

# Combined Services



SSAA Combined Services encourages a better knowledge of the safe handling and proper care of military or service firearms. Classes involve original or faithful reproduction firearms from various positions.

## Rifle classes

Standard military rifles are the order of the day, with the 3-Positional Core being the principal event. Popular rifles include SMLEs, Swedish Mausers, P14s, M17s and K98s.

Class A allows 100m range short-barrel centre-fire carbine-type rifles. Class B comprises 200-300m range bolt-action or lever-action centrefire manually operated or self-loading repeating rifles. Class C allows 500m-plus range long-barrel centrefire rifles, including antique military rifles. Class D involves breech-loading cartridge rifles such as black powder single-shot and falling-block-action centrefire rifles. Class E incorporates muzzleloading, single-shot and non-cartridge breech-loading rifles, including antique military rifles.

Other events include Class F, Class T, Class H and J (Modified/Accurised) and Class TR (Training Rifles) such as .22 Training Rifles and Cadet Rifles.

## Pistol classes

Class 1 includes original or reproduction centrefire revolvers or self-loading pistols, which are or have been on general issue to an army, navy or air force. Class 2 covers pistols that are or have been on general issue to police or law enforcement organisations. Class 3 handguns comprise any Class 1 or 2 handgun that has been modified and may feature adjustable sights or custom grips. Class 4 includes any rimfire handgun that substantially replicates the functions of Class 1, 2 or 3. Class 5 embraces black powder military handguns, either a revolver or single-shot pistol, which has been on general issue to an army, navy or police force.

## Targets and ammunition

Paper targets with a large black aiming point (Core Target) are used from various distances depending on range limits. The spirit of Combined Services is embodied in using standard military-specification loads, which engenders the full recoil effect.

