



19th Annual Canadian 2-Gun Challenge

Formerly
Canadian Law Enforcement & Fire Games
Shooting Events

04 August 2021



Rev 2021-07-01

The Canadian 2-Gun Challenge (C2GC)

This is the 19th annual Canadian 2-Gun Challenge. It all started as the Shooting Events portion of the Canadian Law Enforcement & Fire Games. It's become a favorite among law enforcement, fire, military, security and EMS personnel.

The C2GC will be held Wednesday 04 August 2021.

With the federal government's OIC of 01 May 2020, we have modified the program so that personally owned tactical rifles are no longer included. We will continue to run the Challenge as a 2-Gun event, and still keep it relevant for professionals. This year, we'll have pistol matches and sniper rifle matches.

There will be no access to the ranges ahead of the event.

Note: there will NOT be any sighting in on the day of the competition.

All stages of the program are operationally oriented, and the emphasis is on marksmanship skill. The program includes:

- Duty Pistol, and
- Sniper Rifle.

In 2014, we added one standalone pistol match (Last One Standing) which we will continue to run. It will be fired in the late afternoon after the sniper matches are completed (and while stats are being prepared). The winner of this match will be recorded on the Peel Regional Police trophy.

This year (2021) we are adding a sniper match, comprised of unlimited sighters and 10 shots for score on the new MilCun 5-bull target.

Each of these events is described in general terms below. Rules for Duty Pistol 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.

Accommodations

Book your accommodation well ahead as this is a tourist area. Local accommodations include:

- www.sandylaneresort.com 17592 Highway 35, Halls Lake, Algonquin Highlands, Ontario (about 30 minutes north of our front gate). Book on the website or email Rob at sandyLANECABINS@gmail.com - Local phone 705-489-2020. Rob will make you box lunches if need be.
- www.pinestoneresort.com 4252 County Rd. #21, Haliburton, Ontario (about 20 minutes from our front gate) Book on the website or call toll free 1-800-461-0357 – Local phone 705-457-1800
- www.redumbrellainn.com - 1075 Red Umbrella Road, Twelve Mile Lake, Minden, Ontario (about 20 minutes from our front gate) - Book on the website or call toll free 1-800-461-0316 – Local phone 705-489-2462

There are many more nearby accommodations – take a look at www.haliburton-tourism.com for a directory. If you're looking for an upscale experience, recent students have enjoyed the Sunny Rock B&B <http://www.sunnyrock.on.ca/>.

When you are calculating drive-time, our front gate is about 20 minutes southwest of Haliburton village, about 10 minutes south of Minden and about 5 minutes north of Kinmount.

Location

The C2GC is held at the MilCun Training Center, near Kinmount, Ontario. We are located at 5163 County Road 121 – look for the red barn mailbox and the “slow moving vehicle” triangle. The GPS mapping has recently been improved and you may be able to find us by entering the town of “Minden Hills”, street of “County Road 121” and civic number “5163”. Or you can use our lat/long coordinates 44.82982 – 78.67919. Otherwise, use your GPS to find Kinmount, Minden or your accommodations, then follow the instructions below:

- From Minden, travel south on Highway 35/121, for 3.0 kms to the junction of Hwy 35 & CR 121. Turn left on CR 121 and travel south for 9.7 kms. Turn right into our driveway.
- From Pinestone Resort, travel west on CR 21 to Minden and then turn left on Hwy 35. Travel south through Minden for 4.6 kms then turn left onto CR 121. Travel south for 9.7 kms and turn right into our driveway.
- Coming from Kinmount, travel north on CR 121 for 6.1 kms and turn left into our driveway.

The cabin/classroom is about 3.5 kms from the highway. Always take the left fork in the gravel driveway. The driveway is narrow and winding – exercise caution when driving and yield to any oncoming traffic. The road speed limit on our driveway is maximum 20 kph, slower as conditions dictate (at night, when the road is wet, when there is traffic on the road). Expect to yield for deer in the early morning and at dusk. (About 400 meters in from the highway, you will pass our residence – this is not the cabin/classroom! Keep going for about another 3 kms.)

If you run into any difficulties, call our cell phones: Keith at 705-879-6564 or Linda at 705-879-6565.

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

Competitors must pre-register (and pre-pay) for the Challenge. You can download the form at www.milcun.com/whatsnew or email us for a registration form lindamiller@sympatico.ca. Once we've received your completed form and payment, your reservation will be confirmed. Registrations may be accepted on site, but space is limited (usually we cap out the entry at 50 competitors) and participation will be "first come, first served".

To ensure that you'll get an event t-shirt in your correct size, you must complete your registration not later than ~~30 June 2021~~... extended to Wednesday 07 July 2021.

Fees

The prices are: \$70.00 for the first event/weapon, \$80.00 for two events/weapon. The "world famous" hot lunch is \$15.00. So, the total for all the fun is \$95.00. Instructions for payment are on the registration form.

Timetable

Wednesday 04 August	Activity	Location	Comments
0800-0830	Competitor Check-In and Gate Registration	Cabin	Check-In is mandatory
0830-0900	Range Safety Briefing & Target-Relay Assignment	Maple Tree Range	Must have safety briefing to compete. Be on time.
0900-1100	Duty Pistol	Maple Tree Range	
1100-1200	Sniper Rifle	Match 1 – 100 m	
1200-1300	Lunch Break	Cabin	
	BYO or buy a lunch on the range \$15.00		
1300-1600	Sniper Rifle	Hill Top (600) Range	
1600-1630	Duty Pistol	Maple Tree Range	Last One Standing
1630-1700	Prize Presentations	Cabin	

Awards

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*.

Last One Standing (Duty Pistol) – your name on the Peel Regional Police trophy, plus a medal.

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

2-Gun Aggregate – A medal will be given for high individual in the 2-Gun Aggregate (Duty Pistol and Sniper Rifle). If numbers warrant, 2nd and 3rd place medals will be awarded for individuals, as well as for the top team*.

* Teams are comprised of any two individual competitors who register as a team.

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. Pouches are recommended. Eye protection is strongly recommended; working electronic ear defenders are required. All competitors must be holster-qualified.

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 the competitor fires excess rounds, 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. (If you receive a cross-fire, the low-high rule applies.)

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 short audible signal and end with a one-second audible signal. Shots may be fired during either signal. Shots fired before or after the signal will result in a 5-point penalty per shot.

There is no coaching allowed during the competition.

Ammunition

Any full power loads suitable for the weapon being used. Competitors need 92 rounds for the individual matches. For Last One Standing, competitors are eliminated after each 10 shots, winners usually need about 50 rounds. Competitors should bring extra ammunition for re-shoots or shoot-offs.

Course of Fire

Competitors are expected to arrive with their pistols zeroed. No sighting shots will be accommodated during the competition period. Targets are described at the end of this brochure.

Pistol 1 – 10-Meter Attack

Distance:	10 meters
Position:	Standing
Number of Shots:	20
Target:	1 x MilCun body target and 1 x Center-Mass 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 audible signal, engage either body target with 2 rounds. Shots are fired only during the audible signal. After five exposures the competitor will switch to the second target and engage it for the next 5 exposures so that there are 10 shots on each target.

Pistol 2 – Strong Hand, Support Hand

Distance:	10 meters
Position:	Standing
Number of Shots:	20
Target:	1 x MilCun body target and 1 x Center-Mass target
Type of Fire:	Double tap
Rate of Fire:	2 shots only per exposure
Time Limit:	10 x 5-second exposures
Scoring:	V, 5, 4, 3
HPS:	100-20V

The competitor will be given the load. On the command “Watch and shoot” adopt the “low alert” position with the pistol in the strong hand only (not supported by the support hand) and return to this position for each exposure. On a short audible signal, engage one of the targets with 2 rounds. Either target may be engaged first. The exposure will end with a one-second audible signal, starting one second before the exposure time has elapsed. Shots may be fired during either audible signal. After five exposures, switch to the other target and switch the pistol to the support hand only (not supported by the strong hand). Adopt the “low alert” position and return to this position for each exposure. Only 10 shots on each target will count for score. The competitor will change magazines as required using both hands.

Pistol 3 – Keep Shooting

Distance:	15 meters
Position:	Standing
Number of Shots:	24 (4 x 6-round magazines)
Target:	1 x MilCun body target and 1 x Center-Mass target
Type of Fire:	Rapid
Rate of Fire:	Shots may be fired at any rate during the time limit
Time Limit:	2 x 15-second exposure
Scoring:	V, 5, 4, 3
HPS:	120-24V

The competitor will be given the load. On the command “Watch and Shoot” adopt the “low alert” position. On a short audible signal, engage one of the targets with 6 rounds (run the gun dry), change magazines and engage the other target with 6 rounds. Either target may be engaged first. The exposure will end with a one-second audible signal, starting one second before the exposure time has elapsed. Shots may be fired during either audible signal. This will be repeated for the second exposure.

Only 12 shots on each target will count for score. Two 6-round magazines must be used for each exposure.

Pistol 4 – Two on One

Distance:	15 meters
Position:	Standing
Number of Shots:	20
Target:	1 x MilCun body target and 1 x Center-Mass target
Type of Fire:	Double-tap snap
Rate of Fire:	Four shots only per exposure
Time Limit:	5 x 6-second exposures
Scoring:	V, 5, 4, 3
HPS:	100-20V

The competitor will be given the load. On the command “Watch and shoot” adopt the “low alert” position. On a short audible signal, engage one target with 1 shot only, the other target with two shots only and then the first target with one more shot. This procedure will continue for a total of 5 exposures. The exposure will end with a one-second audible signal, starting one second before the exposure time has elapsed. Shots may be fired during either audible signal. Only 10 shots on each target will count for score. The competitor is to change magazines as required.

Pistol 5 – Long Range (25 m)

Distance:	25 meters
Position:	Prone, sitting, kneeling and standing
Number of Shots:	20 (from 4 x 5-round magazines)
Target:	1 x MilCun body target and 1 x Center-Mass target
Type of Fire:	Deliberate fire
Rate of Fire:	Shots may be fired at any rate during the time limit
Time Limit:	1 x 5-minute exposure
Scoring:	V, 5, 4, 3
HPS:	100-20V

The competitors will cover off their targets at the 25-meter firing mound. The command to “Load” will be given. On the command “Watch and shoot” adopt the “low alert” position. On a short audible signal, adopt the prone position and fire 5 shots at one of the targets. Without further instruction, adopt the sitting position and fire 5 shots at one of the targets. Without further instruction, adopt the kneeling position and fire 5 shots at one of the targets. Without further instruction, adopt the standing position and fire 5 shots at one of the targets. Once all firing is complete or the 5-minute time limit has expired, the RSO will end the match. When required the match will end with a one-second audible signal, starting one second before the exposure time has elapsed. Shots may be fired during either audible signal. Only 10 shots on each target will count for score. At any time the competitor comes out of the aim below the “high alert” position, he must remove his finger from the trigger and locate it along the trigger guard.

Pistol – Last One Standing

Distance:	5 and 10 meters
Position:	Standing
Number of Shots:	As required
Target:	Little Black Square – about 65 mm (2.5”) square
Type of Fire:	As required
Time Limit:	At 5 meters – Stage 1 in 2 minutes, Stage 2 in 1 minute and Stage 3 in 30 seconds. At 10 meters – 10 seconds per shot for the first 3 shots and 5 seconds per shot for the next 3 shots and 3 seconds per shot until the match is decided.
Scoring:	Only shots in the aiming mark will count
HPS:	Match winner

The aim of this match is to have the competitor experience and successfully deal with the stress felt in making each shot count.

- In Stage 1 at 5 meters – each shooter will have 2 minutes to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 2. All competitors are to complete Stage 1 before any competitors are called to fire Stage 2.
- In Stage 2 at 5 meters – each shooter will have 1 minute to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 3. All competitors are to complete Stage 2 before any competitors are called to fire Stage 3.
- In Stage 3 at 5 meters – each shooter will have 30 seconds to fire 10 rounds. Only those shooters with all hits (on or touching the black square) will continue to Stage 4 at 10 meters. All competitors are to complete Stage 3 before any competitors are called to fire Stage 4 at 10 meters. If there are more qualifying shooters than there are targets, Stage 3 is repeated until the appropriate numbers are remaining.
- At 10 meters the shooting will be “sudden death”. Each of the remaining shooters will fire one shot. Those who do not hit the aiming mark will retire. Those who do will, under the command of the Range Officer, again fire one shot and continue in this manner until there is a winner decided. If at any time all shooters do not hit the aiming mark, then everyone will remain for another shot.

Pistol Match Summary

Match	Shots	Dis- tance	Position	Type of Fire	Target
Pistol 1 10 Meter Attack	20	10	Standing	10 x 2-sec exp 2 shots per exp	1 x body 1 x CM
Pistol 2 Strong, Support	20	10	Standing	10 x 5-sec exp 2 shots per exp	1 x body 1 x CM
Pistol 3 Keep Shooting	24	15	Standing	2 x 15-sec exp (2x6-rd mags per exp)	1 x body 1 x CM
Pistol 4 Two on One	20	15	Standing	5 x 6-sec exp 4 shots per exp	1 x body 1 x CM
Pistol 5 Long Range	20	25	Prone, sitting, kneeling, standing	1 x 5-min exp (4x5-rd mags)	1 x body 1 x CM
Pistol Last One Standing	10 per stage	5, 10	Standing	Timed	1 x black square

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. A small, operationally-appropriately wind indicator may be used at the firing point. Eye protection is strongly recommended; working electronic ear defenders are required.

Each relay will shoot both matches at each distance before rotating. 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 the competitor fires excess rounds, 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. (If you receive a cross-fire, the low-high rule applies.) Targets will be scored by a stats officer in the butts; competitors may review their targets following the matches.

Ammunition

Any ammunition may be used that is suitable for the weapon. There are 50 record shots in the matches, plus unlimited sighters in Match 1 and two sighters in each of Matches 2 and 4. Competitors should bring extra ammunition for re-shoots or shoot-offs.

Course of Fire

Sighting Shots – there is no separate sighting period. Sighting shots will be fired only where they are part of the match conditions.

Targets are described at the end of this brochure.

Sniper 1 - 100-meter Deliberate Fire

Distance:	100 meters
Position:	Prone
Number of Shots:	Unlimited sighters and ten on score
Target:	MilCun 5-bull target
Scoring:	V, 5, 4
Type of Fire:	Deliberate
Rate of Fire:	Sighters plus two shots at each bullseye
Time Limit:	15 minutes
HPS:	50.10V

The MilCun 5-bull target and an appropriate zeroing/sighting target will be available to the shooter. The RO will give the command to load and commence firing. Your time starts with that command.

Sighting shots are to be shot into the provided zeroing/sighting target. The number of sighting shots is unlimited but all shots must be fired within the time allowed. The scoring shots will be fired, 2 per bullseye, on the MilCun 5-bull target. Any shot that lands on the target page will be counted as a shot for score. Only 10 shots can be fired for score.

Scoring will take place once the targets have been retrieved. If there are more than two shots on an individual bullseye, the competitor will receive the score of the two shots with the lowest value and all other shots will be scored as misses. A target with more than 10 shots will receive a penalty of 10 points per excessive hit.

Note that there is no scorecard for Match 1. The target will serve as the scorecard.

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 (GTTs), superimposed on a hand-held backer
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.

The RO will give the command to “load”. Once the sighters are complete, the RO will give the cautionary command of “Watch and shoot... watch 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 up to a maximum of 10 shots and only 5 shots on each target will count for score. The butt staff will be instructed to monitor the sequence of shots to ensure each GTT has been fired at during each exposure.

On the completion of the match, indicators will be placed in each shot hole and shown for 20 seconds. Scoring will be done by stats in the butts. Only 5 shots on each GTT will count for score.

Sniper 3 - 200-meter Rapid

Distance:	200 meters
Position:	Prone
Number of Shots:	No sighters - ten on score
Target:	2 x MilCun General Training Targets, superimposed on a hand-held backer
Scoring:	V, 5, 4, 3
Type of Fire:	Rapid fire
Rate of Fire:	As required
Time Limit:	1 x 70-second exposure
HPS:	50-10V

There will be no sighting shots. The RO will give the command to “load” and the cautionary command of “Watch and shoot... watch and shoot”. The relay will then receive 1 x 70-second exposure. The competitor must fire 5 shots onto each target and only 5 shots on each target will be scored.

On the completion of the match, indicators will be placed in each shot hole and shown for 20 seconds. Scoring will be done by stats in the butts. The scored targets from Matches 2 and 3 will be brought to the competitors at the firing mound for examination and challenges.

Sniper Match 4 - 300-meter Snap

Distance:	300 meters
Position:	Prone
Number of Shots:	Two sighting and ten on score

Target:	2 x MilCun General Training Targets, superimposed on a hand-held backer
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

The RO will give the command to “load”. Once the sighters are complete, the RO will give the cautionary command of “Watch and shoot... watch and shoot”. The relay will then receive 10 x 3-second exposures.

Although both targets are exposed each time, only one shot is required for each exposure. Each target must be hit no more than 5 times. The competitor may fire more than 1 shot per exposure up to a maximum of 10 shots for the match.

On the completion of the match, indicators will be placed in each shot hole and shown for 20 seconds. Scoring will be done by stats in the butts.

Sniper 5 - 300-meter Rapid

Distance:	300 meters
Position:	Prone
Number of Shots:	No sighters - ten on score
Target:	2 x MilCun General Training Targets, superimposed on a hand-held backer
Scoring:	V, 5, 4, 3
Type of Fire:	Rapid fire
Rate of Fire:	As required
Time Limit:	1 x 70-second exposure
HPS:	50-10V

There will be no sighting shots. The RO will give the command to load and the cautionary command of “Watch and shoot... watch and shoot”. The relay will then receive 1 x 70-second exposure. The competitor must fire 5 shots onto each target and only 5 shots on each target will be scored.

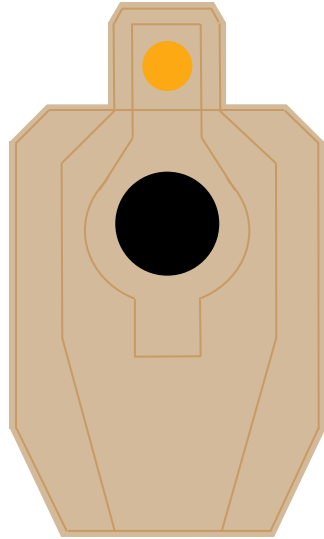
On the completion of the match, indicators will be placed in each shot hole and shown for 20 seconds. Scoring will be done by stats in the butts. The scored targets from Matches 4 and 5 will be brought to the competitors at the firing mound for examination and challenges.

Sniper Rifle Match Summary

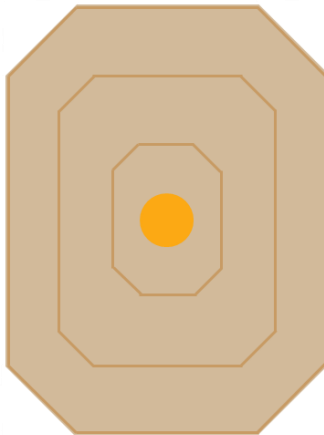
Match	Shots	Range	Position	Type of Fire	Timing	Target
Sniper 1 Deliberate	Un- limited +10	100	Prone	2 shots at each bullseye	15 minutes	New MilCun bullseye target
Sniper 2 Rapid Follow Up	2+10	200	Prone	1 shot at each target per exposure	5 x 8 seconds	2 x GTT
Sniper 3 Rapid	10	200	Prone	5 shots at each target	1 x 70 seconds	2 x GTT
Sniper 4 Snap	2+10	300	Prone	1 shot per exposure	10 x 3 seconds	2 x GTT
Sniper 5 Rapid	10	300	Prone	5 shots at each target	1 x 70 seconds	2 x GTT

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



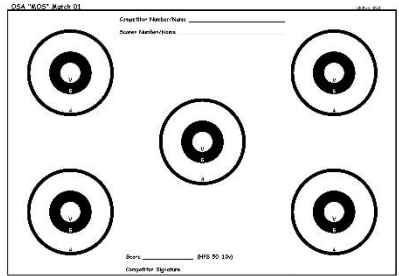
Head on Body Target (HBT)		
Scoring Zones	Size/Location	Scoring
V-zone	9 cm Orange Circle	5
5-zone	10.3 x 15.5 Rectangle	5
4-zone	Rest of head	4



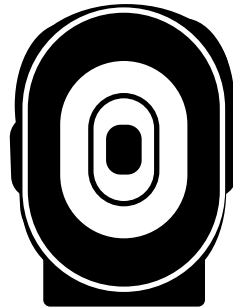
Center-Mass Target (C-M)		
Scoring Zones	Size/Location	Score
V-zone	9 cm Orange Circle	5
5-zone	Lethal	5
4-zone	Less Lethal	4
3-zone	Lawsuit Zone	3

MilCun 5-bull Target

Used in Match 1 only. This target has five bullseyes, each scoring V, 5, 4. Shots that land outside the 4-ring score 0 (zero). The V is approximately ½ MOA, the 5 is approximately 1 MOA, and the 4 is approximately 2 MOA.

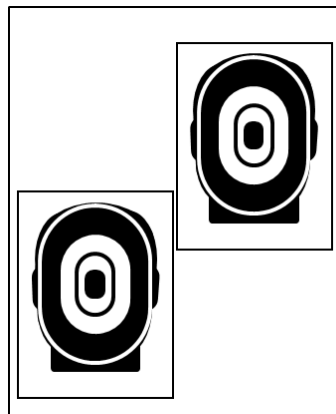


General Training Target (GTT)		
Scoring Zones	Scoring Ring Diameters	Scoring
V-zone	1" x 1.4" Black Spot	5
5-zone	2" x 3.2" oval	5
4-zone	4" x 5.4" oval	4
3-zone	6" x 8.3" oval	3



Sniper Target

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





MilCun Training Center Events



OSA Events

Training Practices

- ✓ Snowshoe and Shoot Practices
- ✓ Long-Range Rifle Practices
- ✓ Long-Range Competition Practices
- ✓ Tactical Rifle Practice
- ✓ Service Rifle Practices
- ✓ Pistol Practices
- ✓ Scenario Practice

Clinics

- ✓ TYPA (Take Your Pistol Apart) Clinic
- ✓ Pistol Clinic
- ✓ Holster Course
- ✓ Long-Range Clinic

Matches, Championships & Challenges

- ✓ Hunter's Challenge
- ✓ Pistol Speed Challenge
- ✓ Scenario Match
- ✓ Lights & Lasers Match
- ✓ Precision/Sniper Match
- ✓ PRS-Style Match
- ✓ Canadian 2-Gun Challenge*
- ✓ Service Rifle Championship
- ✓ Operational Pistol Championship
- ✓ Argyll Cup Sniper Challenge**

* These events are restricted to LE, Armed Security and CF personnel (Fire & EMS personnel are invited to the Canadian 2-Gun Challenge)

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

MilCun Courses

MilCun Police Courses

- ✓ Advanced Police Tactical Rifle Course**
- ✓ Police Sniper Courses (PS1 to PS5, Urban Police Sniper, and more)*
- ✓ Advanced Police Pistol Course*

MilCun Civilian Courses

- ✓ Enhanced Pistol Skills Course
- ✓ Enhanced Rifle Skills Course
- ✓ Sniper/Precision Rifle Competition Course
- ✓ MilCun Hunter Marksmanship Weekend

Other Course Providers

- ✓ Brake Tactical Training Solutions
- ✓ Private courses held by several police agencies

Download the current year calendar for dates, prices and contact information
www.milcun.com/whatsnew



Operational Shooting Association

The Operational Shooting Association was 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
Visit our FaceBook page www.facebook.com/myosacanada



MilCun Training Center

"Focusing on Performance"

Gunsmithing,
Marksmanship Training
Publications & Consulting

Email us milcun@sympatico.ca - Visit us at www.milcun.com
Visit our FaceBook page www.facebook.com/milcun-training-center