Overall Score:

Match 11		/250
Match 12		/300
Match 13		/250
Match 14		/250
Total:		/1050

Wind drift in INCHES

Wind speed in Kms/hour	Range in meters			
	200	**300**	**400**	**500**
5	2	4	8	14
10	3	8	15	26
15	5	12	22	38
20	6	15	29	50
25	8	19	37	62
30	10	23	44	74

Wind

- **Closest wind has most effect**
- **30 Deg (1,5,7,11 O'clock) = HALF VALUE**
- **60 Deg (2/4/8/10 O'clock) = 7/8 value**
- **90 Deg (3/9 O'clock) = FULL VALUE**
- **At low value, DIRECTION matters**
- **At high value, SPEED matters**
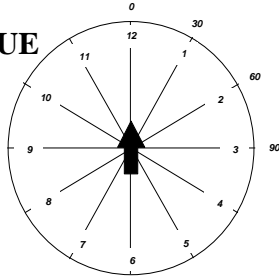
Wind Chart Courtesy Milcun Marksmanship Complex

RANK:_____ NAME:_____ TEAM:_____

MARLANT Combat Shooting Team

CAFSAC 2014

Service Rifle Matches Aide-de-Mémoire and Personal Score Record Booklet

Match 13 Replicas :		12

Stage 4		V	x **5**=	
		B	x **5**=	
(3-200 Kneeling Moving Targets) **SIGHT:**		I	x **4**=	
			(50)	

Stage 5 (2-100 Standing Snap) **SIGHT:**		V	x **5**=	
		B	x **5**=	
		I	x **4**=	
		T	(50)	

Match 3 Total Score:

S1		/50
S2		/50
S3		/50
S4		/50
S5		/50

Score:

/250

Match 11 Replicas :		5

Stage 3		V	x **5**=	
		B	x **5**=	
(200m Kneeling Rapid fire 30 sec) **SIGHT:**		I	x **4**=	
			(50)	

Stage 4		V	x **5**=	
		B	x **5**=	
(200-100m Rundown to prone) **SIGHT:**		I	x **4**=	
			(50)	

Stage 5		V	x **5**=	
		B	x **5**=	
(100m Follow-up snap Standing) **SIGHT:**		I	x **4**=	
			(50)	

Points to Remember

- **Ensure you have ALL the kit that you require for the match;**
- **Have all your Score/Match Cards on hand & properly fill them out;**
- **Double check sight settings before Matches;**
- **Fill in your plot cards with all the data available;**
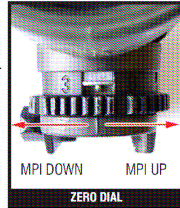- **Keep your scope dry and your ammo covered;**
- **If something works, document it so you can repeat it next time**
- **Ensure your Elcan scope wing nuts are HAND TIGHT**

• Windage

MPI RIGHT
MPI LEFT
AZIMUTH SCREW

• Elevation

MPI DOWN   MPI UP
ZERO DIAL
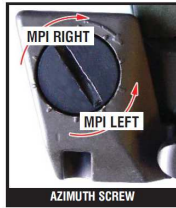
HABITS for Marksmanship

- **H**OLDING
- **A**IMING
- **B**REATHING
- **I**NSTINCTIVE POSITION
- **T**RIGGER CONTROL AND FOLLOW THROUGH
- **S**CAN AND BREATHE

NOTES ON SCORING

- Never touch your own target during scoring
- Only record your hits on the score card,
  let STATS do the official math
- For any dispute during scoring, call the staff
- Only patch targets once all have been scored
- Verify and sign the card before giving to staff

Match 14 Replicas :   15

Stage 4 (3-200 ST/Kneeling Rundown, 35/8 secs) **SIGHT:**		V		x **5**=	
		B		x **5**=	
		I		x **4**=	
		T		(50)	

Stage 5 (2-100 Stand/Kneel/ Prone/Kneel/Stand Snap 10 sec/2 shot) **SIGHT:**		V		x **5**=	
		B		x **5**=	
		I		x **4**=	
		T		(50)	

Match 14 Total Score:	P1		Score:
	P2	/100	
	P3	/50	**/250**
	P4	/50	
	P5	/50	

Match 11 Replicas :   6

Match 11 Total Score:		

C79A2 Retical Pattern
10 10 10
mils mils mils
STADIA LINES
76cm @300m
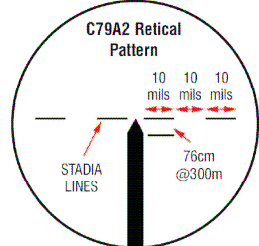
S1		/50
S2		/50
S3		/50
S4		/50
S5		/50

Score:

/250

Match 13 Replicas: 11

Sighters (300 prone sighters 120 sec 2 shots)		**SIGHT:** **WIND:** **Weath:**		
Stage 1 (300 prone deliberate 60 sec) **SIGHT:**		V		x **5**=	
		B		x **5**=	
		I		x **4**=	
		M		x **3**=	
		T		(50)	
Stage 2 (300 Prone 5 min agony snap) **SIGHT:**		V		x **5**=	
		B		x **5**=	
		I		x **4**=	
		T		(50)	
Stage 3 (300 Prone Rapid 30 sec) **SIGHT:**		V		x **5**=	
		B		x **5**=	
		I		x **4**=	
		T		(50)	

Match 14 Replicas: 14

Sighters		SIGHT:
(500 Prone Sighters 2 shots 120 sec)		WIND: Weath:

Stage 1		V	x **5**=	
(500 60 sec) **SIGHT:**		B	x **5**=	
		I	x **4**=	
		M	**X 3**=	
			(100)	

Stage 2		V	x **5**=	
(5-400 Prone Rundown 120 sec) **SIGHT:**		B	x **5**=	
		I	x **4**=	
			(100)	

Stage 3		V	x **5**=	
(4-300 Mover rundown) **SIGHT:**		B	x **5**=	
		I	x **4**=	
			(50)	

MATCH 11 - NORMANDY 3

SER	Shots	Range	Position	Tgt	Notes
Sight	2 **(12)**	200	PR	12	120 sec, fire 2 sighters Each shot indicated
1	10	200	ST > PR	12	60 sec, Single Exp Move up 5m and fire
2	10 **(20)**	200	KN	11	200 mover 5 x 6 sec exp **2 shots per exposure**
3	10	200	ST>KN	11/12	30 sec, 5 rd on each target
4	10 **(20)**	2-100	Rundown PR	14	35 sec run/shoot, 4x5sec 2 shot per exp
5	10	100	ST	12	5x 8 sec Standing 2 shots per exp

(XX) Indicates suggested magazine loadout

MATCH 13 - VIMY 10

SER	Shots	Range	Position	Tgt	Notes
Sight	2 **(12)**	300	PR	12B	120 sec, fire 2 sighters Each shot indicated
1	10	300	ST>PR	12B	60 sec, Single Exp Move up 5m and fire
2	10 **(10)**	300	PR	12	5 mins Agony snap 10 x 3 sec exp
3	10 **(10)**	300	ST>PR	11/12	30 sec rapid
4	10 **(20)**	3-200	Rundown PR>KN	11	35 sec run to 200 KN, 5 x 6 sec movers **2 shots per exposure**
5	10	2-100	Rundown KN>ST	12	35 sec run to 100 ST, fire 1 shot. Then by 9x 3 sec exp ST

MATCH 12 - DEFENCE OF CANADA 7

SER	Shots	Range	Position	Tgt	Notes
1	10 **(30)**	100	ST move to ST/KN	12	1 sec flash, move up, 5 dbl exp, 3 sec up/2 dn/3 up, 1 shot/exp
2	10	100	KN	12	100 movers 5 x 6 sec exp **2 shots per exposure**
3	10	75	Rundown ST	12	1 sec flash, move to 75, 5 x 5 sec exp, 2 shots/exp
4	10 **(30)**	50	Rundown ST/KN	14	1 sec flash, move to 50, 5 dbl exp, 3 sec up/2 dn/3 up
5	10	50	KN	14	50m mover 5 x 6 sec exp **2 shots per exposure**
6	10	25	Rundown ST	14	1 sec flash, move to 25, 5 x 5 sec exp, 2 shots/exp

Match 11 Replicas: 4

Sighters (200m prone zeroing 120 secs for 2 shots)		SIGHT: WIND: Weath:	

Stage 1 (200m 60 sec Prone Deliberate fire) **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		M	**X 3**=
			(50)

Stage 2 (200m Kneeling Moving Targets) **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
			(50)

MATCH 14 – PURSUIT TO MONS   13

SER	Shots	Range	Position	Tgt	Notes
Sight	2 **(12)**	500	PR	12A Screen	120 sec, fire 2 sighters Each shot indicated
1	10	500	PR	12A Screen	60 sec, Single Exp Move up 5m and fire
2	10 **(10)**	5-400	Rundown PR	12	90 sec to rundown and fire 10 rds prone
3	10 **(20)**	4-300	Rundown PR	11	35 sec run to 300 PR 5x6 sec movers **2 shots per exposure**
4	10	3-200	Rundown ST/KN	12	35 sec run to 200 kneel 2 shots, 4 x 8 sec exp, 2 shots ea
5	10 **(10)**	2-100	Rundown ST/KN/PR KN/ST	12	35 sec rundown to ST + fire 2 shots, move KN/PR/KN/ST, 2 shots per 10 sec exp

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Match 12 Replicas: 8

Stage 1 100m Standing/Kneeling follow-up snap (3/2/3) **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Stage 2 100m Kneeling Movers **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Stage 3 100-75m Rundown Standing Double-tap Snap **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Stage 4 75-50m Rundown Standing Follow-up Snap (3/2/3) **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Match 12 Replicas :   9

Stage 5 50m Kneeling Movers **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Stage 6 50-25m Rundown Standing Double-tap Snap **SIGHT:**			
		V	x **5**=
		B	x **5**=
		I	x **4**=
		T	(50)

Match 12 Total Score:

S1		/50
S2		/50
S3		/50
S4		/50
S5		/50
S6		/50

Score:

/300