



Canadian
Law Enforcement &
Fire Games
2011
Shooting
Challenge

The Shooting Challenge

The Shooting Challenge for 2011 continues to adjust its programs trying to fit all three events into a single day and still keep them relevant for the law enforcement professional. All events of the core program are operationally oriented. The emphasis is on marksmanship skill, in a variety of operational applications. The program includes:

- Duty Pistol,
- Tactical Rifle, and
- Sniper Rifle.

Each of these events is described in general terms below. Rules for Duty Pistol, Tactical Rifle, and Sniper Rifle will follow the Operational Shooting Association (OSA) rules for operational shooting. For more information about OSA rules and events, visit www.osacanada.ca.

Location

The Shooting events will be held at MilCun Training Center, near Kinmount, Ontario. MilCun Training Center will conduct the matches on behalf of the Canadian Law Enforcement & Fire Games. For further information about these organizations, visit their websites at www.milcun.com or www.clefg.com.

Visitors to Canada

Visitors bringing firearms to Canada are required to have the correct paperwork in place prior to crossing the border. Visitors can obtain information regarding the forms, instructions and fees by calling Canadian Firearms Centre at 1-800-731-4000 (toll free within Canada and the United States) or 506-624-5380 (outside of Canada and the United States) or visit their web site at www.cfc-ccaf.gc.ca .

Registration Information

Participants do not have to go to the main Games registration. Competitors must pre-register (and pre-pay) for the Games, using the information on the Games website www.clefg.com. We encourage participants to reserve a place on the range by emailing milcun@sympatico.ca with the following information:

- Participant name,
- Agency,
- Contact information (email or phone), and
- Events you plan to compete in.

Your reservation will then be confirmed and a detailed map to the range site will be sent to you. Registrations may be accepted on site, but space is limited and on-site arrangements will be "first come, first served".

Fees

For information about fees, please visit the Canadian Law Enforcement Games website at www.clefg.com.

Timetable

	Wednesday 10 August 2011	Range	Comments
0700-0730	Registration & Games Package Pick Up	Club House	
0730-0800	Range Safety Briefing & Target/Relay Assignment	Maple Tree Range	Must have safety briefing to compete. Be on time.
0800-1000	Tactical Rifle	Maple Tree Range	
1000-1200	Duty Pistol	Maple Tree Range	
1200-1300	Lunch Break	Club House	
	BYO or buy a light lunch on the range for a reasonable price		
1300-1600	Sniper Rifle	Maple Tree & Hill Top Range	
1630-1700	Prize Presentations	Club House	

Awards

Tactical Rifle - Medals will be given for high individual in each match. Tactical Rifle aggregate medals will be given for 1st, 2nd and 3rd place finishes, as well as for the top team. Teams are comprised of 2 personnel from the same agency.

Sniper Rifle - Medals will be given for high individual each match. Sniper Rifle aggregate medals will be given for 1st, 2nd and 3rd place finishes, as well as for the top team.

Duty Pistol - Medals will be given for high individual in each match. Duty Pistol aggregate medals will be given for 1st, 2nd and 3rd place finishes, as well as for the top team.

3-Gun Aggregate - A medal will be given for high individual in the 3-Gun Aggregate (Tactical Rifle, Sniper Rifle and Duty Pistol). If numbers warrant, 2nd and 3rd place medals will be awarded. (Note that in order to balance the score values of all three guns, a percentage of each score may be applied to make up the aggregate.)

The Tactical Rifle Challenge

Equipment and General Procedures

Any rifle may be used. Magazines can be of any capacity and may be used as per the competitor's discretion. Competitors are responsible to bring an adequate number of mags. Limited support equipment such as a spotting scope and a groundsheet may be used.

Only the number of shots as prescribed in the match conditions may be fired. Magazines are changed as required.

Targets can have only the number of hits IAW the match conditions. When carrying out scoring duties, the scorer must first count the number of hits on each target. If excess hits are found, the following procedure will apply: remove (patch out) a shot of the highest score for

each excessive hit until the required number of hits remain. Then score the target following normal procedures.

Except where match conditions state otherwise, each exposure will begin from the "low ready" position. This position calls for the butt of the rifle into the shoulder and the rifle held low enough as to be looking over the sights.

Except where match conditions state otherwise, each exposure will begin with a short whistle blast and end with a one-second whistle blast. Shots may be fired during either whistle blast. Shots fired before or after the whistle blast will result in a 5-point penalty per shot.

Course of Fire

Sighting Shots - Prior to the start of the matches, competitors will be invited to shoot sighting shots at 100 meters. The sighting period will be up to 2 minutes for up to 10 shots. The use of a spotting scope during the sighting shots may be useful.

Tactical Rifle 1 - Advancing Fire

Distance:	125 - 15 meters
Position:	In accordance with each stage
Number of Shots:	40
Target:	2 x Body Target
Type of Fire:	Rapid Fire
Rate of Fire:	8 shots at each distance - 4 shots at each target
Number of exposures:	5
Time Limit:	As per each stage
Scoring:	V, 5, 4, and 3
HPS:	200-40V

Stage 1 at 100 meters - 2 x Body targets - from 125 meters, 30 seconds to run forward to 100, adopt prone position and fire 8 shots, 4 at each target;

Stage 2 at 75 meters - 2 x Body Targets - from 100 meters, 30 seconds to run forward to 75, adopt sitting position and fire 8 shots, 4 at each target;

Stage 3 at 50 meters - 2 x Body Targets - from 75 meters, 30 seconds to run forward to 50, adopt kneeling or squatting position and fire 8 shots, 4 at each target;

Stage 4 at 25 meters - 2 x Body Targets - from 50 meters, 30 seconds to run forward to 25, adopt standing position and fire 8 shots, 4 at each target; and

Stage 5 at 15 meters - 2 x Body Target - from 25 meters, 15 seconds to run forward to 15, adopt standing position and fire 8 shots, 4 at each target.

Each advance will start on command of the RO. During the advance, safety catches must be applied and at all times, rifles pointed downrange.

At each distance, 4 shots are to be fired at each of 2 targets.

There will be a minimum 15 seconds between exposure times.

The start of each exposure is to be from the firing position last used.

All exposures will start on a short whistle blast and end on a whistle blast of 1 second. A 5 point penalty will apply to shots fired after the long whistle blast.

Only 20 shots on each target will count for score. The following procedure will apply to any target with excessive hits: Remove (patch out) a shot of the highest score for each excessive hit. Then score the target following normal procedures.

Tactical Rifle 2 - Moving Targets

Distance: 50 meters

Position: Standing

Number of Shots: 20

Target: 1 x Body Target

Type of Fire: Double Tap at Movers

Rate of Fire: 2 shots only at each exposure

Number of exposures: 10 total - 5 in each direction, 5 fast and 5 slow

Time Limit: Fast - 2 seconds over 14 ft frontage

Slow - 4 seconds over 14 ft frontage;

Scoring: V, 5, 4, and 3
HPS: 100-20V

The relay will be given the command to "load" and to adopt the low ready position.

Once all are ready, the command "Watch and Shoot" will be given.

On the appearance of the target, the competitor is to fire 2 shots.

After each exposure the competitor is to return to the low ready position in preparation for the next exposure.

Only 2 shots at each exposure can be fired. If for some reason 2 shots are not fired during an exposure, make up shots at another exposure are not allowed.

Tactical Rifle Match Summary

Match	Shots	Range	Position	Type of Fire	Time	Target
Tac Rifle 1	8	125 - 100	Move forward to prone	4 shots at each target	30 secs	2 X Body Targets
	8	100 - 75	Move forward to sitting	4 shots at each target	30 secs	
	8	75 - 50	Move forward to kneeling	4 shots at each target	30 secs	
	8	50 - 25	Move forward to standing	4 shots at each target	30 secs	
	8	25 - 15	Move forward to standing	4 shots at each target	15 secs	
Tac Rifle 2	20	50	Standing Unsupported	2 shots /exp	Fast 4sec Slow 6sec	1 X Body Targets

Ammunition

Any ammunition may be used that is suitable for the weapon. Each competitor needs 60 rounds to shoot the Tactical Rifle matches.

Competitors should bring extra ammunition for sighters, re-shoots or shoot-offs.

The Duty Pistol Challenge

Equipment and General Rules

Any tactically oriented pistol or revolver. (Race guns are welcome to shoot for honors.) Magazines can be any capacity, and may be used as per the competitor's discretion. Competitors are responsible to bring an adequate number of mags or speed loaders IAW match conditions.

Only the number of shots as prescribed in the match conditions may be fired. Magazines are changed as required.

Targets can have only the number of hits IAW the match conditions. When carrying out scoring duties, the scorer must first count the number of hits on each target. If excess hits are found, the following procedure will apply: remove (patch out) a shot of the highest score for each excessive hit until the required number of hits remain. Then score the target following normal procedures.

Except where match conditions state otherwise, each exposure will begin from the "low ready" position. This position calls for both elbows to be touching the body.

Except where match conditions state otherwise, each exposure will begin with a shot whistle blast and end with a one-second whistle blast. Shots may be fired during either whistle blast. Shots fired before or after the whistle blast will result in a 5-point penalty per shot.

Course of Fire

Sighting Shots - Prior to the start of the matches, competitors will be invited to shoot sighting rounds at 15 meters. The sighting period will be up to 2 minutes for up to 10 shots.

Note: Pistol Match 5 (Moving Targets) will only be fired if time allows.

Pistol 1 - 10 Meter Attack

Distance:	10 meters
Position:	Standing
Number of Shots:	20
Target:	2 x Body target
Type of Fire:	Double Tap
Rate of Fire:	2 shots only per exposure
Number of Exposures:	10
Time Limit:	10 x 2-second exposures
Scoring:	V, 5, 4, 3
HPS:	100-20V.

The competitor will be given the Command to "load".

On the command "Watch and Shoot" adopt the "low alert" position.

On a continuous 2 second whistle/airhorn blast, engage a Body Target with 2 rounds.

Shots are fired only during the whistle/airhorn blast.

After five exposures the competitor will switch to the other Body Target and engage it for the next 5 exposures so that there are 10 shots on each target.

Pistol 2 - Save the Hostage

Distance:	10 meters
Position:	Standing
Number of Shots:	10
Target:	Each half of MilCun General Training target
Type of Fire:	Deliberate
Rate if of Fire:	Shots may be fired at any rate during the exposure
Time Limit:	1 x 2-minute exposure
Scoring:	Only on the GTT - V, 5, 4 and 3. A hit anywhere on the Body Target (or touching the Body Target) will score a miss
HPS:	50-10V

The competitor will be presented with a MilCun General Training Target (GTT) that has been cut in half vertically.

The cut edge of each half is placed tightly against either side of the head of the Body Target.

The competitor will be given the load.

On the command "Watch and Shoot" adopt the "low alert" position.

On a short whistle blast, engage one of the half-targets with 5 rounds and then engage the other half-target with another 5 rounds.

Pistol 3 - Body Armour Drill

Distance:	10 meters
Position:	Standing
Number of Shots:	30
Target:	2 x Body Targets
Type of Fire:	Double Tap Snap
Rate of Fire:	Three shots only per exposure
Time Limit:	10 X 6-second exposures
Scoring:	Head shots - V, 5, 4 Body shots - V, 5, 4, 3
HPS:	150-30V.

The competitor will be given the load.

On the command "Watch and Shoot" adopt the "low alert" position.

On a short whistle blast, engage the right targets with 2 shots to the body and one shot to the head.

This procedure will continue for a total of 5 exposures.

The RO will then announce, "Switch to the left target".

The left target will then receive 5 exposures following the same procedure as above until there are a total of 10 exposures - 5 at each target.

Only 10 shots in the body and 5 shots in the head of each target will count. Excess hits in either scoring areas are dealt with by removing (patching out) a hit of the highest value for each excess hit until there are the correct number of hits. The target is then scored in a normal manner.

Pistol 4 - Fire-with-Movement (Run-Down)

Distance:	50 - 5 meters
Position:	Standing

Number of Shots: 20
Target: 2 x Body Targets
Type of Fire: Double Tap Snap
Rate of Fire: 4 shots only per exposure
Time Limit: As per each stage
Scoring: Head shots - V, 5, 4
Body shots - V, 5, 4, 3
HPS: 100-20V.

The relay will be formed up on the 50 meter firing line and given the "load".

Stage 1 - In 25 seconds, run from the 50 to the 25 and fire 4 shots (2 shots at the body of each target).

Stage 2 - In 10 seconds, run from the 25 to the 20 and fire 4 shots (2 shots at the body of each target).

Stage 3 - In 10 seconds, run from the 20 to the 15 and fire 4 shots (2 shots at the body of each target).

Stage 4 - In 10 seconds, run from the 15 to the 10 and fire 4 shots (2 shots at the **head** of each target).

Stage 5 - In 10 seconds, run from the 10 to the 5 and fire 4 shots (2 shots at the **head** of each target).

Each advance will start on command of the RO.

During the advance, safeties must be applied and at all times, pistols pointed downrange.

At each distance, 4 shots are to be fired (2 at each of 2 targets).

There will be a minimum 15 seconds between exposure times.

The start of each exposure is to be from the "low alert" position.

Only 6 shots in each body and 4 shots in each head will count for score.

Excess hits in either scoring areas are dealt with by removing (patching out) a hit of the highest value for each excess hit until there are the correct number of hits. The target is then scored in a normal manner.

Pistol 5 - Moving Targets

Distance: 15 meters
Position: Standing
Number of Shots: 20
Target: 1 x Body Target

Type of Fire: Double Tap at Movers
 Rate of Fire: 2 shots only at each exposure
 Number of exposures: 10 total - 5 in each direction, 5 fast and 5 slow;
 Time Limit: Fast - 2 seconds over 14 ft frontage
 Slow - 4 seconds over 14 ft frontage
 Scoring: V, 5, 4, and 3
 HPS: 100-20V

The competitor will be given the load.

On the command "Watch and Shoot" adopt the "low alert" position.

When the competitor's target appears, engage it with 2 shots.

Pistol Match Summary

Match	Shots	Distance	Position	Type of Fire	Target
Pistol 1 10 Meter Attack	20	10	Standing	10 x 2 sec exp 2 shots per exp	2 x Body Target
Pistol 2 Save the Hostage	10	10	Standing	1 x 2 min exp 5 shots at each target half	GTT cut in half
Pistol 3 Body Armour Drill	30	10	Standing	10 x 6 sec - 2 shots to the body - 1 shot to the head	2 x Body Target
Pistol 4 Run Down	4	50-25	Standing	1 x 25 sec - 2 shots in body of each tgt	2 x Body Target
	4	25-20	Standing	1 x 10 sec - 2 shots in body of each tgt	2 x Body Target
	4	20-15	Standing	1 x 10 sec - 2 shots in body of each tgt	2 x Body Target
	4	15-10	Standing	1 x 10 sec - 2 shots in head of each tgt	2 x Body Target
	4	10-5	Standing	1 x 10 sec - 2 shots in head of each tgt	2 x Body Target
Pistol 5 Moving Target	20	15	Standing	5 x 4 sec exp 5 x 2 sec exp	1 x Body Target

Ammunition

Any full power loads suitable for the weapon being used. Competitors need 100 rounds for the individual matches. Competitors should bring extra ammunition for sighters, re-shoots or shoot-offs.

The Sniper Rifle Challenge

Equipment and General Procedures

Any rifle may be used. Competitors will shoot individually (as opposed to pairs). Support equipment such as spotting scopes, groundsheets, bipods and rear bags (rabbit-ear bags) may be used in accordance with match conditions.

All prone matches may use support front and rear that is practical for operations, e.g., bipod and rabbit ear bag.

Only the required number of shots, in accordance with match conditions, on each target in any match will count. The following procedure will apply to any target with excessive hits: remove (patch out) a shot of the highest score for each excessive hit. Then score the target following normal procedures.

Course of Fire

Sighters - Prior to the start of the matches, competitors will be invited to shoot up to 3 sighting rounds at 100 meters.

Sniper 1 - Save the Hostage

Distance:	100 meters
Position:	Prone
Number of Shots:	10
Target:	Each half of MilCun General Training Tgt
Type of Fire:	Deliberate
Rate of Fire:	Shots may be fired at any rate during the exposure
Time Limit:	1 x 2-minute exposure
Scoring:	Only on the GTT - V, 5, 4 and 3. A hit anywhere on the Body Target (or touching the Body Target) will score a miss
HPS:	50-10V

The competitor will be presented with a MilCun General Training Target (GTT) that has been cut in half vertically.

The cut edge of each half is placed tightly against either side of the head of the Body Target.

The competitor will be given the load.

On a short whistle blast, he will engage one of the half-targets with 5 rounds and then engage the other half-target with another 5 rounds.

The exposure will end with a one-second whistle blast, starting one second before the exposure time has elapsed.

Sniper 2 - 200-meter Rapid Follow-Up

Distance:	200 meters
Position:	Prone
Number of Shots:	Two sighters and ten on score
Target:	2 X MilCun General Training Targets
Scoring:	V, 5, 4, 3
Type of Fire:	Snap shooting
Rate of Fire:	One shot at each GTT during each exposure
Time Limit:	5 exposures of 8 seconds
HPS:	50-10V

Both GTTs will be placed on a hand-held backer so that one target is located in the upper right area and the other is located in the lower left area.

Once the sighters are complete, the RO will give the cautionary command of "Watch and Shoot... What and Shoot".

During each exposure the competitor is to fire one shot at each GTT. The competitor may fire more than 2 shots per exposure but only 5 shots on each target will count for score.

The butt staff will be instructed to monitor the sequence of shots to insure each GTT has been shot at during each exposure.

On the completion of each match, indicators will be placed in each shot hole and scores will be radioed back to the firing line. Normal challenging procedures will be in effect.

Only 5 shots on each GTT will count for score.

Sniper Match 3 - 200-meter Moving Target

Distance:	200 meters
Position:	Prone
Number of Shots:	Ten on score (no sighters)
Target:	1 x Body Target
Scoring:	V, 5, 4 and 3
Type of Fire:	Snap shooting, moving target
Rate of Fire:	One shot only per exposure
Time Limit:	10 X 4 second exposures; and
HPS:	50-10V

Targets will appear from the center position on the assigned target number and move either left or right to the center position of the next target bay.

All targets will move in the same direction at the same time.

The time limit for the targets to travel from the center of one bay to the center of the next is 4 seconds.

There is a minimum of 10 seconds between exposures.

Target exposures will be in random order for a total of 5 exposures in each direction.

On the completion of each match, indicators will be placed in each shot hole and scores will be radioed to the firing line.

Sniper Match 4 - 300 Meter Snap

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score
Target:	2 X GTT (individual hand held)
Scoring:	V, 5, 4, 3
Type of Fire:	Snap shooting
Rate of Fire:	May fire more than 1 shot per exposure, up to a maximum of 10 shots for the match
Time Limit:	10 X 3 second exposures
HPS:	50-10V.

Once the sighters are complete, the RO will give the cautionary command of "Watch and Shoot... What and Shoot".

He will then receive 10 x 3 second exposures.

The competitor may fire more than 1 shot per exposure up to a maximum of 10 shots for the match.

Each target bay will have 2 targets. After 5 exposures the targets will be switched so that each target is exposed only 5 times.

On the completion of the match, indicators will be placed in each shot hole and scores will be radioed to the firing line.

Sniper Rifle Match Summary

Match	Shots	Range	Position	Type of Fire	Timing	Target
Sniper 1 - Save the Hostage	3+10	100	Prone	5 shot at each target half	1 x 2 minutes	GTT cut in half
Sniper 2 Rapid Follow Up	2+10	200	Prone	1 shot at each tgt per exposure	5 X 8 seconds	2 X GTT
Sniper 3 Moving Targets	10	200	Prone	1 shot per exposure	10 X 4 seconds	1 X BT
Sniper 4 300 meter Snap	2+10	300	Prone	1 shot per exposure	10 X 3 seconds	2 X GTT

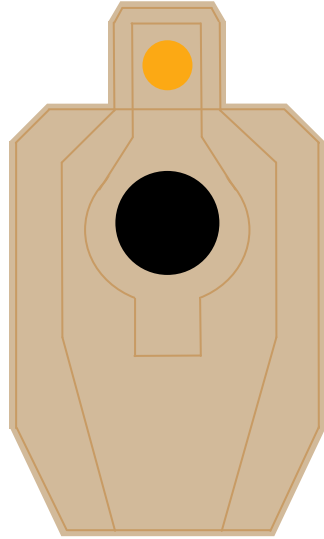
Ammunition

Any ammunition may be used that is suitable for the weapon. Each competitor needs 40 rounds to shoot the Sniper Rifle matches.

Competitors should bring extra ammunition for sighters, re-shoots or shoot-offs.

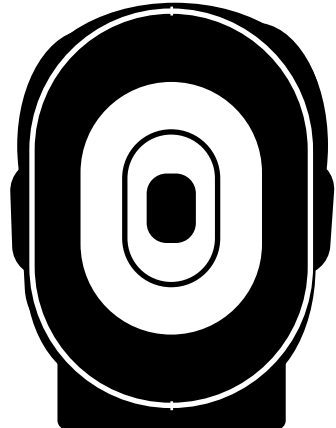
Targets and Scoring

Body Target (BT)		
Scoring Zones	Size/Location	Score
V-zone	14.5 cm Black Circle	5
5-zone	Lethal	5
4-zone	Less Lethal	4
3-zone	Lawsuit Zone	3



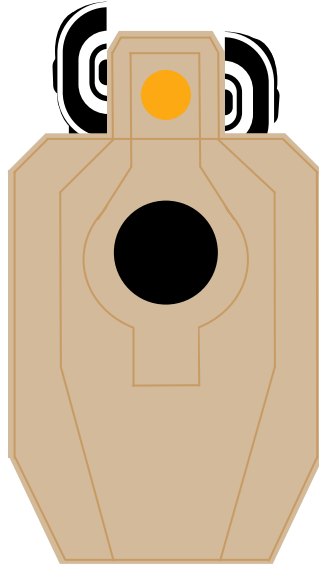
Head on Body Target (HBT)		
Scoring Zones	Size/Location	Scoring
V-zone	9 cm Orange Circle	5
5-zone	10.3 X 15.5 Rectangle	5
4-zone	Rest of head	4

MilCun General Training Target (GTT)		
Scoring Zones	Scoring Ring Diameters	Scoring
V-zone	1"x1.4" Black Spot	5
5-zone	2"x 3.2" oval	5
4-zone	4"x5.4" oval	4
3-zone	6"x 8.3" oval - Remainder of scoring surface	3



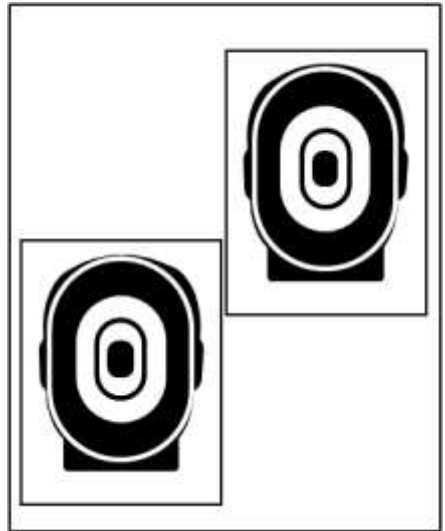
Save the Hostage Target

GTT (General Training Target) split in half vertically, with each half mounted flush to the edge of the body target, as illustrated.



200-meter Rapid Follow-Up Target

2 x GTTs (General Training Targets) superimposed on a hand-held target backer, as illustrated.



2011 Calendar of Events

Date	Event	Location
Jan 15	Snowshoe and Shoot/Practice	MilCun
Feb 12	Snowshoe and Shoot/Practice	MilCun
Mar 12	Snowshoe and Shoot/Practice	MilCun
April 05-08	C-8 Tactical Rifle Marksmanship Course	MilCun**
09-10	Basic Pistol Clinic & Holster Course	MilCun
11-15	Tactical Rifle Instructor Course	MilCun*
16-17	Dynamic Response Shooting Course	MilCun*
18-22	Advanced Tactical Rifle Course	MilCun*
23-24	Guest Instructor	MilCun
May 07-08	Practice	MilCun
13-15	Wind Reading Course	Connaught
14	TPS-OSA Shotgun Clinic & Match	MilCun
16-20	Police Sniper 1 Course	MilCun*
21	Club Challenge (OSA at HCMC)	HCMC
24-28	Police Sniper 2 Course	MilCun*
31-05	Operational Pistol Course + Match	MilCun
June 04-05	Operational Pistol Match	MilCun
11-12	Reloading Clinic	MilCun
18	Club Challenge (HCMC at OSA)	MilCun
20-24	Enhance Rifle Skills Course	MilCun
25-26	22 Cal Weekend	MilCun
July 09	TPS-OSA Tactical Rifle Match	MilCun
09-10	Action 3-Gun Training Camp	MilCun
11-14+16-17	Nationals-Style Sniper/Precision Course + Match	MilCun
16-17	Nationals-Style Sniper/Precision Match	Connaught
19-24	Service Rifle Competition Course + Match	MilCun
23-24	Service Rifle Match	MilCun
Aug 06-07	Nationals Training (Pistol, Rifle CQB & Movers)	MilCun
10	Canadian Law Enforcement & Fire Games	MilCun*
26 - 03 Sept	National Service Conditions Championships	Connaught
Sept 05-09	Police Sniper 3 Course	MilCun*
10-11	Hunter Marksmanship Course	MilCun
12-16	Police Sniper 4 Course	MilCun*
17-18	Hunter Marksmanship Match	MilCun
20-23	C-8 Tactical Rifle Marksmanship Course	MilCun**
24-25	3-Gun Championship	MilCun
26-30	Field Skills Part 1	MilCun
Oct 01-02	Steel Challenge	MilCun
04	TPS-OSA Marksmen Challenge	MilCun**
15	Women's Day	MilCun
29-30	Tactical F-Class Match	MilCun
24-28	Field Skills Part 2	MilCun
Nov 05	OSA Founding Members Day	MilCun

Events may be changed or added... for information, email milcun@sympatico.ca.

* These events are restricted to LE, Security and CF personnel

** These events are restricted to active LE and CF personnel



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Operational Shooting Association

The Operational Shooting Association has been formed to support Law Enforcement and Military personnel in the development of their marksmanship skills. To this end, it provides training and competition opportunities with courses of fire that are operationally oriented.

For details visit our website www.osacanada.ca