

## **THE CSR (CIVILIAN SERVICE RIFLE) LEAGUE.**

### **Description.**

The Annual League will start from the first CSR Match during the Imperial held at Bisley (usually early in July) and will end with the last Match held before the 1<sup>st</sup> April the following year.

Anyone who enters a service rifle "League" event will automatically be included in the League.

Matches to count toward the league will be those held on Bisley Ranges that are open to entries of all four CSR Rifle classes. In effect there will of course be one league for each of the four classes, a reminder of which are as follows :-

### **Practical Optic**

- 1) No restriction on slings or rests
- 2) Bipods can be used, but must remain fitted at all times
- 3) Vertical grips may be used, but must remain fitted at all times
- 4) Trigger weight 1.5Kg minimum
- 5) No restriction on Optic sights

### **Service Optic**

- 1) No restriction on slings
- 2) Magazine resting is allowed; no part of the wrist of the supporting arm must touch the ground.
- 3) Vertical Grips are prohibited
- 4) Bipods are prohibited
- 5) Trigger weight 4.5lbs minimum
- 6) Optic sights maximum magnification of 4.5X

### **Any Iron**

- 1) Iron sights only
- 2) No restriction on slings
- 3) Rests may not be used.
- 4) Trigger weight 4.5lbs minimum.

### **Historic**

- 1) Any SMLE, No4 or No5 .303 service rifle.
- 2) Rests may not be used
- 3) Trigger weight 4.5lbs minimum
- 4) As issued Sling

### **Ammunition**

Ammunition may be home loaded or commercially manufactured. It may be match (FMJ) or match (BTHP/HP/AMAX) or military surplus Ball (FMJ) rounds.

### **Prizes**

Gold, Silver and Bronze medals will be available in all four classes in accordance with (modified) Class D. This means Gold for two to eight competitors (in any class), Gold and Silver for nine to 14 competitors, and Gold, Silver and Bronze for 15 or more competitors.

### How it works.

- a) Each Match Shot will score points toward a total league score. It is envisaged that there will be approximately 16 matches per year. Note:- See the 2007/8 League results page for a demonstration of how a final years league result will appear.
- b) Each competitors eight best Match results (converted to League scores) will be aggregated to give their total League Score. The highest Possible Total League score will therefore be 800 (see below for full explanation).
- c) The League score will be based on a Comstock system where the top shooter in each class for each match will gain 100 points. Everyone else's match scores will be worked out pro rata as a percentage of that 100.

For example if the winning competitor in your class scores 150 points for the match and you score 130 points, the winner will score 100 league points and you will score 86.67 League points. The calculation for this is:-

"Top Score" divided by "Top Score" multiplied by 100 will equal the top competitors league score i.e. 100.

"Your Score" divided by "Top Score" multiplied by 100 will equal your competition league score. i.e. if you've scored 130 it will be  $(130/150) \times 100 = 86.67$ .

For those of you unfamiliar with this system it has advantages for both the competition organisers and the competitor.

In the case of the organiser no action is actually required beyond promulgating their normal results. The administrator of the League simply converts them to the league score.

For the competitor it means that regardless of the number of points scored during each match, the top league total for each match will always be 100. Therefore no advantage can be gained by entering a match where the round count & consequent "Match" scoring may be high. There is similarly no advantage at the other end of the scale where a "Match" is particularly difficult and scores are low, as the top League score will still be 100 and the rest pro rata.

- d) Given the above, the highest possible League score over the year will therefore (as previously stated) be 800. Note:- Given the nature of this scoring system it is highly unlikely that, at the end of the League year, there will be any draws as the administrator can (if necessary) simply extend the number of decimal places to get an undisputable result.
- e) In addition to the four rifle classes in the League table there will be an Undefined Class. This will be where a competitors rifle class is unknown (either through illegibility or where a class hasn't been stated). Please keep an eye on this list. If your name appears on it contact the administrator [steven.beard3@btopenworld.com](mailto:steven.beard3@btopenworld.com) so that your score can be put into the correct rifle class. Note:- And no, at the end of the year you will not get a prize by being top of the Undefined class :-)