



## 2022 State Match Rules

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## EVENTS AT-A-GLANCE

The Arizona 4-H Shooting Sports State Match consists of 7 disciplines:

<b>Discipline</b>			
Archery Compound	FITA Round	Field Round	3-D Round
Archery Recurve	Field Round	FITA Round	3-D Round
Air Pistol	Single Shot - Rapid Fire	Air Pistol Silhouette	Slow Fire - Bullseye
Air Rifle	National STD Three-position Sporter Air Rifle	Sporter Air Rifle Event (Standing)	NRA Sporter Air Rifle Silhouette
Shotgun	Skeet	Trap	Sporting Clays
Smallbore Pistol	Slow-Fire Bullseye – Single Stage	Smallbore Hunter Pistol Silhouette	Camp Perry Round (modified)
Smallbore Rifle	NRA Smallbore Silhouette Rifle	CMP Rimfire Sporter Rifle	NRA Three-Position

### **New for 2022**

- **Silhouette Spotter** - 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. The spotter will also keep time and advise the shooter in a quiet voice. The spotter 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 within that event.
- **Air Pistol** - These two models of Air Pistols are NOT allowed in this event due to safety reasons: Air Venturi V10 Target and Stoeger XP4.
- In all silhouette events, only tie scores for the top 10 individuals and top 5 teams will be broken. In the event of a tie score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot-off on Rams will determine the winner. The 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.
- All shotguns used by contestants must be equipped, fitted and utilized (i.e., shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
- Firearms, bows, and air rifles/pistols will be checked in immediately prior to the event the participant is using them in. At all other times firearms should be safely stored.
- Smallbore rifle and smallbore pistol will all shoot the same distances for silhouettes - 40 yards, 60 yards, 77 yards, and 100 yard

# ARCHERY RULES

## RECURVE & COMPOUND

Two archery disciplines are recognized: Recurve Archery and Compound Archery. Both disciplines shoot the same set of three events at the 4-H Shooting Sports Arizona Competition.

Any bow that uses pulleys or cams is deemed a compound. Note that while the three governing bodies for the three different events have slightly different requirements or restrictions-for the sake of simplification- the 4-H Shooting Sports Arizona Competitions uses one standard for equipment – for **all events**. Under no circumstance is "sky-drawing" permitted. Armguards are optional and not required to be worn by participants. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted. Hip quivers are required on the firing line. No back quivers are allowed.

### Check In

For archery check-in the following instructions will be followed:

- At no time will an arrow be allowed to be attached to the string of the bow.
- The only time a string will be pulled back will be at the check in table when the bow scale is attached.
- All arrows brought to Archery Check-in table, must be stored in a quiver or a storage container.
- Bows must be checked in.

### 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). Make sure arrows are marked in some fashion, to be told apart from others.
2. Bows---Peak draw weight cannot exceed 60 pounds. No electronic sights. Illumination of pins is allowed.
3. No lenses of any type will be allowed in recurve sights. 4. NO communication devices allowed on ranges including cell phones used "only to take pictures". This includes archers, coaches, parents, or spectators. Please inform your parents and spectators.
5. ALL archers SHALL remain with their group during shooting and until all score cards are signed and turned in. Archers must turn in all score cards as a group. Archers MAY NOT leave range until score cards are turned in. Archers must add their scores on their own (no parental/coach help). If archers need help they can ask range crew for assistance.
6. Score Cards must be signed by scorekeepers and the archer before turned in or they are not legal.
7. Be prepared for anything and everything including weather, mud, mosquitoes.
8. NO SMOKING ON ANY RANGES.
9. Dress Code: As per "Dress Code" of the current year of the 4-H Shooting Sports National Championships "General Rules"

10. Coaches may use spotting equipment.
11. Archers shooting extra arrows will have highest arrow not scored plus one penalty point per extra arrow shot.
12. Range Finders may be used in the Field and FITA round only. Range Finders will NOT be allowed on the 3D range. This includes archers, coaches, parents, and spectators.
13. Coaching will be enforced as per the 4-H Shooting Sports National Championships General Rules.
14. Participants, coaches, spectators, or parents are NOT allowed on the official archery ranges used for the competition, unless permission has been granted by the Compound AND Recurve archery Chief Range Officer. Practice or warm up shots are NOT allowed in the parking areas of the official archery ranges.
15. Deliberate shooting or attempting to shoot any living animal while on competitive ranges is grounds for ejection from the event or from the match. Under no circumstances is "sky-drawing" permitted.
16. Scorecards must stay in possession of the archers at all times 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 the issue is taken care of.
18. Hip quivers are required on the firing line. No back quivers are allowed.

#### **EQUIPMENT STANDARD:**

	<b>PERMITTED</b>	<b>NOT PERMITTED</b>
<b>RECURVE ~ Longbows &amp; Recurve Bows</b>	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kissers permitted; Participants may have as many sight pins as deemed necessary; Torque compensators are permitted. 60 lb. maximum draw weight.	String peeps and mechanical release aids. Glass of any type in sight.
<b>COMPOUND</b>	Release aids, String peeps, optical sights, spirit levels; 60 lb. maximum draw weight. Multiple pin sights allowed.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
<b>ARROWS for both disciplines</b>	Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.	No arrows larger than 27/64ths in diameter are permitted.

#### **ARCHERY EVENTS**

##### **FITA ROUND**

<b>TARGET</b>	122cm and 80 cm faces, full color FITA targets
<b>DISTANCE</b>	60, 50, 40, and 30 meters in that order
<b>COURSE OF FIRE</b>	3 ends of 6 arrows each from 60 and 50 meters; (122cm face) 6 ends of 3 arrows each from 40 and 30 meters; (80cm face)
<b>TIME LIMIT</b>	4 minutes per 6 arrow end and 2 minutes per 3 arrow end

<b>SCORING</b>	10 pts. -1 pt. from the center outward. Competitors will score inner 10's as Xs. Ties will be broken by the number of #10's (including inner 10's) first, then #X's, #9's, #8's etc. until tie is broken.
<b>NGB RULES</b>	World Archery Federation / Target <a href="https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.pdf">https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.pdf</a>

## FIELD ROUND

<b>TARGET</b>	NFAA targets of sizes selected by the management and appropriate to the course
<b>DISTANCE</b>	Marked distances within the range of 5 to 60 yards
<b>COURSE OF FIRE</b>	14 targets with at least one fan and one walk-up target, 4 arrows per target
<b>TIME LIMIT</b>	Participants will move through the course expeditiously and avoid delays
<b>SCORING</b>	5, 4, 3 from the center outward. Tie breaks will be greatest #X's, then #5's, #4's, #3's. Then target by target comparison, starting with target #1 until broken.
<b>NGB RULES</b>	National Field Archery Association <a href="https://www.nfaausa.com/wp-content/uploads/2019-2021-CONSTITUTION-.pdf">https://www.nfaausa.com/wp-content/uploads/2019-2021-CONSTITUTION-.pdf</a>

### 3-D ROUND

<b>TARGET</b>	3-D targets as selected and placed by the management
<b>DISTANCE</b>	Unmarked distances from 5 to 50 yards <ul style="list-style-type: none"><li>• Recurve maximum distance: 40 yards,</li><li>• Compound maximum distance: 50 yards</li></ul>
<b>COURSE OF FIRE</b>	30 targets, one arrow per target In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake.
<b>TIME LIMIT</b>	Participants will move through the course expeditiously and avoid delays. 2-minute time limit to shoot once archer has approached the shooting stake. Lost arrow search is limited to 2 minutes.
<b>SCORING</b>	IBO scoring procedures, dependent upon type of 3-D targets available. <ul style="list-style-type: none"><li>• +11 pts. 11 ring or "X" ring centered inside the 10 ring</li><li>• +10 pts. 10 ring</li><li>• +8 pts. 8 ring</li><li>• +5 pts. Any other body shot. Hooves are considered body color.</li><li>• 0 Misses, glancing shots, not touching body color (horns, rocks, logs, etc.)</li></ul> <p>Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.</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 see 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 EVENT

When not cased and not in use, all air guns are required to use a CBI (Clear Barrel Indicator) in place except as permitted by range officer.

- **Pellets – Only wad cutters in .177 cal. can be used in all three air pistol events.**
- **These two models of Air Pistols are NOT allowed in this event due to safety reasons: Air Venturi V10 Target and Stoeger XP4.**

### SINGLE SHOT – RAPID FIRE

<b>TARGET</b>	Orion 1 Bull air pistol target mounted on a turning target system. The scoring rings are equivalent to the ISSF air pistol target (or B-40)
<b>SCORING</b>	Orion Scoring System, operated by Arizona event staff
<b>DISTANCE</b>	10 meters
<b>COURSE OF FIRE</b>	Total of 40 record shots; Eight (8) series of 5 shots; each shot fired in 3 second intervals.
<b>TIES</b>	USAS General Technical Rule 6.15.1. <ol style="list-style-type: none"> <li>1. The highest number of inner tens.</li> <li>2. 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 tie is broken.</li> <li>3. If not yet broken, refer to 6.15.1 for further details.</li> </ol>
<b>TIME</b>	*Preparation time: 5 minutes *Supervised sight-in/practice: one (1) series of five (5) sight-in/practice shots: as needed; approximately 2 ½ minutes. *Loading-Firing: Load – 20 seconds; Ready position – 7 seconds; Fire – 3 seconds.
<b>EQUIPMENT</b>	Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited.  *(50 mm modified to 57 mm for 4-H, to accept standard daisy air pistol grips)
<b>SHOOTING POSITIONS</b>	8.7.1 FIRING Position - The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.  8.7.2 READY Position - Shooting must start from the READY position (see illustration, pg. 360).  Ready position: The athlete's arm must point downward at an angle of not greater than 45 degrees from the vertical. The arm with the pistol must not be pointed at the ground within the forward edge of the firing point. The arm must

	remain in this position while waiting either for the appearance of the target or, when EST are used, for the green light(s) to come on.
<b>NGB RULES</b>	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at <a href="http://www.usashooting.org/7-events/usarules">http://www.usashooting.org/7-events/usarules</a> i.e., USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

### Range Commands and Procedures

<b>COMMAND</b>	<b>ACTION</b>
Before the competition:	Step 1: Before a competition, the Range Officer will prepare the range for firing and, if competition officials hang targets, supervise the hanging of targets. Competitors should not move their equipment to the firing line until they are called to the firing point by the Range Officer.
<b>"RELAY NUMBER __, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE"</b>	Step 2: Before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the competitors to their firing points. Only on command, can competitors remove their pistols from their boxes and handle their pistols. As competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.
<b>"RELAY NUMBER __, GO FORWARD AND HANG YOUR TARGETS"</b>	Step 2a, if required: After competitors move their equipment to the firing line and, if competitors are responsible for hanging their own targets, the Range Officer instructs competitors to go down range and hang targets.
<b>"PREPARATION TIME BEGINS NOW"</b>	Step 3: The Preparation Time is 5 minutes. During the Preparation Time the targets must be visible and facing the competitors. During the Preparation Time competitors may handle their pistols, dry fire and carry out holding and aiming exercises on the firing line
<b>"END OF PREPARATION TIME...STOP"</b>	Step 4: At the end of the Preparation Time there must be a brief pause of approximately 30 seconds. (EST-Target Officer will Reset the targets for the sighting series)
<b>"FOR THE SIGHTING SERIES, LOAD"</b> (or) <b>"FOR THE FIRST/NEXT MATCH SERIES LOAD"</b>	Step 5: All competitors load within a time of 20 seconds

<p><b>"ATTENTION"</b></p> <p><b>(Competitor actions in blue)</b></p>	<p>Step 6a: All competitors assume the READY position. The red lights must be switched on or if turning targets are used, they must be turned to the edge-on position. After a delay of seven (7) sec. (+/-1.0 sec.) either the green lights will come on, or the target will be turned to face the competitor for 3 seconds. At the appearance of the green light, or when the targets begin to move to the face-on position, the competitors may raise and fire. After 3 seconds, the red light will come on, or the target will edge, and the 20 second load time for the next shot will begin; without an additional command. After firing, all competitors will reload</p>
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	<p>and may rest pistols on the table with muzzles pointing downrange awaiting the next Attention command.</p>
<p>(If lights/turning targets are not used)</p>	<p>If lights, or turning targets are not available, the commands START and STOP may be used to begin and end the 3 second firing period.</p>
<p><b>"ATTENTION"</b> (SHOTS 2-5)</p>	<p>Step 6b - 6e: After 20 seconds, the range officer will again give the ATTENTION command after which the procedures outlined in Step 6 above will be followed, until all 5 shots of the series have been fired.</p>
<p><b>"UNLOAD"</b></p>	<p>Step 7: After each 5 shot series, competitors are instructed to unload and insert their CBI's and make the line safe.</p>
<p><b>"GO FORWARD AND CHANGE TARGETS"</b></p>	<p>Step 8: If competitors are responsible for changing their own targets, the Range Officer instructs competitors to go down range and change targets.</p>
<p><b>Steps 5 – 8 are repeated until all 8 series are completed.</b></p>	

## AIR PISTOL SILHOUETTE

<b>TARGET</b>	1/10 scale metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	10 chickens at 10 yards, 10 pigs at 12.5 yards, 10 turkeys at 15 yards, 10 rams at 18 yards in banks of 5 targets and shooting from left to right on each bank of targets.
<b>TIME LIMIT</b>	30 seconds ready time and 2 ½ minute firing time for each bank of 5 targets.
<b>EQUIPMENT</b>	Any air pistol, .177 caliber, equipped with any sights that do not project an image on the target and having a safe trigger.
<b>SHOOTING POSITION</b>	Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists (NRA Rule 5.8).
<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 and top 5 teams 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 tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The 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.
<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. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches <b>may not</b> be Spotters. Spotters can only be a registered competitor within that event. One exception, if a Team/State only has a single shooter,

	then Coach/Parent/another competitor may spot for the shooter.
<b>NGB RULES INFORMATION</b>	NRA Pistol Silhouette Rules (January 2020 Edition) <a href="https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf">https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf</a>

### SLOW FIRE -BULLSEYE

<b>TARGET</b>	Electronic – single bull Air Pistol target (similar to B-40)
<b>SCORING</b>	Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: <a href="http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/">http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/</a>
<b>DISTANCE</b>	10 meters
<b>COURSE OF FIRE</b>	40 shots total. (5 shots per bull – if paper target used) Must load a single pellet for each shot.
<b>TIME LIMIT</b>	Preparation and unlimited sighting – 15 minutes. 40 shots for score – 50 minutes (if scored electronically); 40 shots – 60 minutes (if paper target used/scored).
<b>EQUIPMENT</b>	Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited.  *(50 mm modified to 57 mm for 4-H, to accept standard Daisy air pistol grips)
<b>SHOOTING POSITION</b>	The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.
<b>TIES</b>	USAS General Technical Rule 6.15.1. <ol style="list-style-type: none"> <li>1. The highest number of inner tens.</li> <li>2. 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 tie is broken.</li> <li>3. If not yet broken, refer to 6.15.1 for further details.</li> </ol>
<b>EXHIBITION FINALS MATCH</b>	There will be an exhibition Finals Match following the Slowfire Event. This will be conducted in accordance with the applicable parts of Rule 6.17 of the USA Shooting Rules. The Finals match is just for fun and education and WILL NOT affect the scores or placings of the Slowfire match.
<b>NGB RULES</b>	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at <a href="http://www.usashooting.org/7-events/usasrules">http://www.usashooting.org/7-events/usasrules</a> i.e., USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

## AIR RIFLE EVENTS

All air guns are required to use a CBI (Clear Barrel Indicator) when the gun is not being fired.

### NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

<b>TARGET</b>	Electronic – single bull Air Rifle target (similar to AR 5/1) that will be scored using the Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: <a href="http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/">http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/</a>
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	60 record shots – 20 shots prone, 20 shots standing, 20 shots kneeling. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules.
<b>TIME LIMIT</b>	See Rule 5.3.3, Prone – 20 record shots in 20 minutes, Standing – 20 record shots in 25 minutes, Kneeling – 20 record shots in 20 minutes. Preparation period will be 8 minutes before match time.
<b>APPROVED RIFLES</b>  See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, 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.
<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 2020-2022 National Standard Three-position Air Rifle Rules, 13 <sup>th</sup> Ed. <a href="https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/">https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/</a>

### SPORTER AIR RIFLE EVENT (STANDING)

<b>TARGET</b>	Electronic – single bull Air Rifle target (similar to AR 5/1) that will be scored using the Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: <a href="http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/">http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/</a>
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	40 shots standing.
<b>TIME LIMIT</b>	See Rule 5.3.4, 40 record shots in 50 minutes.
<b>APPROVED RIFLES</b>  See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, 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.
<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 2020-2022 National Standard Three-position Air Rifle Rules, 13 <sup>th</sup> Ed. <a href="https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/">https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/</a>

### NRA SPORTER AIR RIFLE SILHOUETTE

- NRA Air Rifle Silhouettes, only 10 Meter Sporter Air Rifles approved by CMP Rule 4.2.1 for 10-meter matches will be allowed for Air Rifle Silhouettes.
- In Silhouettes, **No** shooting boots or shoes, per NRA Rules 3.18 and NRA Rule 3.19
- One sweatshirt will be allowed.
- **No sighting shots prior to Match. See NRA Rule 9.2**
- **No Rifle stands or Gloves allowed.**

<b>TARGET</b>	1/10 scale, metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	10 chickens - 20 yds., 10 pigs - 30 yds., 10 turkeys - 36 yds., 10 rams - 45 yds. in banks of 5 targets and shooting left to right on each bank of targets. <b>Bottom bank will be shot first, top bank last.</b> All Air Rifle Silhouette shooters must load and cock their own rifle.
<b>TIME LIMIT</b>	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
<b>APPROVED RIFLES</b>  See National Standard Three Position Air Rifle Rules, 4.2/4.8	Rifles that qualified for the 3-P and Standing events WILL be used for Silhouettes at the 4-H Arizona Competitions. Rifles will not weigh more than 11 lbs. with scope. No restrictions on <b>the power</b> of the scopes. Optical devices cannot project a beam on silhouettes.
<b>SHOOTING POSITION</b>	Rule 5.8 - Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The chin may not rest on top of the comb. The stock 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 Air Rifle Silhouette shooters must load and cock their own rifles.
<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.

**TIE BREAKER**

Tie scores for the top 10 individuals and top 5 teams 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 tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The 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.
<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. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches <b>may not</b> be Spotters. Spotters can only be a registered competitor within that event. One exception, if a Team/State only has a single shooter, then Coach/Parent/another competitor may spot for the shooter.
<b>CLOTHING</b>	In Silhouettes, <b>No</b> shooting boots or shoes, per NRA Rules 3.18 and NRA Rule 3.19. One sweatshirt will be allowed.
<b>NGB RULES</b>  Squadding will be done in relays, with all targets and distances used in each relay. See NRA Rule Book, Appendix A	NRA Rifle Silhouette Rules (January 2020 Edition) <a href="https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf">https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf</a>

# SHOTGUN EVENTS

## GENERAL RULES

- Release triggers are NOT permitted.
- Ties will be broken by shoot-off for top 10 individuals and top 5 teams only. Team shoot-offs are done with all team members. If a team consists of 4 individuals, only the top 3 scores will count toward the tiebreaker.
- In shotgun, all targets will be pulled by hand for skeet and sporting clays. A Canterbury Voice Release System will be used in trap.
- All shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
- Practice targets on the shotgun ranges will have fees (cost/person) decided on by the host range.
- Golf carts will be allowed to be used by participants. NSCA rules must be followed, refer to chapter II paragraph A 3 of the NSCA rule book. Guns MUST NOT be carried horizontal.

## SPORTING CLAYS

<b>EVENT</b>	100 target course.
<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 as determined by shoot management may be thrown at each station on the course.
<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 as determined by shoot management and 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 ⅛ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
<b>LOADING GUN</b>	Participants may not load gun unless in the station. Must be unloaded prior to leaving the station.
<b>NGB RULES</b>	National Sporting Clays Association (January 2021 Edition) <a href="http://nsca.nssa-nsca.org/wp-content/uploads/sites/7/2021/03/2021-NSCA-Rule-Book.pdf">http://nsca.nssa-nsca.org/wp-content/uploads/sites/7/2021/03/2021-NSCA-Rule-Book.pdf</a>

### SKEET

<b>EVENT</b>	Standard NSSA (American) skeet
<b>COURSE OF FIRE</b>	4 rounds (100 targets)
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
<b>TIE-BREAKERS &amp; SCORING</b>	Doubles from stations 3, 4, and 5, miss and out by station. Team shoot-offs will follow the same procedure, each team member shooting at the same station. Any team or individual failing to respond to a call for shoot-offs three times will forfeit 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 in this event. Maximum load of 1 ⅛ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event.
<b>LOADING GUN</b>	Participants may not load gun unless on station and must unload firearm prior to leaving the station.
<b>NGB RULES</b>	National Skeet Shooting Association (2021 Edition) <a href="http://myntsa.nssa-nsca.org/wp-content/uploads/sites/6/2016/03/2021-NSSA-Rule-Book.pdf">http://myntsa.nssa-nsca.org/wp-content/uploads/sites/6/2016/03/2021-NSSA-Rule-Book.pdf</a>

### TRAP

<b>EVENT</b>	Standard ATA (American) trap (16-yards)
<b>COURSE OF FIRE</b>	4 rounds (100 targets) at 16-yards.
<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. Shooters should report to their respective field and be ready to shoot at the scheduled time.

<b>SHOOT-OFFS</b>	<b>Individuals:</b> 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 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 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
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	will start on post 5. If 5 shooters, use all posts 1 through 5, and if more than 5 shooters, will divide the squads as equally as possible. If after one round and the tie still exists, will increase to the 23-yard line. If ties still exist, increase to the 25-yard line. If ties still exist, will increase to the 27-yard line. Shoot-offs will not exceed the 27-yard line. <b>Team shoot offs:</b> two shots from posts 1 through 5 from the 21-yard line. After one round if a tie still exists, yardage will be increased to the 23-yard line. If tie still exists, yardage will be increased to the 25-yard line. If tie still exists, yardage will be increased to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
<b>EQUIPMENT</b>	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 used in this event. Factory loads are required. All guns used by contestants must be equipped, fitted and utilized (i.e. shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
<b>MAXIMUM VELOCITIES</b>	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any 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 can be used.
<b>LOADING GUN</b>	A contestant shall place a live shell in their gun only when on a post facing the traps. In Singles shooting a contestant may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the shooter shall not walk in front of the other competitors.
<b>MOVING BETWEEN STATIONS</b>	Shooters shall 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 rotated to the next station.
<b>NGB RULES</b>	Amateur Trap Association (September 2020 Edition) <a href="https://shootata.com/Portals/0/pdf/2021_Rulebook_web.pdf">https://shootata.com/Portals/0/pdf/2021_Rulebook_web.pdf</a>

## SMALLBORE PISTOL EVENTS

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 National 4-H Shooting Sports Invitational must, at all times, follow all provisions of this act.

Therefore, event officials will 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 possession of the youth – even if a parent/guardian is present. We suggest 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. The participant can laminate this card and keep it with the shooting kit or on their person. This document must be displayed at check-in. Failure to have this document will require the Arizona Competitions Committee to disqualify the shooter to avoid violation of federal law.

**All smallbore pistols are required to use a Civilian Marksmanship Program (CMP) type 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.**

All events are "single pistol" matches, meaning participants are to 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 line. Pistols may be replaced only if they are disabled or malfunctioning.

**SLOW-FIRE BULLSEYE – single stage**

<b>TARGET</b>	NRA B-8
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	All slow-fire; 40 record shots at 25 yards
<b>TIME LIMIT</b>	10 shots per 10-minute string
<b>EQUIPMENT</b>	<p>Version 2020 NRA Precision Pistol Rules for Open Division (3.2.1 and 3.4) apply.</p> <p>(3.2.1) Open Division – Any semi-automatic handgun or revolver authorized by Rules 3.4, 3.5, and/or 3.6, <b>using any sights, including telescopic, are permitted with the exception of those sights that project an image on the target.</b> The firearm used in competition shall be serviceable and safe. All operational safety features of the firearm must function properly. If any firearm is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the tournament director.</p> <p>(3.4) 22 Caliber Pistol or Revolver - Any pistol (single shot or semi-automatic) or revolver chambered for .22 caliber rim-fire long rifle may be used; barrel length, including cylinder, not more than 10 inches. Trigger pull not less than 2 pounds. Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open (metallic) sights may be adjustable but not over 10 inches apart 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 firearm must operate properly.</p> <ul style="list-style-type: none"> <li>• Barrel length, including cylinder, not more than 10 inches.</li> <li>• Trigger pull not less than 2 pounds.</li> <li>• .22 caliber rimfire – long rifle</li> <li>• Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open sights may be adjustable but not over 10-inch sight radius.</li> </ul>
<b>SHOOTING POSITION</b>	One-hand standing

<b>NGB RULES</b>	NRA Precision Pistol Rules (January 2020 Edition) <a href="http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf">http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf</a>
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### **SMALLBORE HUNTER PISTOL SILHOUETTE**

<b>TARGET</b>	½ scale metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	All shooting in banks of 5 targets, shooting from left to right; 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards. 40 record shots.
<b>FIRING ORDER</b>	Each shooter will be assigned to starting position and on command they will fire at the five targets in that bank in order from left to right. Upon completion of both banks in that category shooter will move to the right on command. Shooters firing at rams will rotate to chickens.
<b>TIME LIMIT</b>	30 second ready time and 2-minute firing time for each bank of 5 targets.
<b>EQUIPMENT</b>	Any factory available smallbore pistol weighing no more than 5.0 pounds, operated with a trigger pull of at least 2.0 lbs., chambered for the .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) <b>No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.</b>
<b>SHOOTING POSITION</b>	The 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 body. Neither the "trigger" hand (or arm) nor any part of the pistol may make contact with the opposite arm at any point at or above the pivot point of the wrist. (NRA Rule 5.8) ** Clarification - The intent of this rule is that the weight of the pistol be supported solely by the muscles of the arm and shoulders. Resting any part of the arm on the torso is prohibited.**
<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 and top 5 teams 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 tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The 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.
<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. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches <b>may not</b> be Spotters. Spotters can only be a registered competitor within that

	event. One exception, if a Team/State only has a single shooter, then Coach/Parent/another competitor may spot for the shooter.
<b>NGB RULES</b>	NRA Pistol Silhouette Rules (January 2020 Edition) <a href="https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf">https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf</a>

### **CAMP PERRY ROUND (modified)**

<b>TARGET</b>	NRA B-8 target. Targets will be mounted on turning target system.
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	10 shots slow fire, 15-timed fire and 15-rapid fire; (40 record shots)
<b>PROCEDURE</b>	<p>The Match consists of: *One slow fire string of 10 rds. in 5 minutes *Three timed fire strings of 5 rds. in 20 seconds *Three rapid fire strings of 5 rds. in 10 seconds</p> <p>See NRA Rules 10.7 for commands and details.</p> <p>Malfunctions: For allowable malfunctions (Rule 9.6) one refire string will be allowed in timed fire and one refire string in rapid fire. See Rule 10.9 for malfunctions in slow fire.</p>
<b>EQUIPMENT</b>	<p>Version 2020 NRA Precision Pistol Rules for Metallic Division (3.2.2 and 3.4) apply.</p> <p>(3.2.2) Metallic Division – Any semi-automatic handgun or revolver authorized by Rules 3.4, 3.5, and/or 3.6, <b>with the exception that peep, ghost, optical or electronic sights are prohibited.</b> The firearm used in competition shall be serviceable and safe. All operational safety features of the firearm must function properly. If any firearm is observed to be unserviceable or unsafe, it shall be withdrawn at the request of the tournament director.</p> <ul style="list-style-type: none"> <li>• (3.4) 22 Caliber Pistol or Revolver - Any pistol (single shot or semi-automatic) or revolver chambered for .22 caliber rim-fire long rifle may be used; barrel length, including cylinder, not more than 10 inches. Trigger pull not less than 2 pounds. Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open (metallic) sights may be adjustable but not over 10 inches apart 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 firearm must operate properly. Barrel length, including cylinder, not more than 10 inches.</li> <li>• Trigger pull not less than 2 pounds.</li> <li>• .22 caliber rimfire – long rifle</li> <li>• Open sights only (4-H Arizona Competition match rule). Rear sight may be adjustable, but sight radius no more than 10 inches.</li> </ul>
<b>SHOOTING POSITION</b>	One-hand standing



<b>NGB RULES</b>	NRA Precision Pistol Rules (January 2020 Edition) <a href="http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf">http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf</a>
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## SMALLBORE RIFLE EVENTS

### GENERAL RULES

- All smallbore rifles are required to have the action open and a Civilian Marksmanship Program (CMP) type CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.
- Official weight of a rifle will be determined with the magazine inserted in the rifle. The CMP rifle trigger must be capable of lifting and supporting the 3.0 # weight without firing. Triggers which break as the weight is lifted will not pass.
- No cell phones on the firing line.

#### Additional information:

Coaching: Coaches will be back behind the shooting area at a distance, as designated by the CRO, and will not be allowed to contact the shooters during any of the firing periods including during sighter shots. If the shooter wishes to consult with the coach during the 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 and have discreet discussion where it does not interfere with other shooters, but the clock will still be running. The coach may not initiate the consultation. Between stages (movement to a different position in silhouette or during position changes, target changes), the coach can come up to the shooting area if they need to and can go down range with the shooter if we are changing targets except for silhouette. (Only the scorers and resetters will go down range to reset silhouette targets.) In most cases Range Officials will have all the targets in place so individuals will only go down range at the end of shooting. Coaches will not be in the shooting area during the preparation or shooting periods. In the CMP match, participants will go from the initial sighter period to firing for record very quickly so there will be no break in between. **Please note during registration how your shooters should be paired for silhouette.** The team will be split into pairs with one pair shooting, the other pair will be down the line scoring and resetting targets for another team. The pair shooting will spot for each other (one fires their shots, and one spots) then they trade off when the first shooter has completed firing on that animal. The next relay, the pairs will switch places. If a team only has 3 shooters, Officials will **attempt** to spread the team across relays so one of the team members can spot for the third shooter.

### SMALLBORE SILHOUETTE RIFLE

<b>TARGET</b>	1/5 scale metallic silhouettes
<b>COURSE OF FIRE</b>	10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards and 10 rams at 100 yards
<b>TIME LIMIT</b>	15 second ready time and 2 ½ minutes firing time per bank of 5 targets

<b>EQUIPMENT</b>	NRA Smallbore silhouette rifle rules (rule 3.2) are identical to the High-Power Silhouette Rifle (rule 3.1), except for ammunition. A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, any safe trigger, stocks must be traditionally styled, conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others and barrel: no longer than 30 inches. Shooting stands will not be allowed in the silhouette event. Tables will be provided to support equipment. Note: Chassis or AR15 style stocks are not permitted by the NGB rules. No gloves will be permitted (cold weather only by NGB Rules)
<b>AMMUNITION</b>	Only factory loaded .22 caliber - short, long or long rifle. Hot loads, such as “Stingers” are not permitted.
<b>SHOOTING POSITION</b>	Any standing position without artificial support. The rifle will 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) with rifle muzzles across the firing line.
<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 and top 5 teams 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 tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The 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.
<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. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter’s equipment after the shooter assumes their position on the firing line. Coaches <b>may not</b> be Spotters. Spotters can only be a registered competitor within that event. One exception, if a Team/State only has a single shooter, then Coach/Parent/another competitor may spot for the shooter.
<b>SCORING &amp; RESETTING</b>	Contestants will serve as scorers and target resetters on a different Relay than the one which they are shooting. They must perform this duty as part of the contest. Parents and coaches will not be allowed on the range for resetting targets.
<b>NGB RULES</b>	NRA Rifle Silhouette Rules (January 2020 Edition) <a href="https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf">https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf</a>

### **CMP RIMFIRE SPORTER RIFLE**

Please read carefully, as there are event rules listed that may not be found in the CMP rules.

**8.1.1 Intent and Spirit** - The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire 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 strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.

**Note:** In Timed Fire and Rapid-Fire stages: after the “Load” command, all actions must be locked open or CLOSED on an empty chamber prior to the “Start” command. Manually holding the action open with the magazine inserted is not permitted. Actions may not be cycled or closed until the shooter is in the firing position with firearm safely pointed down range.

<b>TARGET</b>	B-19 CMP Rimfire Sporter Target (States should call target suppliers to find target being used at Arizona Competition. These may not be available online, but suppliers may have targets available in their warehouse.)
<b>DISTANCE</b>	25 yards and 50 yards
<b>COURSE OF FIRE</b>	60 shots for record <b>50 yards;</b> Prone position-10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire <b>25 yards;</b> Standing – 10 shots slow fire & 10 shots rapid fire
<b>TIME LIMIT</b>	<b>Slow fire-</b> 10 shots in 10 minutes; <b>Rapid fire-</b> 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
<b>EQUIPMENT</b>	<p>Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed. These would include the new Tactical and Unlimited Rimfire Sporter Rifle class. All rifles still must meet the <b>weight, trigger pull and optic limit requirements.</b> There are NO exceptions to these limits. All classes will be scored together as one.</p> <p><b>Rifle:</b> Overall weight of the rifle may not exceed 7.5 lbs., with sights. If sling is used; it may be removed when rifle is weighed. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs.</p> <p><b>Stock:</b> Rifles may be configured as Modern Military Rifles (AR clones) or rifles 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, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the butt-stock length of pull or the cheek-piece is adjustable, butt-stock length and cheek piece adjustments must remain the same for all three positions. These adjustments should 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 fore-arm. Barrels may be fluted or have non-standard contours.</p> <p><b>Sling:</b> Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted).</p> <p><b>Sights:</b> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; <b>If a variable power scope is capable of greater than 6x,</b> the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed <b>during match. Check-in seal must remain intact. The magnification must remain at the sealed</b></p>

	<p><b>power during the entire match.</b></p> <p><b>Barrel:</b> Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, fake suppressor, recoil compensator or porting). Factory type flash suppressor on a tactical type of rifle is allowed. Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.</p> <p>Shooting stands are permitted in this event.</p>
<b>CLOTHING</b>	<p>A shooter is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Shooters may wear a standard leather, cloth or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.</p>
<b>NGB RULES</b>	<p>Competition Rules for CMP Games, Rifle and Pistol Matches, 8<sup>th</sup> Edition 2020 &amp; 2021  <a href="https://thecmp.org/wp-content/uploads/CMPGamesRules.pdf">https://thecmp.org/wp-content/uploads/CMPGamesRules.pdf</a></p>

### NRA THREE-POSITION

<b>TARGET</b>	A-51
<b>RANGE</b>	Arizona will host a 50-yard event.
<b>COURSE OF FIRE</b>	20 shots in each position – prone, standing, and kneeling – in that order at 50 yards; 60 record shots
<b>TIME LIMIT</b>	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1-1/2) minutes per record shot kneeling.
<b>EQUIPMENT</b>	<p>Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules.</p> <p><b>If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time.</b></p>
<b>SIGHTS</b>	(3.7) Metallic sights, non-corrective
<b>AMMUNITION</b>	Solid point (40 grains) standard velocity; match or target ammunition
<b>NGB RULES</b>	<p>NRA Smallbore Rifle Rules (Revised January 2020)  <a href="https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf">https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf</a></p>

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 strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.

**Note:** In Timed Fire and Rapid-Fire stages: after the “Load” command, all actions must be locked open or CLOSED on an empty chamber prior to the “Start” command. Manually holding the action open with the magazine inserted is not permitted. Actions may not be cycled or closed until the shooter is in the firing position with firearm safely pointed down range.

<b>TARGET</b>	B-19 CMP Rimfire Sporter Target (States should call target suppliers to find target being used at Arizona Competition. These may not be available online, but suppliers may have targets available in their warehouse.)
<b>DISTANCE</b>	25 yards and 50 yards
<b>COURSE OF FIRE</b>	60 shots for record <b>50 yards;</b> Prone position-10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire <b>25 yards;</b> Standing – 10 shots slow fire & 10 shots rapid fire
<b>TIME LIMIT</b>	<b>Slow fire-</b> 10 shots in 10 minutes; <b>Rapid fire-</b> 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
<b>EQUIPMENT</b>	<p>Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed. These would include the new Tactical and Unlimited Rimfire Sporter Rifle class. All rifles still must meet the <b>weight, trigger pull and optic limit requirements</b>. There are NO exceptions to these limits. All classes will be scored together as one.</p> <p><b>Rifle:</b> Overall weight of the rifle may not exceed 7.5 lbs., with sights. If sling is used; it may be removed when rifle is weighed. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs.</p> <p><b>Stock:</b> Rifles may be configured as Modern Military Rifles (AR clones) or rifles 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, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the butt-stock length of pull or the cheek-piece is adjustable, butt-stock length and cheek piece adjustments must remain the same for all three positions. These adjustments should 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 fore-arm. Barrels may be fluted or have non-standard contours.</p> <p><b>Sling:</b> Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted).</p> <p><b>Sights:</b> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; <b>If a variable power scope is capable of greater than 6x</b>, the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed <b>during match. Check-in seal must remain intact. The magnification must remain at the sealed</b></p>

	<p><b>power during the entire match.</b></p> <p><b>Barrel:</b> Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, fake suppressor, recoil compensator or porting). Factory type flash suppressor on a tactical type of rifle is allowed. Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.</p> <p>Shooting stands are permitted in this event.</p>
<b>CLOTHING</b>	<p>A shooter is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Shooters may wear a standard leather, cloth or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.</p>
<b>NGB RULES</b>	<p>Competition Rules for CMP Games, Rifle and Pistol Matches, 8<sup>th</sup> Edition 2020 &amp; 2021  <a href="https://thecmp.org/wp-content/uploads/CMPGamesRules.pdf">https://thecmp.org/wp-content/uploads/CMPGamesRules.pdf</a></p>

### NRA THREE-POSITION

<b>TARGET</b>	A-51
<b>RANGE</b>	Arizona will host a 50-yard event.
<b>COURSE OF FIRE</b>	20 shots in each position – prone, standing, and kneeling – in that order at 50 yards; 60 record shots
<b>TIME LIMIT</b>	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1-1/2) minutes per record shot kneeling.
<b>EQUIPMENT</b>	<p>Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules.</p> <p><b>If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time.</b></p>
<b>SIGHTS</b>	(3.7) Metallic sights, non-corrective
<b>AMMUNITION</b>	Solid point (40 grains) standard velocity; match or target ammunition
<b>NGB RULES</b>	<p>NRA Smallbore Rifle Rules (Revised January 2020)  <a href="https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf">https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf</a></p>