



# **2024-2025 Arizona 4-H State Shooting Sports Match Rules**

**Revised as of 02 September 2024**

## **Competitors' Pledge**

As a 4-H shooting sports competitor,

- I will live model high ideals of ethics and sportsmanship.
- I will compete honorably, fulfilling my charge to be trustworthy and honest.
- I will treat all people, including coaches and match personnel, with respect.
- I will be gracious in victory and accept defeat with dignity.
- I will remember that to compete is a privilege, not a right.
- I will live up to the high standards of fair play.
- I will be open minded, always willing to listen and learn.
- I will demonstrate concern for my teammates and for my fellow competitors.
- I will not engage in reckless behavior that might cause injury to myself or others as determined by the range officers and match coordinators.
- I will honor, observe, and enforce the rules.
- I will represent my club, community, and county with honor, on and off the range.
- I will always represent our 4-H program in a positive manner.

## **Volunteers' and Parents' Pledge**

As volunteers and parents at Arizona 4-H shooting sports matches,

- We will respect each other, competitors, staff and property of our host community and county.
- We will set a good example as mentors and role models for our members and their families.
- We will conduct ourselves in a professional and ethical manner.
- We will strive to encourage the life skills embodied in the 4-H shooting sports program and to aid in the development of our members through adherence to those principles.
- We will respect the dignity of all competitors, parents, volunteers, and staff.

## **Shooting Sports Master Rules**

The following four master shooting sports rules apply to all ranges, all disciplines, and all events.

1. Muzzles (and knocked arrows) will always be pointed in a safe direction. Ensure you are willing to potentially destroy whatever you are pointed at.

2. Actions (and arrow rests) will remain open (unknocked) until you are preparing/ready to fire. Leaving actions open makes it easier for everyone around you to see your current loading status.

3. Fingers will remain off triggers and releases until you are ready to fire. Your finger is one of the most important safety tools in your kit.

4. Be sure of your target, backstop and what is beyond it. Ensure you understand the ballistic capabilities of the firearm or bow you are utilizing.

5. Range safety is everyone's responsibility. Anyone on the range may call a cease fire if they witness an unsafe act or condition.

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## DISCIPLINES AT-A-GLANCE

Courses of fire have been selected based on the most recent 4-H National Match guidelines available as of the revision date of these rules. Some rules have been modified from their National Match origins due to time, resource, age, and equipment limitations unique to the Arizona Shooting Sports program. When a conflict occurs between an Arizona State Match rule and a National Match rule, the Arizona State Match rule takes precedence. In the absence of a specified State Match rule, all National Match rules remain in effect, including rules/guidelines/standards prescribed by the 4-H National Shooting Sports Committee. The Arizona State Shooting Sports Coordinator has the authority to modify, change, delete or add rules before, during , or after any match.

| <b>Discipline</b>       | <b>Course of Fire #1</b>                                | <b>Course of Fire #2</b>            | <b>Course of Fire #3</b>                         |
|-------------------------|---|-------------------------------------|--|
| <b>Archery Compound</b> | FITA Round  | Field Round                         | 3-D Round  |
| <b>Archery Recurve</b>  | Field Round   | FITA Round                          | 3-D Round  |
| <b>Air Pistol</b>       | Slow Fire - Bullseye                                    | NRA Air Pistol Silhouette           | <i>None</i>                                      |
| <b>Air Rifle</b>        | CMP National Std<br>Three Position Sporter<br>Air Rifle | NRA Sporter Air Rifle<br>Silhouette | <i>None</i>                                      |
| <b>Hunting Skills</b>   | Wildlife and Land<br>Navigation Tests                   | Archery 3-D                         | .22 Smallbore Rifle<br>2-D Animal Match          |
| <b>Muzzleloader</b>     | Slow Fire - Bullseye                                    | Bottles and Critters                | <i>None</i>                                      |
| <b>Shotgun</b>          | Trap  | Skeet                               | Sporting Clays                                   |
| <b>Smallbore Pistol</b> | Slow Fire - Bullseye,<br>Single Stage                   | NRA Smallbore<br>Silhouette         | <i>None</i>                                      |
| <b>Smallbore Rifle</b>  | NRA Three Position                                      | NRA Smallbore<br>Silhouette         | CMP Rimfire Sporter (Included<br>for county use) |
| <b>Western Heritage</b> | Smallbore Pistol, Rifle<br>and shotgun Run x3           | Clothing / Period<br>Interview      | <i>None</i>                                      |

## NEW FOR 2024-2025

### All Disciplines:

- Several clerical and administrative errors have been corrected within each discipline section. Competitors should review the rules prior to the match for every discipline they are participating in.

- Member participation in our annual State Shooting Team Tryout and State Championships Match is dependent on previous match experience in each discipline being competed in. Members must have competed in a previous 4-H instructor officiated match at the state, county or club level in each discipline they wish to compete in at the state level within the last year. Note that rehearsal or practice matches conducted using Arizona State Match rules at the club level, with at least three members present, meet this requirement.

Eligibility will be approved by county designated shooting sports program coordinator (volunteer or staff).

- Match operations volunteers and staff may edit all reported/submitted competitors' scores and paper targets while they are determining overall competitor placement or conducting target reviews. This authority extends to correcting mathematical errors as well as individual arrow/shot scores. Every effort will be made to provide competitors with a 30-minute protest period to review their targets once match operations personnel have finished their review.

- Competitors requiring assistance or accommodation in order to participate in a state match are encouraged to identify themselves during the match registration process in the Z-Suite portal. Every effort will be made to provide fair accommodations and/or adult third party competitor assistance as determined by the range director.
- Rangemasters and/or Chief Range Officers will make every effort to remind parents and competitors of range/event management expectations prior to the start of competition. Decisions made by rangemasters and chief range officers during the conduct of a course of fire take precedence.

General course of fire, discipline protests or potential significant rule infractions brought to the attention of range operations personnel, range safety officers or the range director within 60-minutes of course of fire completion will be adjudicated by a committee made up of the following participants as designated by the range director. Protests or potential rule infractions raised after this 60-minute period has commenced will not affect the outcome of the match.

- Rangemaster or Chief Range Officer of the course of fire being protested
  - Rangemaster or Chief Range Officer of a peer discipline
  - Range operations team member
- Electronic devices (hearing protection, watches, etc.) capable of communication (radio, blue tooth or other) are not allowed on the firing line or within the range master designated range area for all disciplines. Electronic hearing protection is allowed as long as it meets the above requirements and also does not have any sort of radio receiver built into the device.

- During all discipline silhouette courses of fire conducted with paper targets in place of metallic targets, spotters will not be allowed as competitors are able to see shot impacts on their target after their shot sequence is complete.
- Several National Governing Body (NGB) course of fire rulebook sources have been updated to reflect current versions.

#### Archery:

- Archers are authorized to wear shorts meeting general 4-H dress code requirements during competition.
- Archers are reminded that closed toe shoes (as defined in the archery rules section) are required while competing.
- Arrows are not allowed to have lighted knocks.
- FITA course of fire time limit reduced from two minutes, 30 seconds per three arrows to two minutes.
- Senior field target placement maximum distance increased to 60 yards.

#### Air Pistol and Air Rifle:

- Modified equipment standards for air pistol and air rifle competition remain in effect. At the discretion of the shooting sports coordinator, all non-precision designated .177 air rifles and air pistols that have muzzle velocities of 600 fps or less will be allowed in this year's matches. Sight requirements remain unchanged per the rules listed for each course of fire. The intent of this rule is to eliminate potential equipment related barriers to entry and to encourage more members to compete in air disciplines. This rule change is not intended to generate an advantage for a competitor by allowing air operated arms that are normally designated as more capable than a sporter designated firearm (I.e., precision classified rifles).
- Modified target placement distances for the air pistol silhouette course of fire also remain in effect. All targets will be placed 10 meters from the firing line.

#### Air Pistol:

- Competitors are allowed to wear shorts during all courses of fire.

#### Air Rifle:

- Modified target placement distances for the air rifle silhouette course of fire may be used if the match facility does not have enough depth needed. Every effort will be made to conduct this course of fire with as many state match rules designated target distances as possible.
- CMP National Standard Three Position course of fire position order has changed. The new course of fire sequence is kneeling, prone and then off hand standing.

## Hunting Skills:

- As we continue to grow our hunting skills program within the state, we will introduce new activities into the project and its supporting competitive events. Competitors should be prepared to compete in all activities encompassed by the discipline to include, but not limited to: land navigation, map reading, orienteering, hunter safety protocols and techniques, fire building, wilderness survival, animal identification, tracking, Arizona wilderness management rules, laws and best practices, as well as shotgun, rifle, and archery courses of fire specific to the hunting skills project.
- Addition of .22 smallbore rifle 2-D course of fire.

## Smallbore Pistol:

- None other than the rules above that apply to all disciplines.

## Smallbore Rifle:

- Intermediate and Junior 3 position rifles must continue to have a trigger with a minimum of 1 lb. pull weight as measured by the digital scale used during equipment inspection. Senior rifles must have a safe trigger (with no minimum pull weight restriction) as determined by the range officer during equipment inspection.
- Civilian Marksmanship Program (CMP) Rimfire Sporter course of fire rules added for county use. Note: This course of fire is not currently being utilized during state competitions, though it is used at the National level.

## Western Heritage:

- Arizona 4-H State Shooting Sports has not fully developed its competitive courses of fire and supporting events for the Western Heritage discipline. This year's rules are unique as our state is just getting started in the discipline. Please see the Western Heritage section for details.



## Collective Discipline/Match Rules

- Competitors requiring assistance or accommodation in order to participate in a state match are encouraged to identify themselves during the match registration process in the Z-Suite portal. Every effort will be made to provide fair accommodations and/or adult third party competitor assistance as determined by the range director.
- All competitors will adhere to the commands and instructions given by rangemasters, chief range officers, and range safety officers while competing in Arizona 4-H Shooting Sports events. Failure to comply with direction given by range personnel may be immediate grounds for removal from the match with no refund provided.
- Match operations volunteers and staff may edit all reported/submitted competitors' scores and paper targets while they are determining overall competitor placement or conducting target reviews. This authority extends to correcting mathematical errors as well as individual arrow/shot scores. Every effort will be made to provide competitors with a 30-minute protest period to review their targets once match operations personnel have finished their review.
- Rangemasters and/or Chief Range Officers will make every effort to remind parents and competitors of range/event management expectations prior to the start of competition. Decisions made by rangemasters and chief range officers during the conduct of a course of fire take precedence.

General course of fire, discipline protests or potential significant rule infractions brought to the attention of range operations personnel, range safety officers or the range director within 60-minutes of course of fire completion will be adjudicated by a committee made up of the following participants as designated by the range director. Protests or potential rule infractions raised after this 60-minute period has commenced will not affect the outcome of the match.

- Rangemaster or Chief Range Officer of the course of fire being protested
  - Rangemaster or Chief Range Officer of a peer discipline
  - Range operations team member
- Electronic devices (hearing protection, watches, etc.) capable of communication (radio, blue tooth or other) are not allowed on the firing line or within the range master designated range area for all disciplines. Electronic hearing protection is allowed if it meets the above requirements and does not have any sort of radio receiver built into the device.

# ARCHERY

## Recurve and Compound Bows

Two archery sub-disciplines are recognized at the state and national levels: Recurve Archery and Compound Archery. Both disciplines shoot the same three events during Arizona 4-H State Shooting Sports competitions, though their course of fire rules differ.

Any bow that uses pulleys or cams is deemed a compound bow. Note that while the three governing bodies for the three different events have slightly different requirements or restrictions, for the sake of simplification, Arizona 4-H State Shooting Sports competitions use one standard for equipment for all events.

## Equipment Check-In

- At no time will an arrow be allowed to be attached to the string of a bow.
- The only time a string will be pulled back is at the check-in table while a bow scale is attached.
- All arrows brought to check-in must be stored in a storage container, hip or bow quiver (back quivers are not allowed).
- All bows must be inspected, approved, and marked by a designated range officer prior to use in competition.

## General Rules

1. Arrows - Minimum arrow weight of 5 grains/pound of bow draw weight. No larger than 27/64" (.422 inches diameter for arrows and .425 inches diameter for points maximum). Arrows should be marked with your initials on either the shaft or vanes so that they may be easily identified. Lighted knocks are not allowed.
2. Compound and recurve bows may have a maximum of 60-pound draw weight as measured by the digital scale used during equipment inspection. No electronic or range finding sights are authorized. Illumination of pins is allowed. Magnification or scope lenses are allowed. No spirit levels or glass of any type is allowed on recurve bow sights.
3. No electronic communication devices as defined by the collective match rules are allowed on ranges including cell phones used "only to take pictures". This includes archers, coaches, parents, and spectators. Please inform your parents and spectators of this restriction. Range officials may carry a radio or cell phone to contact other officials, if necessary, but must be placed in silent mode.
4. All archers must remain with their designated squads until all score cards are signed and turned in following the course of fire. Archers will turn in all score cards as a group. Archers will add their scores on their own as squads (no parent or coach help). If archers need assistance, they may ask range safety officers for help.
5. Score cards must be signed by scorekeepers and the archer before being turned in.
6. Be prepared for inclement weather, mud, bugs, etc. during the match.
7. Dress Code: 4-H dress code applies. Shorts may be worn if desired. Participants and coaches are expected to dress appropriately for the events in which they participate. Team uniforms or shirts are

encouraged, but not required. Both young people and adults should wear attire appropriate for the weather while remaining modest. It is important to recognize and respect individual's choices which can at times bring unwanted attention either to an individual or to the group. All participants, coaches, parents, and family members must remember that they may be photographed or interviewed for use by local, regional, or national media. Let's do all we can to make sure that is a positive image for 4-H!

8. Footwear Policy - While on the shooting line archers are required to wear closed toe shoes that completely cover their feet, including soles. Examples of footwear that are not acceptable include, but are not limited to: sandals, clogs, flip-flops, slippers, crocs, house shoes, and bare feet.
9. Coaches may use spotting equipment.
10. Archers shooting extra arrows during a course of fire will have the highest scoring arrow not scored, plus one penalty point per extra arrow shot.
11. Range finders may be used during the Field and FITA rounds only. Range finders are NOT allowed on the 3-D range. This includes archers, coaches, parents, and spectators. Binoculars without ranging devices are allowed on all three ranges.
12. Coaching will be enforced as per the 4-H Shooting Sports National Championships General Rules.
13. Participants, coaches, spectators, and parents are NOT allowed on designated archery ranges used for the competition, unless it is a specified practice period and permission has been granted by the Compound and Recurve Archery Chief Range Officers. Practice or warm up shots are not allowed in the parking areas of the official archery ranges.
14. Deliberate shooting, or attempting to shoot, any living animal while on competitive ranges is grounds for ejection from the event.
15. Under no circumstances is "sky-drawing" permitted.
16. Scorecards will always stay in possession of the archers until turned in. At no time shall coaches, parents, spectators, or volunteers have access to scorecards.
17. If a competitor feels a rule was broken, an infraction occurred, or wants a ruling from a range officer, they have the right to stop forward movement on the range until their concern is addressed.
18. Hip quivers or grounded arrow holders are required on the firing line.
19. In case of an equipment breakdown or problem above the level of the archer to handle, coaches may assist with the permission of a range officer. The archer must call equipment failure. They will be given 15 minutes to correct the problem. Make up arrow(s) will be allowed if the problem is corrected within the 15 minutes, otherwise, points will be awarded as zero.
20. Participants, coaches, spectators, or parents are NOT allowed on the official archery ranges used for the competition, unless permission has been granted by the range master.
21. Do not stand directly behind an arrow as it is pulled from a target back. Do not pull an arrow if someone is standing directly behind it.
22. When retrieving missed arrows down range, place an arrow upright in the missed target back before going beyond the target.
23. Whistle Commands: 2 Blasts = Get your equipment and come to the firing line. 1 Blast = Nock and shoot arrows. 3 Blasts = Score and Pull arrows. 4 or more Blasts = CEASE FIRE.
24. Cell phones and any other device capable of communicating with someone who is not competing, are not authorized to be in a competitor's possession while competing in any course or fire.
25. Archers should always have arrows in their quiver unless shooting or retrieval from targets. Arrows out of a quiver while shooting will always be pointed in a safe direction (down range or towards the ground).

## Equipment Standards

|  | <b>PERMITTED</b>   | <b>NOT PERMITTED</b>   |
|--|--|--|
| <b>RECURVE</b><br><b>Longbows &amp; Recurve Bows</b> | One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons are permitted; participants may have as many sight pins as desired; torque compensators are permitted. 60 lb. maximum draw weight. FITA definition of a recurve bow applies. | String peep sights, spirit levels, glass of any type in the sight and mechanical release aids. |
| <b>COMPOUND</b>                                      | Release aids, string peep and/or optical sights and spirit levels are allowed; 60 lb. maximum draw weight. Multiple pin sights are also allowed.   | Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.      |
| <b>ARROWS</b><br><b>(Both sub-disciplines)</b>       | Must meet AMO minimum weight standards of 5 grains arrow weight per pound of bow peak draw weight.   | No arrows larger than 27/64" in diameter or lighted knocks are permitted.                      |

## Archery Courses of Fire

### FITA ROUND

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | 122cm, 80cm, 60cm, 40cm faces, full color FITA targets   |
| <b>DISTANCE</b>       | SR: 60m, 50m, 40m in this order<br>INT: 40m, 30m, 20m in this order<br>JR: 30m, 20m, 10m in this order   |
| <b>COURSE OF FIRE</b> | <p>Senior</p> <ul style="list-style-type: none"> <li>• 60 meters - 2 ends of 6 arrows each (12 arrows)</li> <li>• 50 meters - 2 ends of 6 arrows each (12 arrows)</li> <li>• 40 meters - 2 ends of 3 arrows each (6 arrows)</li> </ul> <p>Intermediate</p> <ul style="list-style-type: none"> <li>• 40 meters - 2 ends of 6 arrows each (12 arrows)</li> <li>• 30 meters - 2 ends of 6 arrows each (12 arrows)</li> <li>• 20 meters - 2 ends of 3 arrows each (6 arrows)</li> </ul> <p>Junior</p> <ul style="list-style-type: none"> <li>• 30 meters - 2 ends of 3 arrows each (6 arrows)</li> <li>• 20 meters - 2 ends of 3 arrows each (6 arrows)</li> <li>• 10 meters - 2 ends of 3 arrows each (6 arrows)</li> </ul> |

|                   |  |
|-------------------|--|
|                   | Note: the number of ends and arrows may be adjusted based on number of competitors and available time for the round.   |
| <b>TIME LIMIT</b> | 3 arrows in 2 minutes  |
| <b>SCORING</b>    | 10 pts. -1 pt. from the center outward. Competitors will score inner 10s as Xs. Ties will be broken by the number of #10s (including inner 10s) first, then #Xs, #9s, #8s etc. until the tie is broken. Bounce out or pass through shots Archer or coach must contact the Range Officer. Verified bounce out and pass-through arrows will be re-shot. Scores must be agreed by all archers and range official. "Robin Hood" arrows: If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged, if not then it will be re-shot before moving to next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or shot arrows: Arrows going beyond the 3- meter line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side, and is retrievable without the archer moving their position from the shooting line, it may be retrieved, but only after being permitted from range/safety officer. |
| <b>NGB RULES</b>  | World Archery Federation / Target  |

## FIELD ROUND

|                       |   |
|-----------------------|---|
| <b>TARGET</b>         | NFAA targets of sizes selected by the Compound and Recurve Archery Chief Range Officers (NFF-20, NFF-35, NFF-50)  |
| <b>DISTANCE</b>       | Archers will shoot 4 arrows per target station/location. <ul style="list-style-type: none"> <li>• Juniors – 4 targets; (Marked distances of up to 25 yds)</li> <li>• Intermediates - 6 targets – (Marked distances of up to 35 yards)</li> <li>• Seniors - 8 targets – (Marked distances of up to 60 yards)</li> </ul>  |
| <b>COURSE OF FIRE</b> | Archers must have a part of the body touching their age division stake when shooting. Archers will be designated ABCD (Archers will rotate between target stations. "A" will shoot first then "B", then "C", then "D"). The next target station will shoot in the order of BCDA, CDAB, DABC, and so forth through the target stations. The exception will be the "fan" target station in which all shooters will shoot at the same time but rotate positions between shots. |
| <b>TIME LIMIT</b>     | Participants will move through the course expeditiously and avoid delays. In the case of a lost arrow, archers will be given 2 minutes 30 seconds to locate their arrow.  |

|                  |   |
|------------------|---|
| <b>SCORING</b>   | 5, 4, 3 from the center outward. Tie breaks will be the greatest #Xs, then #5s, #4s, #3s. Bounce Outs and Pass-Through Arrows: Witnessed bounce-out or pass-through shots will be re-shot. Contact the Range Officer for concurrence. "Robin Hood" Arrows: If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged; if not, then it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or Shot Arrows: Arrows going beyond the 3-meter line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side and is retrievable without the archer moving their position from the shooting stake, it may be retrieved, but only after being permitted from range/safety officer. |
| <b>NGB RULES</b> | National Field Archery Association  |

### 3-D ROUND

|                       |   |
|-----------------------|---|
| <b>TARGET</b>         | 3-D foam targets as selected and placed by the Compound and Recurve Archery Chief Range Officers  |
| <b>DISTANCE</b>       | Unmarked distances from 2 to 50 yards. Maximum distance for Juniors 25yds; Maximum distance for Intermediate 35yds; Maximum distance for Seniors 50 yds.  |
| <b>COURSE OF FIRE</b> | <p>1 arrow shot per 3-D target (number of targets for each age group follows below).</p> <ul style="list-style-type: none"> <li>• Junior – 8 targets</li> <li>• Intermediate – 12 targets</li> <li>• Senior – 16 targets</li> </ul> <p>Archer must have a part of their body touching their age division stake when shooting. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through all the target stations.</p> <ul style="list-style-type: none"> <li>• You MAY NOT glass the target from the stake after your shot.</li> <li>• You MAY NOT adjust your sight after you have drawn and let down.</li> </ul> |
| <b>TIME LIMIT</b>     | Participants will move through the course expeditiously and avoid delays. There is a two-minute time limit to shoot once the archer has reached their shooting stake. Lost arrow search is limited to two minutes 30 seconds.   |

|                  |  |
|------------------|--|
| <b>SCORING</b>   | <p>IBO rules (**Exception - Center scoring ring is scored as an 11 - NOT 12**)</p> <ul style="list-style-type: none"> <li>• Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal)</li> <li>• Second Vital Zone Ring = 10 points</li> <li>• Third Vital Zone Ring = 8 points</li> <li>• Any other part of animal = 5 points</li> <li>• TIE BREAKERS: Number of 11s, 10s, 8s, 5s, in order.</li> </ul> <p>Bounce Out and Pass-Through Arrows: Witnessed bounce-out or pass-through arrows will be re-shot. Contact the Range Officer for concurrence. "Robin Hood" Arrows: If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged; if not, then it will be re-shot before moving to next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or Shot Arrows: Arrows going beyond the 3- meter line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side and is retrievable without the archer moving their position from the shooting stake, it may be retrieved, but only after being permitted from range/safety officer.</p> |
| <b>NGB RULES</b> | IBO - <a href="http://www.ibo.net/2021%20IBO%20Rules%20(1).doc">http://www.ibo.net/2021%20IBO%20Rules%20(1).doc</a>  |

For additional information on archery scoring, rules & diagrams, please use the following links:

**4-H National Archery Competition Scoring Rules:**

<https://uofnelincoln.sharepoint.com/:b:/s/UNL-IANR4-HYouthDevelopment/EQnVC9c6DINNvLT8XNhjSv8BUAjU5-AO0tS4KXHVPCHTrg?e=HzMEyc>

**4-H National Archery Competition Scoring**

**Diagrams:**

[https://uofnelincoln.sharepoint.com/:b:/s/UNL-IANR4-HYouthDevelopment/ETnuDh5Eo5RMm5ruEarrBGMB-v0JZRzR\\_Kx8auTGHgyx6Q?e=Wn8T0X](https://uofnelincoln.sharepoint.com/:b:/s/UNL-IANR4-HYouthDevelopment/ETnuDh5Eo5RMm5ruEarrBGMB-v0JZRzR_Kx8auTGHgyx6Q?e=Wn8T0X)

# AIR PISTOL

## Equipment Check-In

- All pistols and ammunition will be inspected and prior to use in competition.
- External compressed air sources will be stored in range safety officer designated areas only.

## General Rules

1. When uncased and not in use, all air pistols are required to have a CBI (Clear Bore Indicator) in place, except as permitted by the on-site range officer.
2. Only flat nosed, wad-cutter style pellets in .177 cal. are authorized.
3. Break barrel pistols are allowed in state match events (pistols such as the Air Venturi V10 Target and Stoeger XP4), though competitors are reminded that no break barrel pistols are allowed at 4-H Nationals match events. Competitors who use break barrel pistols must abide by all range safety rules, especially those involving muzzle awareness and direction.
4. Eye protection is mandatory, hearing protection is recommended, but its use is at the competitor's discretion.
5. All safeties must be intact and functional if they were part of the manufacture's original pistol features.
6. If a competitor chooses to compete in a shooting position that is more advanced than their age group designated position, they will still be scored/ranked alongside their designated age group peers (JR, INT, SR).
7. Competitors must wear low top, closed toe shoes only, non-compression clothing, and no more than one sweatshirt if desired (with the dominate arm sleeve rolled up so that the wrist is visible). Nothing is allowed on the shooters dominate hand wrist to include jewelry and braces. Competitors are allowed to wear shorts.
8. No coaching/coaches are allowed on the firing line. Parents and/or coaches are required to stay behind the spectator line designated by the range master.



# Air Pistol Courses of Fire

## AIR PISTOL SILHOUETTE

|                                    |  |
|------------------------------------|--|
| <b>TARGET</b>                      | 1/10 scale, metallic silhouettes.  |
| <b>DISTANCE AND COURSE OF FIRE</b> | Target quantity and distances: 10 chickens - 10 yds., 10 pigs – 12.5 yds., 10 turkeys - 15 yds., 10 rams - 18 yds. organized in banks of 5 targets and shooting left to right on each bank of targets. If a tiered target support system is used, the bottom bank will be shot first, top bank last. No sighting shots allowed before or during the match. Targets must be engaged in order. A target shot out of order will not be counted as a hit, but will count as a miss for the subsequent shot. Alibi fires will be determined by lane scorers should a second silhouette fall due to movement of an adjacent silhouette being hit. Note: this year’s events will be conducted using modified range distances. All silhouettes will be placed at 10 meters for 2024-2025 matches. Juniors may conduct a reduced course of fire (20 total target engagements) as determined on-site by the state shooting sports coordinator. |
| <b>TIME LIMIT</b>                  | There is a 30 second ready time and 2 ½ minutes firing time for each bank of targets. Juniors may be allotted extra time at the range master’s discretion.   |
| <b>APPROVED PISTOLS</b>            | Any air pistol, .177 caliber, equipped with any sights that do not project an image on the target (iron sights and/or optical sights are authorized). There are no restrictions on the magnification power of scopes. Optical devices cannot project a beam on silhouettes. Triggers must be safe as determined by the discipline check-in range safety.   |
| <b>SHOOTING POSITION</b>           | Seniors: Rule 5.8 - Any standing position without artificial support. Two hand hold permitted, but arms must be free of the body and may not touch beyond the wrists. Intermediates: Compete using two hands on the pistol. Hands and wrists are allowed to touch. Juniors: Compete from the seated, supported position. Elbows and arms may touch the table. Artificial, rigid secondary barrel support is authorized. No part of the pistol grip (including the pistol butt) is allowed to touch the table. Bipods or any permanently affixed support devices to the pistol are not allowed.   |
| <b>SCORING</b>                     | Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.  |

|                    |   |
|--------------------|---|
| <b>TIE BREAKER</b> | Tie scores for the top 10 individuals only will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If a tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off using Ram targets with shooters alternating shots until one shooter misses will determine top placement.  |
| <b>SPOTTER</b>     | Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are hitting. Spotters are not allowed if a paper course of fire is used in place of metal silhouette targets. Spotters will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be Spotters as spotters must be a registered competitor within the event. |
| <b>NGB RULES</b>   | NRA Pistol Silhouette Rules (January 2023 Edition)  |

## SLOW FIRE -BULLSEYE

|                          |  |
|--------------------------|--|
| <b>TARGET</b>            | NRA B-40.  |
| <b>SCORING</b>           | Traditional bullseye scoring using 10 ring format. Targets may be scored by competitors and then checked by range operations, or they may be scored directly by range operations at the shooting sports coordinator's discretion.  |
| <b>DISTANCE</b>          | 10 meters.   |
| <b>COURSE OF FIRE</b>    | 40 shots total. 5 shots per target. Competitors must only load a single pellet prior to each shot. Juniors may conduct a reduced course of fire (20 shots) as determined on-site by the shooting sports coordinator.   |
| <b>TIME LIMIT</b>        | Preparation time is 10 minutes. Competitors may shoot as many sighting shots as they desire during this time. The course of fire is 40 shots in 40 minutes. This period does not include the time required for range safeties to change targets (approximately 10 minutes per match).  |
| <b>EQUIPMENT</b>         | Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here. Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum. Pistols must fit within the confines of a box having inside dimensions of 420mm x 200mm x 57mm (approximately 16.53" x 7.87" x 2.25"). Only iron sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited.   |
| <b>SHOOTING POSITION</b> | Seniors: Competitors must stand without any artificial support with both feet completely behind the firing line. Pistols will be held and fired with one hand only. The dominate hand wrist must be visibly free of support. Intermediates: Competitor must stand without any artificial support with both feet completely behind the firing line. Pistols may be held and fired with one or two hands. Wrists and hands are allowed to touch. Juniors: Juniors will fire from the seated, supported position. Elbows and arms may touch the table. Artificial, rigid secondary barrel support is authorized. No part of the pistol grip (including the pistol butt) is allowed to touch the table. Bipods or any permanently affixed support devices to the pistol are not allowed. |

|                  |   |
|------------------|---|
| <b>TIES</b>      | <p>Ties will be broken using USAS General Technical Rule 6.15.1.</p> <ol style="list-style-type: none"> <li>1. First using the highest number of inner tens.</li> <li>2. Then using the highest score of the last ten (10) shot series working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until the tie is broken.</li> </ol> <p>Finally, if the tie is not yet broken, refer to 6.15.1 for further details.</p> |
| <b>NGB RULES</b> | <p>International Shooting Sport Federation and USA Shooting master rules are used in support of this match. See all sections that apply at <a href="http://www.usashooting.org/7-events/usasrules">http://www.usashooting.org/7-events/usasrules</a> ; USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Updates as released.</p>   |

# AIR RIFLE

## Equipment Check-In

- All rifles and ammunition must be inspected prior to use in competition.
- External compressed air sources will be stored in range safety officer designated areas only.

## General Rules

1. When uncased and not in use, all air rifles are required to have a CBI (Clear Bore Indicator) in place, except as permitted by the on-site range officer.
2. Only flat nosed, wad-cutter style pellets in .177 cal. are authorized.
3. Break barrel rifles that fire match authorized pellets less than 600fps are allowed in state match events, though competitors are reminded that no break barrel rifles are allowed at 4-H Nationals match events. Competitors who use break barrel rifles must abide by all range safety rules, especially those involving muzzle awareness and direction.
4. Eye protection is mandatory, hearing protection is recommended, but its use is at the competitor's discretion.
5. All safeties must be intact and functional if they were part of the manufacture's original pistol features.
6. If a competitor chooses to compete in a shooting position that is more advanced than their age group designated position, they will still be scored/ranked alongside their designated age group peers (JR, INT, SR).
7. Competitors must wear low top, closed toe shoes only, non-compression clothing, and no more than two sweatshirts if desired. Shorts are not authorized for wear while competing.
8. No coaching/coaches are allowed on the firing line. Parents and coaches are required to stay behind the spectator line designated by the range master.

## CMP NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | NRA AR 5/1.  |
| <b>DISTANCE</b>       | 10 meters (approximately 33 feet).   |
| <b>COURSE OF FIRE</b> | Seniors and Intermediates: 60 record shots consisting of 20 kneeling shots, 20 prone shots, and 20 standing shots; fired in this order. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules. Juniors: 30 record shots consisting of 10 prone shots, 10 kneeling shots, and 10 seated shots fired in this order using a table for support. Artificial support of the barrel is not allowed. |

|   |   |
|---|---|
| <b>TIME LIMIT</b>   | Seniors and Intermediates: See Rule 5.3.3, Prone – 20 record shots in 20 minutes, Standing – 20 record shots in 20 minutes, Kneeling – 20 record shots in 20 minutes. Preparation period is 10 minutes before the course of fire begins. Juniors: Prone – 10 record shots in 20 minutes, Kneeling – 10 record shots in 20 minutes, Seated using table support – 10 record shots in 20 minutes. Preparation period is 10 minutes before the course of fire begins. Time limits do not include time required for range safeties to change targets.  |
| <b>APPROVED RIFLES</b><br><br>(See National Standard Three Position Air Rifle Rules, 4.2/4.8) | Standard: 4.2.1, Approved air rifles for Sporter Class air rifle competitions include: AirForce Air Guns Edge, Crosman CH2022 (compressed air), Crosman CH2000 (CO2), Crosman CH2009 (CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks. Note: Reduced equipment standards for this year’s matches apply. For additional details, see the What’s New for 2024-2025 section of this document. Precision rifles are not allowed. |
| <b>CLOTHING</b>   | Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments known as compression clothing is not allowed. See Rule 4.3.1  |
| <b>NGB RULES</b>  | CMP 2022-2024 National Standard Three-position Air Rifle Rules, 14 <sup>th</sup> Ed.  |

## NRA SPORTER AIR RIFLE SILHOUETTE

|                       |   |
|-----------------------|---|
| <b>TARGET</b>         | 1/10 scale, metallic silhouettes.   |
| <b>DISTANCES</b>      | Number of targets and distances: 5 chickens - 20 yds., 5 pigs - 30 yds., 5 turkeys - 36 yds., 5 rams - 45 yds. in banks of 5 targets and shooting left to right on each bank of targets. If a tiered system is used, bottom bank will be shot first, top bank last. All Senior and Intermediate Air Rifle silhouette competitors must load and charge their own rifle. No sighting shots allowed before or during the match. Targets must be engaged in order. A target |
| <b>COURSE OF FIRE</b> | shot out of order will not be counted as a hit, but will count as a miss for the subsequent shot. Alibi fires will be determined by lane scorers should a second silhouette fall due to movement of an adjacent silhouette being hit.   |

|                          |   |
|--------------------------|---|
| <b>TIME LIMIT</b>        | Competitors are given a 30 second ready time and 2 ½ minutes firing time for each bank of 5 targets. Juniors may be allotted extra time at the range master's discretion.   |
| <b>APPROVED RIFLES</b>   | Rifles that qualify for 3-P match use (sporter designation or 2024-2025 reduced standard rifles) are authorized for use in the silhouette match. Rifles may not weigh more than 11 lbs. including scope or sights. Iron sights and/or optical sights are authorized. There are no restrictions on the magnification power of scopes. Optical devices may not project a beam on the target. Triggers must be safe as determined during equipment check-in by the range safety officer.   |
| <b>SHOOTING POSITION</b> | Seniors and Intermediates: Rule 5.8 - Any unsupported standing position. Rifles will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The shooter's chin may not rest on top of the comb of the rifle. Rifle stocks may not be hollowed, altered or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. All Senior and Intermediate air rifle silhouette shooters must load and charge their own rifles. Juniors have the option of firing from the kneeling position. No off hand stands, gloves or shooting boots/shoes are allowed. One sweatshirt is allowed to be worn if desired. |
| <b>SCORING</b>           | Metal targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses. Hit targets are scored as 10 points each with a total of 200 points possible during the course of fire.   |
| <b>TIE BREAKER</b>       | Tie scores for the top ten individuals only will be broken. In the event of a tied score, score cards will be reviewed and the shooter with the most Ram hits will be declared the winner. If the tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off using Rams targets will determine the winner. Shooters will alternate shots until one shooter misses during the shoot off.  |
| <b>SPOTTER</b>           | Each shooter may have one spotter with them on the firing line. Spotters may have a scope or binoculars to advise the shooter where shots are impacting. The spotter will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be Spotters. Spotters can only be a registered competitor participating in the air rifle event. Spotters will not be allowed if a silhouette paper match is conducted.  |
| <b>NGB RULES</b>         | NRA Rifle Silhouette Rules (January 2023 Edition)   |

# HUNTING SKILLS

## Equipment Check-In

- All rifles, bows, arrows and compasses must be inspected prior to use in competition.

## General Rules

1. Competitors may use either a recurve or compound bow for the 3-D archery course of fire. (Note that only age classifications will be used when scoring the 3-D archery course of fire.)
2. Any non-electronic, lensatic compass is authorized for use during the land navigation portion of the competition. Compasses must be approved for use during equipment check-in. Compasses will be available for use if a competitor does not bring their own.
3. No coaching/coaches allowed on the firing line; parents and coaches are required to stay behind the range master designated spectator line.
4. Competitors are required to wear long pants and closed toe shoes when competing.

## Equipment Standards

|                                  | <b>PERMITTED</b>  | <b>NOT PERMITTED</b>  |
|----------------------------------|---|---|
| <b>RECURVE AND COMPOUND BOWS</b> | One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kissers buttons permitted; participants may have as many sight pins as desired; torque compensators are permitted. 60 lb. maximum draw weight for all bows. Release aids, string peeps, optical sights, spirit levels allowed. | Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow. Electronic or range finding sights are not permitted. |
| <b>ARROWS</b>                    | Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.  | No arrows larger than 27/64" in diameter are permitted. Lighted knocks are not allowed.   |
| <b>.22 LR Rifles</b>             | Rifles and support equipment must meet all the standards listed in the .22 CMP Sporter Rifle course of fire.  | Digital range finders or scopes with a built-in digital range finder.   |

## Wildlife Identification Test

|                       |  |
|-----------------------|--|
| <b>COURSE OF FIRE</b> | Competitors will be asked to identify various wildlife artifacts including, but not limited to bones, fur, antlers, horn and/or hair samples. General knowledge of different wildlife environments, habitats and conservation management principles may also be a part of the examination. |
| <b>TIME LIMIT</b>     | Competitors will be given between 30 – 60 minutes to complete the test based on their age classification. As available exam artifacts will differ based on the specimens gathered prior to the match, specified age division time limits will be determined on the date of the match.      |
| <b>EQUIPMENT</b>      | Competitors will be provided a clipboard and writing utensil. No electronic devices capable of interfacing with the internet are allowed while competitors are testing.  |
| <b>SCORING</b>        | Tests will be scored by the proctor administering the exam.  |

## Archery 3-D ROUND

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | 3-D targets as selected and placed by range safeties.  |
| <b>DISTANCE</b>       | Unmarked distances from 2 to 60 yards. Maximum distance for Juniors: 25yds; maximum distance for Intermediates: 35yds; maximum distance for Seniors: 60 yds.   |
| <b>COURSE OF FIRE</b> | One arrow per 3-D target, 10 total targets.<br>Red stake: Junior recurve.<br>White stake: Junior compound, Intermediate recurve, Sr recurve.<br>Blue: Senior compound, Intermediate compound.<br>Archers must have a part of their body touching the stake when releasing their arrow. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through all the target stations. Archers may not glass the target from the stake after their shot. Archers may not adjust their sight once they have drawn their bow. |
| <b>TIME LIMIT</b>     | Participants will move through the course expeditiously and avoid delays. Archers will have two minutes to shoot once they reach the shooting stake. Lost arrow searches are limited to two minutes, 30 seconds.   |
| <b>SCORING</b>        | <ul style="list-style-type: none"> <li>• Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal)</li> <li>• Second Vital Zone Ring = 10 points</li> <li>• Third Vital Zone Ring = 8 points</li> <li>• Any other part of animal in non-vital area = -5 points</li> </ul>  |



|                  |  |
|------------------|--|
|                  | <p>(negative points for a wounding, non-kill shot)</p> <ul style="list-style-type: none"> <li>• Tie breaker if needed: Number of 11s, 10s, 8s, 5s, in this order.</li> <li>• Bounce out or Pass-through arrows: Witnessed bounce-out or pass-through arrows will be re-shot once a range safety has been informed. If an arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined; the value of the arrow it stuck-in or damaged will be scored, if not, then it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will be scored the value of where it impacted the target. Arrows dropped or shot beyond the 3-meter line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side, and is retrievable without moving position from the shooting stake, it may be retrieved and then shot, but only after permission is received from a range safety officer.</li> </ul> |
| <b>NGB RULES</b> | IBO - <a href="http://www.ibo.net/2021%20IBO%20Rules%20(1).doc">http://www.ibo.net/2021%20IBO%20Rules%20(1).doc</a>  |

## Land Navigation

|                       |  |
|-----------------------|--|
| <b>COURSE OF FIRE</b> | Competitors will navigate a walked/ran course through the local environment of the match using only a compass, paper and pencil. Seniors will complete a 12-point course with distances of 30 to 120 meters between points. Intermediates will complete an 8-point course with distances of 20 – 120 meters between points. Juniors will complete a 5-point course with distances less than 100 meters between points. Competitors will then be given a topographical map and asked to answer questions about the map via a written examination. The test will consist of 5 to 10 questions based on the age classification of the competitor. |
| <b>TIME LIMIT</b>     | Competitors will be given between 45 – 75 minutes to complete the land navigation course and written test as determined on site by the range master. Allotted times will be based on age classification and difficulty of the local test terrain.  |
| <b>EQUIPMENT</b>      | No outside equipment is allowed during the test, including but not limited to all communication devices such as cell phones and radios. Competitors will be provided a clipboard, writing utensil and compass.   |
| <b>SCORING</b>        | A point will be awarded for each correct land navigation point located in the correct order. Points will be allotted per question on the written map knowledge test based on the point value of individual questions. The proctor/range safety for the exam will score all tests.  |

## Smallbore Rifle 2-D

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | 2-D pictorial animal targets as selected and placed by range safeties.   |
| <b>DISTANCE</b>       | All targets will be placed at a single unknown distance between 25 and 50 yards. Maximum distance for Juniors: 25yds; maximum distance for Intermediates and Seniors: 50 yds.  |
| <b>COURSE OF FIRE</b> | The match consists of 20 total scored shots, five shots per target, fired from the off hand standing position. Equipment, ammunition and firearm standards are the same as listed in the CMP Sporter Rifle course of fire. Juniors will conduct the match from a seated position using a table for support. Arms and elbows are allowed to touch the table. Artificial barrel and receiver supports are not allowed. |
| <b>TIME LIMIT</b>     | Competitors are allotted 20 minutes to complete the course of fire.  |

|                  |   |
|------------------|---|
| <b>SCORING</b>   | <ul style="list-style-type: none"> <li>• Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal)</li> <li>• Second Vital Zone Ring = 10 points</li> <li>• Third Vital Zone Ring = 8 points</li> <li>• Any other part of animal in non-vital area = -5 points (negative points for a wounding, non-kill shot)</li> <li>• Tie breaker if needed: Number of 11s, 10s, 8s, 5s, in this order.</li> <li>• Shots that do not touch the animal on the target are scored as zeros.</li> </ul> |
| <b>NGB RULES</b> | IBO - <a href="http://www.ibo.net/2021%20IBO%20Rules%20(1).doc">http://www.ibo.net/2021%20IBO%20Rules%20(1).doc</a>   |

# MUZZLELOADER

## Equipment Check-In

- All rifles, balls, powder, and caps must be inspected prior to use in competition.
- Powder and caps must be stored inside range safety approved containers in approved quantities while present at the match.

## General Rules

1. NMLRA and 4-H National Championship rules apply unless otherwise listed below.
2. Powder charges are limited to no more than 80 grains for all courses of fire.
3. Range safety guidance and direction must be adhered to while loading rifles.
4. No coaching/coaches allowed on the firing line; parents and coaches are required to stay behind the range master designated spectator line.
5. Competitors are required to wear closed toe shoes and long pants while competing. Long sleeve shirts are recommended but worn at the competitor's discretion.

### Slow-Fire Bullseye

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | NMLRA 100-yard rifle target 100 YD-1 or NMLRA 8-ring target (TG2427)   |
| <b>COURSE OF FIRE</b> | Seniors: 10 scored shots on a 50 yard target; off hand standing position. Intermediates and Juniors: 10 scored shots on a 25 yard target, off hand standing position*. A practice target will also be placed downrange for all competitors. Unlimited sighting shots may be taken at the practice target at any point throughout the match. Seniors and Intermediates must load their own rifles. Juniors may receive loading assistance from range safety personnel.<br>* Juniors may choose to fire from a seated, table supported position. No artificial, secondary rests are authorized. Elbows and arms may touch the table. |
| <b>TIME LIMIT</b>     | 40 minutes will be allotted for the course of fire. Sighting shots are included in the allotted time.  |
| <b>EQUIPMENT</b>      | All caliber muzzleloader rifles are allowed. No optical sights of any type are authorized. Slings are not authorized. Traditional period garb is encouraged, but not required to wear during the match. Patched, soft lead ball projectiles only are allowed.  |
|                       | All hits in the scoring ring will be counted, regardless of whether they were intended as a sighting shot or record shot. Should a   |

|                |  |
|----------------|--|
| <b>SCORING</b> | competitor shoot the scoring target more than ten times, their lowest scoring ten shots will be counted towards their overall score. |
|----------------|--|

## 25 Yard Novelty (Bottles and Haffner Critters Combo)

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | NMLRA Bottle Target B-1 (TG2427) and NMLRA Charles Haffner 2795 Owl Hollow Target (TG901)  |
| <b>COURSE OF FIRE</b> | Seniors and Intermediates: 10 scored shots on a 25 yard target, off hand standing position. Juniors: 5 scored shots on a 15 yard target, off hand stranding*. A practice target will also be placed downrange for all competitors. Unlimited sighting shots may be taken at the practice target at any point throughout the match. Seniors and Intermediates must load their own rifles. Juniors may receive loading assistance from range safety personnel. Juniors may choose to fire from a seated, table supported position. No artificial, secondary rests are authorized. Elbows and arms may touch the table. |
| <b>TIME LIMIT</b>     | 40 minutes will be allotted for the match. Sighting shots are included in the allotted time.   |
| <b>EQUIPMENT</b>      | All caliber muzzleloader rifles are allowed. No optical sights of any type are authorized. Slings are not authorized. Traditional period garb is encouraged, but not required to wear during the match. Patched, soft lead ball projectiles only are allowed.  |
| <b>SCORING</b>        | All hits inside scoring rings will be counted, regardless of whether they were intended as a sighting shot or record shot. Should a competitor shoot the scoring target more than the allotted times for their age division, only their lowest scoring shots (10 for Seniors and Intermediates, 5 for Juniors) will be counted towards their overall score. Bottles: completely within the neck- 10pts, touching the neck- 7pts, within the body- 5pts, touching the body- 5pts. Haffner: highest scoring area touched by ball.  |

# SHOTGUN

## Equipment Check-In

- Shotguns will be verified by the range master prior to the commencement of each course of fire. Pre- competition equipment checks are not required.

## General Rules

1. Release triggers are NOT permitted.
2. Ties will be broken by a shoot-off for the top 10 competitors only.
3. All targets will be pulled by hand for skeet and sporting clays. A Canterbury Voice Release System will be used in trap.
4. Shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the range racks. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
5. Practice targets on shotgun ranges will have fees (cost/person) decided on by the host range.
6. No coaching/coaches allowed on the field; parents and coaches are required to stay behind the rearmost portion of the field as designated by the range master.
7. Competitors are required to wear closed toe shoes, long pants and hats while competing.

## SPORTING CLAYS

|                       |  |
|-----------------------|--|
| <b>EVENT</b>          | 50 target course. (Dependent on field availability, the number of engaged targets may be reduced.)   |
| <b>TARGETS</b>        | Any sporting clays target may be used in this event.   |
| <b>COURSE OF FIRE</b> | Any combination of single or double (report and/or true pairs) targets may be thrown at each station.  |
| <b>TIME LIMIT</b>     | Participants will fire in an expeditious manner, avoiding unnecessary delay.   |
| <b>SHOOT-OFFS</b>     | Shoot-offs will consist of any number of targets of any combinations of singles, pairs, or true pairs according to NSCA rules.   |
| <b>EQUIPMENT</b>      | Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used. Factory loads are required. |
| <b>LOADING</b>        | Participants may not load their guns unless they are at their station. Guns must be unloaded prior to leaving the station.   |
| <b>NGB RULES</b>      | National Sporting Clays Association (2023 Edition)   |

## SKEET

|                                   |  |
|-----------------------------------|--|
| <b>EVENT</b>                      | Standard NSSA (American) skeet   |
| <b>COURSE OF FIRE</b>             | 1 round, 25 targets.   |
| <b>TIME LIMIT</b>                 | Participants will fire in an expeditious manner, avoiding unnecessary delay.   |
| <b>TIE-BREAKERS &amp; SCORING</b> | Doubles from stations 3, 4, and 5, miss and out by station. Any individual failing to respond to a call for shoot-offs three times forfeits the tie.   |
| <b>EQUIPMENT</b>                  | Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory ammunition is required. Maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used. |
| <b>LOADING</b>                    | Participants may not load their guns unless they are at their station. Guns must be unloaded prior to leaving the station.   |
| <b>NGB RULES</b>                  | National Skeet Shooting Association (2024 Edition).  |

## TRAP

|                       |   |
|-----------------------|---|
| <b>EVENT</b>          | Standard ATA (American) trap (16-yards)   |
| <b>COURSE OF FIRE</b> | 1 round, 25 targets fired from 16-yard line.  |
| <b>DELAY OF MATCH</b> | No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.   |
| <b>TIME LIMIT</b>     | Participants will fire in an expeditious manner, avoiding unnecessary delay.  |
| <b>SHOOT-OFFS</b>     | Competitors will take two shots from posts 1 through 5, from the 21-yard line (refer to ATA rule book pages 14 and 15). Example: if there are 2 shooters, shooter 1 will start on post 2 and shooter 2 will start on post 4. If there are 3 shooters, shooter 1 will start on post 2, shooter 2 will start on post 3, and shooter 3 will start on post 4. If there are 4 shooters, shooter 1 will start on post 2, shooter 2 will start on post 3, shooter 3 will start on post 4, and shooter 4 will start on post 5. If there are 5 shooters, all posts 1 through 5 will be used, and if more than 5 shooters, the range master will divide the squads as equally as possible. If after one round a tie still exists, the firing position will move to the 23-yard line. If a tie still exists, the firing position will move to the 25-yard line. If a tie still exists, the firing position will move to the 27-yard line. Shoot-off firing positions will not exceed the 27-yard line. |
|                       | Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be  |

|                                |  |
|--------------------------------|--|
| <b>EQUIPMENT</b>               | used in this event. Factory loads are required. All guns must be either equipped with a shell catcher device, so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants, or must eject shells using a design that will not interfere with other competitors.  |
| <b>MAXIMUM VELOCITIES</b>      | Any load with a velocity greater than 1290 FPS (feet per second) with a maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 7/8 ounces or less, as measured in an individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than number 7 1/2 may be used. |
| <b>LOADING</b>                 | A contestant shall place a live shell in their gun only when on their post facing the traps. While shooting singles, a competitor may place only one live shell in their gun at a time and must remove the empty shell before moving from one post to another. While changing from one post to another, shooters will not walk in front of other competitors.  |
| <b>MOVING BETWEEN STATIONS</b> | Shooters will move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all shooters have finished rotating to their next station.   |
| <b>NGB RULES</b>               | Amateur Trap Association (September 2023 Edition)  |



## **SMALLBORE PISTOL**

The Youth Safety Handgun Act, as included in the Gun Control Act of 1968, puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in Arizona 4-H Shooting Sports events must always follow all the provisions of this act.

All matches require "the prior written consent of the juvenile's parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm." This written permission must be in the possession of the youth – even if a parent/guardian is present. Written permission documents consist of a simple statement, reduced to wallet size with the name of the youth, a parent's name, address, as well as their signature, and that of a witness and dates. Participants are encouraged to laminate this card and keep it with their shooting kit or on their person. This document must be displayed during equipment check-in. Note : this requirement is in addition to the form signed in Z-Suite during event registration.

### **Equipment Check-In**

- All pistols must be inspected by a range safety.
- Any pistol built or modified to give the distinct impression of a modern military style firearm such as an AR or AK type firearm is not allowed. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors), front pistol grips, heat shield/shroud, and magazines extending more than 1 inch below the receiver.

### **General Rules**

1. All smallbore pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.
2. All events are "single pistol" matches, meaning participants will shoot the entire course of fire with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the firing line. Pistols may be replaced only if they are disabled or malfunctioning, at the discretion of the range master.
3. No coaching/coaches allowed on the firing line; parents and coaches are required to stay behind the range master designated spectator line.
4. Competitors are required to wear closed toe shoes, long pants, eye and hearing protection while competing. Upper garments worn may not provide any support to the competitor's dominate arm/hand. Accessories such as watches, jewelry, etc. are also not allowed to be worn on the competitor's dominate wrist or arm.

## SLOW-RAPID FIRE BULLSEYE

|                          |   |
|--------------------------|---|
| <b>TARGET</b>            | NRA B-8   |
| <b>DISTANCE</b>          | 25 yards.   |
| <b>COURSE OF FIRE</b>    | Course of fire rounds fired in the following order.: One 10 shot, 10-minute slow fire round. Three 5 shot, 10-second rapid fire rounds.   |
| <b>TIME LIMIT</b>        | Competitors are allotted 10 minutes to fire 10 shots during the slow fire round. Ten seconds are allotted to fire 5 shots during each rapid-fire round.<br>Ample time to make ready will be provided prior to a round beginning.  |
| <b>EQUIPMENT</b>         | (3.4) .22 Caliber Pistol: Any pistol (single shot, semi- automatic, or revolver chambered for .22 caliber rimfire long rifle ammunition may be used; barrel length, including cylinder, may not be more than 10 inches. Trigger pull weight may not exceed 2 pounds. Any sights, including telescopic, are permitted except for sights that project an image on the target. Open (metallic) sights may be adjustable, but not more than 10 inches apart as measured from the apex of the rear sight to the apex of the front sight. Any sighting device programmed to activate the firing mechanism is prohibited. All operational safety features of the pistol must operate as originally designed. |
| <b>SHOOTING POSITION</b> | Seniors: One-hand holding the pistol while standing without support. Intermediates: Two-hands on the pistol while standing without support. Wrists and hands are allowed to touch. Juniors: Seated at a table, supported, two-hands holding the pistol. Wrists and hands are allowed to touch. Elbows and hands are allowed to touch the table. Artificial, secondary barrel support accessories (not attached to the firearm) are authorized to include blocks or bags. Bipods are not authorized.   |
| <b>NGB RULES</b>         | NRA Precision Pistol Rules (January 2023 Edition)   |

## SMALLBORE HUNTER PISTOL SILHOUETTE

|                                    |   |
|------------------------------------|---|
| <b>TARGET</b>                      | ½ scale metallic silhouettes or TQ-14 paper target  |
| <b>DISTANCE AND COURSE OF FIRE</b> | Metallic silhouette target distances: 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, and 10 rams at 100 yards. A full match consists of 40 record shots completed in banks of 5 or 10, shooting from the lowest tear first and then left to right. |
| <b>FIRING ORDER</b>                | If steel targets are used, each shooter will be assigned a random starting position on the range. Upon completion of the firing round, the shooter will move to the position to their right on command of the range master.   |
| <b>TIME LIMIT</b>                  | A 30 second ready time and 2-minute firing time for each bank of 5 targets will be allotted. If a TQ-14 paper target is used to conduct the course of fire in place of metallic targets, competitors will be given 10 minutes to engage 20 targets.                       |

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|--------------------------|--|
| <b>EQUIPMENT</b>         | Any factory available smallbore pistol weighing no more than 5 pounds, operating with a trigger pull of at least 2 lbs., chambered for .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle equipped with any sights that do not project an image on the target. (NRA Pistol Silhouette Rule 3.1 and 3.2). No bolt action pistols, including cannon bolt, turn bolt or straight bolt are permitted.  |
| <b>SHOOTING POSITION</b> | Seniors: From the standing position, pistol is held in one hand or both hands at the shooter's option, with the arm or arms not braced or supported by other parts of the shooter's body. Neither the dominate hand (or arm), nor any part of the pistol, may contact the opposite arm at any point at or above the pivot point of the wrist. (NRA Rule 5.8) The intent of this rule is to ensure the weight of the pistol is supported solely by the muscles of the arm and shoulders. Resting any part of the arm on the torso is prohibited. Intermediates: Two-hand, standing. Wrists and hands are allowed to touch. Juniors: Seated, supported, two-hand position. Wrists and hands are allowed to touch. Elbows and hands are allowed to touch the table. Artificial, secondary barrel support accessories (not attached to the firearm) are authorized to include blocks or bags. Bipods are not authorized. |
| <b>SCORING</b>           | Steel targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.  |
| <b>TIE BREAKER</b>       | Tie scores for the top 10 competitors will be broken. In the event of a tie, score cards will be reviewed and the shooter with the most Ram hits will be declared the winner. If a tie remains, then Turkey hits will be used, followed by most Pig hits if needed. If all animal hits are the same, a shoot-off using Ram targets will determine the winner. During the shoot-off, competitors will fire alternate shots until one misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker shot.  |
| <b>SPOTTER</b>           | Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are impacting. Spotters will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment once the shooter assumes their position on the firing line. Coaches may not be spotters. Spotters must be a registered competitor in the event. If a paper TQ-14 target is used to conduct the match, spotters are not allowed.  |
| <b>NGB RULES</b>         | NRA Pistol Silhouette Rules (January 2023 Edition)   |

# SMALLBORE RIFLE

## Equipment Check-In

- All rifles must be inspected by a range safety officer during check-in. A maximum of two rifles are authorized per competitor during check in.
- Any rifle built or modified to give the distinct impression of a modern military style firearm such as an AR or AK is not allowed. Examples of unacceptable firearm components include: any type of muzzle devices (muzzle brake, recoil compensator, suppressors, porting), front pistol grips, heat shield/shroud, and magazines extending more than 2 inches below the receiver.

## General Rules

1. All smallbore rifles are required to have the action open and CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased.
2. Cased rifles will be the last equipment to be brought to the range and the first to be removed from it. Recommend competitors have individual cases for each of their rifles.
3. Official rifle weight will be determined with a magazine inserted in the rifle.
4. Silhouette matches will use TQ-14 paper targets shot at 50 feet if a suitable range is not available to support metallic silhouettes. The paper course of fire will consist of 20 rounds scored, 1 round per animal, 2.5 minutes per 5 targets.
5. The NRA 3 Position course of fire will be a "full match" using the NRA A-23/3 target. 60 rounds will be scored, 5 rounds per bullseye. Allotted time per position: Prone- 20 minutes, , Kneeling- 30 minutes, Standing- 40 minutes.
6. No coaching/coaches are allowed on the firing line, parents and coaches are required to stay behind the range master designated spectator line.
7. Magazines may not be used as a palm rest during the Silhouette course of fire.
8. Coaches must remain behind the shooting area at a range master designated distance and will not be allowed to initiate communication with shooters during any of the firing periods, including during sighter shots. If a shooter wishes to consult with their coach during a firing or sighting period, they may ask the range officer to be excused and step back off the line where they can meet with their coach. These conversations may not interfere with other shooters and the clock will remain running. Between stages (movement to a different position in silhouettes or during firing position transitions), coaches may enter the firing point area if allowed by the range master. Only scorers and target reset assistants will go down range to reset silhouette targets. In most cases range officials will have all targets in place so competitors will only go down range at the end of the course of fire.
9. Coaches are not allowed in the firing point area during preparation or competition shooting periods.

10. Competitors are required to wear closed-toe shoes, long pants, eye and hearing protection while competing.
11. Random spot checks of equipment may take place on the range prior to, during, or after both course of fire. Spot checks conducted prior to or following a course of fire are likely. Competitors whose equipment does not meet course of fire standards prior to the start of the match will be given an opportunity to adjust or modify equipment to bring it into compliance before a second check. Equipment failing to meet standards during on-range spot checks conducted during or after a course of fire will result in competitor disqualification.
12. The intent and spirit of the CMP Rimfire Sporter course of fire is to provide a smallbore rifle target competition where competitors use low-cost, readily available sporter type, .22 caliber rifles. Any rifle configuration or item of equipment that is not mentioned in these rules, or that is contrary to the intent and spirit of these rules, is prohibited. The rifles and equipment permitted in Rimfire Sporter are purposely limited to prevent an "equipment race" from occurring within the class.

## SMALLBORE SILHOUETTE RIFLE

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|--------------------------|---|
| <b>TARGET</b>            | 1/5 scale metallic silhouettes or TQ-14 paper target  |
| <b>COURSE OF FIRE</b>    | Metallic target numbers and distances: 5 chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards and 5 rams at 100 yards. If a course of fire is conducted using paper targets the TQ-14 target placed at 50 feet will be used. Targets must be engaged from the bottom tier, left to right.  |
| <b>TIME LIMIT</b>        | When steel targets are used, competitors will be allotted a 15 second ready time and 2 ½ minute firing time per bank of 5 targets. If paper targets are used, competitors will be allotted 2 ½ minutes per 5 targets (10 minutes total per target sheet).   |
| <b>EQUIPMENT</b>         | Rifle maximum weight is 10 pounds 2 ounces including sights and one empty magazine. Any sights, telescopic or metallic, and any safe trigger as determined by range safeties during inspection with a barrel no longer than 30 inches is allowed. Chassis type firearms are allowed, but must meet the weight limit and 4-H "non-military representative" standards. Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore, magazines may not be used as a palm rest, no gloves are permitted. Shooting stands are not allowed. Tables will be provided. No gloves are permitted. |
| <b>AMMUNITION</b>        | Only factory loaded .22 caliber - short, long or long rifle ammunition is allowed. "Hot loads," such as CCI "Stingers," are not permitted.  |
| <b>SHOOTING POSITION</b> | Any standing position without artificial support. The rifle must be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. Shooters will stand beside the table (Either side or behind, depending on range layout) with rifle muzzles across the firing line. Juniors will fire from the seated supported position; with elbows and arms allowed to touch the table. No artificial,   |

|                                |  |
|--------------------------------|--|
|                                | secondary barrel or receiver rests are authorized.   |
| <b>SCORING</b>                 | Steel targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses. When using paper targets, shot holes must touch the outside line of the animal shape, an official plug will be used to confirm close shots. 10 points per hit animal in proper sequence are scored as hits. Overall points available for the match are 200.  |
| <b>TIE BREAKER</b>             | Tie scores for the top 5 individuals only will be broken. In the event of a tied score, score cards will be reviewed and the shooter with the most Ram hits will be declared the winner. If a tie remains, most Turkey hits will be used, then most Pig hits. If all animal hits are the same, a shoot-off using Ram targets will determine the winner. During the shoot-off, shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker shot. |
| <b>SPOTTERS</b>                | Each shooter may have one spotter with them on the firing line who may use a scope or binoculars to advise the shooter where shots are impacting. Spotters may also keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters. Spotters can only be registered competitors in the smallbore rifle event. Spotters are not authorized if a paper silhouette match is conducted.   |
| <b>SCORING &amp; RESETTING</b> | Contestants may serve as scorers and target reset assistants on a different relay than the one which they are shooting. They must perform this duty as part of the contest if asked. Coaches are not allowed on the range to reset targets.  |
| <b>NGB RULES</b>               | NRA Rifle Silhouette Rules (January 2023 Edition)  |

### NRA THREE-POSITION

|                       |  |
|-----------------------|--|
| <b>TARGET</b>         | A-51 paper target.   |
| <b>COURSE OF FIRE</b> | Seniors and Intermediates: Twenty shots in each position – prone, standing, and kneeling – fired in that order at 50 yards; 60 total record shots. Juniors: Ten shots in each position – prone, kneeling and seated, supported (elbows and arms allowed to touch the table, no barrel or receiver supports authorized) – fired in that order at 25 yards; 30 total record shots. Fouling or sighting shots are permitted after the commence firing command. If the first sighting shot hits below the practice line, the competitor must inform the range safety of the shot before firing another shot. The range safety will indicate the location of the errant impact, and it will not be counted as a scored shot. No such claim will be allowed after more than one shot has been fired on target. Additional time may be allowed, equal to the time lost because of a defective cartridge or disabled rifle. Target A-51. 3 targets will be posted on each stand for each position. Top left- standing, Middle right- kneeling, Bottom left- prone. 5 shots per bullseye. There is no |

|                           |  |
|---------------------------|--|
|                           | limit to the amount of sighter shots taken above the practice line. Competitors are only allowed one cartridge/round in their rifle at a time.   |
| <b>TIME LIMIT</b>         | One (1) minute per record shot in the prone position; two (2) minutes per record shot while standing; and one and one-half (1-1/2) minutes per record shot while kneeling is allowed.  |
| <b>EQUIPMENT</b>          | Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridges with metallic, non-telescopic or projecting sites may be used; there is no restriction on barrel length or overall weight of rifle/accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules. Intermediate and Junior rifles must have a trigger with a minimum 1 lb. pull weight as measured by the digital scale used during equipment inspection. Senior rifles must have a safe trigger (no pull weight restriction) as determined by the range officer during equipment inspection. If a rifle is equipped with a magazine, only one round may be loaded in the magazine at a time as only one round is allowed in the rifle at a time. Shooters must be in position before loading their rifle. No competitor will exchange his rifle during the match unless it has become disabled and has been so designated by a range safety. All shots fired up to the claim being made will stand. Improperly adjusted sights and competitor equipment use errors do not constitute a disabled rifle. Precision shooting attire such as shoes, jackets and pants are authorized and encouraged. Off-hand shooting stands are allowed for use in the kneeling and standing positions. Slings are allowed in the prone and kneeling positions. |
| <b>SIGHTS</b>             | (3.7) Metallic sights, non-corrective. Optical sights of any type are not authorized.  |
| <b>AMMUNITION</b>         | Solid point (40 grains) standard velocity; match or target ammunition is authorized.   |
| <b>SHOOTING POSITIONS</b> | All shooting positions are governed by NRA Smallbore 3-position guidelines. Kneeling rolls are authorized as are shooting mats. Juniors will not fire from the standing position. Instead, they will fire from the seated, supported position. See course of fire information above for more information.  |
| <b>SCORING</b>            | Targets will be scored by shooting sports coordinator designated scoring committee members or competitors before leaving the range.  |
| <b>NGB RULES</b>          | NRA Smallbore Rifle Rules (Revised January 2023).  |

### **CMP RIMFIRE SPORTER RIFLE**

|                 |   |
|-----------------|---|
| <b>TARGET</b>   | B-19 CMP Rimfire Sporter Target.  |
| <b>DISTANCE</b> | 25 and 50 yards.  |
|                 | A full match/course of fire consists of 60 shots for record conducted in the following order. Competitors' ready position for rapid fire sequences is port arms, chamber empty (closed or locked back). A magazine may be loaded and inserted. Upon the commence fire |

|                              |   |
|------------------------------|---|
| <p><b>COURSE OF FIRE</b></p> | <p>command, competitors will move to the designated position of the sequence, insert a round into the chamber, and fire a five shot sequence before time is called.</p> <p>Target at 50 yards:<br/>     Prone position – 10 shots, slow fire<br/>     Prone position – 10 shots, rapid fire<br/>     Sitting or kneeling position - 10 shots, slow fire<br/>     Sitting or kneeling position – 10 shots rapid fire</p> <p>Target at 25 yards:<br/>     Standing position – 10 shots slow fire<br/>     Standing position - 10 shots rapid fire</p> <p>Arizona’s half match consists of 30 shots conducted in the following order for all age divisions*.</p> <p>Target at 50 yards:<br/>     Prone position – 5 shots, slow fire<br/>     Prone position – 5 shots, rapid fire<br/>     Sitting or kneeling position - 5 shots, slow fire<br/>     Sitting or kneeling position – 5 shots rapid fire</p> <p>Target at 25 yards:<br/>     Standing position – 5 shots slow fire<br/>     Standing position - 5 shots rapid fire</p> <p>* Note: Juniors will not begin from the port arms ready position during rapid fire sequences. Instead, they will begin the course of fire sequence from the designated firing position (I.e. prone, or kneeling). Juniors will fire from a seated, supported position in place of both standing sequences. No artificial barrel or receiver supports are allowed. Elbows and arms may touch the table.</p> |
| <p><b>TIME LIMIT</b></p>     | <p>Slow fire- 10 shots in 10 minutes (1 minute per shot); Rapid fire- 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual actions. Note: During rapid fire the competitor’s time starts when they are given the fire command while in the port arms position, prior to moving into the specified shooting position.</p>   |
|                              | <p>Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception of rifles in the configuration of a modern military style rifle as stated in the rifle general rules.</p> <p>Overall weight of the rifle may not exceed 7.5 lbs., including sights and one magazine. If a sling is used; it may be removed when rifle is weighed. Rifles may have any type of action, with a trigger pull of at least 3.0 lbs.</p> <p>Rifles may be configured with non-standard stocks, barrels or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek- pieces, orthopedically shaped cheek-pieces, or a pistol grip, may be used. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek-piece is adjustable, they must remain the</p>  |



|                         |  |
|-------------------------|--|
| <p><b>EQUIPMENT</b></p> | <p>same position for all three shooting positions. These adjustments will be taped or fixed in a single position. Any magazine extending below the stock may not be used as a palm rest or used for support on the forearm. Barrels may be fluted or have non-standard contours.</p> <p>Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting, or kneeling positions. The sling must be fixed in one position. (Rails with adjustable sling swivels are not permitted).</p> <p>Open sights or a scope not exceeding 6x magnification is permitted. If a variable power scope is capable of greater than 6x, the adjustment device on variable scope will be secured with tape or other similar means so that it cannot be changed during match. The chosen magnification must remain at the sealed power level (6x or less) during the entire match.</p> <p>Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, fake suppressor, recoil compensator, tuner or porting). Fluted barrels and sleeved carbon graphite or aluminum barrels are allowed provided there is no porting.</p> <p>Shooting stands are permitted.<br/>Magazines may only have 5 rounds loaded in them at any time during both practice and competition.</p> |
| <p><b>CLOTHING</b></p>  | <p>A competitor is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Competitors may wear a standard leather, cloth, or synthetic work glove if it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.</p>  |
| <p><b>NGB RULES</b></p> | <p><u><a href="#">CMP Games, Rifle and Pistol Competition Rules, 11<sup>th</sup> Edition – 2024</a></u></p>  |

# WESTERN HERITAGE

Rules for this discipline are found in the 4-H Western Heritage Rulebook (December 2015 edition). Please visit the Arizona 4-H Shooting Sports website to download a copy.

To participate in the 4-H Western Heritage discipline, competitors must:

1. Be 9 years of age by October 1st of the current 4-H year. (age 10 between October 1 and September 30 of the current 4-H year)
2. Have taken Hunters Education or had at least one (1) year of 4-H shooting sports range experience or have taken an equivalent firearms educational course and/or pass the safe firearm assessment test administered by a trained 4-H Western Action Shooting instructor.
3. Demonstrate the ability to safely handle firearms throughout the course of the project in the judgment of the 4-H instructor and fellow 4-H members and parents.
4. Have written permission from a parent or legal guardian to participate in the project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994 (for 12 years old and up – members under the age of 12 will not use pistols in this discipline).

Please note that as our program is in the initial growth stage bringing Western Heritage to our members, **state level competition is limited to .22 LR rifles and pistols and shotguns of any caliber** that meet the period requirements detailed in the National Western Heritage Rulebook during the 2024-2025 4-H year.

Our initial year of Western Heritage competition will be limited to the live fire stages as described below, and a period clothing knowledge score using the National Western Heritage Clothing Scoresheet. Competitors may either wear the clothing they would like to be scored in or create a poster or paper doll presentation of their selected period clothing. Clothing knowledge event scores will be determined by the range master either before or after live fire stages are complete.

## Live Fire Stage Overview:

Targets of various sizes will be placed at varying distances as determined by the range master for each stage. Targets may be made of metal, cardboard, or paper. A general guideline of firearm target distances follows. Please note these are only guidelines and not rules.

Revolver Targets – 7 to 10 yards

Shotgun Targets – 8 to 16 yards

Rifle Targets – 13 to 50 yards

A typical stage will consist of the following round count: 10 Rifle, 10 Pistol, 2 Shotgun. Rifle loaded with ten rounds staged at position 1, 2 pistols loaded with five rounds each staged at position 2, Shotgun open and empty staged at position 3.

Course of fire: Start at "position 1" with rifle in hand and pointed safely down range. At the buzzer, rack a round in the chamber and put one round on all rifle/pistol targets in an alternate pattern. Stage rifle open and

empty at position 1. Move to "position 2." With pistols, put one round on all pistol/rifle targets in an alternate pattern and change pistols midway. Restage pistols and move to "position 3." Pick up shotgun and knock down two targets in any order. Repeat, if necessary, as both must fall. Move to unloading table. Time stops when the shotgun is placed on the table open and empty. Competitors will conduct no less than three, and no more than five stages during the match. Stages will be scored on the discipline scoresheet by a range safety using the penalties and bonuses listed in the National Western Heritage Rulebook.

Detailed equipment standards are in the National Western Heritage Rulebook. In general, firearms used must be period correct from the 1860-1900 time period. Pistols are normally single action revolvers. Lever action rifles and side by side shotguns are the norm. Competitors are not required to compete in period clothing but are encouraged to do so. Note that competitors must wear pants or a dress that covers their legs, closed toe shoes, and personal protective gear that protects their hearing and eyes.

*Erik Schroeder*

Erik Schroeder  
Arizona 4-H State Shooting Sports Coordinator