



Canadian Cadet Organizations Marksmanship Championship Series

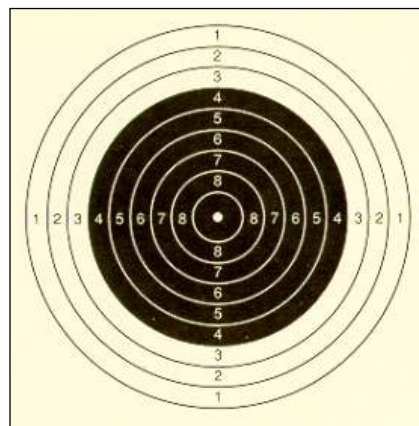


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SECTION 1

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. 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 Organizations 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 – National Cadet and Junior Canadian Rangers Support Group (Natl Cdt & JCR Sp Gp).

ENTRY FEES

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

COMPETITORS

Competitors must be active members of a cadet corps/squadron, registered in Fortress, and be medically validated with no rifle handling related limitations (Rule 3.1.1).

COACH

Each Unit Team and Composite Team must have either a member of the Canadian Armed Forces (CAF) or a Civilian Instructor (CI) as an Adult Coach. (Rule 11.1)

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 – RCSU Commanding Officer / 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 (to form a composite team(s)) 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 presented at the OPI's discretion.

STAGE 3 – PROVINCIAL/TERRITORIAL CHAMPIONSHIP

OPI – RCSU Commanding Officer / 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 nationally to compete at Stage 4.

Date – Normally conducted between late March and mid-April. Specific date to be confirmed annually 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), and Highest Unit Team score(s). Each Competitor will receive the Cadet Provincial/Territorial Marksmanship Championship pin. Other awards may be presented at the OPI's discretion.

STAGE 4 – NATIONAL CHAMPIONSHIP

OPI – Natl Cdt & JCR Sp Gp / National Marksmanship Coordinator.

Objective – To conduct a National Championship for the highest scoring Unit Teams and highest scoring Individuals 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) and Highest Unit Team score(s) (prone, standing, and combined). Each Competitor will receive the Cadet National Marksmanship Championship pin. Other awards may be presented 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 Individual

Match 1.2.C Junior Individual

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 Standing Individual

Match 1.3 E Junior Standing Individual

Match 1.3 F Open Individual Cumulative

Match 1.3 G Junior Individual Cumulative

Stage 4

National Championship:

Match 1.4.A	Unit Team
Match 1.4.B	Unit Prone Team
Match 1.4.C	Unit Standing Team
Match 1.4.D	Open Prone Individual
Match 1.4.E	Junior Prone Individual
Match 1.4 F	Open Standing Individual
Match 1.4 G	Junior Standing Individual
Match 1.4 H	Open Individual Cumulative
Match 1.4 I	Junior Individual Cumulative
Match 1.4 J	Open Individual Final
Match 1.4 K	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


Match 1.1	Unit Team Selection
Competitors	– Any active cadet from a corps/squadron who has a valid medical and no firearms related restrictions.
Distance	– Ten (10) meters (Rule 10.3)
Position	– Prone (Rule 15.1) Standing (Rule 15.2) optional
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	– Single pellet loading only – Use of 5 pellet clip is prohibited
Course of Fire	– OPI’s discretion
Highest Possible Score (HPS)	– In accordance with Course of Fire
Time Limit	– OPI’s discretion
Target	– OPI’s discretion (Rule 7.1)
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). A cadet may assist the Coach at stage 1, IAW elemental QSP’s.
Equipment	– Spotting scope may be used (Rule 6.3.6) – Sling may be used (Rule 6.3.5) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.4) – Hat may be worn (Rule 6.3.8) – Mat may be used (Rule 6.3.7)

- Return of Targets** – N/A
- Awards** – OPI's discretion




STAGE 2 – ZONE CHAMPIONSHIP

Match 1.2.A	Unit Team
Match 1.2.B	Open Individual
Match 1.2.C	Junior Individual
Competitors	<ul style="list-style-type: none"> – Up to three teams per Sea, Army and Air Cadet corps/squadron (Rule 3.5.1) – Individuals from Sea, Army and Air Cadet corps/squadrons which have not entered a Unit Team (Rule 3.2.4)
Team Strength	<ul style="list-style-type: none"> – Five (5) Competitors (Rule 3.1.1), including a minimum of two (2) Juniors (Rule 3.2.2) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – Top four (4) Competitors to count towards team score
Distance	– Ten (10) meters (Rule 10.3)
Position	<ul style="list-style-type: none"> – Prone (Rule 15.1) – Standing (Rule 15.2) optional
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	<ul style="list-style-type: none"> – Single pellet loading only – Use of 5 pellet clip is prohibited
Course of Fire	<ul style="list-style-type: none"> – OPI’s discretion – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	<ul style="list-style-type: none"> – 400 per Competitor – 1600 per team
Time Limit	– 30 minutes per twenty (20) shot relay, 15 minutes per ten (10) shot relay (Rule 16.2)
Target	– OPI’s discretion (Rule 7.1)
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**
- Spotting scope may be used (Rule 6.3.6)
 - Use of Sling (Rule 6.3.5)
 - Jacket may be worn (Rule 6.3.1)
 - Glove may be worn (Rule 6.3.4)
 - Hat may be worn (Rule 6.3.8)
 - Mat may be used (Rule 6.3.7)
- 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 coordinated by RCSU,
 - Selection to Stage 3 – Provincial/Territorial Championship.
 - Each competitor is awarded the Zone Marksmanship Championship pin.
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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 Standing Individual
Match 1.3.E	Junior Standing Individual
Match 1.3.F	Open Cumulative Individual
Match 1.3.G	Junior Cumulative Individual
Competitors	– Teams and Individuals based on the results of Stage 2
Team Strength	– Unit: Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.2) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score
Distance	– Ten (10) meters (Rule 10.3)
Position	– Prone (Rule 15.1) – Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	– Single pellet loading only – Use of 5 pellet clip is prohibited
Course of Fire	– Ninety (90) pellets per Competitor – Ten (10) or twenty (20) scoring shots per relay – Five (5) relays for the Championship – Three (3) prone relays (60 scoring shots total) and two (2) standing relays (30 shots total) for the Championship – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 981 per Competitor – 3924 per Unit Team
Time Limit	– 30 minutes per 20 shot relay, 15 minutes per 10 shot relay (Rule 16.2)
Target	– Electronic Target (Rule 7.1.5)
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**
 - Spotting scope may be used (Rule 6.3.6)
 - Sling may be used (Rule 6.3.5)
 - Jacket may be worn (Rule 6.3.1)
 - Glove may be worn (Rule 6.3.4)
 - Hat may be worn (Rule 6.3.8)
 - Mat may be used (Rule 6.3.7)
 - Awards**
 - Matches 1.3.A, B, C, D, E, F & G coordinated by RCSU.
 - Selection to Stage 4 – National Championship.
 - Each competitor awarded the Provincial/Territorial Marksmanship Championship pin.
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STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.A	Unit Team
Competitors	– Open to the top Unit Teams from each province and the Territories, based on results from Stage 3 IAW the National Cadet Marksmanship Championship Directive published annually.
Team Strength	– Unit: Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.2) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score
Distance	– Ten (10) meters (Rule 10.3)
Position	– Prone (Rule 15.1) – Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	– Single pellet loading only – Use of five (5) pellet clip is prohibited
Course of Fire	– 210 pellets deliberate per team member – Ten (10) or twenty (20) scoring shots per relay – Seven (7) prone relays for the Championship (7 relays of 20 shots) – Four (4) standing relays for the Championship (3 relays of 20 shots, one relay of 10 shots) – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 2289 per Competitor – 9156 per Unit Team
Time Limit	– 30 minutes per 20 shot relay, 15 minutes per 10 shot relay (Rule 16.2)
Target	– Electronic Target (Rule 7.1.5)
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

- Spotting scope may be used (Rule 6.3.6)
- Sling may be used (Rule 6.3.5)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.4)
- Hat may be worn (Rule 6.3.8)
- Mat may be used (Rule 6.3.7)

Awards

- Matches 1.4.A. Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
- Each competitor awarded the National Marksmanship Championship pin.

STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.B


Unit Prone Team

- | | |
|-------------------------------------|---|
| Competitors | – Open to the top Unit Teams from each province and the Territories, based on results from Stage 3 IAW the National Cadet Marksmanship Championship Directive published annually. |
| Team Strength | – Unit: Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.2) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score. |
| Distance | – Ten (10) meters (Rule 10.3) |
| Position | – Prone (Rule 15.1) |
| Rifle | – Daisy 853C or Avanti 853C (Rule 5.1 and 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
– Twenty (20) scoring shots per relay
– Seven (7) prone relays for the Championship (7 relays of 20 shots)
– Zeroing shots (Rule 16.1) |
| Highest Possible Score (HPS) | – 1526 per Competitor
– 6104 per Unit Team |
| Time Limit | – 30 minutes per 20 shot relay (Rule 16.2) |
| Target | – Electronic Target (Rule 7.1.5) |
| 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

- Spotting scope may be used (Rule 6.3.6)
- Sling may be used (Rule 6.3.5)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.4)
- Hat may be worn (Rule 6.3.8)
- Mat may be used (Rule 6.3.7)

Awards

- Matches 1.4.B. Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
 - Each competitor awarded the National Marksmanship Championship pin.
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STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.C	Unit Standing Team
Competitors	– Open to the top Unit Teams from each province and the Territories, based on results from Stage 3 IAW the National Cadet Marksmanship Championship Directive published annually.
Team Strength	– Unit: Five (5) Competitors (Rule 3.1.1) including a minimum of two (2) Juniors (Rule 3.2.2) to be scored as a Unit Team (Rule 3.3 and 3.3.1) – top four (4) Competitors to count for team score
Distance	– Ten (10) meters (Rule 10.3)
Position	– Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 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) or twenty (20) scoring shots per relay – Four (4) standing relays for the Championship (3 relays of 20 shots, one relay of 10 shots) – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 763 per Competitor – 3052 per Unit Team
Time Limit	– 30 minutes per 20 shot relay, 15 minutes per 10 shot relay (Rule 16.2)
Target	– Electronic Target (Rule 7.1.5)
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

- Spotting scope may be used (Rule 6.3.6)
- Sling may not be used (Rule 6.3.5.2)
- Jacket may be worn (Rule 6.3.1)
- Glove may be worn (Rule 6.3.4)
- Hat may be worn (Rule 6.3.8)
- Mat may not be used (Rule 6.3.7.1)


Awards

- Matches 1.4.C Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
 - Each competitor awarded the National Marksmanship Championship pin.
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STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.D Match 1.4.E	Open Prone Individual Junior Prone Individual
Competitors	– Open to all Competitors at Stage 4
Distance	– Ten (10) meters (Rule 10.3)
Position	– Prone (Rule 15.1)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 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 – Twenty (20) scoring shots per relay – Seven (7) relays for the Championship – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 1526 per Competitor
Time Limit	– 30 minutes per 20 shot relay (Rule 16)
Target	– Electronic Target (Rule 7.1.5)
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	– Spotting scope may be used (Rule 6.3.6) – Sling may be used (Rule 6.3.5) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.4) – Hat may be worn (Rule 6.3.8) – Mat may be used (Rule 6.3.7)


Awards

- Matches 1.4.D and 1.4.E Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
 - Each competitor awarded the National Marksmanship Championship pin.
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STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.F Match 1.4.G	Open Standing Individual Junior Standing Individual
Competitors	– Open to all cadets at Stage 4
Distance	– Ten (10) meters (Rule 10.3)
Position	– Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 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) or twenty (20) scoring shots per relay – Four (4) standing relays for the Championship (3 relays of 20 shots, one relay of 10 shots) – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 763 per Competitor
Time Limit	– 30 minutes per 20 shot relay, 15 minutes per 10 shot relay (Rule 16)
Target	– Electronic Target (Rule 7.1.5)
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	– Spotting scope may be used (Rule 6.3.6) – Sling may not be used (Rule 6.3.5.2) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.4) – Hat may be worn (Rule 6.3.8) – Mat may not be used (Rule 6.3.7.1)

Awards

- Matches 1.4.F and 1.4.G Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
 - Each competitor awarded the National Marksmanship Championship pin.
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STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.H	Open Cumulative Individual
Match 1.4.I	Junior Cumulative Individual
Competitors	– Open to all Competitors at Stage 4
Distance	– Ten (10) meters (Rule 10.3)
Position	– Prone (Rule 15.1) – Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	– Single pellet loading only – Use of five (5) pellet clip is prohibited
Course of Fire	– 210 pellets deliberate per team member – Ten (10) or twenty (20) scoring shots per relay – Seven (7) prone relays for the Championship (7 relays of 20 shots) – Four (4) standing relays for the Championship (3 relays of 20 shots, one relay of 10 shots) – Zeroing shots (Rule 16.1)
Highest Possible Score (HPS)	– 2289 per Competitor
Time Limit	– 30 minutes per 20 shot relay, 15 minutes per 10 shot relay (Rule 16)
Target	– Electronic Target (Rule 7.1.5)
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	– Spotting scope may be used (Rule 6.3.6) – Sling may be used (Rule 6.3.5) – Jacket may be worn (Rule 6.3.1) – Glove may be worn (Rule 6.3.4) – Hat may be worn (Rule 6.3.8) – Mat may be used (Rule 6.3.7)

Awards

- Matches 1.4.H and 1.4.I Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues. Based on these results, the Vamplew and Clement Tremblay award winners will be determined.
-

Each competitor awarded the National Marksmanship Championship pin.



STAGE 4 – NATIONAL CHAMPIONSHIP

Match 1.4.J	Open Individual Final
Match 1.4.K	Junior Individual Final
Competitors	<ul style="list-style-type: none"> – Open to the ten highest scoring Open Individual Competitors in Match 1.4.H – Open to the ten highest scoring Junior Individual Competitors in Match 1.4.I
Distance	– Ten (10) meters (Rule 10.3)
Position	– Standing (Rule 15.2)
Rifle	– Daisy 853C or Avanti 853C (Rule 5.1 and 5.3.1)
Loading	<ul style="list-style-type: none"> – Single pellet loading only – Use of five (5) pellet clip is prohibited
Course of Fire	<ul style="list-style-type: none"> – Up to 20 pellets deliberate per Competitor – All Competitors will fire two 3-shot series to start (2 minute 15 second time limit) – Competitors will then fire one shot at a time (45 second time limit) – After the 8th shot, the lowest cumulative scoring Competitor will be eliminated – After the 10th shot, the next lowest cumulative scoring Competitor will be eliminated – This continues until the 16th shot, at which time there will be five (5) Competitors remaining – After the 17th shot, the next lowest cumulative scoring Competitor will be eliminated leaving four (4) Competitors – After the 18th shot, the next lowest cumulative scoring Competitor will be eliminated leaving three (3) Competitors – After the 19th shot, the next lowest cumulative scoring Competitor will be eliminated leaving two (2) Competitors – After the 20th shot, the Highest cumulative scoring Competitor will win Match 1.4.J or 1.4.K. – Unlimited Zeroing shots (Rule 16.1). Competitors may not return to sighters once they have fired their first scoring shot.
Highest Possible Score (HPS)	– Up to 218 per Competitor.
Time Limit	– 45 second time limit per shot

- Target** – Electronic Target (Rule 7.1.5)
- 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 for sighting and preparation time is permitted (Rule 11). Coaches must leave the line when scoring shots commence
- Equipment**
- Spotting scope may be used (Rule 6.3.6)
 - Sling may not be used (Rule 6.3.5.2)
 - Jacket may be worn (Rule 6.3.1)
 - Glove may be worn (Rule 6.3.4)
 - Hat may be worn (Rule 6.3.8)
 - Mat may not be used (Rule 6.3.7.1)
- Awards** – Matches 1.4.J and 1.4.K Coordinated by Natl Cdt & JCR Sp Gp in conjunction with the National Cadet Leagues.
- Remarks** – Matches 1.4. J and 1.4.K are to be conducted as stand-alone matches. The results from these matches are not to be added to scores achieved in either Match 1.4.H or Match 1.4.I (as applicable).

SECTION 4

RULES

FOREWORD

The rules contained in this book have been formulated, organized and published under the auspices of Natl Cdt & JCR Sp Gp. These Rules govern the conduct of all marksmanship competitions organized within the Canadian Cadet Movement Marksmanship Championship Series. The purpose 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; and
- d. To promote proper sports etiquette.

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 who are competing 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 CCOMCS. Organizers of other marksmanship competitions within the CCO are encouraged to apply these Rules.

Note. Although these Rules are applicable in all four stages of the CCOMCS, 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 Natl Cdt & JCR Sp Gp.

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 CAF 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 when the barrel is 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). Safety glasses do not need to provide coverage on the sides.



The wearing of specialized marksmanship glasses (i.e. glasses with a single lens used with the dominant eye) is prohibited. Tinted lenses are permitted.

- 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 Cell phones must be set to airplane mode (with all sound turned off) and may only be used as a stop-watch or a camera. The use of any other portable electronic or music device by a Competitor or Coach while on the range or in the spectator area is prohibited. The use of an electronic stop-watch is permissible.

3. COMPETITORS – ELIGIBILITY RULES FOR INDIVIDUALS AND TEAMS

3.1 General

3.1.1 Eligibility

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

- a. have joined the Canadian Cadet Organizations (CCOs) no later than 31 January of the Competition Year;
- b. must not have reached his or her 19th birthday two days after the final day of the National Cadet Marksmanship Championship; and
- c. be registered for the competition in Fortress and be medically verified with no rifle handling limitations.

3.1.2 Verification

The OPI at each stage shall verify the Eligibility as per rule 3.1.1 and categories of all Competitors. Competitors may 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 prior to their first competition relay.

3.2 Categories of Competitors

3.2.1 The following Competitor categories are recognized for marksmanship Competitions:

- a. Junior; and
- b. Open.

3.2.2 Junior Competitor

A Junior competitor is a cadet who has not reached his or her 15th birthday two days after the final day of the National Cadet Marksmanship Championship.

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 is also considered to be an individual Competitor for Match purposes.

3.3 Team Composition

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. 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.

3.3.1.1 Competitors on a Unit Team at Stage 2 shall not be replaced for any or all subsequent stages of the CCOMCS, 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 5th eligible Competitor IAW Rule 3.1.1 and Rule 3.3.1.

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 issue; 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 no later than 24 hours prior the start of the official training. For emergency last minute changes, the OPI must be notified prior to departing for the competition facility. Any change must also be effected in Fortress prior to the competition.

3.5 Number of Teams

In Stage 2, a corps or squadron may enter one team if their unit has 1-60 cadets registered in Fortress, two teams if the unit has 61-99 cadets registered in Fortress, and three teams if the unit has 100+ cadets registered in Fortress as of 31 Jan of the competition year.

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 or share results of the 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/OIC (if applicable);
- b. Chief of Competition;
- c. Referee (if applicable);
- d. Chief of Range;
- e. Chief of Results;
- f. Administration Officer;

- g. OC Service Support (if applicable);
- h. OC Hosting (if applicable); and
- i. Coach from each Team.

4.1.3 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.

4.1.4 Competition Meeting Agenda

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

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

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, be briefed on Competition procedures, and be given a range safety briefing.

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, and provide the Chief of Results with the list of assignments.

4.2.4 Place and Timings of the Draw

The draw may be done at the Competition meeting. 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 CCOMCS. 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 Competitors first 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 2 & 3 if time and facilities permit. The referee may check muzzle velocity at any time during the Championship.

5.3 Specifications of Rifles

5.3.1 The only rifles permitted for use in the CCOMCS 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 as supplied;
- f. installing an approved adjustable butt plate (Gehmann model 835 or similar as approved by the jury) (Rule 6.3.9). The butt plate can be adjusted to suit the Competitor;
- g. placement of tape on the stock for personalization or identification of the rifle is permitted. This tape must not come in contact with the competitor while they are in the firing position; and
- h. painting or any other permanent form of marking the rifles is prohibited.

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 and apertures 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 to comply with 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 Equipment Check. At Stage 4, spare rifles will be provided by the host Region.

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 15.9 and within the Time Limit stated in Rules 5.4.4 and 16.2.
- 5.4.6 If time and facilities permit, the Championship may provide a spare lane or use an open lane to verify the correct operation of a rifle that has been repaired outside of the normal malfunction protocol (Rule 5.4.4). This is only to be done if scheduled relay timings are not interfered with. Competitors verifying the correct operation of their rifle will have a maximum of 10 minutes to complete this action. Additional time may be requested to the Chief of Range (or equivalent).

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 competition efficiency, Competitors may use unchecked 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 the 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 to that Competition.

6.2.4 Alteration

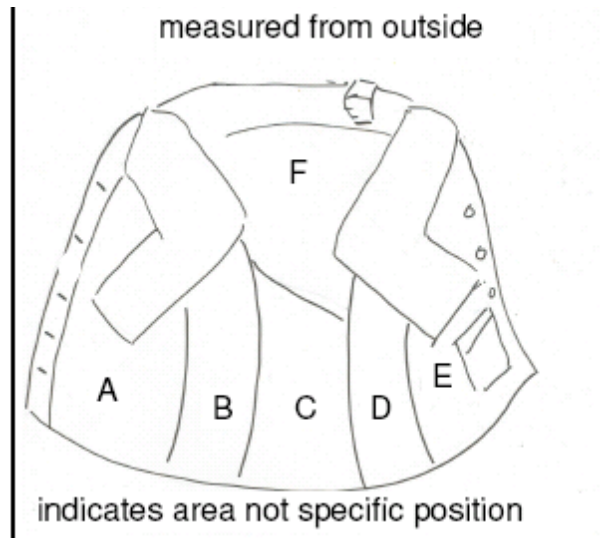
After a piece of equipment has been approved by the Equipment Check, it must not be altered at any time and in any way that will conflict with these Rules. If a piece of equipment is altered in a way that may conflict with these rules, that piece of equipment must be returned to the Equipment Check for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

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. This includes a cast or non-flexible brace on the wrist. All marksmanship clothing must be made of soft flexible and pliable material that does not become stiffer, thicker or harder under commonly accepted shooting conditions. The use of adhesives or other materials on equipment, which provides an advantage to a Competitor, is prohibited.

6.3.1 Jacket

The body and sleeves of the jacket must be made of single ply, non-rigid material. Closure of the jacket must be only by non-adjustable means (straps must be taped prior to closure to prevent adjustment). Only one (1) hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from slipping. Thickness of the body and sleeves of the jacket must not exceed 2.5mm at any point where flat surfaces may be measured. Take the measurement on the clothing in more than one place, or as indicated on the approved diagram and a pass must be indicated in all positions before that item of clothing may be passed for use in the competition. **Note that measuring devices may not be available at all Stage 2 competitions and therefore Competitors may risk qualifying for Stage 3 competitions using an illegal jacket. If in doubt, please contact your Regional Marksmanship Coordinator.**



6.3.1.1 The use of any straps, laces, bindings or devices that may be utilized for purposes other than closure of the jacket and support of the sling in accordance with Rule 6.3.1 are prohibited. It is permitted to have not more than two (2) straps to take up loose material in the area of the shoulder pad.

6.3.2 Pants

Specialized marksmanship pants are prohibited. Pants that provide artificial support and assist the competitor to remain in position may not be worn.

6.3.3 Shoes

Specialized marksmanship shoes or boots are prohibited. Combat boots (laced to the same height as a parade boot) and parade boots are permitted. Commercial footwear that is greater than the height of a parade boot will be evaluated by the Referee or Jury prior to approval.

6.3.4 Glove

The glove must be constructed of a flexible material that does not materially change its physical characteristics. The total thickness of the glove may not be more than 12 mm, measuring the front and back materials together at any point other than on the seams and joints. Any strap or other closure device at the wrist is prohibited; however, a portion of the wrist closure may be made of an elastic or stretchable material. The glove must remain loose around the wrist.

6.3.5 Sling

6.3.5.1 The use of a sling is optional in prone.

6.3.5.2 The use of a sling is prohibited in standing.

- 6.3.5.3 The competitor is permitted to use only one sling at a time.
- 6.3.5.4 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 forehead 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 Spotting scope
- 6.3.6.1 The use of a Spotting scope mounted off the rifle is permitted. The use of a Spotting scope 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 Spotting scope mounted on the rifle is prohibited.
- 6.3.7 Mats
- 6.3.7.1 The use of a mat in the standing position is prohibited.
- 6.3.7.2 Mats or ground sheets of a maximum thickness of 50 mm uncompressed and ten (10) millimetres compressed may be used in the prone position, provided they are not constructed or used in a manner to provide artificial support. Typical gym mats **may** not meet these specifications.
- 6.3.7.3 The mat shall not be larger than the Firing Box. (Rule 10.2.4)
- 6.3.7.4 Competitors may overlap or stack any number of mats provided the total thickness of the mats used meet the maximum specifications detailed in Rule 6.3.7.2.
- 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 (Gehmann model 835 Universal Alloy Butt Plate or similar model) is permitted. The butt plate may be adjustable up or down and the shape of the butt plate may 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 prohibited. Material that gives increased grip may not be added.
- 6.3.10 Rifle Rest

The use of a rifle rest is permitted in the standing position to allow the rifle to be supported 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.

7. TARGETS

7.1 Types of Targets

- 7.1.1 Only DND issued targets are to be used.
- 7.1.2 The paper target used in prone will be CCT2001AR853 (NATO# 6920 – 20 004 2752), consisting of ten (10) aiming diagrams and two (2) Zeroing Diagrams with scoring rings inscribed.
- 7.1.3 The paper target used in standing may be either the CCT2001AR853 (NATO # 6920 – 20 004 2752) or the ISSF Air rifle single bull.
- 7.1.4 Approved electronic targets (currently the SIUS HS10 HYBRIDSCORE) may be used for prone or standing matches.
- 7.1.5 The approved electronic target system (Rule 7.1.4) shall be used for Stage 3 & 4. Approved Electronic target systems may be used at the discretion of the OPI at stage 1 and 2.
- 7.1.6 An electric or manual target retrieval system may be utilized in standing to post and retrieve ISSF Air rifle single bull targets.

7.2 Target Numbering

- 7.2.1 For a Match, targets shall be sequentially numbered.
- 7.2.2 For Official Training, targets are not required to be numbered.
- 7.2.3 The use of extra targets for the purpose of Zeroing during a Match is prohibited.

7.3 Labelling of Paper Targets

- 7.3.1 The Competitor number and target number must appear on the back of each paper target.
- 7.3.2 If the labelling is done by means of a sticker, this sticker shall be affixed on the back of the target in the bottom left corner.
- 7.3.3 No marking on the front of the target is permitted.

7.4 Posting of Targets

- 7.4.1 A Competitor is responsible for posting his or her targets.
- 7.4.2 A Competitor or a Coach may post targets.
- 7.4.3 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.
- 7.4.4 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 by the match officials to determine the reason for the target to have fallen.
- 7.4.4.1 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.
- 7.4.4.2 If it is determined that the fault does not lie with the Competitor, re-firing of the 20 shot string shall occur, or another firing sequence at the agreement of the Coach and Chief of Competition.
- 7.4.5 If the Competition is using target carriers, the following will apply:
- 7.4.5.1 Competitors are responsible for placing each target in the target carriers.
- 7.4.5.2 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.
- 7.4.5.3 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 7.4.5.2. A cease fire may be called and the carrier repaired at which point firing can then be resumed.

7.4.6 Electronic Targets

- 7.4.6.1 Before each relay of an event, the Chief of Range is responsible for inspecting the electronic targets to confirm that:
- a) there are no shot holes on the white surface of the target; and
 - b) any shot marks on the target frame are clearly indicated.
- 7.4.6.2 It is the competitor's responsibility to familiarize themselves during training with the control buttons that alter the target presentation on the monitor screen (ZOOM) and

that change from a Sighting/Zeroing target (SIGHTING) to a Match target (MATCH). During a match, changing from SIGHTING to MATCH is the responsibility of the competitor. If they are in doubt, they must ask a Range Officer for assistance.

7.4.6.3 Competitors shall not obscure the monitor or any part of the screen. The whole screen must be visible to the Officials.

7.4.6.4 If a competitor complains during sighting/zeroing shots about the correct recording or evaluation of the shot(s), the RSO may offer to move the competitor to another firing point.

- a) the competitor will be allocated five (5) additional minutes of time at the end of the relay;
- b) the Chief of Range will as soon as possible, examine the sighting shots(s) on the original firing point; and
- c) if the subsequent examination confirms that the target on the original firing point provided correct results beyond a reasonable doubt, the competitor will be penalized with the deduction of two (2) points from the lowest value shot of their first competition series.

7.4.6.5 When a Match Shot Fails to Register or Display on the Monitor

The athlete must immediately inform the nearest range official of the failure. A range official must make a written note of the time of the complaint. The Chief of Range must go to the firing position. The competitor must be directed to fire one more MATCH shot at his target. If the value and location of this shot is registered and displayed on the monitor:

- a) the competitor must be directed to continue the competition;
- b) the shot number, value, location and time of firing of this extra shot must be recorded on the Range Register.
- c) after the end of the relay, the Procedure for Examining Electronic Scoring Targets Following a Score Protest or Complaint (Rule 7.4.6.7) will applied. Using this information and the time of the extra shot the Chief of Range will determine whether all shots, including the extra shot, are recorded on the computer record;
- d) if all shots are recorded correctly, then the questioned shot (shot that did not register or display) will be counted in the score of the competitor, as well as the shot fired immediately after (as the “extra” shot), but the last shot fired (extra to the competition) will be annulled;

- e) if the questioned shot was not located applying Rule 7.4.6.7 nor elsewhere, then only those correctly recorded shots excluding the last shot fired (extra to the competition) are to be counted in the score of the competitor;
- f) if the questioned shot was not located in the computer memory, but is located elsewhere, the Chief of Range will determine the validity and score-value of the questioned shot; or
- g) if the extra shot fired does not display on the monitor and the target cannot be repaired within a reasonable amount of time, the competitor must be moved to a new position and allocated five (5) minutes additional time at the end of the relay.

7.4.6.6 Complaint or Protest concerning a Shot Value During Competition

If a shot registers and displays, but the competitor protests the value indicated:

- a) after the relay, the detailed printer results must be generated by the Chief of Range for all firing lanes on which complaints or protest have been made, and for the immediately adjacent lanes, before the target system are reset for the next relay;
- b) after the completion of the relay, the Procedure for Examination of electronic target systems will be applied (Rule 7.4.6.7);
- c) any non-indicated or incorrectly indicated shot must be scored by the Chief of Range; and
- d) if the Chief of Range determines that a protested shot was scored correctly, a two point penalty will be applied.

7.4.6.7 Procedure for Examining Electronic Scoring Targets Following A Score Protest or Complaint

If there is a score protest, complaint, or no indication of a shot, etc, a Range Official must collect the following items:

- a) the time of shot
- b) the number of the firing point
- c) the shot number
- d) the relay number
- e) target face and orientation

f) the data record from the electronic scoring target computer

7.4.6.8 The Chief of Range must examine the target face and frame and record the location of any shots outside the black aiming mark.

7.4.6.9 The Chief of Range must consider all of the information before making a final decision.

8. PELLETS

8.1 Pellets as issued by DND shall be used under the supervision of Officials in all Stages (1 through 4) to ensure that all competitors are provided equal opportunity for success.

8.2 Competitors may inspect pellets and may request to exchange any pellet that may be perceived as being damaged.

8.3 All unfired pellets shall remain on the range and immediately be returned to an Official at the end of each relay.

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

9. FACILITIES

9.1 The competition site shall include the following areas for Stage II

- a. Range – See Rule 10 for layout and specifications;
- b. Waiting Area – Should be located as close as possible to the range and be controlled to ensure Competitors can prepare under quiet conditions (as the venue permits);
- 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 committee meetings; 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.

9.2 The Stage III/IV competition site shall include the following areas:

- a. Range – See Rule 10 for layout and specifications;
- b. Waiting Area – Should be located as close as possible to the range and be controlled to ensure Competitors can prepare under quiet conditions (as the venue permits);
- c. Electronic Target Operation Area
 - (1) Electronic target controller; and
 - (2) RCT Results O.
- d. Team Room – Should be large enough to provide each team with sufficient space to gather with their equipment;
- e. 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:
- f. 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 (if applicable) prior to Official Training and Competition.

10.2 Firing point

The firing point must be clearly identified and team boxes or 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 Tables

If a table is to be used in conjunction with a pulley target system, electronic target system or as a rifle rest, the edge closest to the Competitor will be 10 cm forward of the firing line.

10.2.4 Firing Lanes/Boxes

The area between the firing point and target line is divided into firing lanes that correspond to firing positions. These lanes shall be equidistant, and shall be a minimum of 1.25 metres wide in prone and 1 metre wide in standing. If firing as a team, team boxes shall be made up of five (5) firing lanes; the team box must be clearly marked and be a minimum of 6.25 metres wide. Individual lanes within the team box need not be marked. The allowable variance for a lane is (+) or (-) 0.05 meters.

10.2.5 Coaches Area

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

10.2.6 Officials Area

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

10.2.7 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 (-) 0.05 meters. 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 shall 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. The backstop as described in CATO 14-41 Annex E shall be placed behind the target carriers.

10.4.4 Target Height

In standing, the target height for the electronic target, the CCT2001AR853 or ISSF Air rifle single bull targets shall be 1.4 meters +/- 0.05 metres measured from the floor to the centre of the target.

10.4.5 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 a minimum of 600 LUX at the target, and between 300 and 400 LUX over the Competitor. The lighting provided by the approved electronic target system (Rule 7.1.4) meets this criteria.

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.

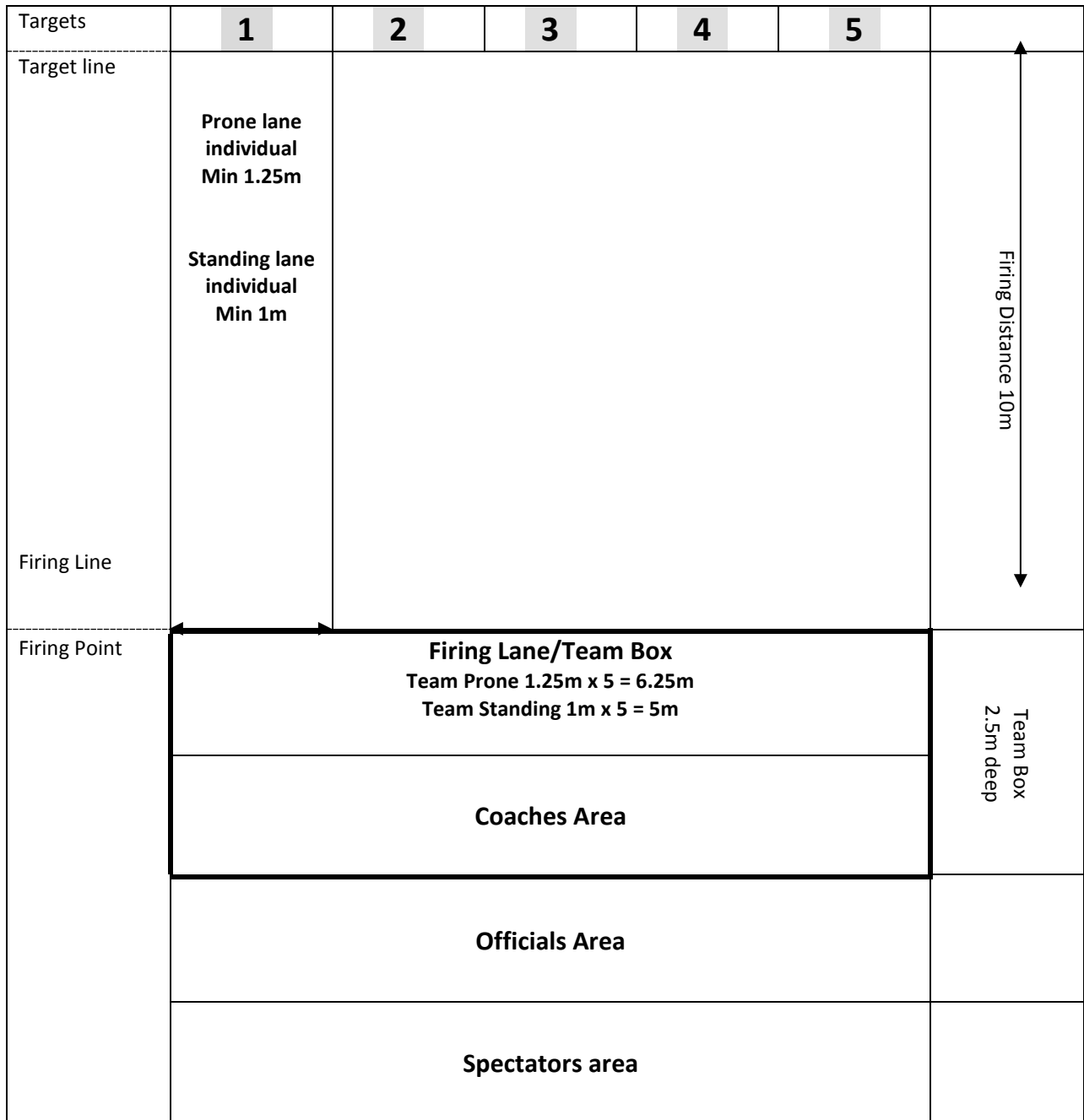
10.5.2 Pellet Holders

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

- 10.5.3.1 Each range should be equipped with a large clock adjacent to the firing line, which can be clearly seen by Competitors and Officials.
- 10.5.3.2 When utilizing electronic targets, the range clock will be the clock on the competitor's screen.

PRONE AND STANDING LAYOUT DIAGRAM



11. COACHING

11.1 Coach

A Coach is defined as any member of the Canadian Armed Forces or a Civilian Instructor responsible for the activities of a team and responsible to perform coaching duties on the firing point.

- 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.
- 11.1.7 A Coach from one team may assist another team's competitors during the competition as long as there is only one coach in the team box.
- 11.1.8 Coaches for the 10 individuals advancing to Stage 4 will be appointed by the Host Region.

11.2 Prohibitions

It is forbidden for any persons other than a Coach or Competitor who is not in the team box 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. All coaches must be made aware of any unofficial training times.

12.2.3 Allocation of Firing Lanes for Zeroing

Each team should be allocated one lane or one team box on the range during Official Training. The allocation of firing lanes/boxes 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. an Official 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 CCOMCS:

	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/table when finished.
3	"POST TARGETS – YOU HAVE TWO MINUTES" (This command is not required when electronic target systems are utilized)	Competitors or Coaches will post targets and return to the firing point. When a target retrieval system is used, the competitors will place their zeroing target in the carrier and send it down range.
4	"DISTRIBUTE PELLETS"	Pellets to be placed on the firing point.
5	"ADOPT THE PRONE/STANDING POSITION – YOUR THREE (3) MINUTE PREPARATION PERIOD STARTS NOW"	Competitors will adopt the prone or standing position, ready their equipment and put on their eye protection. Coaches to adopt their position. Competitors and Coaches may inspect their pellets for uniformity. Competitors may pick up their rifle and dry fire (cycle bolt and squeeze trigger). Competitors must not discharge air.
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. Rifles must be aimed towards the targets during this command.
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 Standing Firing Position

- 15.2.1 The rifle may be held with both hands and the right shoulder or the upper arm near the shoulder and the part of the chest next to the right shoulder in the case of a right-handed competitor. Where right is referred to, left is to be substituted for left handed competitors.
- 15.2.2 The cheek may be placed against the rifle stock.
- 15.2.3 The rifle must not be supported by the jacket or chest beyond the area of the right shoulder and right chest. Where right is referred to, left is to be substituted for left handed competitors.

15.3 Position in Firing Lane

15.3.1 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.

15.3.2 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. A competitor's equipment includes their spotting scope, rifle rest, pellets, pellet dish, paper target, SIUS controller with screen and notebook.

15.4 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.

15.5 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.

15.6 Lost Pellets

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

15.7 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 or rendered safe by an Official before being removed from the firing point.

15.8 Response by Officials

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

15.9 Zeroing Shots

15.9.1 Unlimited Zeroing Pellets are allowed.

15.9.2 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.

15.10 Competition Shots

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

15.10.2 It is the competitor’s responsibility to fire the prescribed number of competition shots.

15.11 Cross-Firing

- 15.11.1 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)
- 15.11.2 As soon as a Cross-fire is suspected, a Competitor must immediately notify an Official.

15.12 Competitors leaving the firing point

- 15.12.1 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.
- 15.12.2 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.
- 15.12.3 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-C
- 15.12.4 Competitors may leave the firing point once the entire team has finished shooting. This must be done quietly as not to interrupt other competitors.

16. TIME LIMITS**16.1 Zeroing**

- 16.1.1 When firing on paper targets, any number of Zeroing Pellets may be fired at any time during a particular ten (10) or twenty (20) shot string. No additional time will be allowed for Zeroing Pellets.
- 16.1.2 When firing on electronic targets, the Competitor may return to zeroing from Match Mode in the event of a rifle malfunction (Rule 5.4).
- 16.1.3 When firing on electronic targets, with the approval of a range official, the Competitor may request to return to zeroing from Match Mode in the event of a suspected rifle malfunction for the purpose of diagnosing the suspected malfunction. No additional time will be permitted for these Zeroing shots.

16.2 Time

The Time Limit for a twenty (20) shot string will be thirty (30) minutes. The Time Limit for a ten (10) shot string will be fifteen (15) minutes.

16.3 Relay Timings

16.3.1 The following timings are to be used for paper targets:

- a. two (2) minutes to post targets;
- b. three (3) minutes for preparation time on the firing point;
- c. thirty (30) minutes for Zeroing and precision firing for twenty (20) shots or fifteen (15) minutes for zeroing and precision firing for ten (10) shots; and
- d. five (5) minutes to change relays.

16.3.2 The following timings are to be used for electronic targets:

- a. three (3) minutes for preparation time on the firing point;
- b. thirty (30) minutes for Zeroing and precision firing for twenty (20) shots or fifteen (15) minutes for zeroing and precision firing for ten (10) shots; and
- c. five (5) minutes to change relays.

17. SCORING

17.1 Paper Target Scoring

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 if paper targets are being used. 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 OPI. All final results from Stage 2 (Zone/Mail-In Championship) will be verified by the OPI and the Final Results published thereafter.
- 17.1.3.3 At Stage 2 (if authorized), Stage 3 and 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) unless otherwise indicated on the target by the RSO (Rule 15.9.2).
- 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 (See Rule 22.3.3.1):
- 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 Electronic Scoring

Results for electronic targets will be scored to the first decimal point.

17.3 Ties

17.3.1 Individual Competitors

Ties will be broken in the following order for a 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 tie remains during a Stage 3 or 4 Shoulder-to-Shoulder Competition, twenty additional prone shots and ten additional standing shots may be fired; if not, duplicate awards will be given.

17.3.1.1 Cumulative Match

- a. the highest score of the last 20 shot prone series plus the last 10 shot standing series, working backwards by 30 shot series (prone and standing) as many times as 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 tie remains during a Stage 3 or 4 Shoulder-to-Shoulder Competition, twenty additional prone and ten additional standing shots may be fired; if not, duplicate awards will be given.

17.3.2 Teams

- 17.3.2.1 For 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 17.3.1 or Rule 17.3.1.1 as required).

17.4 Target Display

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

- 17.4.1 Paper targets will be inserted into an envelope made of two (2) transparent sheets to enable viewing, while preventing tampering.
- 17.4.2 Paper targets shall be posted as a set of two (2) targets and as a complete relay.
- 17.4.3 Competitor information must be visible while the targets are on display in the viewing area.
- 17.4.4 Targets that are scored electronically shall not be displayed. Results from electronic targets will be displayed for errors.
- 17.4.5 If ISSF standing targets are used, they shall be stacked from target one to ten or twenty, elasticized and made available for viewing.

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 Stage 4, 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 A.
 - 19.5.1 A Coach may be charged \$2.00 for challenging a target of his or her Competitor as per RCSU OPI
 - 19.5.2 A Coach may be charged \$5.00 for challenging a target of a Competitor on another team as per RCSU OPI
 - 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 are 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 may be accompanied by a fee of \$5.00 as per RCSU OPI. 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 and his or her coach.

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 (if applicable), 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 or penalty 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, using the form at Annex C, 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 (Rule 15.1);
 - b. lane violation (Rule 15.3);
 - c. interference with another Competitor;
 - d. minor safety violation (Rule 2) to include
 - (1) improper loading procedure,
 - (2) leaving the firing line without having safety rod/string in place,
 - (3) not having the pump handle open, bolt to the rear and safety on when leaving the firing point with a rifle,
 - (4) not firing an aimed shot during the unload procedure, and
 - (5) any other safety violation deemed to be minor by the Referee or the Jury;
 - 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.
- 22.2.4 Infractions on the range shall be given by the official standing behind the competitor and the official giving the lane number, the word “infraction”, and the reason for the infraction; this must be done with the attention of the coach. For example: “Lane 21, infraction, left foot outside the team box”.

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; no warning shall be given.
- 22.3.1.3 A Competitor committing a safety violation causing imminent danger to him or herself or others shall be immediately 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 immediately 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 beyond a reasonable doubt 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 ten (10) or 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 him 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 CCOMCS.
- 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 CCOMCS. 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/Area 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; or
 - d. disqualification from the next stage of the CCOMCS.
- 22.5.4 If a conduct or discipline 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 or OIC if there is no Referee
- 23.1.5 The Jury is independent in its decisions.

23.2 Jury Composition

- 23.2.1 The Jury at Stages 2 and 3 shall consist of three (3) members and should include:
- a. Chief of Competition; and

b. two (2) unit coaches.

23.2.1.1 The Jury at Stage 4 shall consist of five (5) members and should include:

a. Chief of Competition;

b. Referee or OIC; and

c. three (3) Coaches.

23.2.2 The Jury may also include, if employed, the Chief of Range (not applicable for Stage 4) 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 or OIC 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 CCOMCS shall be determined by the applicable RCSU.
- 23.7.2 The Jury of Appeal for Stage 4 of the CCOMCS 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 two (2) hours after the Jury has rendered a decision.
- 23.7.5 The decision of the Jury of Appeal is final.

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 règlement	
DESCRIPTION _____ _____ _____ _____	
SIGNATURE Chief of Range / Chef du champs de tir	

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

ANNEX D
CHALLENGE REGISTER/REGISTRE DES DÉFIS

#	Log In Time / Heure d'entrée	Challenging Coach No. / N° de l'entraîneur qui défie	Challenge details / Détails du défi				Fee/ Montant	Challenge Decision / Résultat du défi		Fee/ Montant		Coach / Entraîneur		Secretary / Secrétaire	
			Relay No. / N° de relèvé	Comp. No / N° du comp.	Target No / N° de la cible	Diagram No / N° du diagramme		Paid / Payé	Accepted / Accepté	Denied / Refusé	Returned / Retourné	Init.	Time / Heure	Returned / Retourné	Init.
								Yes/ Oui	No / Non						

ANNEX E PROTEST REGISTER/REGISTRE DES PROTÊTS

#	Log In Time / Heure d'entrée	Protest details / Détails de protêts		Rule No. / N° de règle	Decision / Résultat		Penalty / Pénalité	Coach / Entraîneur		Secretary / Secrétaire	
		Relay No. / N° de relève	Comp. No. / N° du comp.		Accepted / Accepté	Denied / Refusé		Init.	Time / Heure	Init.	Time / Heure

ANNEX F
INFRACTION REGISTER/REGISTRE DES INFRACTIONS

#	Log In Time / Heure d'entrée	Infraction details / Détails de l'infraction			Rule No. / N° de règlement	Jury Ruling / Decision du jury		Penalty / Pénalité	Secretary / Secrétaire	
		Relay No. / N° de relève	Comp. No / N° du comp.	Coach No / N° de l'entraîneur		Accepted / Accepté	Denied / Refusé		Init.	Time / Heure

Page ___ of/de ___

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, cast, brace, wrap, 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.

Cadet Official

A senior cadet who has been tasked to assist with the championship.

Challenge

A request made by a 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. The committee shall consist of the Chief of Results and two (2) scorers. In the case of Championships where electronic targets are utilized, two Officials can be used in place of scorers.

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 CCO. 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. A league screened volunteer is not a Civilian Instructor.

Coach

A member of the Canadian Armed Forces or a Civilian Instructor responsible for the activities of a team who has been approved to participate by the event's OPI or designate.

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. The competition facility also includes overnight accommodation facilities if provided.

Competition Staff

Any CAF member or CI that has been assigned to work a position at the Championship. These positions may include but are not limited to: range staff, stats, armourer, duty officers, Chiefs or referee.

Competition Year

The Competition Year coincides with the cadet training year.

Competitor

A person who is eligible to participate in a Competition, has been entered into Fortress, and has a valid medical with no rifle handling restrictions.

Composite Team

At Stage 3 & 4, 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 two days after the final day of the National Cadet Marksmanship Championship and is registered to participate in the CCOMCS.

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.

Loaded Rifle

A rifle is considered loaded when the rifle is pumped and a pellet has been inserted into the chamber.

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.

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 while the safety is in the off position.

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 two days before the final day of the National Cadet Marksmanship Championship, is registered to participate in the CCOMCS in Fortress, and has a valid medical with no rifle handling restrictions.

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

Registration

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

Rifle Malfunction

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

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 15.2.

Team Room

An area provided for a team to gather, which has sufficient space for all 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. All teams shall be made aware of any unofficial training at the championship facility.

Waiting Area

An area where Competitors can prepare under quiet conditions before their 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

CCM	Canadian Cadet Movement
CCOMCS	Canadian Cadet Organizations Marksmanship Championship Series
CCO	Canadian Cadet Organizations
CAF	Canadian Armed Forces
CI	Civilian Instructor
CIC	Cadet Instructors Cadre
CO	Commanding Officer
Natl Cdt & JCR Sp Gp	National Cadet and Junior Canadian Rangers Support Group
DND	Department of National Defence
HPS	Highest Possible Score
IAW	In accordance with
NPF	Non-Public Funds
NSN	NATO Stock Number
OPI	Office of Primary Interest
OIC	Officer in Charge
RSO	Range Safety Officer

