



2023 State Shooting Sports Championship Match Rules

Revised 05 February 2023

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DISCIPLINES AT-A-GLANCE

The February 2023 Arizona 4-H State Shooting Sports Championship Match consists of the nine disciplines and courses of fire listed below.

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. They have been modified from their National Match origins due to time, resource and equipment limitations unique to Arizona Shooting Sports. 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.

The Arizona State Shooting Sports coordinator has the authority to modify, change, delete or add rules before or during any match.

Discipline	Course of Fire #1	Course of Fire #2	Course of Fire #3
Archery Compound	FITA Round	Field Round	3-D Round
Archery Recurve	Field Round	FITA Round	3-D Round
Air Pistol	Slow Fire - Bullseye	NRA Air Pistol Silhouette	<i>None</i>
Air Rifle	National STD Three-position Sporter Air Rifle	NRA Sporter Air Rifle Silhouette	<i>None</i>
Hunting Skills	Wildlife Written Test	Archery 3-D	Land Navigation
Muzzleloader	Slow Fire Bullseye	Bottles and Critters	<i>None</i>
Shotgun	Trap	Sporting Clays	Skeet
Smallbore Pistol	Slow-Fire Bullseye, Single Stage	Smallbore Hunter Pistol Silhouette	<i>None</i>
Smallbore Rifle	NRA Three Position	NRA Smallbore Silhouette	<i>None</i>

NEW FOR 2023

Archery:

- FITA Archery target engagement distances for recurve and compound bows will be as follows: SR: 60m, 50m, 40m in this order; INT: 40m, 30m, 20m in this order; JR: 30m, 20m, 10m in this order.
- Updates made to 3-D target distances and number of engagements.
- Updates made to Field distances and number of engagements.

Air Pistol and Air Rifle:

- Modified equipment standards for air pistol and air rifle competition. At the discretion of the shooting sports coordinator, all non-precision designated .177 air rifles and air pistols will be allowed in this year's match. Sight requirements remain unchanged per the rules listed for each course of fire. The intent of this rule is to element potential equipment related barriers to entry in order 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 firearms that are normally designated as more capable than a sporter designated firearm (I.e. precision classified rifles).
- Modified target placement distances for air pistol silhouette course of fire. All silhouettes will be placed 10 meters from the firing line.
- Modified authorized shooting positions and target number engagements for air pistol and air rifle based on competitor's age classification. Please see air pistol and air rifle sections for more information.
- Time allotted for slow-fire air pistol match reduced to 10 minute preparation and 40 minutes for scored target engagement. Time allotted does not include the time needed for range safeties to change targets.

Hunting Skills: All new discipline this year.

Muzzleloader: All new discipline this year.

Smallbore Pistol:

- Time allotted for slow-rapid fire match as well as number of shots per round changes made. Please see discipline section for additional information.
- TQ-14 paper targets will be used during the 2023 State Match in place of metallic silhouettes during the Silhouette course of fire.

NEW FOR 2023 CONTINUED

Smallbore Rifle:

- Silhouette match will use the TQ-14 paper target shot at a distance of 50 feet. 40 rounds scored, 1 round per animal. 2.5 minutes per 5 targets.
- NRA 3 Position will be a half match. Target will be A-23/3. 30 rounds will be scored, 5 rounds per bullseye. Prone- 10 minutes, Kneeling- 15 minutes, Standing- 20 minutes.
- No coaching/coaches on firing line, parents and/or coaches are required to stay behind the spectator line.
- No cell phones, radios, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition.
- Competitors are limited to checking in a maximum of two firearms for the match. Chief range officer may verify a backup firearm, if needed, while on the range.

ARCHERY RULES

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 set of three events during Arizona 4-H Shooting Sports competitions.

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- Arizona 4-H Shooting Sports competitions use one standard for equipment for all events. Under no circumstance is "sky-drawing" permitted. Armguards and eye protection 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 or grounded arrow holders are required on the firing line. No back quivers are allowed.

Check-In

- 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 is at the check-in table when the bow scale is attached.
- All arrows brought to check-in must be stored in a quiver or a storage container.
- All bows must be checked and approved 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). Make sure arrows are marked with your initials on either the shaft or vanes so that they may be told apart from others.
2. Bows - Peak draw weight cannot exceed 60 pounds. No electronic sights. Illumination of pins is allowed. Magnification or scope lens are allowed.
3. No communication devices 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. Officials may carry radio or cell phone to contact other officials if necessary, but must be placed in silent mode.
5. All archers must 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 are not allowed to leave the range until score cards are turned in. Archers must add their scores on their own (no parent or coach help). If archers need assistance, they can ask range safety volunteers for help.
6. Score cards must be signed by scorekeepers and the archer before being turned in or they will not be computed in the final results of the competition.

7. Be prepared for inclement weather, mud, bugs, etc.
8. Dress Code: Pants and closed toe shoes are required.
9. Coaches may use spotting equipment.
10. Archers shooting extra arrows will have highest scoring arrow not scored plus one penalty point per extra arrow shot.
11. Range finders may be used in the Field and FITA round only. Range finders are NOT allowed on the 3D 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 official archery ranges used for the competition, unless it is a designated 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 and the match. Again, under no circumstances is "sky-drawing" permitted.
15. 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.
16. 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.
17. Hip quivers or grounded arrow holders are required on the firing line. No back quivers are allowed.
18. No coaching by coaches or parents is allowed during the shooting of the match. Encouragement offered to archers is welcomed as long as it is not directing their shooting. Exception: In case of a breakdown or problem above the level of the archer to handle, coaches may assist with the permission of the range officers. The archer must call equipment failure and will have 15 minutes to correct the problem. Make up arrow(s) will be allowed if the problem is corrected within the 15 minutes, other words, the points will be marked as zero.
19. 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. Practice or warm up shots are NOT allowed unless granted by the range master.
20. Do not stand directly behind an arrow as it is pulled from the target. Do not pull an arrow if someone is standing directly behind it.
21. When retrieving missed arrows down range, place an arrow upright in missed target before going beyond target.
22. 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
23. All archers must have a quiver (either on their bows or hips). Archers should have arrows in quiver at all times unless shooting or retrieval from targets. Arrows out of quiver while shooting should always be pointed in safe direction (down range or towards ground).

Equipment Standards

	PERMITTED	NOT PERMITTED
RECURVE Longbows & Recurve Bows	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 desired; torque compensators are permitted. 60 lb. maximum draw weight. FITA definition of a recurve will apply.	String peeps and mechanical release aids.
COMPOUND	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.
ARROWS (Both sub-disciplines)	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.

Archery Courses of Fire

FITA ROUND

TARGET	122cm and 80 cm faces, full color FITA targets
DISTANCE	SR: 60m, 50m, 40m in this order INT: 40m, 30m, 20m in this order JR: 30m, 20m, 10m in this order
COURSE OF FIRE	Senior <ul style="list-style-type: none"> • 60 meters - 2 ends of 6 arrows each (12 arrows) • 50 meters - 2 ends of 6 arrows each (12 arrows) • 40 meters - 2 ends of 3 arrows each (6 arrows) Intermediate <ul style="list-style-type: none"> • 40 meters - 2 ends of 6 arrows each (12 arrows) • 30 meters - 2 ends of 6 arrows each (12 arrows) • 20 meters - 2 ends of 3 arrows each (6 arrows) Junior <ul style="list-style-type: none"> • 30 meters - 2 ends of 3 arrows each (6 arrows) • 20 meters - 2 ends of 3 arrows each (6 arrows) • 10 meters - 2 ends of 3 arrows each (6 arrows) Note: the number of ends and arrows may be adjusted based on

	number of competitors and available time for the round.
TIME LIMIT	6 arrows in 4 minutes, 3 arrows in 2 minutes 30 seconds
SCORING	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 tie is broken. BOUNCE OUTS / PASS THROUGH: Archer or coach must contact the Range Officer. Verified bounce out and pass through will be re-shot. Score must be agreed by all archers and range official. ROBIN HOOD: 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 the 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 arrow falls in front of shooter or to the side and is retrievable without moving your position from the shooting line, it may be retrieved, but only after being permitted from range/safety officer.
NGB RULES	World Archery Federation / Target https://rulebook.worldarchery.org/PDF/Official/2020-01-15/EN-Book3.pdf

FIELD ROUND

TARGET	NFAA targets of sizes selected by the Compound and Recurve Archery Chief Range Officers
DISTANCE	Archers will shoot 4 arrows per target station/location. <ul style="list-style-type: none"> • Juniors – 4 targets; (Marked distances of up to 25 yds.) • Intermediates - 6 targets – (Marked distances of up to 35 yards) • Seniors - 8 targets – (Marked distances of up to 50 yards)
COURSE OF FIRE	Archer must have a part of the body touching the 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.
TIME LIMIT	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.

SCORING	5, 4, 3 from the center outward. Tie breaks will be greatest #Xs, then #5s, #4s, #3s. BOUNCE OUTS / PASS THROUGH: Witnessed bounce-out or pass-through will be re-shot. Contact the Range Officer. ROBIN HOOD: 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 the 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 arrow falls in front of shooter or to the side and is retrievable without moving your position from the shooting stake, it may be retrieved, but only after being permitted from range/safety officer.
NGB RULES	National Field Archery Association https://www.nfausa.com/wp-content/uploads/2019-2021-CONSTITUTION-.pdf

3-D ROUND

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

SCORING	<p>IBO rules (**Exception - Center scoring ring is scored as an 11 - NOT 12**)</p> <ul style="list-style-type: none"> • Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal) • Second Vital Zone Ring = 10 points • Third Vital Zone Ring = 8 points • Any other part of animal = 5 points • TIE BREAKERS: Number of 11's, 10's, 8's, 5's, in order. <p>BOUNCE OUT / PASS THROUGH: Witnessed bounce-out or pass-through will be re-shot. Contact the Range Officer. ROBIN HOOD: 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 the 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 arrow falls in front of shooter or to the side and is retrievable without moving your position from the shooting stake, it may be retrieved, but only after being permitted from range/safety officer.</p>
NGB RULES	<p>IBO - http://www.ibo.net/2021%20IBO%20Rules%20(1).doc</p>

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

AIR PISTOL RULES

Check-In

- All pistols and ammunition must be checked and approved prior to use in competition.
- External air sources will be stored in range safety designated areas.

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. Pellets – Only flat nosed, wad-cutter style pellets in .177 cal. may be used in slow fire bullseye and single-shot rapid fire courses of fire.
3. Break barrel pistols are allowed in State Competition events (such as the Air Venturi V10 Target and Stoeger XP4), but competitors are reminded that no break barrel pistols are allowed at 4-H National Events. Break barrels 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 option.
5. All air guns manufactured with safeties must be intact and functional.
6. Ranking of scores will be done by age groups. If a competitor chooses to shoot in a position that is more advanced, they will still be scored alongside their designated age group (JR, INT, SR).

Air Pistol Courses of Fire

AIR PISTOL SILHOUETTE

TARGET	1/10 scale, metallic silhouettes.
DISTANCE AND COURSE OF FIRE	Standard distances: 10 chickens - 10 yds., 10 pigs – 12.5 yds., 10 turkeys - 15 yds., 10 rams - 18 yds. in banks of 5 targets and shooting left to right on each bank of targets. If a tiered target support system is used, 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 event will be conducted using modified range distances. ALL silhouettes will be placed at 10 meters for

	the 2023 State Match. Juniors may conduct a reduced course of fire (20 target engagements) as determined on-site by the shooting sports coordinator.
TIME LIMIT	30 second ready time and 2 ½ minutes firing time for each bank of 5 targets. Juniors may be allotted extra time at the shooting sports coordinator's discretion.
APPROVED PISTOLS	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). No restrictions on the magnification power of scopes. Optical devices cannot project a beam on silhouettes. Triggers must be safe as determined by the shooting sports coordinator.
SHOOTING POSITION	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 may fire using two hands on the pistol. Hands and wrists are allowed to touch. Juniors will fire from the seated, supported position. Elbows and arms may touch the table. Artificial secondary barrel support is authorized. Bipods or any permanently affixed support devices to the pistol are not allowed.
SCORING	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 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.
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.
NGB RULES	NRA Pistol Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf

SLOW FIRE -BULLSEYE

TARGET	NRA B-40.
SCORING	Traditional bulls-eye scoring 10 ring format. Targets will be scored by range shooting sports coordinator designated scoring committee members.
DISTANCE	10 meters.

COURSE OF FIRE	40 shots total. 5 shots per target. Must load a single pellet for each shot. Juniors may conduct a reduced course of fire (20 shots) as determined on-site by the shooting sports coordinator.
TIME LIMIT	Preparation and unlimited sighting – 10 minutes. 40 shots for score – 40 minutes. Time restriction does not include time required for range safeties to change targets (approximately 10 minutes per match).
EQUIPMENT	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)
SHOOTING POSITION	Seniors: Competitor must stand without any artificial or other support, with both feet completely behind the firing line. Pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support. Intermediates: Competitor must stand without any artificial or other support, with both feet completely behind the firing line. Pistol may be held and fired with one (1) or two (2) hands. Wrists and hands are allowed to touch. Juniors: Competitor will fire from the seated position, with both feet completely behind the firing line. Pistol may be held and fired with one (1) or two (2) hands from a supported position. Wrists and hands are allowed to touch. Barrel is not allowed to be directed supported by artificial means, though the competitor's hands, wrists and elbows are allowed to touch the table and/or an artificial support.
TIES	USAS General Technical Rule 6.15.1. <ol style="list-style-type: none"> 1. The highest number of inner tens. 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. 3. If not yet broken, refer to 6.15.1 for further details.
NGB RULES	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at http://www.usashooting.org/7-events/usasrules i.e., USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

AIR RIFLE EVENTS

Check-In

- All rifles and ammunition must be checked and approved prior to use in competition.
- External air sources will be stored in range safety designated areas.

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. Pellets – Only flat nosed, wad-cutter style pellets in .177 cal. may be used in competition.
3. Eye protection is mandatory, hearing protection is recommended, but its use is at the competitor's option.
4. All air guns manufactured with safeties must be intact and functional.
5. Ranking of scores will be done by age groups. If a competitor chooses to shoot in a position that is more advanced, they will still be scored alongside their designated age group (JR, INT, SR).

NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

TARGET	NRA AR 5/1.
DISTANCE	10 meters (approximately 33 feet).
COURSE OF FIRE	Seniors: 60 record shots – 20 shots prone, 20 shots standing, 20 shots kneeling, fired in this order. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules. Intermediates and Juniors: 30 record shots - 10 shots prone, 10 shots kneeling, 10 shots seated with table support of elbows but no artificial support of the barrel allowed, fired in this order.
TIME LIMIT	Seniors: 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 will be 10 minutes before match time. Intermediates and Juniors: Prone – 10 record shots in 20 minutes, Kneeling – 10 record shots in 20 minutes, seated with table support – 10 record shots in 20 minutes. Preparation period will be 10 minutes before match time. Time limits do not include the time required for range safeties to change targets.

<p>APPROVED RIFLES</p> <p>See National Standard Three Position Air Rifle Rules, 4.2/4.8</p>	<p>Standard: 4.2.1, The ONLY approved rifles/air Rifles for Sporter Class air rifle competitions are the 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 match. For additional details, see the What's New for 2023 section. Precision rifles not allowed.</p>
<p>CLOTHING</p>	<p>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</p>
<p>NGB RULES</p>	<p>CMP 2020-2022 National Standard Three-position Air Rifle Rules, 13th Ed. https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/</p>

NRA SPORTER AIR RIFLE SILHOUETTE

<p>TARGET</p>	<p>1/10 scale, metallic silhouettes.</p>
<p>DISTANCE AND COURSE OF FIRE</p>	<p>Standard distances: 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. If a tiered system is used, bottom bank will be shot first, top bank last. All Senior and Intermediate Air Rifle Silhouette shooters must load and cock their own rifle. 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 event will be conducted using modified range distances. ALL silhouettes will be placed at 10 meters for the 2023 State Match. Juniors may conduct a reduced course of fire (20 target engagements) as determined on-site by the shooting sports coordinator.</p>
<p>TIME LIMIT</p>	<p>30 second ready time and 2 ½ minutes firing time for each bank of 5 targets. Juniors may be allotted extra time at the shooting sports coordinator's discretion.</p>
<p>APPROVED RIFLES</p>	<p>Rifles that qualify for 3-P match use (sporter designation) are authorized for use in the Silhouettes Match. Rifles will not weigh more than 11 lbs. with scope. Iron sights and/or optical sights are authorized. No restrictions on the magnification power of scopes. Optical devices cannot</p>

	project a beam on silhouettes. Triggers must be safe as determined by the shooting sports coordinator.
SHOOTING POSITION	Seniors and Intermediates: 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 Senior and Intermediate Air Rifle Silhouette shooters must load and cock their own rifles. Juniors have the option of firing from the kneeling position. No rifle stands, gloves or shooting boots/shoes are allowed. One sweatshirt is allowed to be worn if desired.
SCORING	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 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.
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.
NGB RULES	NRA Rifle Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf

HUNTING SKILLS EVENTS

Check-In

- All bows and arrows must be checked and approved 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 one of their own.

Equipment Standards

	PERMITTED	NOT PERMITTED
RECURVE AND COMPOUND BOWS	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kisser buttons permitted; participants may have as many sight pins as desired; torque compensators are permitted. 60 lb. maximum draw weight. 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.
ARROWS	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.

Wildlife Identification

COURSE OF FIRE	Competitors will be asked to identify various wildlife based on proctor provided bones, fur, print, antler, horn and/or hair samples. General knowledge of wildlife environments, habits and historical precedence may also be a part of the examination.
TIME LIMIT	Competitors will be given between 30 – 60 minutes to complete the test based on their age classification.

EQUIPMENT	No outside equipment is allowed during the test, including but not limited to any and all communication devices such as cell phones and radios. Competitors will be provided a clipboard and writing utensil.
SCORING	Tests will be scored by the proctor administering the exam.

Archery 3-D ROUND

TARGET	3-D targets as selected and placed by the Range Officers
DISTANCE	Unmarked distances from 2 to 50 yards. Maximum distance for Juniors 25yds; maximum distance for Intermediate 35yds; maximum distance for Seniors 50 yds.
COURSE OF FIRE	1 arrow shot per 3-D target, 10 total targets. Red stake: JR recurve. White stake: Jr comp, Inter recurve Sr recurve. Blue: Sr comp. Inter Comp. Archer must have a part of the body touching the stake when shooting. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through all the target stations. You may not glass the target from the stake after your shot. You may not adjust your sight after you have drawn and let down.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. Two-minute time limit to shoot once archer has reached the shooting stake. Lost arrow search is limited to two minutes 30 seconds.
SCORING	<ul style="list-style-type: none"> • Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal) • Second Vital Zone Ring = 10 points • Third Vital Zone Ring = 8 points • Any other part of animal in non-vital area = -5 points (negative points for a wounding, non-kill shot) • TIE BREAKERS: Number of 11's, 10's, 8's, 5's, in order. <p>Bounce out / pass through: Witnessed bounce-out or pass-through will be re-shot, contact the Range Safety. 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 the arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Arrows going beyond the 3 meter line will count as a shot arrow. Exception: If arrow falls in front of shooter or to the side and is retrievable without moving your</p>

	position from the shooting stake, it may be retrieved, but only after being permitted from range/safety officer.
NGB RULES	IBO - http://www.ibo.net/2021%20IBO%20Rules%20(1).doc

Land Navigation

COURSE OF FIRE	First, competitors will navigate a course through the desert using only a compass. 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. Second, competitors will be given a US 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.
TIME LIMIT	Competitors will be given between 45 – 75 minutes to complete the land navigation course and written test based on their age classification.
EQUIPMENT	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.
SCORING	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 for the exam will score all tests.

MUZZLELOADER EVENTS

Check-In

- All rifles, ammunition, powder and caps must be checked and approved prior to use in competition.
- Powder and caps must be stored in approved containers, in approved quantities, while present at the match.

General Rules

1. NMLRA 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 must be adhered to while loading rifles.

Slow Fire Bullseye

TARGET	NMLRA 100 yard rifle target 100 YD-1.
COURSE OF FIRE	Seniors: 10 scoring shots on target placed at 50 yards; standing position. Intermediates and Juniors: 10 scoring shots on target placed at 25 yards, 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. Juniors may choose to fire from a seated, table supported position. No artificial, secondary rests are authorized. Elbows and arms may touch the table.
TIME LIMIT	40 minutes will be allotted for the match. Sighting shots taken are included in the allotted time.
EQUIPMENT	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 for wear during the match.
SCORING	All hits in the scoring ring 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 ten times, only their lowest scoring ten shots will be counted towards their overall score.

Bottles and Critters

TARGET	NMLRA Bottle Target B-1. NMLRA Charles Haffner 2795 Owl Hollow Target.
COURSE OF FIRE	Seniors: 10 scoring shots on target placed at 25 yards, standing position. Intermediates: 10 scoring shots on target placed at 25 yards, standing position. Juniors: 5 scoring shots on target placed at 15 yards. 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.
TIME LIMIT	40 minutes will be allotted for the match. Sighting shots taken are included in the allotted time.
EQUIPMENT	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 for wear during the match.
SCORING	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.

SHOTGUN EVENTS

Check-In

- Shotguns will be checked prior to the commencement of each course of fire at each field. Pre-competition equipment checks are not required.

GENERAL RULES

1. Release triggers are NOT permitted.
2. Ties will be broken by shoot-off for top 10 individuals 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. 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.
5. Practice targets on the shotgun ranges will have fees (cost/person) decided on by the host range.

SPORTING CLAYS

EVENT	25 target course.
TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of single or double (report and/or true pairs) targets as may be thrown at each station on the course.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Shoot-offs will consist of any number of targets of any combinations of singles, pairs, or true pairs according to NSCA rules.
EQUIPMENT	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 in this event. Factory loads are required.
LOADING GUN	Participants may not load gun unless in the station. Guns must be unloaded prior to leaving the station.
NGB RULES	National Sporting Clays Association (January 2021 Edition) http://nsca.nssa-nsca.org/wp-content/uploads/sites/7/2021/03/2021-NSCA-Rule-Book.pdf

SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	1 round, 25 targets.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
TIE-BREAKERS & SCORING	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 will forfeit the tie.
EQUIPMENT	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. Factory loads are required.
LOADING GUN	Participants may not load firearm unless on station and must unload firearm prior to leaving the station.
NGB RULES	National Skeet Shooting Association (2021 Edition) http://myNSSA.nssa-nasca.org/wp-content/uploads/sites/6/2016/03/2021-NSSA-Rule-Book.pdf

TRAP

EVENT	Standard ATA (American) trap (16-yards).
COURSE OF FIRE	1 round, 25 targets at 16-yards.
DELAY OF MATCH	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.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Individuals: 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 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.
EQUIPMENT	Any shotgun 12 gauge or smaller 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. All guns used by contestants must be equipped with a shell catcher device so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.

MAXIMUM VELOCITIES	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.
LOADING GUN	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.
MOVING BETWEEN STATIONS	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.
NGB RULES	Amateur Trap Association (September 2020 Edition) https://shootata.com/Portals/0/pdf/2021_Rulebook_web.pdf

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 Arizona 4-H Shooting Sports events 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. 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. Note this requirement is in addition to the form signed in Z-Suite during event registration.

Check-In

- All pistols competitors wish to use during any course of fire during the match must be approved during check-in.

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 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-RAPID FIRE BULLSEYE

TARGET	NRA B-8.
DISTANCE	25 yards.
COURSE OF FIRE	One 10 shot, 10 minutes slow fire round. Three 5 shot, 10 seconds rapid fire rounds. Rounds will be fired in the above order.
TIME LIMIT	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. Ample time to make ready will be provided during rounds.
EQUIPMENT	(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.
SHOOTING POSITION	Seniors: One-hand standing. 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.
NGB RULES	NRA Precision Pistol Rules (January 2020 Edition) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf

SMALLBORE HUNTER PISTOL SILHOUETTE

TARGET	½ scale metallic silhouettes or TQ-14 paper target.
DISTANCE AND COURSE OF FIRE	Standard distances: 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards. 40 record shots completed in banks of 5, shooting from left to right. Note: this years match will utilize the TQ-14 silhouette paper target set at 25 feet rather than the use of steel targets at the above distances. Competitors will be given 10 minutes to engage 20 targets.
FIRING ORDER	If steel targets are used, 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.
TIME LIMIT	30 second ready time and 2-minute firing time for each bank of 5 targets. If a TQ-14 paper target is used, competitors will be given 10 minutes to engage 20 targets.
EQUIPMENT	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 .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.
SHOOTING POSITION	Seniors: 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) 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. 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.
SCORING	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.
TIE BREAKER	Tie scores for the top 10 individuals 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 shot.
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.
NGB RULES	NRA Pistol Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7824/nra-silhouette-pistol-rulebook.pdf

SMALLBORE RIFLE EVENTS

Check-In

- Rifles competitors wish to use during any course of fire during the match must be approved during check-in. A maximum of two rifles are authorized to be checked in.

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.
3. Official weight of a rifle will be determined with the magazine inserted in the rifle. Triggers must be capable of lifting and supporting a 3.0lb weight without firing. Triggers which break as the weight is lifted are not authorized.
4. Silhouette match will use the TQ-14 paper target shot at a distance of 50 feet. 40 rounds scored, 1 round per animal. 2.5 minutes per 5 targets.
5. NRA 3 Position will be a half match. Target will be A-23/3. 30 rounds will be scored, 5 rounds per bullseye. Prone- 10 minutes, Kneeling- 15 minutes, Standing- 20 minutes.
6. No coaching/coaches on firing line, parents and/or coaches are required to stay behind the spectator line.
7. No cell phones, radios, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition.
8. Competitors are limited to checking in a maximum of two firearms for the match. Chief range officer may verify a backup firearm, if needed, while on the range.
9. Magazines may not be used as a palm rest.
10. Coaches will be back behind the shooting area at a distance, as designated by the range safety, 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 a 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.
11. Coaches will not be in the shooting area during the preparation or shooting periods.
12. Please note during registration how your shooters should be paired for silhouette.

13. Spot check of equipment may take place on the range prior to, during, or after any match. Chief Range Officers may verify check-ins on the range. Spot checks prior to or following any competitive event are permitted and likely. Competitors whose equipment does not meet the event standards will be given an opportunity to adjust or to modify equipment to bring it into compliance prior to a second check. Equipment failing to meet specifications during on-range spot checks or after a match will result in disqualification.

SMALLBORE SILHOUETTE RIFLE

TARGET	1/5 scale metallic silhouettes or TQ-14 paper target.
COURSE OF FIRE	Standard distances: 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards and 10 rams at 100 yards. If paper targets are used, two TQ-14 targets will be set at 50 feet. Targets will be engaged left to right. Note: the 2023 match will be using the TQ-14 paper target, not steel silhouette targets.
TIME LIMIT	Steel targets will be allotted 15 second ready time and 2 ½ minutes firing time per bank of 5 targets. Paper targets will be allotted 2 ½ minutes per 5 targets (10 minutes per sheet, 20 minutes total for the 40 target match).

EQUIPMENT	NRA smallbore silhouette rifle rules (rule 3.2). Max weight- 10 pounds 2 ounces including sights and empty magazine. Any sights, telescopic or metallic, any safe trigger, barrel no longer than 30 inches. Chassis type firearms are allowed, but must meet weight limits and magazines may not be used as a palm rest, no muzzle devices barrel porting of any type or flash suppressors will be allowed. 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 will be permitted. 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 at 4-H National events. No gloves are permitted.
AMMUNITION	Only factory loaded .22 caliber - short, long or long rifle. Hot loads, such as "Stingers" are not permitted.
SHOOTING POSITION	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 or behind depending on range layout) with rifle muzzles across the firing line. Juniors will fire from the seated supported position; elbows and arms allowed to touch the table. No artificial, secondary barrel rests authorized.
SCORING	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. Shot holes must break the outside line of the animal shape, an official plug will be used to confirm to close to call shots. 10 points per hit animal in proper sequence are scored as hits. Targets hit out of order will be scored as misses.

TIE BREAKER	Tie scores for the top 5 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 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 shot.
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.
SCORING & RESETTING	Contestants may 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 is asked. Parents and coaches will not be allowed on the range for resetting targets.
NGB RULES	NRA Rifle Silhouette Rules (January 2020 Edition) https://competitions.nra.org/media/7825/nra-silhouette-rifle-rulebook.pdf

NRA THREE-POSITION

TARGET	A-51 paper target.
COURSE OF FIRE	Seniors: Ten shots in each position – prone, standing, and kneeling – fired in that order at 50 yards; 30 total record shots. Juniors: Ten shots in each position – prone, kneeling and seated, supported (elbows and arms allowed to touch the table, no barrel supports authorized) – fired in that order at 50 yards; 30 total record shots. Fouling or sighting shots are permitted after the commence firing command. When the first sighting shot hits below practice line, the competitor will inform the range safety of the shot before firing another shot. The range safety will indicate the location of the bullet hole. No such claim will be allowed after more than one shot has been fired on target. Alibis- Refires allowed through faulty range procedure or weather only. Additional time may be allowed, equal to the time lost because of defective cartridge, disabled rifle or malfunction. Early or late shots fired before commence fire command or after cease fire. The shots of the highest value on target, equal in number to those fired in error will be scored as misses. Cease fire, actions open and wait for further instructions. Target A-23/3. 3 targets will be posted on each stand for each position. Top left-standing, Middle right-kneeling, Bottom left- prone. 5 shots per bullseye. No limit to the amount of sighter shots taken above the practice line, must wait for the commence firing command, will be done during the timed competitive event.
TIME LIMIT	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.

EQUIPMENT	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. If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time. One round allowed in the rifle at a time. Shooters must be in position before loading their rifle. No competitor will exchange his rifle during any match, unless it has become disabled and has been so designated by a range safety. A claim that a rifle is disabled must be made immediately. All shots fired up to the claim made will stand. Improperly adjusted sights will not constitute a disabled rifle. Precision shooting attire such as shoes, jackets and pants are not authorized. Off-hand shooting stands are allowed for use in kneeling and standing positions.
SIGHTS	(3.7) Metallic sights, non-corrective. Optical sights of any type are not authorized.
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition.
SHOOTING POSITIONS	All shooting positions will be governed by NRA Smallbore 3-position guidelines. Kneeling roles 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.
SCORING	Targets will be scored by shooting sports coordinator designated scoring committee members.
NGB RULES	NRA Smallbore Rifle Rules (Revised January 2020) https://competitions.nra.org/media/7745/nra-smallbore-rifle-rules.pdf

