



Confederation of Hunters Associations of SA
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Chasa National Shooting Competition.

October, 2007

Classification system for CHASA shooters.

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

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

For the classification system to be effective the match is a standard table that can be shot at any range in the country that offers 200m.

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

The Match is a series of 4 shoots, consisting of 5 shots each.

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

The classifications would be as follows;

| Classification | % of Grand Total | Points | Grand Total |
|-----------------------|-------------------------|---------------|--------------------|
| High Master | 99% | 594 and above | 600 |
| Master | 96-98.99% | 576 to 593 | 600 |
| Expert | 90-95.99% | 540 to 575 | 600 |
| Sharp Shooter | 80-89.99% | 480 to 539 | 600 |
| Marksman | Below 79.99% | Up to 479 | 600 |

Establishing a first classification

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

The entry level for all first time competitors is Marksman.

Re- classification – Upwards

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

Re-classification – Downwards

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

Note.

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

CHASA shooting table

Shoot 1 – 5 rounds

Target – SA Sport rifle hunt Springbok Target

Range – 200m

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

Time – 180 seconds with audio signal start and finish.

Procedure

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

Normal rifle straps may be used if desired.

Shooters stand behind the line with a charged magazine and one round in the chamber, bolt up.

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

Scoring.

Heart – 30 points

Head – 30 points

Neck – 20 points

Lung – 15 points

Anywhere else on the body (ie a miss/wound) – 10 points.

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

Shoot 2 – 5 rounds

Target – SA Sport rifle hunt Impala Target

Range – 100m

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

Time – 120 seconds with audio signal start and finish

Procedure

Shooters stand behind the line with a charged magazine and one round in the chamber bolt up.

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

Scoring.

Heart – 30 points

Head – 30 points

Neck – 20 points

Lung – 15 points

Anywhere else on the body (ie a miss/wound) – 10 points.

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

Shoot 3 – 5 rounds

Target – SA Sport rifle hunt Warthog target

Range – 35m

Equipment – nothing.

Time – 45 seconds with audio signal start and finish

Procedure

Shooters stand behind the line with a charged magazine and one round in the chamber bolt up.

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

Scoring.

Heart – 30 points

Head – 30 points

Neck – 20 points

Lung – 15 points

Anywhere else on the body (ie a miss/wound) – 10 points.

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

Shoot 4 – 5 rounds

Range – target 1 @150m, 2@175m, 3@200m, 4@185m and 5@200m

Target Equipment - steel gongs suspended on conveyor belting (as per sportjag)

Gong sizes all 200mm diameter round, painted with a visible color eg white.

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

Time – 120 sec

Procedure

Shooter can cover the building block with a jacket or something similar to protect their firearms from damage. No bipods.

Shooters stand behind the line with a charged magazine and one round in the chamber bolt up.

Upon the signal, go prone, and fire 5 rounds at the targets within the designated time.

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

Rifle slings are allowed.

Scoring

30 points for a hit.

0 points for a miss

0 points for targets shot out of sequence.

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

Patching of all paper targets on shoots 1, 2 and 3.

It is suggested that clear cello tape or the clear patches available from CHASA be used to patch bullet holes to avoid target areas being obscured by patches, and also to try and prevent competitors from using a cluster of patches as an aiming point.

Rules

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

Decisions on Ties

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

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

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

Shoot Equipment.

Minimum calibre – 22 centre fire.

No semi- auto rifles allowed.

Any scope allowed.

No fitted bipods.

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

Table of results

Each competitor must have his scores totalled to reflect his score out of 600 points.

These scores are then sent to Rory O'Moore at the CHASA Office.

An example score sheet is attached.

Notes

Basic Mandate parameters used to design this shoot are as follows.

Conditions of the shoot;

- 1) it must be simple and capable of being set up almost identically anywhere on any range in the country, preferably multiple shoots on one range, since extremely few ranges have more than one rifle range.
- 2) comprise of around 20 shots - price of ammunition and the time element are an issue.
- 3) the maximum range should be 200m since very few ranges we have access to, exceed this distance. One of the facts we face is that the majority of members battle with 200m anyway, based on the current chasa test experiences.
- 4) shooters of all capabilities should be able to compete at their own level, so a "handicap" or classification system needs to be introduced.
- 5) safety is paramount.
- 6) the shooting positions and speed of exercise should not be such that it prejudices older, disabled or "not so agile" shooters.

Further;

There must not be too many targets per exercise, confusion will reign. The exercises must not require too much movement at each distance thus requiring too much RO/shooter interface.

Moving around too much also is a safety hazard, EG, start standing, shoot, then go to kneel and shoot, then go prone with a whole bunch of shooters on the line is a safety hazard.

I do not trust rifles and safeties, 30 years of competitive shooting have made me a sceptic. Shooters can start standing, rifles loaded, but bolts up. This is very easy for the RO to monitor.

My personal preference would be to use targets of animals normally hunted, like the springbok, impala, warthog, blue wildebeest etc.

perhaps we can include a smaller target like a black back jackal if a degree of extra difficulty needs to be introduced.

At the outset, the shoots need to be kept simple and at least a 50% score attainable or we will chase people away. If down the line we are starting to get lots of full-house scores then we can increase the difficulty factor/reduce the time or something.

The classification of shooters will also off set any equipment or scope advantage. Should it prove that equipment creates a barrier to entry for shooters then a limitation may be introduced at a later stage.

CHASA Shooting Competition /Skietkompetiesie Overall Results/Algehele uitslae

| | | |
|--|--------------------------------------|-----------------------------------|
| <u>Date/Datum</u> | <u>Association/Vereniging</u> | <u>Venue/Plek</u> |
| <u>Name of Range Officer/ Naam Baanoffisier</u> | <u>Signature/Handtekening</u> | <u>Chairman/Voorsitter</u> |

Competitor Results – to be forwarded to CHASA Office/ stuur aan na CHASA Kantoor

[illegible]

CHASA Shooting Competition/Skietkompetisie

Individual Shoot results/Individuele skietresultate

| | | |
|--------------------------------------|--------------------------|--------------------------------------|
| <u>Date/Datum</u> | <u>Name /Naam</u> | <u>Signature/Handtekening</u> |
| <u>Association/Vereniging</u> | <u>Venue/Plek</u> | <u>Caliber/Kaliber</u> |

Shoot 1 – Springbok

| | | | |
|------------|----|---|--|
| Head/Kop | 30 | X | |
| Heart/Hart | 30 | X | |

| | | | |
|---------------|------|---|--|
| Neck/Nek | 20 | X | |
| Lungs/Longe | 15 | X | |
| Wound/Wond | -10 | X | |
| Penalty/Straf | - 30 | X | |
| Total/Totaal | | | |

RO/BO sign/teken.....

Shoot 2 - Impala

| | | | |
|---------------|------|---|--|
| Head/Kop | 30 | X | |
| Heart/Hart | 30 | X | |
| Neck/Nek | 20 | X | |
| Lungs/Longe | 15 | X | |
| Wound/Wond | -10 | X | |
| Penalty/Straf | - 30 | X | |
| Total/Totaal | | | |

RO/BO sign/teken.....

Shoot 3 – Warthog

| | | | |
|---------------|------|---|--|
| Head/Kop | 30 | X | |
| Heart/Hart | 30 | X | |
| Neck/Nek | 20 | X | |
| Lungs/Longe | 15 | X | |
| Wound/Wond | -10 | X | |
| Penalty/Straf | - 30 | X | |
| Total/Totaal | | | |

RO/BO sign/teken.....

Shoot 4 – Gongs/Plate

| | | | |
|---------------|------|---|--|
| Gong/plaat 1 | 30 | X | |
| Gong/plaat 2 | 30 | X | |
| Gong/plaat 3 | 30 | X | |
| Gong/plaat 4 | 30 | X | |
| Gong/plaat 5 | 30 | X | |
| Penalty/Straf | - 30 | X | |
| Total/Totaal | | | |

RO/BO sign/teken.....

Final Match Score/Finale Wedstryd Telling

| | |
|--------------|--|
| Shoot 1 | |
| Shoot 2 | |
| Shoot 3 | |
| Shoot 4 | |
| Total/Totaal | |

Scorer/Teller sign/teken.....

Note/Nota

The classifications are as follows, Klassifiserings is as gevolg;

| Classification | % of Grand Total | Points | Grand Total |
|----------------------------|------------------|-----------|-------------|
| High Master/Hoog Meester | 99% > | 594 > | 600 |
| Master/Meester | 96-98.99% | 576 > 593 | 600 |
| Expert/Ekspert | 90-95.99% | 540 > 575 | 600 |
| Sharp Shooter/Skerpskutter | 80-89.99% | 480 > 539 | 600 |
| Marksman/Skutter | < 79.99% | > 479 | 600 |