



Aanhangsel D / Annexure D

Chasa .22 rimfire National Shooting Competition.

April 24, 2009

Classification system for CHASA shooters.

This is based on the USA NRA system as described in their Action Shooting rulebook.

It makes allowance for shooters to compete individually against competitors at their own level of competence within a competition.

For the classification system to be effective the match is a standard table that can be shot at any range in the country that offers 100m.

The equipment or targets are of simple design which must be duplicated by all participating associations and used at all matches.

The Match is a series of 4 shoots, consisting of 5 shots each (Total 20 rounds).

Each shoot total possible is 150 points, so the full total is a possible 600 points. All scores shot at association, provincial or national competitions must be forwarded to Chasa, who will compile and maintain classification records.

The classifications would be as follows;

Classification	% of Grand Total	Points	Grand Total
High Master	99-100%	593 to 600	600
Master	96-98.99%	576 to 593	600
Expert	90-95.99%	540 to 575	600
Sharp Shooter	80-89.99%	480 to 539	600
Marksman	Below 79.99%	Up to 479	600

Establishing a first classification

A competitor will be officially classified by the association/CHASA when the total score for a minimum of 20 rounds has been posted. (1 competition)

The entry level for all first time competitors is Marksman.

Re- classification – Upwards

A competitor will automatically be re-classified after a maximum of 40 shots (2 competitions) to the level determined by the average of the 2 shoots.

Re-classification – Downwards

A competitor can request in writing to be re-classified downwards after 100 shots (5 competitions) to the level determined by the aggregate of the 5 shoots.

If after reclassification downward, a competitor regains his original vacated level, he/she will not again be re-classified below the latter.

Shoot 1 – 5 rounds

Target – Reduced Springbok Target (35% scale)

Range – 70m

Equipment – concrete building block (200 x 200 x 400) placed on the ground.

Time – 180 seconds with audio signal start and finish. (3 minutes)

Procedure

Shooter can cover the building block with a jacket or something similar to protect their firearms from damage. No bipods or other similar attachments to rifles may be used.

Normal rifle straps may be used if desired.

Charge magazine and lay rifle on block with bolt open..

Shooters stand behind the line.

Upon the signal, go prone take up the rifle and fire 5 rounds at the target within the designated time.

Scoring.

Heart = 30 points

Brain = 30 points

Neck = 20 points

Lung = 15 points

Snout = minus 15 points

Gut = minus 10 points

Anywhere else on the body outside the scoring line = minus 10 points.

A clean miss scores ZERO

Shots fired over time will score minus 30 points per shot

Shoot 2 – 5 rounds

Target – Reduced Impala Target (40% scale)

Range – 40m

Equipment – 30m diameter broomstick 900mm in length and a sharp spike/nail approx 50mm long on one end.

Time – 120 seconds with audio signal start and finish. (2 minutes)

Procedure

Charge magazine and lay rifle down with bolt open..

Shooters stand behind the line.

Upon signal, assume the sitting or kneeling position and engage the target with 5 rounds. The stick may be used as a support if desired. Normal rifle straps may be used if desired.

Scoring.

Heart = 30 points

Brain = 30 points

Neck = 20 points

Lung = 15 points

Snout = minus 15 points

Gut = minus 15 points

Anywhere else on the body outside the scoring line = minus 10 points.

A clean miss scores ZERO

Shots fired over time will score minus 30 points per shot

Shoot 3 – 5 rounds

Target –Reduced Warthog target (40% scale)

Range – 20m

Equipment – nothing.

Time – 45 seconds with audio signal start and finish (45 seconds)

Procedure

Shooters stand behind the line with a charged magazine and one round in the chamber, bolt up, and the BARREL FACING THE GROUND AT 45 DEGREES in the direction of the target.

Upon signal, from the standing position engage the target with 5 rounds with no artificial support other than normal rifle slings if desired.

Scoring.

Brain = 30 points

Heart = 30 points

Neck and lung = 20 points

Snout = minus 15 points

Gut = minus 10 points

Haunch = minus 10 point

Anywhere else on the body outside the scoring line = minus 10 points.

A clean miss scores ZERO

.Shots fired over time will cost minus 30 points per shot

Shoot 4 – 5 rounds

Range – target 1 @50m, 2@60m. 3@75m, 4@65m and 5@75m placed from left to right.

Target Equipment - steel gongs suspended on rubber belting on the diamond.

Gong sizes all 100mm x 100mm diameter, painted with a visible color eg white.

Shooting aid - concrete building block (approx 200 x 200 x 400) placed on the ground

Time – 120 sec

Procedure

Shooter can cover the building block with a jacket or something similar to protect their firearms from damage.

No bipods.

Charge magazine and lay rifle on block with bolt open..

Shooters stand behind the line.

Upon the signal, go prone take up the rifle and fire 5 rounds at the target within the designated time.

Starting from target 1 to 5 in that order, only 1 shot per target.

Rifle slings are allowed.

Scoring

30 points for a hit.

0 points for a miss

0 points for targets shot out of sequence.

Shots fired over time will cost 30 points per shot fired overtime

Rules

- 1) Starting with the bolt closed/down is considered a safety infringement and will result in disqualification from that shoot.
- 2) Cheating or unsportsmanlike behavior – disqualification.
- 3) Shooting on a competitors target will result in no score for the shots so fired by the transgressor.
- 4) Extra shots fired on a competitors target in error by another competitor will be scored as follows; if the holes can not be differentiated, then the competitor benefits by the highest 5 scoring shots accruing to his score.
- 5) If a competitor through his own error fires more than the required number of shots, he will be scored the required number of hits of the lowest values.
- 6) Any shot cutting a scoring line is given the higher value.
- 7) Any shots fired over the time limit will incur a penalty equal to the highest score (30 points) per shot so fired.
- 8) Coaching is prohibited during a competition.
- 9) Unsafe or incompetent firearm handling – disqualification.
- 10) Standard range safety rules must not be infringed.

Decisions on Ties

If a tie score is posted by competitors in one of the shoots, the winner is decided as follows;

- a) the person with the most “bulls” or highest scoring rings in that shoot is the winner, or,
- b) if there is still a tie then the total overall number of “bulls” or highest scoring rings shot by the competitors in all the shoots determines the winner.

If a tie is posted over the entire match, then proceed as in B above, if there is still a tie, then the Match Director is to arrange a shootout on the plates (Shoot 4), reducing the time on each consecutive string by 15 seconds until a winner is determined.

Shoot Equipment.

22 rim fire – no magnums.

No semi- auto rifles allowed.

Any scope, peep or iron sights allowed.

No fitted bipods.

Rifle slings of the type that are attached at 2 points are allowed, one point in front of the action and the other point behind the action.