

SEA CADET CORPS



NORTH EAST DISTRICT

LONDON AREA



JSC AIR RIFLE SHOOTING COMPETITION

- DATE:** Participants to be allocated a suitable parade night between 1 April 2007 and 30 June 2007
- VENUE:** At participating Units - any Unit not able to provide a suitable area for a temporary Air Rifle Range should indicate this on their entry form
- TIME:** By arrangement but anticipate having the range in place and starting at 19:30 prompt
- AGES:** Under 12 on 31 June 2007
- TEAMS:** To consist of up to 4 Junior Sea Cadets of the same or mixed gender
- RIG:** Junior Sea Cadet uniform
- ENTRIES:** On District Entry Forms to Lieutenant Weston no later than 23rd March 2007
- REF:** See attached for full rules
- TROPHIES:** Trophies will be provided for the highest scoring team and highest scoring individual
- NOTE:** Cards will be assessed for Air-Rifle Good Shooting Badges and those gaining the minimum required score will be sent to ASO (L) Weapons Training for approval

NO ENTRIES WILL BE ACCEPTED AFTER 23rd March 2007

A NIL RETURN IS REQUESTED

London Area - North East District

Junior Sea Cadet Air Rifle Competition

Teams to consist of 4 Junior Sea Cadets

Each Unit may enter one team only

If less than 4 Cadets are entered by a Unit then the team and individual scores will still be valid

Q date to be 31 June 2007

Each team member is to complete 3 x AIR 7 cards with 5 pellets per card

Length of range is to be 6 yards

Firing will be from the prone position only

The rifle must be fully supported by the firer

Telescopic sights may not be used

All team members to complete all cards in the allocated evening

On the closing date for entries DSO (Juniors) will allocate an evening to each participating Unit

Either Lieutenant Weston or Chief Petty Officer Stevens will attend on the evening

Targets will be supplied

Requirements for loan of rifles and / or pellets must be indicated on the application form

Outward scoring will apply

The winning team will be that which scores the highest total score

The winning individual will be the Cadet scoring the highest total score

Each set of 3 cards will count towards good shooting badges:

Basic-105

Advanced-120

Marksman-135