: none"> <li>– 400 per Competitor</li> <li>– 1600 per team</li> </ul>
<b>Time Limit</b>	<ul style="list-style-type: none"> <li>– 30 minutes per relay (Rule 16)</li> </ul>
<b>Pellets</b>	<ul style="list-style-type: none"> <li>– Only DND issued pellets will be used</li> </ul>
<b>Safety Equipment</b>	<ul style="list-style-type: none"> <li>– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)</li> </ul>
<b>Coaching</b>	<ul style="list-style-type: none"> <li>– Coaching when the Competitor is on the firing line is permitted (Rule 11)</li> </ul>

- Equipment**
- Telescope may be used (Rule 6.3.5)
  - Use of Sling (Rule 6.3.4, Rule 6.3.4.1 and Rule 24.1.1)
  - Jacket may be worn (Rule 6.3.1)
  - Glove may be worn (Rule 6.3.3)
  - Hat may be worn (Rule 6.3.7)
  - Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)
- Return of Targets**
- Completed targets may be returned to the Area/Region office as directed by the OPI
- Awards**
- Matches 1.2.A, B, C, D & E coordinated by RCSU,
  - Selection to Stage 3 – Provincial/Territorial Championship.
  - Each competitor is awarded the Zone Marksmanship Championship pin.

### STAGE 3 – PROVINCIAL/TERRITORIAL CHAMPIONSHIP

<b>Match 1.3.A</b>	<b>Unit Team</b>
<b>Match 1.3.B</b>	<b>Open Prone Individual</b>
<b>Match 1.3.C</b>	<b>Junior Prone Individual</b>
<b>Match 1.3.D</b>	<b>Open Standing Individual (optional)</b>
<b>Match 1.3.E</b>	<b>Junior Standing Individual (optional)</b>
<b>Competitors</b>	– Teams and Individuals based on the results of Stage 2
<b>Team Strength</b>	– Five (5) Competitors (Rule 3.1.1), including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – Top four (4) Competitors to count towards team score
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1) – Standing unsupported (Rule 24.2)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of 5 pellet clip is prohibited
<b>Course of Fire</b>	– 40 pellets per Competitor – Ten (10) pellets per target – Two (2) targets per relay (Rule 7.1.1) – Two (2) relays for the Championship – Number of prone and standing targets at the discretion of the OPI – Unlimited Zeroing shots
<b>Highest Possible Score (HPS)</b>	– 400 per Competitor – 1600 per team
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)



**Equipment**

- Telescope may be used (Rule 6.3.5)
- Use of Sling (Rule 6.3.4, Rule 6.3.4.1 and Rule 24.1.1)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.3)
- Hat may be worn (Rule 6.3.7)
- Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)

**Awards**

- Matches 1.3.A, B, C, D & E coordinated by RCSU.
- Selection to Stage 4 – National Championship.
- Each competitor awarded the Provincial/Territorial Marksmanship Championship pin.

**STAGE 4 – NATIONAL CHAMPIONSHIP****Match 1.4.A****Match 1.4.B****Unit Team****Composite Team**

<b>Competitors</b>	– Open to the top Unit Team from each province, based on results from Stage 3
	– Open to a Composite Team from each province, based on results from Stage 3
	– Open to a second Composite Team from Ontario and Quebec, based on results of Stage 3
<b>Team Strength</b>	– <b>Note:</b> Northern Region will be represented by three (3) Composite Teams, one representing each Territory, based on results from Stage 3.
	– <b>Unit:</b> Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score
	– <b>Composite:</b> Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Composite Team (Rule 3.3 and 3.3.2) – top four (4) Competitors to count for team score
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1)
	– Standing unsupported (Rule 24.2)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only
	– Use of five (5) pellet clip is prohibited
<b>Course of Fire</b>	– 210 pellets deliberate per team member
	– Ten (10) pellets per target
	– Two (2) targets per relay prone (Rule 7.1.1)
	– Seven (7) relays for prone for the Championship (7 relays of 20 shots)
	– Four (4) relays for standing for the Championship (3 relays of 20 shots, one relay of 10 shots)
	– Unlimited Zeroing shots
<b>Highest Possible Score (HPS)</b>	– 2100 per Competitor
	– 8400 per Unit or Composite Team
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used

- Safety Equipment** – Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
- Coaching** – Coaching when the Competitor is on the firing line is permitted (Rule 11)
- Equipment**
  - Telescope may be used (Rule 6.3.5)
  - Use of Sling (Rule 6.3.4, Rule 6.3.4.1, Rule 24.1.1)
  - Jacket may be worn (Rule 6.3.1)
  - Glove may be worn (Rule 6.3.3)
  - Hat may be worn (Rule 6.3.7)
  - Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)
- Awards** – Matches 1.4. A, B Coordinated by D Cds & JCR in conjunction with the National Cadet Leagues. Each competitor awarded the National Marksmanship Championship pin.

## STAGE 4 – NATIONAL CHAMPIONSHIP

**Match 1.4.C**  
**Match 1.4.D**

**Unit Prone Team**  
**Composite Prone Team**

- Competitors**
- Open to the top Unit Team from each province, based on results from Stage 3.
  - Open to a Composite Team from each province, based on results from Stage 3.
  - Open to a second Composite Team from Ontario and Quebec, based on results of Stage 3.
- Note:** Northern Region will be represented by three (3) Composite Teams, one representing each Territory, based on results from Stage 3.
- Team Strength**
- **Unit:** Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score.
  - **Composite:** Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Composite Team (Rule 3.3 and 3.3.2) – top four (4) Competitors to count for team score.
- Distance**
- Ten (10) meters (Rule 10.3)
- Position**
- Prone unsupported (Rule 15.1)
- Rifle**
- Daisy 853C or Avanti 853C (Rule 5.3.1)
- Loading**
- Single pellet loading only
  - Use of five (5) pellet clip is prohibited
- Course of Fire**
- 140 pellets deliberate per team member
  - Ten (10) pellets per target
  - Two (2) targets per relay prone (Rule 7.1.1)
  - Seven (7) relays for prone for the Championship (7 relays of 20 shots)
  - Unlimited Zeroing shots
- Highest Possible Score (HPS)**
- 1400 per Competitor
  - 5600 per Unit or Composite Team
- Time Limit**
- 30 minutes per relay (Rule 16)
- Pellets**
- Only DND issued pellets will be used
- Safety Equipment**
- Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
- Coaching**
- Coaching when the Competitor is on the firing line is permitted (Rule 11)

**Equipment**

- Telescope may be used (Rule 6.3.5)
- Use of Sling (Rule 6.3.4 and Rule 6.3.4.1)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.3)
- Hat may be worn (Rule 6.3.7)
- Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)

**Awards**

- Matches 1.4. C, D Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues. Each competitor awarded the National Marksmanship Championship pin.

**STAGE 4 – NATIONAL CHAMPIONSHIP****Match 1.4.E****Unit Standing Team****Match 1.4.F****Composite Standing Team****Competitors**

- Open to the top Unit Team from each province, based on results from Stage 3
- Open to a Composite Team from each province, based on results from Stage 3
- Open to a second Composite Team from Ontario and Quebec, based on results of Stage 3

**Note:** Northern Region will be represented by three (3) Composite Teams, one representing each Territory, based on results from Stage 3.

**Team Strength**

- **Unit:** Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score
- **Composite:** Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.1) to be scored as a Composite Team (Rule 3.3 and 3.3.2) – top four (4) Competitors to count for team score

**Distance**

- Ten (10) meters (Rule 10.3)

**Position**

- Standing unsupported (Rule 24.2)

**Rifle**

- Daisy 853C or Avanti 853C (Rule 5.3.1)

**Loading**

- Single pellet loading only
- Use of five (5) pellet clip is prohibited

**Course of Fire**

- 70 pellets deliberate per team member
- Ten (10) pellets per target
- Four (4) relays for standing for the Championship (3 relays of 20 shots, one relay of 10 shots)
- Unlimited Zeroing shots

**Highest Possible Score (HPS)**

- 700 per Competitor
- 2800 per Unit or Composite Team

**Time Limit**

- 30 minutes per relay (Rule 16)

**Pellets**

- Only DND issued pellets will be used

**Safety Equipment**

- Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)

**Coaching**

- Coaching when the Competitor is on the firing line is permitted (Rule 11)

**Equipment**

- Telescope may be used (Rule 6.3.5)
- Use of Sling (Rule 24.1.1)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.3)
- Hat may be worn (Rule 6.3.7)

**Awards**

- Matches 1.4. E, F Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues. Each competitor awarded the National Marksmanship Championship pin.

## STAGE 4 – NATIONAL CHAMPIONSHIP

<b>Match 1.4 G</b>	<b>Provincial/Territorial Team Match</b>
<b>Competitors</b>	– Open to all Competitors at Stage 4
<b>Team Strength</b>	– <b>Provincial/Territorial:</b> Competitors from the Unit Team and Composite Team(s) from each province (Rule 3.1.1) to be scored as a provincial team (Rule 3.3.3) – All Competitors from each Unit and Composite Team to count for Provincial/Territorial team score (Ranking of teams will be done using average score, not total score)  <b>Note:</b> The three (3) Composite teams from Northern Region will form the Territorial Team.
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1) – Standing unsupported (Rule 24.2)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of five (5) pellet clip is prohibited
<b>Course of Fire</b>	– The Provincial/Territorial Team Match is an aggregate of the scores achieved in the Open Cumulative (1.4 H). All Provincial/Territorial competitors scores to count – 210 pellets per team member – Ten (10) pellets per target – Two (2) targets per relay (Rule 7.1.1) – Eleven (11) relays for the Championship – Unlimited Zeroing shots
<b>Highest Possible Score (HPS)</b>	– 2100 per Competitor – Maximum of 21000 or 31500 per Provincial/Territorial Team
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)



**Equipment**

- Telescope may be used (Rule 6.3.5)
- Use of Sling (Rule 6.3.4, Rule 6.3.4.1, and Rule 24.1.1)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.3)
- Hat may be worn (Rule 6.3.7)
- Use of Mat (Rule 6.3.6, Rule 6.3.6.1, Rule 6.3.6.2 and Rule 24.1.1)

**Awards**

- Match 1.4. G Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues.

**STAGE 4 – NATIONAL CHAMPIONSHIP**

<b>Match 1.4.H Match 1.4.I</b>	<b>Open Prone Individual Junior Prone Individual</b>
<b>Competitors</b>	– Open to all Competitors at Stage 4
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of five (5) pellet clip is prohibited
<b>Course of Fire</b>	– 140 pellets deliberate per team member – Ten (10) pellets per target – Two (2) targets per relay (Rule 7.1.1) – Seven (7) relays for the Championship – Unlimited Zeroing shots
<b>Highest Possible Score (HPS)</b>	– 1400 per Competitor
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)
<b>Equipment</b>	– Telescope may be used (Rule 6.3.5) – Sling may be used (Rule 6.3.4 and Rule 6.3.4.1) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.3) – Hat may be worn (Rule 6.3.7) – Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)
<b>Awards</b>	– Matches 1.4. H, I Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues. Each competitor awarded the National Marksmanship Championship pin.

**STAGE 4 – NATIONAL CHAMPIONSHIP**

<b>Match 1.4.J</b>	<b>Open Individual Standing Match</b>
<b>Match 1.4.K</b>	<b>Junior Individual Standing Match</b>
<b>Competitors</b>	– Open to all cadets at Stage 4
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Standing unsupported (Rule 24.2)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of five (5) pellet clip is prohibited
<b>Course of Fire</b>	– Unlimited zeroing shots – Twenty (20) pellets per competitor – Four (4) relays for the Championship – Single diagram target as issued by DND
<b>Highest Possible Score (HPS)</b>	– 700 per Competitor
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Target</b>	– Twenty (20) targets per Competitor except for the last relay, which will be ten (10) targets
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching is permitted
<b>Equipment</b>	– Telescope may be used (Rule 6.3.5) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.3) – Hat may be worn (Rule 6.3.7)
<b>Awards</b>	– Match 1.4. J, K Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues

**STAGE 4 – NATIONAL CHAMPIONSHIP**

<b>Match 1.4.L</b>	<b>Open Individual Cumulative</b>
<b>Match 1.4.M</b>	<b>Junior Individual Cumulative</b>
<b>Competitors</b>	– Open to all Competitors at Stage 4
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	– Prone unsupported (Rule 15.1) – Standing unsupported (Rule 24.2)
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	– Single pellet loading only – Use of five (5) pellet clip is prohibited
<b>Course of Fire</b>	– 210 pellets deliberate per team member – Ten (10) pellets per target – Two (2) targets per relay (Rule 7.1.1) – Seven (7) prone relays for the Championship – Four (4) standing relays for the Championship – Unlimited Zeroing shots
<b>Highest Possible Score (HPS)</b>	– 2100 per Competitor
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)
<b>Equipment</b>	– Telescope may be used (Rule 6.3.5) – Use of Sling (Rule 6.3.4, Rule 6.3.4.1 and Rule 24.1.1) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.3) – Hat may be worn (Rule 6.3.7) – Use of Mat (Rule 6.3.6, Rule 6.3.6.1, Rule 6.3.6.2 and Rule 24.1.1)
<b>Awards</b>	– Matches 1.4. L, M Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues. Each competitor awarded the National Marksmanship Championship pin.

**Remarks**

- Cumulative score will be weighted between prone and standing matches (Matches 1.4 H, I, J & K) as directed in the National Directive.

**STAGE 4 – NATIONAL CHAMPIONSHIP**

<b>Match 1.4.N Match 1.4.O</b>	<b>Open Individual Final Junior Individual Final</b>
<b>Competitors</b>	<ul style="list-style-type: none"> <li>– Open to the ten highest scoring Open Individual Competitors in Match 1.4.H</li> <li>– Open to the ten highest scoring Junior Individual Competitors in Match 1.4.I</li> </ul>
<b>Distance</b>	– Ten (10) meters (Rule 10.3)
<b>Position</b>	<ul style="list-style-type: none"> <li>– Prone unsupported (Rule 15.1)</li> <li>– Standing unsupported (Rule 24.2)</li> </ul>
<b>Rifle</b>	– Daisy 853C or Avanti 853C (Rule 5.3.1)
<b>Loading</b>	<ul style="list-style-type: none"> <li>– Single pellet loading only</li> <li>– Use of five (5) pellet clip is prohibited</li> </ul>
<b>Course of Fire</b>	<ul style="list-style-type: none"> <li>– 30 pellets deliberate per Competitor</li> <li>– Ten (10) pellets per target</li> <li>– Two (2) targets per prone relay (Rule 7.1.1)</li> <li>– Ten (10) single diagram targets per standing relay</li> <li>– One (1) prone relay, one (1) standing relay for the Final</li> <li>– Unlimited Zeroing shots</li> </ul>
<b>Highest Possible Score (HPS)</b>	– 300 per Competitor.
<b>Time Limit</b>	– 30 minutes per relay (Rule 16)
<b>Pellets</b>	– Only DND issued pellets will be used
<b>Safety Equipment</b>	– Safety glasses or shatterproof eyeglasses (Rule 2.1.7) must be worn. The wearing of hearing protection is recommended (Rule 2.1.8)
<b>Coaching</b>	– Coaching when the Competitor is on the firing line is permitted (Rule 11)
<b>Equipment</b>	<ul style="list-style-type: none"> <li>– Telescope may be used (Rule 6.3.5)</li> <li>– Sling may be used (Rule 6.3.4 and Rule 6.3.4.1)</li> <li>– Jacket may be worn (Rule 6.3.1)</li> <li>– Glove may be worn (Rule 6.3.3)</li> <li>– Hat may be worn (Rule 6.3.7)</li> <li>– Mat may be used (Rule 6.3.6, Rule 6.3.6.1 and Rule 6.3.6.2)</li> </ul>
<b>Awards</b>	– Matches 1.4. N, O Coordinated by D Cdts & JCR in conjunction with the National Cadet Leagues.

**Remarks**

- The scores achieved in Match 1.4.N or Match 1.4.O shall be added to the score achieved in either Match 1.4.L or Match 1.4.M (as applicable) to determine the final rankings for the individual cumulative championship. The cadets who qualify for the final will thus fire a total of sixteen (16) prone targets and eight (8) standing targets. Based on these results, the Vamplew and Clement Tremblay award winners will be determined.





## **SECTION 4**

### **RULES**

#### **FOREWORD**

The rules contained in this book have been formulated, organized and published under the auspices of D Cdts & JCR. These Rules govern the conduct of all marksmanship competitions organized within the Canadian Cadet Movement Marksmanship Championship Series. The purposes of these Rules are:

- a. To ensure the safety of all Competitors, spectators, officials and Coaches;
- b. To ensure fair, equal, undiscriminating and orderly Matches for all Competitors;
- c. To generate interest in and increase the popularity of marksmanship as a sport;
- d. To promote proper sports etiquette; and
- e. To protect the OPI of the marksmanship championship from unreasonable demands.

Suggestions for improvements to these Rules are encouraged and may be submitted to Regional Marksmanship Coordinators.

## **1. GENERAL**

In these Rules, “Competitor” is a generic term and refers to male and/or female cadets as appropriate.

During Matches, the Jury must decide all cases that are not provided for in these Rules.

Unless otherwise specified in these Rules, capitalized words used in these Rules shall have the meaning detailed in the Glossary.

### **1.1 Scope of these Rules**

#### **1.1.1 Application**

These Rules must be fully applied at all Stages of the CCMMCS. Organizers of other marksmanship competitions within the CCM are encouraged to apply these Rules.

**Note.** Although these Rules are applicable in all four stages of the CCMMCS, it is understood and accepted that the procedures for implementation may be modified as required during Stage 1.

#### **1.1.2 Knowledge of Rules**

Competitors, Coaches and Officials must know all parts of these Rules, as they are essential to procedures and behaviour during Matches and training. Competitors, Coaches and Officials must comply with all instructions on Matches and Official Training issued by the Chief of Competition in accordance with these Rules. All of the above named persons become subject to these Rules when they enter the Competition Facility.

#### **1.1.3 The Competition**

The Competition begins with the commencement of Official Training and ends when the period to submit Protests has expired and that the Jury has ruled on all Protests submitted within that allowable time period.

#### **1.1.4 Authority Publications**

These Rules are subordinate to and are published under the authority of D Cdts & JCR.

## **2. SAFETY REGULATIONS**

### **2.1 General**

Firing is permitted only on the range during officially authorized timings. It is forbidden to make movements with rifles which might endanger persons, or which may be perceived by others as dangerous. When firing has commenced on the range, no one is permitted to be forward of the firing line.

- 2.1.1 The safety precautions and rifle handling drills laid down in appropriate CF and Cadet publications must be observed at all times.
- 2.1.2 All rifles shall have functioning safety catches.
- 2.1.3 In the interest of safety, any Official or Coach may direct cadets to stop firing at any time.
- 2.1.4 Competitors and Coaches must notify an Official of any situation that may be dangerous or which may cause an accident.
- 2.1.5 Rifles may be loaded only on the firing point and only after the command “LOAD” has been given.

A rifle may be loaded and unloaded only with the barrel pointing in the direction of the targets.

- 2.1.6 Dry Firing and aiming exercises are permitted, but only with the permission of the Chief of Competition and only on the firing point or in a designated area.
- 2.1.7 The wearing of safety glasses or shatterproof eyeglasses is mandatory for everyone while on the range. Glasses must cover the entire eye socket. The eye socket is defined as the area of the face that is between the centre of the nose and the temple (horizontally), and between the top of the cheekbone and the bottom of the eyebrow (vertically).



The wearing of specialized marksmanship glasses is prohibited.

- 2.1.8 The wearing of earplugs, earmuffs or similar hearing protection is not mandatory, but recommended for all Competitors and other persons in the immediate vicinity of the firing point.
- 2.1.9 The use of any portable electronic or music device by a Competitor or Cadet Coach while on the range is prohibited.

### **3. COMPETITORS – ELIGIBILITY RULES FOR INDIVIDUALS AND TEAMS**

#### **3.1 General**

##### **3.1.1 Eligibility**

To be eligible to participate in the CCMMCS, a Competitor must:

- a. have joined the Canadian Cadet Organizations (CCOs) no later than 31 January of the Competition Year; and
- b. must not have reached his or her 19th birthday on or before the final day of the National Cadet Marksmanship Championship (including the final day of travel).

##### **3.1.2 Verification**

The OPI at each stage shall verify the Eligibility and categories of all Competitors. Competitors will be required to produce a proof of age upon Registration for the Competition.

##### **3.1.3 Competitor's Responsibilities**

Competitors may only participate in a Competition with equipment and clothing that are in accordance with these Rules. Competitors must ensure that their equipment and clothing are approved by the Equipment Check.

#### **3.2 Categories of Competitors**

The following Competitor categories are recognized for marksmanship Competitions:

- a. Junior; and
- b. Open.

##### **3.2.2 Junior Competitor**

A Junior is a cadet who has not reached his or her 15th birthday on or before the final day of the National Cadet Marksmanship Championship (including the final day of travel).

##### **3.2.3 Open Competitor**

An Open competitor is any cadet as specified in Rule 3.1.1. (Junior Competitors are also Open Competitors.)

##### **3.2.4 Individual Competitor**

Each member of a Unit Team or Composite Team is also considered to be an individual Competitor for Match purposes.

### 3.3 Team Composition

To be considered a team, a Unit Team or a Composite Team must arrive at a Championship with five (5) Competitors, including at least two (2) Juniors. A team arriving with four (4) Competitors, including at least one (1) Junior, will be permitted to compete as a Team provided the respective OPI (Stage 2, 3 or 4) has been notified in advance. A team arriving with five (5) Competitors and with less than two (2) Juniors shall not be considered a team and such Competitors will compete as individual Competitors. A team arriving with five (5) Competitors including at least two (2) Juniors, in which one (1) Competitor does not fire due to medical reasons or any other reason deemed allowable by the Jury, will be scored as a team.

#### 3.3.1 Unit Team Composition

A Unit Team will consist of five (5) Competitors from the same cadet corps or squadron, and have a minimum of two (2) Juniors. If a Unit Team consists of four (4) Competitors from the same cadet corps or squadron, and has a minimum of one (1) Junior, it shall also be permitted to compete as a team.

3.3.1.1 Competitors on a Unit Team at Stage 2 shall not be replaced for any or all subsequent stages of the CCMCS, except as expressly stated in Rule 3.4.2.

3.3.1.2 If a Unit Team attends Stage 2 or Stage 3 with four (4) Competitors and advances to the next Stage, the Regional Coordinator may authorize the addition of a 5<sup>th</sup> eligible Competitor IAW Rule 3.1.1 and Rule 3.3.1.

#### 3.3.2 Composite Team Composition

At the National Championship, a Composite Team will consist of five (5) Competitors from the same province/Northern Region area including a minimum of two (2) Juniors. A Composite Team will be made up of the top two (2) Juniors and the next top three (3) Open Competitors from Stage 3 that are not part of the Unit Team.

For Quebec and Ontario, the second Composite Team will be made up of the next top two (2) Juniors and top three (3) Open Competitors.

#### 3.3.3 Provincial/Territorial Team Composition

At the National Championship, Competitors from the Unit Team and Composite Team(s) from each province will be scored as a Provincial Team.

**Note.** The three Composite Teams from Northern Region will form the Territorial Team.

### **3.4 Substitutions**

#### 3.4.1 Stage 2

The Cadet corps/squadron CO has the authority to select substitutes from eligible cadets within the Cadet corps/squadron.

#### 3.4.2 Stages 3 and 4

In accordance with Rule 3.1.1, an eligible cadet from a corps/squadron may only replace a cadet from that same corps/squadron who has competed in Stage 2 for the following reasons:

- a. Parental request;
- b. Withdrawal from the CCM;
- c. Medical problem; or
- d. Discipline problem.

#### 3.4.3 Substitution Notice

A notice of intent to replace a cadet, citing the reason for replacement, shall be forwarded to the OPI prior the start of the official training.

### **3.5 Number of Teams**

For all stages, a corps or squadron may enter only one (1) team.

## **4. MEETINGS AND DRAWS**

### **4.1 Meetings**

#### 4.1.1 General

Meetings must be held to confirm Match details, elect the Jury, conduct a draw, and to give general information about the Championship.

Notice of the location and timings of meetings must be stated in Championship directives.

#### 4.1.2 Attendance at Competition Meetings

The following persons should attend Competition meetings:

- a. Championship Director;
- b. Chief of Competition;

- c. Referee;
- d. Chief of Range;
- e. Chief of Results;
- f. Competition Secretary;
- g. Chief of Support Staff;
- h. Site Coordinator; and
- i. Coach from each Unit Team and Composite Team.

#### 4.1.3 Competition Meeting Agenda

The agenda for a Competition meeting should include the following items, as appropriate:

- a. Roll call of teams;
- b. Championship Director's address;
- c. Chief of Competition's briefing;
- d. Referee's briefing;
- e. Confirmation/Election of the Jury;
- f. Draw; and
- g. Other business (administrative points).

#### 4.1.4 Competition Staff Meeting

A meeting of all competition staff should be held prior to the Competition meeting to ensure they are adequately briefed on the application of these Rules.

#### 4.1.5 Briefing for Competitors and Coaches

Prior to the commencement of Official Training, Competitors and Coaches should receive a tour of the facilities and be briefed on Competition procedures.

## **4.2 Draw**

### 4.2.1 General

The assignment of team numbers for purposes of establishing a firing schedule shall be done by the drawing of lots for both individual Competitors and teams.

#### 4.2.2 Purpose of the Draw

The purpose of the draw is to ensure that individual Competitors and teams are able to fire under conditions that are as equal as possible.

#### 4.2.3 Placement of Competitors for Squadding Purposes

Each team will be assigned a series of competitor numbers. It is the Coach's responsibility to assign one of these numbers to each Competitor on his or her team.

#### 4.2.4 Place and Timings of the Draw

The draw should be done at the Competition meeting ( Coaches must attend the draw). In exceptional circumstances, the Chief of Competition may approve the conduct of the draw outside of the Competition meeting, if it is supervised by at least two (2) Jury members.

#### 4.2.5 Method of Draw

The method and conduct of the draw is the responsibility of the Chief of Competition and should be done under the supervision of the Jury. The draw must be a Double-Random Draw.

### 5. RIFLES

#### 5.1 General

Only DND issued and approved rifles will be used in the CCMMCS. Competitors may use any approved rifle in the same Competition as long as the rifle conforms to these Rules and has been approved by the Equipment Check.

#### 5.2 Inspection

5.2.1 All rifles shall be inspected prior to the start of the Match. Uninspected rifles shall not be used in a Match. Uninspected rifles may be used during Official Training so long as they are approved by the Equipment Check prior to the start of the Match.

5.2.2 An Official may pick up a Competitor's rifle without their permission but in their presence and with their knowledge, to ensure that all Rules have been respected.

5.2.3 Muzzle velocity of all rifles may be checked at Stage 4 prior to the start of the Match. Muzzle velocity of rifles may be checked at Stage 3 if time and facilities permit.

#### 5.3 Specifications of Rifles

5.3.1 The only rifles permitted for use in the CCMMCS are the Daisy 853C and Avanti 853C.

5.3.2 Any modification to a rifle is prohibited, except for the following:



- a. installing a Blinder;
- b. installing any number of butt spacers;
- c. marking of the rifle for purposes of identification and sight and sling swivel placement;
- d. moving the barrel weight in either direction;
- e. changing front inserts; and
- f. installing an approved adjustable butt plate. The butt plate can be adjusted to suit the Competitor.

5.3.3 Trigger pull for the Daisy 853C or Avanti 853C must be at least 3-1/2 lbs.

5.3.4 Only the sight issued with the Daisy 853C or Avanti 853C may be used.

5.3.5 The muzzle velocity of the Daisy 853C or Avanti 853C must not exceed 495 feet per second.

5.3.6 If the muzzle velocity of a Daisy 853C or Avanti 853C exceeds 495 feet per second, it shall not be used in Competition unless it is serviced and repaired to the original manufacturer's specifications as in Rule 5.3.5.

## **5.4 Rifle Malfunction/Repair/Replacement**

5.4.1 In the case of a rifle malfunction, a rifle, after being inspected by an Official, may be removed from the firing point.

5.4.2 The repair of a rifle will be done only by an armourer, the Coach or someone appointed by the Coach.

5.4.3 Competitors may choose to continue firing using another rifle. If so, any rifle used to replace a malfunctioning rifle must have been approved by the Equipment Check.

5.4.4 An additional five (5) minutes will be allocated to a Competitor at the end of the relay to compensate for the time required to repair or replace a malfunctioning rifle.

5.4.5 Additional unlimited Zeroing pellets will be provided and will be fired in accordance with Rule 15.8 and within the Time Limit stated in Rules 5.4.4 and 16.2.

## **6. EQUIPMENT**

### **6.1 General**

Competitors shall only use equipment and apparel that comply with these Rules. The use of equipment (devices, accessories, etc.) that may give a Competitor an advantage over others is prohibited if it is not expressly mentioned in these Rules.

## **6.2 Equipment Check**

Competitors are responsible for submitting all equipment and apparel for inspection and approval to the Equipment Check prior to the first Match relay. For greater certainty, Competitors may use un-checked equipment during Official Training. An Official may inspect a Competitor's equipment without their permission but in their presence and with their knowledge, to ensure that all Rules have been respected.

### **6.2.1 Equipment Check Location/Timings**

The Chief of Competition must inform Competitors through their Coaches, in sufficient time prior to Competition, where and when they may have their equipment inspected.

### **6.2.2 Waiting Area Verification**

Competitors may have their rifle and equipment verified in the Waiting Area prior to the commencement of their relay. Competitors whose rifle and equipment do not conform to these Rules will not be permitted to proceed to the range until all discrepancies have been corrected.

### **6.2.3 Marking of Jackets**

The marking of jackets may be done to clearly indicate that such jackets have been approved by the Equipment Check. Approved jackets may be marked with a seal or a sticker unique for that Competition.

### **6.2.4 Alteration**

After a piece of equipment has been approved by the Equipment Check, it must not be altered at any time and in any way that will conflict with these Rules. If a piece of equipment needs to be altered, that piece of equipment must be returned to the Equipment Check for re-inspection and approval.

## **6.3 Marksmanship Equipment**

The use of any special devices, means or garments that immobilize or unduly reduce the flexibility of the Competitor's legs, body or arms is prohibited in order to ensure that the performance skills of the Competitors are not artificially improved. All marksmanship clothing must be made of soft flexible and pliable material that does not become stiffer, thicker or harder under normal conditions. The use of adhesives or other materials on equipment, which provides an advantage to a Competitor, is prohibited. Additional equipment rules specific to Standing marksmanship may be found at Rule 24.

### **6.3.1 Jacket**

The body and sleeves of the jacket must be made of single ply, non-rigid material. Leather and/or heavy canvass jackets are prohibited. Closure of the jacket must be only by non-adjustable means (straps must be taped prior to closure to prevent adjustment). A

device (button, hook, safety pin or strap) to hold the sling is permitted on the upper sleeve.

6.3.1.1 All straps, laces, bindings or devices that may be used for purposes other than closure of the jacket and support of the sling in accordance with Rule 6.3.1 are prohibited.

6.3.2 Pants

Specialized marksmanship pants may not be worn.

6.3.3 Shoes

Specialized marksmanship shoes may not be worn.

6.3.4 Glove

A glove that respects the provisions detailed in Rule 6.3 may be worn.

6.3.5 Sling

The use of a sling is optional.

6.3.5.1 Only the sling issued with the Daisy 853C or Avanti 853C may be used. The sling must be worn only over and around the upper part of the arm and from there be connected to the forehand of the rifle stock. The sling must pass along one side of the hand or wrist only. The only permissible Sling Hook (used to connect the sling to the sling swivel) is the one issued with the Daisy 853C or Avanti 853C.

6.3.6 Telescopes

6.3.6.1 The use of a telescope mounted off the rifle is permitted. The use of a telescope must not interfere with other Competitors on the range or act as Artificial Support for the Competitor.

6.3.6.2 The use of a telescope mounted on the rifle is prohibited.

6.3.7 Mats

Mats or ground sheets of a maximum thickness of 50 mm uncompressed and ten (10) millimetres compressed may be used, provided they are not constructed or used in a manner to provide Artificial Support. Typical gym mats **may** not meet these specifications.

6.3.7.1 The mat shall not be larger than the Firing Box. (Rule 10.3)

6.3.7.2 Competitors may overlap or stack any number of mats provided the total thickness of the mats used meet the maximum specifications detailed in Rule 6.3.6.

6.3.8 Hats

A hat that respects the provisions detailed in Rule 6.3 may be worn.

6.3.9 Butt plate:

The use of an adjustable butt plate is permitted. The butt plate may be adjustable up or down and horizontally and the shape of the butt plate should be slightly rounded to offer some support in the shoulder. However, turning the butt plate on the horizontal axis is not permitted and only the complete butt plate (not part) may be turned on the vertical axis. The use of hook on the butt plate that provides extra support and/or stability is also prohibited. Material that gives increased grip may not be added.

**7. TARGETS**

**7.1 Types of Targets**

7.1.1 The target used will be CCT2001AR853 (NATO# 6920 – 20 004 2752), consisting of ten (10) aiming diagrams and two (2) Zeroing Diagrams with scoring rings inscribed.

7.1.1.1 For a Match, targets shall be sequentially numbered.

7.1.1.2 For Official Training, targets will not be numbered.

7.1.1.3 The use of extra targets for the purpose of Zeroing during a Match is prohibited.

7.1.1.4 Approved Electronic target systems may be used if available at the discretion of the OPI.

**7.2 Labelling**

7.2.1.1 The Competitor number and target number must appear on each target.

7.2.1.2 If the labelling is done by means of a sticker, this sticker shall be fixed at the back of the target in the bottom left corner.

7.2.1.3 No marking on the front of the target is permitted.

**7.3 Posting of Targets**

7.3.1 A Competitor is responsible for posting his or her targets.

7.3.2 A Competitor or a Coach may post targets.

7.3.3 If during the firing of a Match, a Competitor's target falls partially from the backstop, the Competitor may continue firing as long as no safety violation occurs.

- 7.3.4 If during the firing of a Match, a Competitor's target falls completely from the backstop, the relay will be completed and then an assessment will be made to determine the reason for the target to have fallen.
- 7.3.4.1 If it is determined that the fault lies with the Competitor, re-firing will not be permitted. The score will be based on the number of shots fired.
- 7.3.4.2 If it is determined that the fault does not lie with the Competitor, re-firing of the 20 shot string shall occur.

## 8. PELLETS

To ensure all Competitors are provided equal opportunity for success, only pellets approved by DND and distributed under the supervision of Officials may be used.

### 8.1 Pellets

- 8.1.1 Pellets as issued by DND shall be used in Stages 2 through 4.
- 8.1.2 Competitors may inspect pellets and may request to exchange any pellet that may be perceived as being damaged.
- 8.1.3 All unfired pellets shall remain on the range and immediately be returned to an Official at the end of each relay.

**Note.** Disposal of lead pellets must be done IAW current DND procedures.

## 9. FACILITIES

### 9.1 The competition site shall include the following areas:

- a. **Range** – See Rule 10 for layout and specifications. Rule 24 details specific requirements for a Standing Range;
- b. **Waiting Area** – Should be located as close as possible to the range and be controlled to ensure Competitors can prepare under quiet conditions;
- c. **Scoring Area** – Scoring area shall be restricted to competition officials and authorized staff. This shall be a well lit area with sufficient workspace for:
  - (1) Scoring;
  - (2) Stats data entry;
  - (3) Challenge meeting committee; and
  - (4) Storage of fired targets.

- d. **Target Observation Area** – Should be well-marked to identify targets being displayed; good lighting is imperative;
- e. **Team Room** – Should be large enough to provide each team with sufficient space to gather with their equipment;
- f. **Dry Fire Area** – Must be in a controlled area with a permanent wall immediately behind targets. Pellets are not permitted in the Dry Fire area;
- g. **Jury Area** – Competition site must have a quiet area for Jury meetings.

## **10. RANGE LAYOUT AND SPECIFICATIONS**

### **10.1 General**

The range must be inspected by the Chief of Competition and the Referee prior to Official Training and Competition.

### **10.2 Firing point**

The firing point must be clearly identified and the firing lanes are to be equally divided and marked off. The firing point must not vibrate or move when people are walking close by. It must either be level or slope slightly to the rear.

#### **10.2.1 Safety flags/lights**

All ranges must be equipped with either safety flags or lights. These must be clearly visible when approaching the range area.

#### **10.2.2 Firing and target lines**

Ranges must have a target line and a firing line that run parallel to each other. The firing line is at the top of the firing point, and must be clearly marked.

#### **10.2.3 Firing Lanes**

The area between the firing point and target line is divided into firing lanes that correspond to firing positions. These lanes shall be clearly marked, equidistant, and shall be at least 1.25 m wide.

#### **10.2.4 Coaches Area**

There must be an area at the back of each firing lane to permit Coaches to place a telescope and conduct their duties.

#### **10.2.5 Officials Area**

There must be sufficient space behind the firing point for Officials to conduct their duties.

#### 10.2.6 Spectator Area

There should be an area at the back of the range to permit spectators to observe firing.

### 10.3 Firing distance

The firing distance shall be ten (10) meters, subject to an allowable variance of (+) or (-) 0.05m. The firing distance shall be measured from the edge of the firing line closest to the Competitor to the target face.

### 10.4 Target Area

#### 10.4.1 Target Frame

Any target frame may be used, provided it guarantees the necessary degree of safety and efficient changing of targets. All target frames must be of the same size and design for each firing point.

#### 10.4.2 Numbering and Markings

Each target frame must be marked with the number that corresponds with the appropriate number on the firing lane. The numbers must be large enough to be seen under normal firing conditions with normal vision at ten (10) meters.

Numbers should commence with one (1) and increase from left to right as observed from the firing point.

#### 10.4.3 Target Backings

Target backings must be of sufficient size to hold a minimum of two (2) targets side by side. The cardboard/coroplast used as backings must be made of non-reflective materials and should be pale in colour. Target backings shall be consistent for every target frame used during a Competition.

#### 10.4.4 Lighting

Indoor ranges should have artificial illumination, which provides the necessary amount of light without glare or distracting shadows on the targets or firing point. The entire area should be evenly illuminated. Targets shall be evenly illuminated. As a general guideline, lighting levels should be 600 LUX at the target, and between 300 and 400 LUX over the Competitor.

### 10.5 Other Range Components

#### 10.5.1 Spare Rifle Area

There must be an area on the range for the placement of spare rifles. This area shall be accessible to all Competitors, Coaches and Officials and shall be properly supervised.

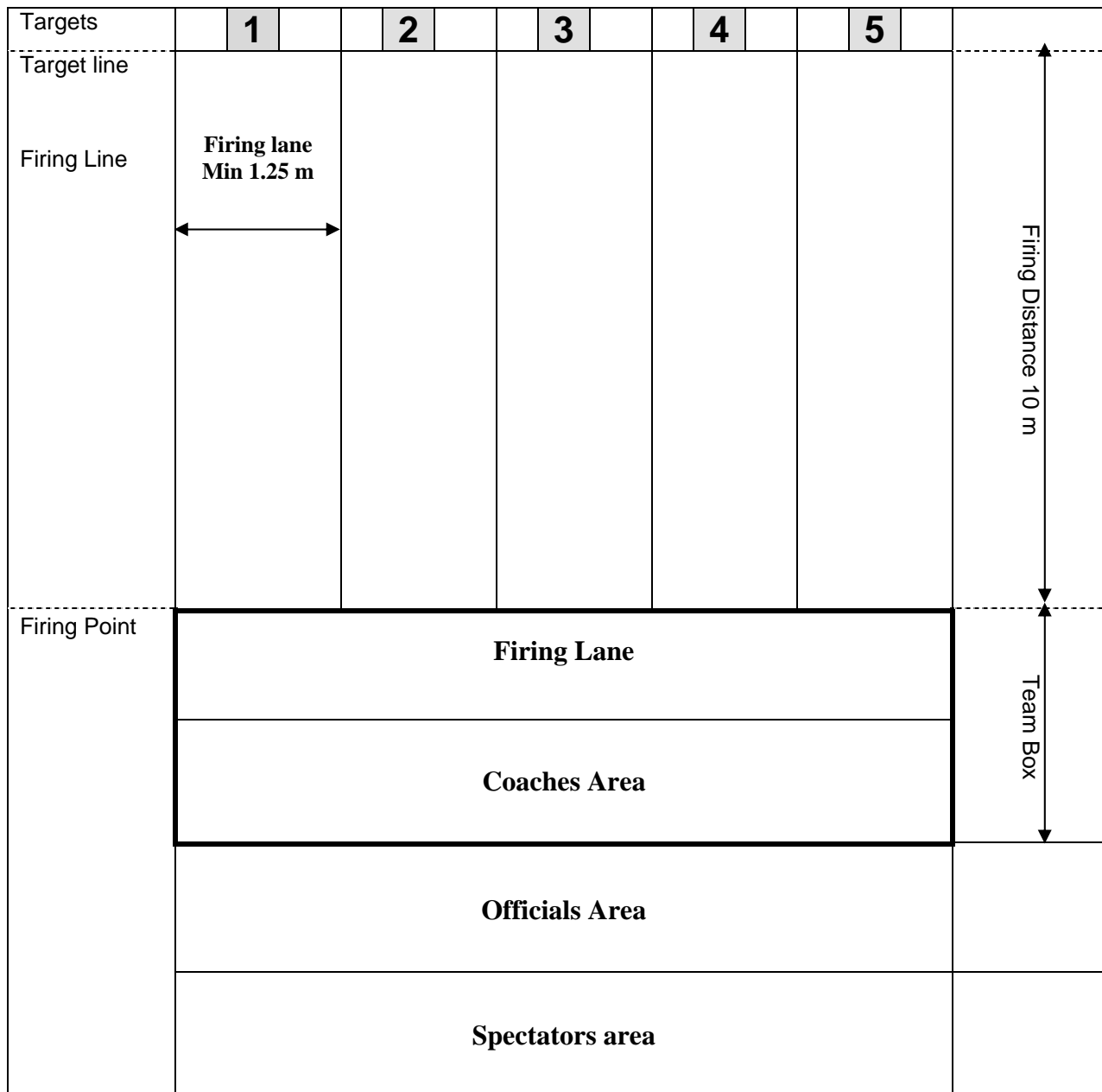
10.5.2 Pellet Holders

Each firing lane should have a container to hold pellets that shall be numbered according to that firing lane. The container must be easily accessible to Competitors and Officials.

10.5.3 Range Clock

Each range should be equipped with a large clock adjacent to the firing line, which can be clearly seen by Competitors and Officials.

**PRONE AND STANDING LAYOUT DIAGRAM**





## **11. COACHING**

### **11.1 Coach**

A Coach is defined as any member of the Canadian Forces or a Civilian Instructor responsible for the activities of a team and responsible to perform coaching duties on the firing point. Composite team coaches at Stage 4 shall not be Civilian Instructors.

- 11.1.1 A Coach may assist a Competitor with pumping the rifle while on the firing point. In providing assistance, the Coach shall not interfere in any way with other Competitors.
- 11.1.2 A Coach shall not touch a Competitor or support his or her rifle while aiming or firing.
- 11.1.3 A Coach shall not assist a Competitor in loading his or her rifle.
- 11.1.4 A Coach may adjust a Competitor's sights.
- 11.1.5 A Coach may communicate verbally with his or her Competitor during the firing period but shall not disturb or interfere with other Competitor's.
- 11.1.6 A Coach may assist a Competitor in repairing or replacing a malfunctioning rifle, or for any other circumstance deemed appropriate by an Official.

### **11.2 Prohibitions**

It is forbidden for any persons other than a Coach who is on the range to give assistance or advice to a Competitor on the firing point.

## **12. TRAINING**

### **12.1 General**

Competitors and Coaches must be provided the opportunity and facilities to prepare for Matches. To that purpose, the OPI must provide Competitors with an Official Training period.

### **12.2 Training**

Training is defined as any preparatory activity for the Competition by Competitors and Coaches on the Competition Facility during the dates and times listed in the event programme as Official Training or Unofficial Training.

#### **12.2.1 Official Training**

Official Training is the period of time that the OPI must provide for training on the facility. During Official Training, the facility must be prepared the same as for the Competition. Each Competitor must be given a minimum of ten (10) minutes to practice on the range.

### 12.2.2 Unofficial Training

Unofficial Training is the period of time that the OPI may allow for training on the facility other than Official Training, and during which the facility does not have to be prepared as for the Competition.

### 12.2.3 Allocation of Firing Lanes for Zeroing

Each team should be allocated one lane on the range during Official Training. The allocation of firing lanes shall be determined by a Double-Random Draw.

## 13. **COMPETITORS RELAY SEQUENCE**

Competitors must adhere to procedures provided by the OPI for each stage of the Championship Series.

The following sequence is recommended for Stage 2 and 3 and shall be used in Stage 4:

- a. Competitors report to the Waiting Area 15 minutes prior to relay start;
- b. Competitors should be in possession of the following:
  - (1) Rifle; and
  - (2) Marksmanship equipment;
- c. A member from the organisation will hand out the targets to the Competitors;
- d. Competitors fire IAW the sequence detailed in Rule 14.1; and
- e. Competitors return to the Team Room.

## 14. RANGE COMMANDS

### 14.1 Firing Sequence

The following range commands will be used in Stage 4, and to the extent possible, should be used at all other Stages of the CCMMCS:

	RANGE COMMAND	ACTION
1	"COMPETITORS TO THE FIRING POINT"	Competitors and Coaches will bring their equipment and targets to the firing point and stand behind their firing position.
2	"PLACE YOUR EQUIPMENT DOWN AND STAND BACK"	Competitors and Coaches will lay their equipment on the firing mats and stand to the rear of their mats when finished.
3	"POST TARGETS – YOU HAVE TWO MINUTES"	Competitors or Coaches will post targets and return to the firing point.
4	"DISTRIBUTE PELLETS"	Pellets to be placed on the firing point.
5	"ADOPT THE PRONE POSITION – YOUR THREE (3) MINUTE PREPARATION PERIOD STARTS NOW"	Competitors will adopt the prone position, ready their equipment and put on their eye protection. Coaches to adopt their position. Competitors and Coaches may inspect their pellets for uniformity.
6	"LOAD AND COMMENCE FIRING – YOUR THIRTY (30) MINUTE FIRING PERIOD BEGINS NOW"	Competitors will commence firing.
7	"YOU HAVE TEN (10) MINUTES REMAINING"	Ten (10) minutes are left before the end of the relay.
8	"YOU HAVE FIVE (5) MINUTES REMAINING"	Five (5) minutes are left before the end of the relay.
9	"YOU HAVE ONE (1) MINUTE REMAINING"	One (1) minute is left before the end of the relay.
10	"CEASE FIRE – YOUR TIME HAS EXPIRED. UNLOAD AND PREPARE FOR INSPECTION"	Competitors will cease fire and unload their rifles.
11	"REMOVE YOUR EQUIPMENT FROM THE FIRING POINT"	Competitors and Coaches will remove all of their equipment from the firing point; Officials will pick up targets.
12	"EXIT THE RANGE"	Competitors proceed to the Team Room.

## **15. COMPETITION FIRING/ZEROING**

### **15.1 Prone Firing Position**

Competitors shall fire in the Prone Unsupported position and comply with the following:

- a. a rifle may only be in contact with the hands, shoulder and cheek of a Competitor;
- b. the lower side of the wrist of the arm supporting the rifle must be distinctly raised from the ground to form an angle from the horizontal of no less than 30 degrees; and
- c. no part of the rifle may touch the sling or any of its attachments except at the sling swivel.

### **15.2 Position in Firing Lane**

#### **15.2.1 Lane Boundary Line**

While in the Team Firing Box, Competitors must ensure that no part of their body or equipment protrudes over the lateral boundary lines marking the Team Firing Box, or the extension of those boundaries.

#### **15.2.2 Firing Line**

When in the firing position, no portion of a Competitor may touch the ground in front of the firing line. If the firing line is designated with a piece of tape, the edge closest to the Competitors will be considered the firing line. A Competitor's equipment may be placed forward of this line.

### **15.3 Enforcement**

If a Competitor is notified by an Official that his or her firing position is in violation of these Rules, the Competitor shall immediately make the correction.

### **15.4 Safety Check After Firing**

All rifles shall be cleared by an Official before being removed from the firing point. All unfired pellets shall be returned to an Official.

### **15.5 Lost Pellets**

Lost pellets may be replaced by an Official. Competitors should signal an Official by raising a hand.

## **15.6 Rifle Exchange Procedure**

Competitors or Coaches shall indicate that their rifle needs to be exchanged by raising a hand. The rifle in question shall be cleared by an Official before being removed from the firing point.

## **15.7 Response by Officials**

All Officials must be alert to observe a raised hand by a Competitor for spare pellets or rifle exchange.

## **15.8 Zeroing Shots**

15.8.1 Unlimited Zeroing Pellets are allowed.

15.8.2 If the first and/or the second zeroing shot(s) strikes the scoring area (outside the zeroing box), a Competitor must immediately inform an Official, who must immediately spot the shot hole(s) and at the end of the relay, mark the shot hole(s) as “first sighter” and/or “second sighter” and sign the target. Should the Competitor fail to notify an Official before the next pellet is fired, all shot hole(s) on the scoring area will count as scoring shots. This rule shall also apply in the instance that a rifle requires replacement due to malfunction.

## **15.9 Competition Shots**

15.9.1 Competitors are to fire one (1) pellet on each scoring diagram.

## **15.10 Cross-Firing**

15.10.1 When a Cross-fire is established and the offending Competitor has fired the full complement of shots on his or her scoring diagrams, this Competitor shall be subject to further penalties. (Rule 22.3.3.1)

15.10.2 As soon as a Cross-fire is suspected, a Competitor must immediately notify an Official.

## **15.11 Competitors leaving the firing point**

15.11.1 If a Competitor becomes ill during a relay, an Official shall be notified immediately and the Competitor shall be removed from the range for that Relay. The Jury shall determine if any missed or unfinished relays shall be re-fired.

15.11.2 If a Competitor leaves the firing point during a Relay for a non-medical reason, he or she must first have their rifle cleared by an Official and be given permission to leave. The Competitor may return to complete their Relay but no additional time will be granted.

15.11.3 if a Competitor withdraws from a Match, for medical reasons, then his or her score will not count towards the team result. In Stage 4, the withdrawn Competitor’s score will not count towards Match 1.4.A-G

## **16. TIME LIMITS**

### **16.1 Zeroing**

Any number of Zeroing Pellets may be fired at any time during a particular twenty (20) shot string. No additional time will be allowed for Zeroing Pellets.

### **16.2 Time**

The Time Limit for a twenty (20) shot string will be thirty (30) minutes.

### **16.3 Relay Timings**

16.3.1 The following timings are to be used:

- a. Two (2) minutes to post targets;
- b. Three (3) minutes to prepare on the mats;
- c. Thirty (30) minutes for Zeroing and precision firing; and
- d. Five (5) minutes to change relays.

## **17. SCORING**

### **17.1 Target Scores**

17.1.1 Each target has a Highest Possible Score (HPS) of one hundred (100) points comprised of ten (10) diagrams worth ten (10) points each.

17.1.2 All shot holes are scored according to the highest value of the scoring ring that is touched by the pellet hole. If any part of the scoring ring is touched by the pellet hole, the shot must be scored the higher value.

17.1.3 Scoring will initially be determined by means of an engraved gauge of some flat transparent material (Overlay).

17.1.3.1 Challenged shots shall be scored using a plug type scoring gauge. This type of gauge should only be used during Stages 3 and 4. The Plug Gauge shall only be inserted once in a shot hole. The score determined using the Plug Gauge shall be final, with no additional Challenge possible as to shot value.

17.1.3.2 The use of Plug Gauges is prohibited for scoring Competition targets at Stage 2 unless otherwise directed by the RCSU. All final results from Stage 2 (Zone/Mail-In Championship) will be verified at the Provincial/Territorial level and the Final Results published thereafter.

- 17.1.3.3 At Stage 4, any shot whose value is questionable as determined by the Chief of Results shall be plugged before the targets are posted for viewing. The score determined using the Plug Gauge shall be final, with no additional Challenge possible as to shot value.
- 17.1.4 Shots outside the scoring rings are given a value of zero (0).
- 17.1.5 Diagrams with more than one (1) shot will be scored in accordance with Rule 22.3.4.2.
- 17.1.6 Cross-fires

If a target has more than the prescribed number of shots on the scoring area and it has been determined that the excess shot(s) is a Cross-fire, the following procedures shall be used:

- a. If the Cross-fired shot(s) can be identified, it shall not be scored; and
- b. If the Cross-fired shot(s) cannot be identified, then the lowest valued shot(s) will not be scored.

## **17.2 Ties**

### 17.2.1 Individual Competitors

Ties will be broken in the following order (see Rule 24 for the tie breaker procedure for a Standing match):

- a. The highest score of the last 20 shot series, working backwards by 20 shot series as many times as is required to break the tie;
- b. The highest number of tens (10), nines (9), eights (8), etc.;
- c. The highest number of tens (10) which do not touch the nine (9) ring; and
- d. If any ties remain during a provincial or national Shoulder-to-Shoulder Competition, two additional prone targets may be fired; if not, duplicate awards will be given.

### 17.2.2 Teams

- 17.2.2.1 For Unit Team and Composite Team Matches, ties will be broken by totalling the results of the top four (4) Competitors of a Team and following the same procedure as for individual Competitors (Rule 17.2.1).
- 17.2.2.2 At Stage 4, for Provincial/Territorial Team Competitions, ties will be broken by totalling the results of **all** Competitors of a Province or Territory and following the same procedure as for individual Competitors (using the average score and **not** the total score).

### **17.3 Target Display**

After being scored, targets will be on display to Competitors and Coaches for a period of at least fifteen (15) minutes.

- 17.3.1 Targets will be inserted into an envelope made of two (2) transparent sheets to enable viewing, while preventing tampering.
- 17.3.2 Targets shall be posted as a set of two (2) targets and as a complete relay.
- 17.3.3 Competitor information must be visible while the targets are on display in the viewing area.
- 17.3.4 Targets that are scored electronically shall not be displayed.

## **18. RESULTS**

### **18.1 General**

Results are the record of the performance of Competitors and teams in a Competition. The OPI is responsible for producing and distributing the results. At the National Championship, both English and French must be used in the same results.

### **18.2 Types of Results**

There are two types of results: Interim and Final.

#### **18.2.1 Interim Results**

Interim Results are the official record of the Competition as produced by the OPI. Updated Interim Results should be produced as soon as possible after the completion of each relay. Interim Results are subject to Challenges/Protests.

#### **18.2.2 Final Results**

Final Results are the irrevocable final record of the Competition and must be published immediately after the deadline for Challenges/Protests has passed, or as soon as the Jury has made its decisions on Protests that were submitted. The Chief of Competition must sign the Final Results.

#### **18.2.3 Content of Results**

Interim and Final Results should include the following information:

- a. Name and location of the event;
- b. Type, time and date of the Competition;



- c. Names of the Jury members;
- d. Notes about imposed penalties; and
- e. Columns for:
  - (1) placings, in ranking order from first to last;
  - (2) Competitor numbers;
  - (3) last and first names of Competitors;
  - (4) corps/squadron number and element; and
  - (5) target scores and total score.

**Note.** Any changes to scores as a result of challenges or protests shall be posted on a separate sheet.

### **18.3 Distribution of Results**

Copies of the Final Results must be distributed to each Coach. If this cannot be done before the departure of Coaches, a copy of the Final Results must be sent to them as soon as possible.

## **19. CHALLENGES**

### **19.1 General**

A Challenge may arise when a Competitor or Coach considers that a shot was scored or recorded incorrectly or that a score was added incorrectly. A Challenge may only arise in respect of scores that have been decided without the use of a Plug Gauge.

**19.2 Only the target which is challenged will be checked, and not all the targets from the same relay.**

**19.3 When a Challenge arises, all diagrams of the challenged target will be re-examined.**

**19.4 Any Challenge must be lodged within one (1) hour after the interim scores are posted.**

**19.5 Challenges must be submitted to the Competition Secretary, in writing, by the Coach using the form at Annex C.**

19.5.1 A Coach will be charged \$2.00 for challenging a target of his or her Competitor.

19.5.2 A Coach will be charged \$5.00 for challenging a target of a Competitor on another team.

19.5.3 For Standing Matches using ISSF targets, a consecutive series of 10 shots shall be considered equivalent to a target with regard to Challenges. For example, targets 1-10, 11-20, 21-30 etc...

19.5.4 No fee shall be charged when challenging a score addition.

19.5.5 The Challenge fee will be returned if the Challenge is upheld and will be retained if the Challenge is denied. The money collected through this process will be treated in accordance with NPF procedures and used to support the Cadet Marksmanship Program.

**19.6 Targets that are scored electronically may not be challenged.**

**19.7 All Challenges will be adjudicated by a Challenge Committee.**

19.7.1 It is imperative that there be three (3) members on the Challenge Committee and that the same people review all Challenges throughout the Competition.

## **20. PROTESTS**

### **20.1 General**

A Protest consists of a complaint submitted by a Coach about such matters as the Eligibility of a Competitor, violation of rules by another Competitor, errors by the Organization, or inappropriate Competition conditions.

Protests must be submitted in writing by the Coach to the Competition Secretary using the form at Annex D and must be accompanied by a fee of \$5.00. This fee will be returned if the Protest is upheld and will be retained if the Protest is denied. The money collected through this process will be treated in accordance with NPF procedures and used to support the Cadet Marksmanship Program.

### **20.2 Protest Deadline**

Protests must be submitted within one (1) hour after the last relay of the Match is finished.

20.2.1 The Jury is required to consider Protests as soon as possible.

### **20.3 Matters which may be Protested**

The following are, amongst others, matters that may be protested:

- a. A Competitor or Coach does not agree with a decision or action of the Organization;
- b. A Competitor or Coach is of the opinion that the Competition is not in accordance with these Rules;
- c. Disturbances by other Competitors, Officials, spectators, etc.;

- d. Long interruption of firing caused by irregularities, or technical failures of range equipment, etc.; and
- e. Any irregularities regarding firing times.

## **21. INFRACTIONS**

### **21.1 General**

Infractions occur when either a Competitor or a Coach commits a violation of these Rules.

### **21.2 Infraction Procedures**

21.2.1 When an Official witnesses an infraction, he or she must immediately notify the Competitor at fault.

21.2.1.1 An Official must inform a Competitor at fault each time an infraction is observed.

21.2.2 The Chief of Competition, in consultation with the Referee, determines if an infraction shall result in a warning, penalty or disqualification and if a Jury review is required.

21.2.2.1 If a Jury review is not required, the Referee will inform the Coach of the situation and any warning, penalty or disqualification imposed on his or her Competitor.

21.2.2.2 If a Jury review is required, the Referee will inform the Coach of the situation and request that both the Coach and the Competitor be available to the Jury. The Referee will inform the Coach on the Jury decision.

## **22. WARNINGS, PENALTIES AND DISQUALIFICATIONS**

### **22.1 General**

Warnings, penalties or disqualifications are imposed on Competitors and/or teams for violation of these Rules by incorrect, unfair or unsafe procedures or improper behaviour during training or Competition. Warnings, penalties and disqualifications can only be imposed by the Referee, the Jury, or in the area of scoring by the Chief of Results.

22.1.1 Procedure

Infractions shall normally be recorded by the Official in whose area of responsibility the infringement occurs. The recording of an infraction and any subsequent warning, penalty or disqualification permits it to be processed in the results as if it had been imposed.

### **22.2 Warnings**

22.2.1 A warning will be given for:

- a. Firing Position violation;

- b. Lane violation;
- c. Interference with another Competitor;
- d. Minor safety violation;
- e. Affecting the efficient running of the Competition;
- f. Not following Competition procedures; and
- g. Improper sports etiquette.

22.2.2 Warnings given under Rule 22.2.1 subparagraphs a and b will be valid for one (1) relay.

22.2.3 Warnings given under Rule 22.2.1 subparagraphs c, d, e, f and g will be valid for the duration of the Competition.

## **22.3 Penalties**

### **22.3.1 Safety Penalties**

22.3.1.1 A Competitor or Coach committing a minor safety violation shall be imposed a warning and shall be imposed a five (5) point Penalty if he or she commits any subsequent minor safety violation.

22.3.1.2 A Competitor or Coach committing a major safety violation shall be imposed a ten (10) point Penalty.

22.3.1.3 A Competitor committing a safety violation causing imminent danger to him or herself or others shall be disqualified from the Competition.

22.3.1.4 A Coach committing a safety violation causing imminent danger to him or herself or others shall be removed from the range and shall be banned from the range for the remainder of the Championship.

### **22.3.2 Conduct Penalties**

Competitors and Coaches conducting themselves in an inappropriate manner may be imposed a warning or a five (5) point Penalty. At the discretion of the Jury, a greater Penalty may be imposed for continued or extreme improper conduct.

### **22.3.3 Procedure Penalties**

22.3.3.1 When it can be clearly established that a Competitor has Cross-fired onto another Competitor's target, the Competitor at fault shall lose the maximum possible value (ten (10) points) for each Cross-fired shot. The Competitor at fault shall also be penalized two (2) points for each Cross-fired shot.

22.3.3.2 If a Competitor fires a shot after a “Cease Fire” command, the shot with the highest value on the target will be discarded. A ten (10) point Penalty shall also be imposed on the Competitor at fault.

22.3.3.3 If a Competitor fires a pellet or discharges air prior to the start time, this shall result as the first shot to be scored, and have a value of zero. A ten (10) point Penalty shall also be imposed on the Competitor at fault.

#### 22.3.4 Scoring Penalties

22.3.4.1 If a Competitor fires more than the prescribed number of shots on the scoring area in a twenty (20) shot string, the shot(s) with the highest value will be discarded until the correct number of shots remain. In addition, a two (2) point Penalty will be deducted for each excess shot.

22.3.4.2 If a Competitor fires more than the prescribed number of shots on a scoring diagram, the Competitor must fire a like number of fewer shots on a subsequent scoring diagram in the same twenty (20) shot string. The Competitor will not be penalized for the first two (2) such occurrences in a Competition, but will be penalized two (2) points for each succeeding occurrence.

#### 22.3.5 Technical Penalties

22.3.5.1 After receiving one (1) warning for a firing position violation, the Competitor will be penalized two (2) points for every subsequent shot fired under an illegal position during the relay. (see Rule 22.2.2)

22.3.5.2 If a Competitor uses equipment that has not been cleared through Equipment Check, the Competitor shall be deducted two (2) points for every shot fired during the Competition using un-checked equipment.

22.3.5.3 After receiving one (1) warning for a lane violation, the Competitor shall be penalized two (2) points for every subsequent violation. (see Rule 22.2.2)

22.3.5.3.1 If the offender is the Coach, the penalty shall be applied against the team score for that Match.

22.3.5.4 After receiving one (1) warning for interference with another Competitor, the offending Competitor will be penalized two (2) points for every subsequent occurrence during the competition. (see Rule 22.2.3)

### **22.4 Disqualifications**

22.4.1 A Competitor shall be disqualified for the following:

- a. Taking part in a Competition for which he/she is ineligible;
- b. Concealing a known violation; and

- c. Committing a major safety violation causing imminent danger to himself or herself or others.

22.4.2 A Competitor may be disqualified for the following:

- a. Receiving prohibited assistance as defined in these Rules;
- b. Using pellets, equipment, rifle or clothing not in conformity with these Rules;
- c. Modifying equipment, rifle or clothing which has been inspected and marked; and
- d. Any other reasons considered valid by the Jury.

## **22.5 Conduct and discipline**

22.5.1 The rules stated in CATO 15-22 will be applicable to all Competitors and Cadet officials participating in any stage of the CCMMCS.

22.5.2 The Championship Director is responsible for the discipline of all officers and cadets throughout the event for stages 2, 3 and 4 of the CCMMCS. If it is determined that disciplinary measures are required, the Championship Director, in collaboration with the Chief of Competition and with feedback from the applicable Regional/Detachment Coordinator will decide on the appropriate measure(s) to be taken.

22.5.3 Disciplinary measures may include:

- a. All measures included in CATO 15-22;
- b. RTU from the Championship;
- c. Disqualification from the next event or match in the competition;
- d. Disqualification from the next stage of the CCMMCS.

22.5.4 If a warning is given, a copy shall be sent to the Cadet Unit CO for Stage 2 and to the RCSU Marksmanship Coordinator for Stages 3 and 4.

## **23. JURY**

### **23.1 General**

23.1.1 A Jury is established to act as the authority on all matters related to the Competition. The Jury is established and operates under the authority of these Rules. The Jury may, in its unqualified subjective discretion and for the purposes of fairness and correctness:

- a. interpret these Rules;
- b. decide on Competition and Match matters;

- c. impose penalties and disqualifications;
- d. award re-firing of targets; and
- e. rule on situations not stipulated in these Rules.

23.1.2 The Jury is not empowered to impose fines.

23.1.3 The Jury established for a Competition must be confirmed before Official Training commences.

23.1.4 The chairperson of the Jury is the Referee.

23.1.5 The Jury is independent in its decisions.

## **23.2 Jury Composition**

23.2.1 The Jury shall consist of three (3) or five (5) members and should include:

- a. Chief of Competition;
- b. Referee; and
- c. Coaches representative(s).

23.2.2 The Jury may also include, if employed, the Chief of Range (not applicable for Nationals) or additional Coaches.

23.2.3 An additional Coach representative shall be named as an alternate. The alternate Coach representative will only be used in the instance that a Protest involves an elected Coach representative or a Competitor on his or her team.

## **23.3 Election of Coaches representative**

23.3.1 Election of the Coaches representative(s) is conducted by the Referee during the Competition meeting. Nominations will be requested from the Coaches. If there is only one (1) candidate, no vote will be necessary and the candidate will become a Jury member by acclamation. If there is more than one (1) candidate, a vote will be taken from the Coaches. A simple majority will suffice. If no simple majority is obtained by any candidate, the person with the fewest votes will be removed as a candidate and the vote will be repeated for the remaining candidates until the Coaches representative(s) has or have been elected.

23.3.2 Once the election of the Coaches representative(s) is completed, an alternate Coach representative will be elected through the same process as described in Rule 23.3.1.

## **23.4 Jury Meetings and Decisions**

The Jury must assemble within a minimal amount of time whenever a meeting is required, as directed by the Referee, and must remain readily available for Jury duties for one (1) hour after the final relay is finished.

Decisions of the Jury are normally made with all members present. However, in exceptional cases the Jury is competent to render a decision if at least three (3) members are present. Decisions are made by each member voting on the issue and a simple majority shall rule.

## **23.5 Tasks of the Jury**

Specific tasks of the Jury include:

- a. To ensure that the Competition is conducted in a fair and correct manner and in accordance with these Rules;
- b. To supervise the draw; and
- c. To rule on Protests and, if necessary, on infractions.

## **23.6 Fair Hearing**

Before the Jury imposes a Penalty, the Competitor concerned and/or their Coach shall be given an opportunity to plead the case. It is the Jury's responsibility to ensure that it gathers sufficient evidence for a fair, just and impartial hearing.

## **23.7 Jury of Appeal**

23.7.1 The Jury of Appeal for Stages 2 and 3 of the CCM Marksmanship Championship Series (CCMMCS) shall be determined by the applicable RCSU.

23.7.2 The Jury of Appeal for Stage 4 of the CCMMCS shall be composed of a minimum of 3 of the Regional/National Coordinators in attendance.

23.7.3 The deadline for a written submission to the Jury of Appeal for Stages 2 and 3 is forty-eight (48) hours from the completion of the Competition.

23.7.4 The deadline for a written submission to the Jury of Appeal for Stage 4 is 2 hours after the Jury has rendered a decision.

23.7.5 The decision of the Jury of Appeal is final.

## **24. SUPPLEMENTARY RULES FOR STANDING MATCH**

### **24.1 General**

Current CCMMCS rules will be adhered to except the following.



- 24.1.1 The use of slings, mats and marksmanship boots are prohibited. Other specialized marksmanship equipment can be used as stated in Rule 6.
- 24.1.2 A rifle rest may be used to support the rifle between shots. If used, the rifle rest must allow for the muzzle to be pointed in a safe direction. A rifle rest shall not be used to support the rifle in the act of firing a shot.
- 24.1.3 Coaching is permitted. The competitor and coach may talk in whispers and not interfere with any other competitor in any way. While the Competitor is in the firing position, the coach shall step back from the firing line.
- 24.1.4 Only DND issued targets are to be used, and can be either the CCT2001AR853 (NATO # 6920 – 20 004 2752) or the ISSF Air rifle single bull. Approved electronic targets may also be used. When using the ISSF Air rifle single bull targets, sighting targets will be marked as such and targets for score will be numbered as per Rule 7.2. Additional sighting targets may be requested from an Official
- 24.1.5 If a table is to be used in conjunction with a pulley target system or as a rifle rest, the edge closest to the Competitor will be 10 cm forward of the firing line. The firing line shall be ten (10) meters +/- 0.05 metres from the target face.
- 24.1.6 Target height shall be 1.4 meters (55 inches) +/- 0.05 metres measured from the floor to the centre of the target.
- 24.1.7 If the Competition is using target carriers, the following will apply:
- 24.1.7.1 Competitors are responsible for placing each target in the target carriers.
- 24.1.7.2 If a target falls from the carrier before it has been fired at, the range safety officer must be alerted and, if it's determined that it's not the fault of the competitor, a substitute target will be provided. If it's after a shot has been fired, the Official will still be notified immediately for recording purposes. The target will be retrieved after the match and will be added to the scoring pile for that individual.
- 24.1.7.3 If a competitor's carrier malfunctions, the Official will be immediately notified. At the Official's discretion, the competitor may be moved to another lane. Any lost targets in this case would be dealt with as in rule 24.1.7.2. A cease fire may be called and the carrier repaired at which point firing can then be resumed.
- 24.1.8 If the Competition is using Electronic targets, the following will apply:
- 24.1.8.1 If the electronic target system malfunctions, organizers shall attempt to find another system for the affected Competitor to use. If this is not possible, then organizers are required to revert to using paper targets.
- 24.1.9 Lane width will be at least one (1) meter.

24.1.10 A backstop as described in CATO 14-41, Annex E shall be placed behind the target carriers.

## **24.2 Standing Position**

24.2.1 The rifle may be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder and the part of the chest next to the right shoulder.

24.2.2 The cheek may be placed against the rifle stock.

24.2.3 The rifle must not be supported by the jacket or chest beyond the area of the right shoulder and right chest.

**Note.** Where right shoulder, chest or arm is referred to, Left can be used for left handed firers.

### 24.3 Standing Firing Sequence

	<b>RANGE COMMAND</b>	<b>ACTION</b>
1	COMPETITORS TO THE FIRING POINT	Competitor brings equipment and targets to firing point and places them on table
	POST TARGETS	If not using target carriers, Competitors or Coach will post targets and return to Firing point
2	DISTIBUTE PELLETS	Pellets are distributed to firing points
3	YOUR 3 MINUTE PREPARATION TIME BEGINS "NOW"	Competitor sets everything up the way he/she wants it. Zeroing target may be posted and reeled out. Competitor may handle rifle and gain his/her alignment. Competitor may dry fire.
4	LOAD AND COMMENCE FIRING, YOUR 30 MINUTE FIRING PERIOD BEGINS NOW	Competitors may now load and start the match. They have unlimited zeroing pellets.
5	YOU HAVE 10 MINUTES REMAINING	10 minutes left
6	YOU HAVE 5 MINUTES REMAINING	5 minutes left
7	YOU HAVE 1 MINUTE REMAINING	1 minute left
8	CEASE FIRE, YOUR TIME HAS EXPIRED UNLOAD AND PREPARE FOR INSPECTION	Competitors will cease fire and unload their rifles
9	"REMOVE YOUR EQUIPMENT FROM THE FIRING POINT"	Competitors and Coaches will remove all of their equipment from the firing point; targets will be picked up by Officials.

### 24.4 Ties

#### 24.4.1 Individual Competitors.

Ties will be broken in the following order:

- a. The highest score of the last 10 shot series, working backwards by 10 shot series as many times as is required to break the tie;

- b. The highest number of tens (10), nines (9), eights (8), etc.;
- c. The highest number of tens (10) which do not touch the nine (9) ring; and
- d. If any ties remain during a provincial or national Shoulder-to-Shoulder Competition, ten additional shots may be fired; if not, duplicate awards will be given.

24.4.2 Teams

- 24.4.2.1 For Unit Team and Composite Team Standing Matches, ties will be broken by totalling the results of the top four (4) Competitors of a Team and following the same procedure as for individual Competitors (Rule 24.4.1).

## ANNEX A

## CHALLENGE FORM/FORMULAIRE DE DÉFI

FOR COMPETITION SECRETARY USE ONLY / À L'USAGE DU SECRÉTAIRE DE COMPÉTITION SEULEMENT		
CHALLENGE No. / N° DU DÉFI		
DATE	TIME / HEURE	INITIALS / INITIALES

## CHALLENGING COACH / ENTRAÎNEUR QUI DÉFIE

NAME / NOM	No. / N°	TEAM / ÉQUIPE
---------------	----------	------------------

## CHALLENGE / DÉFI

RELAY / RELÈVE	TEAM / ÉQUIPE	COMPETITOR No. / N° DE COMPÉTITEUR
TARGET / CIBLE	DIAGRAM / DIAGRAMME	
HIGHER VALUE / VALEUR PLUS HAUTE		
LOWER VALUE / VALEUR PLUS BASSE		
ERROR IN ADDITION / ERREUR DE CALCUL		
OTHER (SPECIFY) / AUTRE (SPÉCIFIER)		
SIGNATURE		

## FOR CHALLENGE COMMITTEE USE ONLY / À L'USAGE DU COMITÉ DE DÉFI SEULEMENT

DATE	TIME / HEURE	
CHALLENGE / DÉFI	ACCEPTED / ACCEPTÉ <input type="checkbox"/>	DENIED / REFUSÉ <input type="checkbox"/>
SCORE CHANGED / POINTAGE CHANGÉ	FROM / DE	TO / À
SIGNATURE Chief of Results / Chef des Résultats		TIME / HEURE
SIGNATURE Statistics Officer / Officier des statistiques		TIME / HEURE
SIGNATURE Challenged Coach / Entraîneur d'équipe défié		TIME / HEURE
SIGNATURE Challenging Coach / Entraîneur qui défie		TIME / HEURE
SIGNATURE Competition Secretary / Secrétaire de compétition		TIME / HEURE



## ANNEX B

## PROTEST FORM/FORMULAIRE DE PROTÊT

<i>For Competition Secretary Use Only / À l'usage du secrétaire de compétition seulement</i>		
PROTEST No. / N° DE PROTÊT		
DATE	TIME / HEURE	INITIALS / INITIALES

## PROTESTING COACH / ENTRAÎNEUR QUI SOUMET LE PROTÊT

NAME / NOM	No / N°	TEAM / ÉQUIPE
---------------	---------	------------------

## PROTEST / PROTÊT

RELAY / RELÈVE	TEAM / ÉQUIPE	COMPETITOR No. / N° DE COMPÉTITEUR
REASONS FOR PROTEST / RAISONS DU PROTÊT		
_____		
_____		
_____		
_____		
SUGGESTED SOLUTIONS / SOLUTIONS SUGGÉRÉES		
_____		
_____		
_____		
_____		
JURY DECISION / DÉCISION DU JURY		
_____		
_____		
_____		
_____		
SIGNATURE Referee / Arbitre		TIME / HEURE
SIGNATURE Protested Coach / Entraîneur contesté		TIME / HEURE
SIGNATURE Protesting Coach / Entraîneur qui conteste		TIME / HEURE
SIGNATURE <i>(if necessary)</i> Chief of Results / Chef de la compilation		TIME / HEURE
SIGNATURE <i>(if necessary)</i> Statistics Officer / Officier des statistiques		TIME / HEURE
SIGNATURE Competition Secretary / Secrétaire de compétition		TIME / HEURE





## ANNEX C

## INFRACTION FORM/FORMULAIRE D'INFRACTION

<i>For Competition Secretary Use Only / À l'usage du secrétaire de compétition seulement</i>		
INFRACTION No. / N° DE INFRACTION		
DATE	TIME / HEURE	INITIALS / INITIALES

## INFRACTION

COMPETITOR No. / N° DE COMPÉTITEUR	CADET COACH No. / N° DE L'ENTRAÎNEUR DU CADET
RELAY / RELÈVE	LANE / CORRIDOR
RULE No. / N° DU RÉGLEMENT	
DESCRIPTION  _____  _____  _____  _____	
SIGNATURE Chief of Range / Chef du champs de tir	

## RULING / DÉCISION

RULING / DÉCISION  _____  _____  _____  _____
---

PENALTY AWARDED /  
PÉNALITÉ IMPOSÉE

SIGNATURE Referee / Arbitre	TIME / HEURE
SIGNATURE Team Coach / Entraîneur d'équipe	TIME / HEURE
SIGNATURE <i>(if necessary)</i> Chief of Results / Chef de la compilation	TIME / HEURE
SIGNATURE <i>(if necessary)</i> Statistics Officer / Officier des statistiques	TIME / HEURE
SIGNATURE Competition Secretary / Secrétaire de compétition	TIME / HEURE

















## GLOSSARY

The following definitions are part of these Rules and shall be applied in all cases when using these Rules.

### **Air Rifle**

A 0.177 calibre Daisy 853C or Avanti 853C air rifle.

### **Artificial Support**

Any support obtained by using devices or objects other than a marksmanship jacket and sling, (i.e., sandbag, scope mount, etc.).

### **Blinder**

A vision-blocking device attached to the rifle's sight or the Competitor's glasses and used to help prevent squinting and eye fatigue.

### **Challenge**

A request made by an Coach to justify if a shot was scored or recorded properly or to correct a score which has been registered incorrectly.

### **Challenge Committee**

A committee responsible for upholding or denying a Challenge.

### **Championship**

An event that shall include training, Competition and administration activities and may include recreational / cultural activities.

### **Civilian instructor (CI)**

Civilian instructors are adults employed because they bring specific instructional ability or knowledge required by the cadet organization that is not within the CIC role or training. Civilian instructors may be given overall responsibility for an activity or a group of cadets when working under the conditions of their contract and being paid for their services. A Civilian Instructor shall not be appointed as a Composite team coach.

### **Coach**

A member of the Canadian Forces or a Civilian Instructor responsible for the activities of a team.

## **Competition**

An activity that includes training and one or more Matches.

## **Competition Facility**

The site on which a Competition is held, which normally includes a firing range, an equipment check area, a Waiting Area, a scoring area, a target observation area and a Team Room.

## **Competition Year**

The Competition Year coincides with the cadet training year.

## **Competitor**

A person who is eligible to participate in a Competition and has been validly entered for this Competition.

## **Composite Team**

At the National Championship, a team composed of five (5) Competitors, including a minimum of two (2) Juniors from various cadet corps/squadrons within a given Province or Region.

## **Concurrent Matches**

When a Competitor fires two (2) or more Matches at the same time by using one (1) set of targets..

## **Course of Fire**

Details the number of pellets, number of targets and number of relays for a particular Match or Competition.

## **Cross-fire**

When a Competitor fires on the target of another Competitor.

## **Double-Random Draw**

The simultaneous drawing of two variables such as Competitor number, time, firing lane, etc.

## **Draw**

A random assignment of numbers to Competitors; the fair method of determining the order in which Competitors or teams will fire in a Competition.

## **Dry Firing**

Training that follows all the basic principles of live firing except no pellet is used or air expelled. A training technique in which the Competitor goes through the steps of aiming and firing a rifle that is not loaded.

## **Eligibility**

The status of a Competitor or team to participate in a Competition.

## **Equipment Check**

A location within the Competition facility where Competitors must pass through with rifles and marksmanship equipment to ensure their compliance with these Rules.

## **Final Results**

The Competition ranking list with names, individual and team scores, and other relevant details, which is published and distributed by the OPI following the finish of the Protest time after the posting of the Interim Results.

## **Firing Box**

The area on the range in which a Competitor must lie or stand while firing.

## **Highest Possible Score**

The maximum score that may be achieved on a particular target in a Match.

## **Interim Results**

The Competition ranking list with names, individual and team scores, and other relevant details posted by the OPI throughout the Match, which is subject to Challenges and Protests.

## **Junior Competitor**

A cadet who has not reached his or her 15th birthday on or before the final day of the National Cadet Marksmanship Championship (including the final day of travel) and is registered to participate in the CCMMCS.

## **Jury**

A body of persons established to act as the authority on all matters related to a Competition.

## **Jury of Appeal**

The Jury of Appeal is responsible for making final decisions on all appeals against decisions by the Jury.

### **Mail-In Competition**

Targets fired by individual Competitors or Teams, duly signed and witnessed, which are then posted to a collection point where they are scored and the results notified to the Competitors.

### **Malfunction**

When a rifle cannot fire as it is originally designed to and cannot be immediately fixed by the Competitor, Cadet Coach or an Official. This also includes an improperly working rear or front sight.

### **Match**

A marksmanship activity that has a specified number of targets to be fired and in which winners are recognized. For greater certainty, a Match does not include either Unofficial Training or Official Training.

### **Misfire**

Occurs when a loaded rifle fails to function when the trigger is depressed.

### **Official**

Any adult member of the range staff, the Chief of Competition or the Referee.

### **Official Training**

The time that the OPI must provide for training on the Competition Facility.

### **Open Competitor**

A cadet who has joined the CCOs no later than 31 January of the Competition Year, has not reached his or her 19th birthday on or before the final day of the National Cadet Marksmanship Championship (including the final day of travel) and is registered to participate in the CCMCS.

### **Organization**

The organized body of personnel responsible for conducting a Championship or Competition.

### **Penalty**

A loss of points imposed on a Competitor or a team by the Jury, Referee or Chief of Results for violation of these Rules.

### **Plug Gauge**

A small metal plug placed in shot holes in order to determine their score. This piece of metal has a flange that is exactly 0.177 inches in diameter.

### **Prone Unsupported**

The position in which a Competitor lies horizontally in the Firing Box, in accordance with Rule 15.1.

### **Protest**

A complaint submitted by an Coach about the Eligibility of a Competitor, a violation of rules by another Competitor, an error by the Organization or an unfair Competition condition.

### **Provincial / Territorial Team**

At the National Championship, the members of the Unit Team and the Composite Team(s) from the same province/territory will be designated as the Provincial/Territorial Team.

### **Registration**

The notice given to an organization of the Competitors, and Coaches who will participate in a Championship.

### **Scoring Overlay**

A device used to magnify a shot hole and aid in scoring.

### **Shoulder-to-Shoulder**

Those Matches that take place on one range, with all the Competitors firing side by side in a series of groups known as 'relays'.

### **Sling Hook**

A hook on the end of the sling that allows a rifle to be connected to the sling.

### **Squadding**

The organization of Competitors into relays in a manner that ensures all Competitors and teams receive fair treatment with regards to firing lanes and relay timings.

### **Squadding Number**

The number assigned to a Competitor or team during the draw.

### **Standing Unsupported**

The position in which a Competitor stands in the Firing Box, in accordance with Rule 24.2.

### **Team Room**

An area provided for a team to gather, which has sufficient space for both team members and their equipment.

### **Time Limit**

The amount of time allocated for Official Training or a relay.

### **Trigger Pull**

The weight required on the trigger to fire the rifle.

### **Unit Team**

A team composed of five (5) Competitors, including a minimum of two (2) Juniors from the same cadet corps/squadron. A team arriving with four (4) Competitors, including at least one (1) Junior, will be permitted to compete as a Team provided the respective OPI (Stage 2, 3 or 4) has been notified in advance.

### **Unofficial Training**

The period of time that the OPI allows for training on the facility other than Official Training, and during which the facility does not have to be prepared as for the Competition.

### **Waiting Area**

An area where Competitors can prepare under quiet conditions before a relay.

### **Zeroing**

Sighting in of rifles prior to a Competition by firing pellets to test aim and to adjust sights if necessary.

### **Zeroing Pellets**

Pellets provided to a Competitor for the purpose of Zeroing a rifle.

### **Zeroing Diagram**

The diagrams in the zeroing box designated for Zeroing.

## LIST OF ACRONYMS/ABBREVIATIONS

<b>24.4.2.2</b>	<b>CCM</b>	Canadian Cadet Movement
<b>24.4.2.3</b>	<b>CCMMCS</b>	Canadian Cadet Movement Marksmanship Championship Series
<b>24.4.2.4</b>	<b>CCO</b>	Canadian Cadet Organizations
<b>24.4.2.5</b>	<b>CF</b>	Canadian Forces
<b>24.4.2.6</b>	<b>CI</b>	Civilian Instructor
<b>24.4.2.7</b>	<b>CIC</b>	Cadet Instructors Cadre
<b>24.4.2.8</b>	<b>CO</b>	Commanding Officer
<b>24.4.2.9</b>	<b>D Cdts &amp; JCR</b>	Directorate of Cadets and Junior Canadian Rangers
<b>24.4.2.10</b>	<b>DND</b>	Department of National Defence
<b>24.4.2.11</b>	<b>HPS</b>	Highest Possible Score
<b>24.4.2.12</b>	<b>IAW</b>	In accordance with
<b>24.4.2.13</b>	<b>NPF</b>	Non-Public Funds
<b>24.4.2.14</b>	<b>NSN</b>	NATO Stock Number
<b>24.4.2.15</b>	<b>OPI</b>	Office of Primary Interest
<b>24.4.2.16</b>	<b>RSO</b>	Range Safety Officer