

**2017**

**North Dakota**

**4-H  
Shooting Sports**

**Center for 4-H Youth  
Development**



**NORTH DAKOTA 4-H SHOOTING  
SPORTS MATCH  
GUIDELINES**

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**North Dakota 4-H Shooting Sports Regional  
or State Match**

**GENERAL MATCH RULES (2/2017)**

The following rules will be used in all North Dakota 4-H Shooting Sports Invitational Matches. They follow the guidelines developed by the National 4-H Competitive Shooting Sports Program and supersede any others.

- 1. Who May Compete** - All bona fide, active, North Dakota 4-H Shooting Sports members are eligible to compete in North Dakota 4-H shooting sports events, subject to limitations which may or may not be imposed by the specific event. Participants must be enrolled members, attend a 4-H training, and be proficient in their discipline before they can compete at the state level.
- 2. Basic Proficiency** - By entry in these events, the team coach or shooting sports program coordinator is verifying that the youth entered are knowledgeable and proficient in the safe use of the equipment and the fundamentals of the event. This is not their first experience.

Match and/or range officials may dismiss or disqualify a participant if he/she believes the participant does not demonstrate the basic proficiency and knowledge required.

- 3. Age Requirement** – Contestant must have already passed his/her 8th birthday, and may not have passed his/her 19th birthday as of **January 1** of the year in which the State/Regional 4-H Competitive Event is held. Minimum age for state meet participation is listed below.

	<b><u>Minimum Age:</u></b>	<b><u>Age Divisions</u></b>	
For small bore rifle:	11 years old	Junior (11-13)	Senior (14-18)
For shotgun	11 years old	Junior (11-13)	Senior (14-18)
For muzzleloader	11 years old	Junior (11-13)	Senior (14-18)
For archery and air rifle	8 years old	Beg (8-10) Jr (11-13)	Senior (14-18)

Firearm participants must be 11 years old and have taken a state hunter education/safety course.

**4. Team Restrictions-** A county can have more than one team in any division. However, a team may only participate in one age division of same age or older. A member can only participate on one team of the same event. Senior team mates are not to coach each other during a contest.

**5. Team Composition** - Teams are composed of four individuals. The highest three scores are computed for the first team with the fourth individual lowest score dropped. The next four individuals' scores are used in designating the second county team. Counties with less than 3 competitors are not eligible for team awards. With prior notice given to the state coordinator, a county can request to add members from another county to make a team. Teams that are comprised of more than one county (coop) can be eligible for national competition. Teams comprised of multicounty members are not permitted for purposes of team improvement.

**6. Individual participation** - A county does not have to send a complete team to compete in the State or Regional Invitational Match. Individuals may participate and are eligible for individual recognition and any subsequent event they may qualify for. An individual **MUST BE UNDER** the supervision of a certified 4-H instructor even if one is not available in the county.

**7. Team representation** - No shooter may represent more than one county's shooting sports program in any given event. All members or any team in 4-H events must meet the eligibility requirements, including enrollment in the shooting sports program as per sponsoring county.

**8. Event participation** - A member may participate in more than one category of competition with approval from the state 4-H Shooting Sports Coordinator.

**9. Medical Consent Form & Adult Supervision** - It is the responsibility of each team coach to verify with their local extension office that each participant has completed the appropriate ND health and code of conduct, medical and media releases, and shooting sports parent consent, liability waiver/assumption of risk forms for each of their participants. The health/medical release forms must be with the coach at the time of check in at any North Dakota 4-H Shooting Sports Match. All volunteers accompanying the team must also have completed health forms. Range officers or other event staff at any shooting event must have immediate access to these forms any time youth are participating in an event. The assumption of risk/liability waiver form must be on file at the home office. (See 4-H Shooting Sports Risk Management Handbook)

North Dakota 4-H Shooting Sports Program is not responsible for the medical authorization and health history of the participants.

**10. Awards** - Awards will be presented to top three teams and highest scoring individual in each event, category or discipline. Individual medals for the overall event will be given. An overall state county champion trophy may also be presented if enough teams are entered for each category as determined by tournament director.

**11. Safety** - Safety must be the number one priority of range personnel, participants, and spectators. Standard accepted safety rules will be followed at all times, special safety considerations will be announced at each venue. The Match Director, Range officers, or other event staff may dismiss anyone from the range for unsafe behavior. The score may be forfeited, participant disqualified, or spectators barred at the discretion of the range staff. Range commands are expected to be followed. No “over the shoulder” carries.

Clean bore indicators are required. The CBI or ECI must extend 3 inches beyond the muzzle with actions open or a device placed in the open action. These should be used in muzzleloader, rifle, shotgun, and pistol.

It is expected that:     **Muzzles pointed in a safe direction at all times.**  
                                  **Actions are open and empty.**  
                                  **Trigger locks, gun cased, and fingers off until on the range**

A contestant may not uncase or handle a firearm for purposes other than competing in the match.

**12. Eye and Ear Protection Requirement** - Eye and ear protection is required for all firearm events. All shooters and other persons on or in the immediate vicinity of the firing line, including coaches, range officials and any spectators must wear adequate eye protection (glasses or goggles) and ear protection. The equipment must protect both eyes. Eye protection is required for air and firearm events; and is recommended but not required for archery events.

**13. Coaches** - Each team shall be officially represented by only one coach. The coach can represent more than one team within that counties program. This coach is the only adult that permitted to discuss procedures, ask questions, or advocate for his/her team with range officials. This coach should be designated on the entry form. Senior team mates cannot coach each other.

**14. Coaching** - As a general rule, limited coaching is permitted. However coaching must never disturb other participants. Each county/team is limited to 1 “coach” per event. A coaching line will be established on each range - behind the shooters area and firing line and separate from the spectator area. Except during preparation time, coaches are to stay behind the firing line and in the coaching area.

Coaches may assist the senior division shooter during prep time only. Once shooting for record begins, no coaching is permitted unless the shooter asks permission from the range officer. Any request for coach assistance must be initiated by the shooter; the coach may not initiate contact with the shooter. The shooter will put down their equipment, make it safe, leave the line, and then go talk to their coach. Coaches may ask the line officer to have their pupil come back to talk, but is not to initiate contact with the shooter.

Coaches may not handle firearms or equipment after the match begins nor advance to the firing line unless authorized by the range officer. A coach may set up his/her own spotting equipment. Specific coaching instructions may be issued at the range for each event.

**Spotters and Scorers in Silhouette Matches** – State team members will be split into different relays to permit shooters to spot for one another. Teams with three competitors may have one of the original pair spot for the third team member. Quiet conversation between the spotter and the shooter is permissible. An official scorer, either from another team or an event official will be assigned as an official scorer. Match directors will provide instruction as needed for scorers.

**15. Smoking** - No smoking is permitted on or near the firing lines or in any situation where the smoke constitutes interference to shooters. Smoking will only be permitted in designated areas. Smoking by minors is prohibited by law and is not permitted at any time.

**16. Alcohol Policy** - No alcoholic beverages may be consumed on the grounds during an event. Violation of this policy is grounds for ejection from the grounds.

**17. Dress Code** - Participants are expected to dress appropriately. Team uniforms or shirts with 4-H or ND Shooting Sports logos are encouraged. Both young people and adults should wear attire appropriate for the weather while remaining modest and socially acceptable. Closed toed shoes should be worn for all events. No sandals.

Team shirts or apparel can be customized with the North Dakota Shooting Sports logo or a 4-H logo. The 4-H logo is trademarked so its appearance cannot be altered in any way. A team or sponsor name cannot be written across or through the logos. It must also be clear that we are identifying sponsors. We cannot endorse sponsors.

Clothing with sexually suggestive wording or graphics; and alcohol or tobacco advertisement is not appropriate. Range officials have the final word concerning the dress code and may announce or address specific cases. All shooters and coaches should remember that they may be having photographs taken or be asked to interview for the media.

**18. Behavior and Sportsmanship** - All participants and spectators are expected to demonstrate the highest level of sportsmanship, supporting the objectives and ideals promoted by the 4-H program in general and the 4-H Shooting Sports Program in particular. Shooters or coaches will render aid and/or testimony if asked to do so by any match official. All participants and observers are expected conform to the Code of Conduct as supplied, not only to the letter, but to the intent.

#### **Cell Phones and Other Electronic Devices**

Except in an emergency situation, cell phones, radios, or other electronic communication devices may not be used on or in the immediate vicinity of competitive ranges during active competition.

**19. Rules** - Knowledge of procedures and rules – Where possible, each of the state events have been associated with a National Governing Body (NGB). **Exceptions to any NGB rule is noted in the “Synopsis”.** 4-H retains the right of our match directors to modify contests to better accommodate safety or individuals in the contest. It is the shooters and coach’s responsibilities to read the NGB rule book and understand the procedures used in each event and comply with

the rules and standards of the events. The 4-H Match Guidelines are the defining guidelines for any 4-H match. Questions are encouraged to clarify any areas of misunderstanding or ignorance. Ignorance of the rules in any event does not obviate their existence. Shooters are responsible for knowing the rules of their event and staying within them. Learning the rules of the events is part of the educational process for shooting sports participants.

**20. Physically Disabled Shooters** – A shooter who because of physical disability cannot fire from one or more of the prescribed shooting positions outlined in these rules, or who must use special equipment when firing, is privileged to petition to the Match Director for permission to assume a special position or to use modified equipment or both. This petition will be in the form of a written request from the person concerned to the Committee (match director) outlining in detail the reasons why the special position must be assumed or the special equipment must be used. The petition will be accompanied by pictures of the shooter in the position desiring approval and, if special equipment is required, the picture will show how this equipment is used. The petition and all pictures must be furnished in exact duplicate. The petition must be accompanied by a medical doctor's statement if the physical disability is not completely evident in the pictures submitted.

Holders of current NRA authorizations will be honored as valid authorizations but the Match Director must be informed at earliest date possible and not later than at the time of entry.

(a) Each petition will be reviewed by the 4-H Match Committee or other governing body. The Committee may require additional or supplementary statements or pictures. After review the *Match Director* will be instructed by the committee to issue special authorization to individuals who submit petitions and pictures which have been approved. Such certificates will have necessary pictures attached.

(b) Shooters who have received special authorization will be required to carry them when competing and to present the certificate when requested by officials of the match.

In the case of a protest involving the position or the equipment used by such a shooter, range officials will compare the questioned position or equipment with the certificate and photographs presented by the shooter.

*Requests for accommodations to the 4-H Shooting Sports state coordinator are made as soon as the participant is registered so that resources can be provided for the event.*

**21. Match Committee** - Membership must be comprised of minimum three and maximum of five certified instructors in the discipline event. The committee will work with the state coordinators to certify ranges, apply state match guidelines, shooting sports policy, and to address match challenges and protests. Members of the committee can convene at any match. No member shall have a conflict of interest with a team or individual bringing forth an issue.

**Challenges** – In air and firearm events, participants may review their own targets and challenge the scoring. Once targets have been scored, they will be available for review by shooters for a period of 30 minutes unless otherwise posted. Upon completion of that time period, the scores may no longer be challenged. For archers, scoring must be settled before

signing the score card and pulling the arrow. A range officer must verify the score and can ask another range officer for assistance. If agreement cannot be reached, the match committee will review the challenge and pronounce their findings to the challenger.

**Protests - *Competitors only*** (no adults), may protest;

- a) An injustice they feel has been done to them individually;
- b) The conditions under which another competitor was permitted to fire;
- c) The equipment another competitor was permitted to use.

**How to protest** – Official protests may be filed in the following order to seek redress of alleged wrongs.

- a. Range Officer – The protest is made orally to the chief range officer or other official present on the range. If not satisfied with that immediate decision;
- b. Match Director – The protest may be started orally to the match director, indicating the decision of the range officer.
- c. The director will investigate and provide a determination. If not satisfied with this decision,
- d. Match Director/Committee – The protest must be submitted in writing to the Match Director, within one hour of the conclusion of the event. The match committee will consider the statement, may ask questions of the shooter and range officials and will render a decision in an expeditious manner. Coaches, parents, and other parties may not participate in the process. The decision rendered by the committee is final and no further appeal is possible.

**25. Equipment** -Equipment is allowed as indicated in match guidelines. Safety equipment such as hearing protection and glasses must be worn as appropriate.

It is suggested that all rifles and shotguns use an ECI (Empty Chamber Indicator) or have the bolt, or breech plug removed and action open when the gun is not being fired.

**26. National Qualification** – Teams that have the highest overall event score qualify for the National 4H Invitational in the following year. Events must meet the qualifying criteria of a three-team qualification. Events that do not have enough teams for state competition may qualify individuals for the national match by placing an individual in a qualifying event or by choosing the highest placing four individuals at the state match. The individual's qualifying event must be approved by a state coordinator and conducted by a certified instructor not related to the youth. Generally, a score equal to the 12<sup>th</sup> place national team or 20<sup>th</sup> place individual in the preceding year will be the qualifying score. This is based on 25 national teams with 50 individuals competing.

# 2017-18 North Dakota 4-H Shooting Sports

## Event Synopsis

This Synopsis outlines the events and specific requirements for the 2017-18 4-H Shooting Sports State events. North Dakota 4-H Shooting Sports follows the guidelines and policies for National 4-H Competitive Events as established by National 4-H Headquarters, National Institute of Food and Agriculture (NIFA) at the United States Department of Agriculture (USDA). ***For additional pertinent information for participants and coaches, see the 2017 4-H Shooting Sports National Championships GENERAL RULES. Some events may be updated throughout the year, we will follow the updates when sufficient time is available for participants to learn and practice those changes.***

### EVENTS AT-A-GLANCE

The 4-H Shooting Sports National Championships consists of 9 disciplines with 3 events in each:

Discipline	Event 1	Event 2	Event 3
Archery Compound	FITA Round (1/2 FITA)	Field Round (1/2 Field Round)	3-D Round
Archery Recurve	Field Round (1/2 Field Round)	FITA Round (1/2 FITA)	3-D Round
Air Pistol	Timed Fire/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
Hunting	Wildlife Identification and Management LF – Archery	Hunter Decision-Making LF – Smallbore Rifle	Hunter Skills LF –Sporting Clays
Muzzle-Loading	50 Yard Bullseye	25 Yard Novelty – Bottles and Haffner Critters Combo	Muzzleloading Rifle Silhouette
Shotgun	Sporting Clays	Skeet	Trap
Smallbore Pistol	Slow-Fire Bullseye – Single Stage	Smallbore Hunter Pistol Silhouette	Single Shot (Rapid Fire)
Smallbore Rifle	NRA Smallbore Silhouette Rifle	CMP Rimfire Sporter Rifle	NRA Three-Position



## North Dakota State 4-H Archery Events

### **EQUIPMENT STANDARD:**

**All equipment and events comply with the 4-H National Invitational**

### **ARCHERY EVENTS RECURVE AND COMPOUND**

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

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 National 4-H Shooting Sports Invitational uses one standard for equipment – for **all events**. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted. No “sky-drawing” is allowed. One warning only.

#### **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 kisser buttons 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. Lenses of any type 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; 6 grains arrow weight per pound bow peak draw weight.	No arrows larger than 27/64ths in diameter are permitted.

### **ARCHERY EVENTS**

#### **FITA ROUND (1/2 FITA)**

<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>	2 ends of 5 arrows each from 60 and 50 meters; 2 ends of 5 arrows each from 40 and 30 meters.

<b>TIME LIMIT</b>	4 minutes per arrow end
<b>SCORING</b>	10 pts. -1 pt. from the center outward. Compound teams will score inner 10's as Xs. Ties will be broken by the number of #10's first, then #X's, #9's, #8's etc. until tie is broken.
<b>NGB RULES</b>	World Archery Federation / Target
<b>INFORMATION</b>	<a href="http://www.archery.org/content.asp?id=5009&amp;me_id=827">http://www.archery.org/content.asp?id=5009&amp;me_id=827</a>

### **FIELD ROUND (1/2 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 50 yards
<b>COURSE OF FIRE</b>	10 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 follow NGB rules.
<b>NGB RULES</b>	National Field Archery Association
<b>INFORMATION</b>	<a href="http://www.nfaa-archery.org/field/styles.cfm">http://www.nfaa-archery.org/field/styles.cfm</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 <input type="checkbox"/> recurve maximum distance: 40 yards, <input type="checkbox"/> Compound maximum distance: 50 yards
<b>COURSE OF FIRE</b>	30 targets, one arrow per target
<b>TIME LIMIT</b>	Participants will move through the course expeditiously and avoid delays. 2 minutes 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. <input type="checkbox"/> +10 pts.      Center shot ring • +8 pts.      2 <sup>nd</sup> ring • +6 pts.      3rd ring • +5 pts.      Any other body shot or bounce off • 0             Misses or hit in horns or hoofs • +1 pt.      For an X ring  Ties will be broken by the number of highest number of Xs, then number of 10s, 8s, etc.
<b>NGB RULES</b>	IBO

**INFORMATION**

[http://www.ibo.net/pdf/2013/IBO\\_RULES\\_2013.pdf](http://www.ibo.net/pdf/2013/IBO_RULES_2013.pdf)

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.

**North Dakota State 4-H State 300 Round Guidelines**

This is a popular round that is nearly identical to those shot by other local and national archery groups. It is a round that is often shot during archery club leagues.



Participants can choose to shoot the single 40 cm spot face or 5-spot target. Scoring on the single-spot is X-5-4-3-2-1 and scoring on the 5-spot is X-5-4, with any arrow missing the scoring rings awarded a score of 0. An archer does not have any requirement to shoot an arrow in each of the five bulls. An archer may choose to complete his end with any numbers of arrows placed as desired.

[http://www.stlbowhunters.com/leaguescoring\\_a\\_300\\_rd.htm](http://www.stlbowhunters.com/leaguescoring_a_300_rd.htm)



During the round a participant will shoot 70 arrows total - 10 for warm up and 60 for score. Arrows are shot in a group of 5 called an 'end'. A perfect score is 300 with 60 X's.

The distances that participants shoot at are 20 yards for Seniors (14-18 yrs.), 15 yards for Juniors (11-13), and beginners (8-10).

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**AIR PISTOL EVENTS**

All events are "single pistol" matches, meaning participants are to shoot the entire course of fire of that event with the same pistol. No pistol changes will be allowed between stages. Only one pistol per shooter allowed on the line. 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.

<b>SINGLE SHOT – RAPID FIRE (OR Duel Fire) TARGET</b>	Orion 1 Bull air pistol target. The scoring rings are equivalent to the ISSF air pistol target (or B-40)
<b>SCORING</b>	Orion Scoring System, operated by National event staff
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	Total of 40 record shots; <b>8 series</b> of 5 shots; 5 shots per bull. Refer to Range Commands and Procedures below
<b>TIE BREAKERS</b>	In the following order – Xs, 10s, etc.
<b>TIME LIMIT</b>	Duel: <b>8 series</b> of 5 shots with each shot fired in 3 second intervals. Refer to Range Commands and Procedures below.
<b>EQUIPMENT</b>	Same as allowed/described for Slow Fire - Bullseye event Any .177 caliber (4.5 mm) air pistol weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces, metallic sights only. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having inside dimension of 420mm x 200mm x 50mm (Approximately 16.53" x 7.87" x 1.96"). Pellets must be single loaded.
<b>SHOOTING POSITION</b>	One hand, standing
<b>NGB RULES</b>	NRA International Style Pistol Rules CI16500 (2013 Edition) <a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/IntlPistol/intl-pist-book.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/IntlPistol/intl-pist-book.pdf</a>

## **SLOW FIRE -BULLSEYE**

<b>TARGET</b>	NRA B-40 or B-40/4
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	40 shots, 10 shot strings, 5 shots per bull
<b>TIME LIMIT</b>	1½ minute per record shot (15 minutes per string) 10 min preparation time, 15 min for unlimited sighting shots.
<b>EQUIPMENT</b>	Any .177 caliber (4.5 mm) air pistol weighing less than 3.3 pounds with a trigger pull of at least 17.6 ounces, metallic sights only. Overall size is limited to those that will permit the pistol to be enclosed completely in a rectangular box having inside dimension of 420mm x 200mm x 50mm (Approximately 16.53" x 7.87" x 1.96"). Pellets must be single loaded.

<b>SHOOTING POSITION</b>	One hand, standing
<b>RULES</b>	NRA International Style Pistol Rules CI16500 (Most Recent printing)
<b>INFORMATION</b>	<a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/IntlPistol/intl-pistbook.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/IntlPistol/intl-pistbook.pdf</a>
<b>TIE BREAKERS</b>	Number of X's, 10's, etc. until ties are broken. Unresolved ties will be broken with shot-by-shot shoot-offs.

## 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 caliber .22 or smaller 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>	Any target knocked over or knocked off the stand in sequence is scored as a hit (+1). Targets missed, spun but not knocked down, or hit out of sequence is scored a miss (0).
<b>RULES</b>	NRA Pistol Silhouette Rules CS16830 (Most recent printing)
<b>INFORMATION</b>	<a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-p/sil-pbook.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-p/sil-pbook.pdf</a>
<b>TIE BREAKER</b>	Ties will be broken first by total number of rams counted for score. If a tie remains, then by the total number of turkeys; then by number of pigs, and then by number of chickens
<b>SPOTTER</b>	Each shooter may have one spotter with them on the firing line who may have scopes and 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 must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line.

## 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>	NC 5/10
<b>DISTANCE</b>	10 meters or 33 feet
<b>COURSE OF FIRE</b>	3 x 20. 20 shots each position: prone, standing, and kneeling in that order; (60 record shots)
<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.
<b>EQUIPMENT</b>	.177 caliber air rifles may not exceed 7.5 pounds; metallic sights are permitted; trigger pull must be a minimum of 1.5 lbs.
<b>APPROVED RIFLES</b>	Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/887 (CO2), Crosman M2000(CO2), Daisy XSV40 Valiant (compressed air), Crosman CH2009 (CO2 & compressed air) and the Air Arms T200 (compressed air) that has a non-adjustable cheek-piece and butt-plate.
<b>CLOTHING</b>	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. A pin or button may be used as a sling keeper in the prone or kneeling positions. Shooting shirts and 4-H shooting sports vests are permitted
<b>RULES</b>	CMP 2012-2014 National Standard Three-position Air Rifle Rules, 9 <sup>th</sup> Ed.
<b>INFORMATION</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>

### SPORTER AIR RIFLE EVENT (STANDING)

<b>TARGET</b>	NC 5/10
<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, Two stages of 20 record shots in 25 minutes.
<b>EQUIPMENT</b>	177 caliber air rifles under 7.5 pounds with metallic sights are permitted. Trigger pull must be a minimum of 1.5 lbs.
<b>APPROVED RIFLES</b>	Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/887 (CO2), Crosman M2000(CO2), Crosman CH 2009, Daisy XSV40 Valiant (compressed air) and the Air Arms T200 (compressed air) with/without a non-adjustable cheek-piece and butt-plate.

<b>CLOTHING</b>	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts
	are allowed.
<b>RULES</b>	CMP 2012-2014 National Standard Three-position Air Rifle Rules, 9 <sup>th</sup> Edition –except for course of fire as noted.
<b>INFORMATION</b>	<a href="http://www.odcmp.com/3P/Rules.pdf">http://www.odcmp.com/3P/Rules.pdf</a>

## NRA SPORTER AIR RIFLE SILHOUETTE

<b>TARGET</b>	1/10 scale, metallic silhouettes
<b>DISTANCE AND COURSE OF FIRE</b>	10 chickens at 20 yards, 10 pigs at 30 yards, 10 turkeys at 36 yards, 10 rams at 45 yards in banks of 5 targets and shooting from left to right on each bank of targets
<b>TIME LIMIT</b>	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
<b>EQUIPMENT</b>	Rule 3.3 (b) Sporter Air Rifle: Any unaltered factory sporter air rifle that is or was a catalogue item, readily available over the counter to the general public, weighing no more than 11 pounds, with scope and mounts. Rifles utilizing pre-charged systems of any kind other than 12.0 gram disposable CO2 units are prohibited.  National Invitational Match rules restrict this event to .177 caliber only.
<b>APPROVED RIFLES</b>	<b>In addition</b> to any rifle that meets the equipment requirement (3.3b) above, officials will allow the use of any rifle listed as approved for the Sporter 3-Position and the Standing air rifle matches.
<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.
<b>SCORING</b>	Targets knocked down or off the stand, in proper sequence, are scored as hits (1). Targets not knocked over or hit out of order will be scored as misses (0).
<b>SPOTTER</b>	Each shooter may have one spotter with them on the firing line who may have scopes and 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 must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line.
<b>RULES</b>	NRA Rifle Silhouette Rules CS16820 (most recent printing)

<b>INFORMATION</b>	<a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-rbook.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-rbook.pdf</a>
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## HUNTING SKILLS EVENTS

At the National 4-H Shooting Sports Invitational, all hunting skills events will be based on the content of the following resources:

- 4-H Shooting Sports Hunting curriculum
  
- NRA Hunters Guide  
[http://materials.nrahq.org/go/products.aspx?cat=Hunting\\_books\\_booklets\\_handbooks](http://materials.nrahq.org/go/products.aspx?cat=Hunting_books_booklets_handbooks)
  
- Federal Cartridge Company wildlife guides:
  - Illustrated Guide to Upland Birds
  - Illustrated Guide to Ducks, Geese and Swans
  - Illustrated Guide to Small Game and Furbearers
  - Illustrated Guide to Big Game[http://www.federalpremium.com/education/education\\_materials.aspx](http://www.federalpremium.com/education/education_materials.aspx)
  
- Host’s state’s game laws & Federal Laws – a very specific scenario will be provided (see information below) and will concern specific game species, no more than two species, and will be from the nonresident point of view. Only knowledge relevant to that scenario will be used for testing purposes; and only information found in the following online resources will be utilized at the 2013 event hosted by Nebraska:
 

(Online	&	Downloadable)	
			○
			○
			○
			○

This is a national hunting skills evaluation. Any species covered in the listed resources may be included in the contest, including any game or furbearing animal north of Mexico in North America. Participants may expect some focus on species found in the host state, but events will only include species found in the listed resources.

**Participants must provide:**

- |                                      |                 |                         |
|--------------------------------------|-----------------|-------------------------|
| Clipboard                            | Pens or pencils | Ruler or Tape           |
| Orienteering compass                 | Protractor      | Eye and Ear Protection  |
| Suitable field clothing and footwear |                 | Sunscreen (recommended) |



Shooting Equipment: Participants must provide their own archery equipment, firearms and ammunition for the live-fire events, but they must meet the restrictions listed below. No equipment is provided.

**Prohibited items:**

Radios	Cell Phones	Field Guides
Any equipment exceeding event guidelines		Range Finding Equipment (see below)

## HUNTING SCENARIO/HUNTER DECISION MAKING

<b>EVENT DESCRIPTION DECISION MAKING</b>	<p>This event is based on: ethics, safety, landowner relationships, Federal games laws &amp; regulations, and the host state game laws.</p> <p>Participants may be asked to demonstrate knowledge or skill and/or may be evaluated by an oral or written test. The desire is that any written testing will be as "objective" as possible rather than "subjective" in nature. Test may consist of: True/False, multiple choice, matching, short answer, fill-in the blank, ranking alternative choices or any other objective testing method the officials may choose. Any content of the listed materials above may be used in decision-making. In addition, participants may view videos of hunting situations and be asked "shoot or don't shoot" and "why."</p>
<b>2013 HUNTING SCENARIO</b>	<p>You are a 15-year-old from Michigan, a parent and yourself have successfully applied in the draw for archery Antelope in Nebraska for 2013. Having obtained your permits, you now have to start planning for your trip to Nebraska. You both must study Nebraska Game Laws and Regulations. Keep in mind while planning your hunt, the other options available in hunting additional game during your trip to Nebraska. Make sure that you study the Big Game Guide for your Antelope hunt as well as Upland Game Laws and Turkey Hunting Laws. Depending where your hunt takes you depends upon the additional options for harvesting a mixed bag of game. Knowing the laws will make you a more successful and safe hunter, improving your hunting experience while in Nebraska. Use the resources listed above in your preparation.</p>
<b>COURSE TIME LIMITS</b>	<p><u>Decision Making:</u> Twenty to 40 decision-making questions will be posed. Questions and testing procedure as determined by officials. Questions may take a variety of forms.</p> <p><u>Hunting Scenario:</u> Ten to 20 hunting scenario questions will be posed. Questions and testing procedure as determined by officials. Questions may take a variety of forms. Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition. Reading assistance will be provided.</p>
<b>SCORING</b>	<p>As determined by Event Officials. 100 points to earn.  <u>Decision Making - 67%, Hunting Scenario - 33%.</u></p>

## WILDLIFE IDENTIFICATION AND MANAGEMENT

<b>EVENT DESCRIPTION</b>	This event includes wildlife identification and management, and wildlife management techniques or problems. Participants will be asked to identify specimens or parts of specimens including skulls, skins, wings, feathers, antlers/horns, tracks, scat or other sign. Questions relating to relatively simple wildlife management or ecology may be posed, e.g. habitat preference, breeding or loafing habitat, species specific characteristics or traits, primary activity times, limiting factors, population dynamics, etc.
<b>COURSE</b>	Twenty to 40 stations requiring identification, analysis, or interpretation; up to 100 written questions may be included in this
	event. Questions may include habitat, breeding seasons, and behavior, external identifying features, fundamental principles of wildlife management, calls and other characteristics. Questions may take any form.
<b>TIME LIMIT</b>	Participants will move through the course expeditiously without undue delay. An appropriate time period will be determined by the officials and announced prior to the competition. The time limit will be enforced. For preparation purposes, Nebraska has indicated a time limit of approximately 2 ½ hours. Reading assistance will be provided.
<b>SCORING</b>	As determined by Event Officials. 100 points to earn. Wildlife Identification – 75%, Management – 25%.

## HUNTING SKILLS

<b>EVENT DESCRIPTION</b>	<p>This portion of the competition will include:</p> <ul style="list-style-type: none"> <li>• Shooting skills: Live-fire including 15 targets for each of the following:             <ul style="list-style-type: none"> <li>○ Archery (15 possible points)</li> <li>○ Shotgun (15 possible points)</li> <li>○ Small bore rifle (15 possible points)</li> </ul> </li> <li>• Map and compass skills (20 possible points)</li> <li>• Other Hunting Skills (35 possible points)</li> </ul> <p>Any hunting related skill or any skill-based element in the resource manuals listed may be applied in "Other Hunting Skills". Participants may be asked to perform, interpret, or explain a skill in a written, oral, or practical field exercises.</p> <p>This event may include, but is not limited to:</p> <ul style="list-style-type: none"> <li>• Stand or blind location</li> <li>• blinds and blind use</li> <li>• first aid</li> <li>• cutting instruments</li> <li>• hunting clothing choice/footwear</li> <li>• firearms, ammunition</li> <li>• basic ballistics for hunters</li> <li>• GPS navigation &amp; use</li> <li>• recovering game</li> <li>• post-harvest handling</li> <li>• track &amp; sign interpretation</li> </ul>
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	<ul style="list-style-type: none"> <li>• calls &amp; calling</li> <li>• hunt planning</li> <li>• optics</li> <li>• decoys &amp; their use</li> <li>• care &amp; use of hunting equipment</li> <li>• tracking &amp; game recovery</li> <li>• "woodsmanship" &amp; "plainsmanship"</li> <li>• Any other skill included in the reference</li> </ul> <p>No calculators are allowed on the compass course. For 2013 the compass course will run the following units: feet.</p>
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<p><b>COURSE</b></p>	<p>No set course can be predicted, it will depend on the terrain, facilities, skills selected for testing, etc. Stations for each Hunting Skill task will be designed as needed. Live-fire situations may not be "formal" courses of fire, but will seek to imitate hunting situations. Participants may glass the target prior to shooting if appropriate to the situation, but no shooter may glass the target from the shooting line after taking his or her first shot. The course may not be previewed, scouted, or walked.</p>
<p><b>TIME LIMIT AND SCORING</b></p>	<p>The three live-fire events will be scored "hit" or "miss". A "hit" will be scored "1" and a "miss" will be scored a "0". In archery a "hit" will be the heart-lung vital area on a 3-D target or higher. A "miss" will be any other shot.</p> <p>As determined by Event Officials. 100 points to earn. Archery – 15%, Shotgun – 15%, Rifle – 15%, Map &amp; Compass – 20%, Other Hunting Skills – 35%.</p>
<p><b>SHOOTING EQUIPMENT</b></p> <p>Necessary equipment and supplies required for the live-fire portions of this event must be provided by the participants.</p>	<p>Only in case of malfunction may a participant change firearm or bow during the activity. No Rangefinders permitted.</p> <p><b>Shooting Equipment must meet the following guidelines:</b></p> <p><b>Smallbore rifle:</b> Any safe rifle in .22 rimfire caliber; maximum weight including sights of 8.0 pounds with safe hunting triggers (at least 2.5 pounds). Scopes no greater than 6X. If variable scopes are used, they must be taped by the Range Officer before the beginning of the event at no greater than 6X. Range-finder reticules are not permitted.</p> <p>Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed...<b>no "hyper"</b> velocity rounds. A hunting-style sling no more than 1 ½ inches in width is permitted. All smallbore rifles are required to use an ECI (Empty Chamber Indicator) or have the bolt removed and action open when the gun is not being fired.</p> <p><b>Shotgun:</b> 12 gauge or smaller, capable of 2 shots without reloading, with standard target or field loads of no more than 1 1/8 ounces of shot and shot no larger than #7 1/2. No high brass, maximum loads.</p>

	<p><b>Bow:</b> Recurve or compound suitable for hunting (no crossbows), drawing no more than 60 pounds with suitable arrows tipped with field points only, are permitted. Hunting sights that are fixed with no more than 4 sighting pins that neither magnify nor project an image on the target are permitted. Stabilizers are limited to a maximum length of 12 inches. All shooting will be at unmarked distances. Maximum distance to target: Compound – 50 yards; Recurve – 35 yards.</p>
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## MUZZLE LOADING RIFLE EVENTS

### EQUIPMENT STANDARD

<b>EQUIPMENT</b>	<p>Rifle: Any traditional or non-traditional NMLRA Conventional muzzle loading rifle (in-lines permitted);  Sights: Metallic – non-traditional permitted (open or aperture);  Position: Standing –no slings;  Ignition: percussion cap, or flintlock. Number 209 primers are permitted;  Maximum charge of 60 grains of black powder or its equivalent is allowable. There are no limits on the caliber.  <u>All events are restricted to patched rounds balls only.</u>  Spotting scopes are permitted.</p>
<b>RULES</b>	<p>NMLRA Muzzle Loading Rifle, Pistol and Shotgun—except as noted. No open powder containers are permitted on the firing line except when powder is actually being measured. Any open container will become the property of the range officer. A separate powder measure must be used to carry the powder from the container to the muzzle of the gun. No rifle may be capped or primed until on the firing line and the command to fire has been given by the range officer.</p>
<b>INFORMATION</b>	<p><a href="http://www.nmlra.org/pdfs/web_RangeRuleBook5-10.pdf">http://www.nmlra.org/pdfs/web_RangeRuleBook5-10.pdf</a></p>

### 25 YARD NOVELTY – Bottles and Haffner Critters Combo

<b>TARGET</b>	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
<b>DISTANCE</b>	25 yards
<b>COURSE OF FIRE</b>	10 record shots on each target, 2 per bull, (20 record shots)
<b>TIME LIMIT</b>	80 minutes total running time; May be run in 2 series of 10 shots; 40 minutes/series
<b>PROJECTILE</b>	Patched soft lead round ball only.

<b>SCORING</b>	<b>Bottles:</b> as outlined on the target. Completely within neck-10 pts.; nicking the neck-7 pts.; within body-5 pts.; nicking the body -3 pts. <b>Haffner:</b> highest scoring area touched by ball ( <b>Note:</b> The latter is less stringent than standard NMLRA scoring.)
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## 50 YARD BULLSEYE

<b>TARGET</b>	NMLRA 100 yard 8 ring targets (TG2406)
<b>DISTANCE</b>	50 yards
<b>COURSE OF FIRE</b>	20 shots standing. Sight-in shots permitted but as part of the total running time.
<b>TIME LIMIT</b>	80 minutes total running time. May be run in 2 series of 10 shots - 40 minutes/series
<b>PROJECTILE</b>	Patched soft lead round ball only.
<b>SCORING</b>	Highest scoring area touched by ball. <b>Note:</b> The latter is less stringent than standard NMLRA scoring.

## MUZZLELOADING RIFLE SILHOUETTE

This is a 4-H 'hybrid' event that fits neither NRA Black Powder Silhouette nor NMLRA Silhouette. The steel silhouette and distances are used in order to allow the use of an NRA smallbore silhouette range and standard NRA targets.

The National Committee and the Nebraska host are doing everything possible to have enough steel targets for the silhouette event. If, for some reason, we have to resort to using some or all cardboard targets – they will be scored as either Hit or Miss.

<b>TARGET</b>	½ scale metallic silhouettes (NRA Hunter Pistol) 20 targets
<b>DISTANCE</b>	5 Chickens at 40 meters, 5 pigs at 60 meters, 5 turkeys at 77 meters, 5 rams at 100 meters.
<b>COURSE OF FIRE</b>	5 targets at each distance, one shot per target fired upon in order from left to right.
<b>TIME LIMIT</b>	20 minutes per bank of 5 targets.
<b>PROJECTILE</b>	Patched soft lead round ball only.
<b>SCORING</b>	Target must be knocked over or from its stand in order to be scored as a hit (1). Targets not knocked over, or hit out of order, will be scored as misses (0).

<b>SPOTTER</b>	Each shooter may have one spotter with them on the firing line who may have scopes and 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 must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line.
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## SHOTGUN EVENTS

At the National 4-H Shooting Sports Invitational Shotgun events, release triggers are NOT permitted. Ties will be broken by shoot-off for top 10 individuals and top 5 teams only.

### SKEET

<b>EVENT</b>	Standard NSSA (American) skeet
<b>COURSE OF FIRE</b>	4 rounds (100 targets) consisting of singles and doubles from stations 1, 2, 6, and 7 and singles from 3, 4, 5, and 8.
<b>SHOOT-OFFS</b>	Doubles from stations 3, 4, and 5, miss and out by station
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay; shooters should be prepared to take the field 45 minutes to 1 hour before any squadding time posted. Those not ready to fire when a squad is called may be denied later entry.
<b>TIE-BREAKERS &amp; SCORING</b>	Ties will be broken by shoot-off (as described above) to establish the top ten individuals and the top five teams only. Team shoot-offs will follow the same procedure, each team firing as a squad at one station. Ties will be conducted as soon as possible once ties have been identified. Any team or individual failing to respond to a call for shoot-offs three times will be considered absent and will be placed behind the team or individual with whom they tied.
<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. The Nebraska range facility requires only #9 size shot can be used on the Skeet Range. Factory ammunition is required in this event.
<b>RULES</b>	National Skeet Shooting Association
<b>INFORMATION</b>	<a href="http://www.nssa-nsca.org/wp-content/uploads/2012/03/2012-NSSA-RuleBook.pdf">http://www.nssa-nsca.org/wp-content/uploads/2012/03/2012-NSSA-RuleBook.pdf</a>

### TRAP

<b>EVENT</b>	Standard ATA (American) trap (16 yards)
<b>COURSE OF FIRE</b>	4 rounds (100 targets) consisting of five targets from each of five shooting stations at 16 yards.

<b>SHOOT-OFFS</b>	Five targets each from stations 1 and 5 from the 21 yard line. Management may increase the distance to 27 yards if required to break ties.
<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. Shooters must be available and ready to take the field 45 minutes to 1 hour prior to their squadded time.
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay.
<b>TIE-BREAKERS &amp; SCORING</b>	Tie break will be done by shoot off (as described above) to establish the top ten individuals and the top five teams.
<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.
<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. In the rotation all shooters shall move to the right except for the shooter on station 5, who will move to station 1. No shotgun will be loaded and closed until that rotation is complete.
<b>RULES</b>	Amateur Trap Association
<b>INFORMATION</b>	<a href="http://www.shootata.com/pdfs/ata_rulebook_web.pdf">http://www.shootata.com/pdfs/ata_rulebook_web.pdf</a>

### **SPORTING CLAYS**

<b>EVENT</b>	100 target course laid out in natural cover and meeting NSCA standards. Target presentations will remain the same throughout the match and any type of sporting clays target may be thrown.
<b>TARGETS</b>	Any recognized sporting clays target may be used in this event.
<b>COURSE OF FIRE</b>	Any combination of single or double targets as determined by shoot management may be thrown at each station on the course. One single target and two pairs of doubles (simultaneous, following or report) may be thrown.
<b>SHOOT-OFFS</b>	Shoot-offs will be held on a second course with pre-set targets designed to break ties. Ties will be broken only as outlined below.
<b>TIME LIMIT</b>	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should be prepared to take the field 45 minutes to 1 hour before their scheduled firing time.
<b>TIE-BREAKERS &amp; SCORING</b>	Tie breaks will be done by shoot-off described above to establish the top ten individuals and the top five teams. Shooting order and positions will be determined by the match officials. Team ties will be broken using the total score of top 3 shooters for each team involved until the ties are broken.



<b>EQUIPMENT</b>	Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB. Chokes tubes may be changed between stands only. Factory loads are required.
<b>RULES</b>	National Sporting Clays Association
<b>INFORMATION</b>	<a href="http://www.nssa-nasca.org/wp-content/uploads/2010/03/2012-NSCA-RuleBook-7-2-2012.pdf">http://www.nssa-nasca.org/wp-content/uploads/2010/03/2012-NSCA-RuleBook-7-2-2012.pdf</a>

<b>NGB RULES</b>	FITA, 3-D
<b>INFORMATION</b>	<p><a href="http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/06%20Rules%203D%20Archery/07_Rules_3D_new-e.pdf">http://www.archeryworldcup.org/UserFiles/Document/FITA%20website/05%20Rules/06%20Rules%203D%20Archery/07_Rules_3D_new-e.pdf</a></p> <p>In consideration of time, no shooter may glass the target from 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.</p>

## SMALLBORE RIFLE EVENTS

All smallbore rifles are required to the action open and a CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased. Either commercial or personally made flags are permitted. Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.

### SMALLBORE SILHOUETTE RIFLE (NRA Rule 3.2)

<b>TARGET</b>	1/5 scale metallic silhouettes
<b>COURSE OF FIRE</b>	10 chickens at 40 meters, 10 pigs at 60 meters, 10 turkeys at 77 meters and 10 rams at 100 meters
<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) closely follow the high power rule (rule 3.1). A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, scopes may not be placed more than 2 inches above the rifle (top of receiver to bottom of scope tube), any safe trigger, release triggers NOT permitted, stocks must be of conventional design, barrel no longer than 30 inches, "chin rest" stocks prohibited, combs may not extend above the center line of the bore, the toe of the stock may not extend more than 7 inches below the center line of the bore, butt plate or recoil pad cannot extend below the lower line of the stock.
<b>AMMUNITION</b>	Cartridges up to .22 rimfire long rifle standard or high velocity may be fired in this event. Hot or hyper-velocity loads, such as stingers are NOT permitted.
<b>SHOOTING POSITION</b>	The standard standing position used in position shooting is permitted.

<b>SHOOTING ORDER</b>	Each shooter will be assigned a firing point and will rotate to the right upon animal changes.
<b>SCORING</b>	Targets knocked down or off the stand in proper sequence are scored as hits (+1). Any target shot out of order is recorded as a miss (0). If a target is not available, the shooter may go to the next available target or return to an earlier target with scorer knowledge and shoot it as a substitute. If no targets are available the shooter will get an alibi target before the next stage begins.
<b>SPOTTER</b>	Each shooter may have one spotter with them on the firing line who may have scopes and 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 must be from the same team. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line.
<b>RULES</b>	NRA Rifle Silhouette Rules CS16820 (Most recent printing)
<b>INFORMATION</b>	<a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-rbook.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-rbook.pdf</a>
<b>EXCEPTION</b>	There will be no exceptions to the NRA Rules.

## NRA THREE-POSITION

<b>TARGET</b>	USA /A – 50
<b>RANGE</b>	May be either 50 yards or 50 feet depending upon host. Nebraska 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 meters (or 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>	Any safe .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 .
<b>SIGHTS</b>	Metallic sights only
<b>AMMUNITION</b>	Solid point (40 grains) standard velocity; match or target ammunition
<b>RULES</b>	NRA Smallbore Rifle Rules CR16750 (Most recent printing)
<b>INFORMATION</b>	<a href="http://compete.nra.org/documents/pdf/compete/RuleBooks/SBR/sbrbook.pdf">http://compete.nra.org/documents/pdf/compete/RuleBooks/SBR/sbrbook.pdf</a>

## CMP RIMFIRE SPORTER RIFLE

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

**CMP Rimfire Sporter Rule R 1.0 - Intent and Spirit of Sporter Rules.** The intent of CMP Rimfire Sporter rules is to promote target competitions with .22 caliber rimfire rifles that are restricted to low-cost, readily available, sporter-type rifles typically used in informal target shooting, plinking or small game hunting. Any rifle configuration or item of equipment not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited.

**Note:** In Timed Fire and Rapid Fire stages: after the "Load" command, all actions must be locked open prior to the "Start" command. Manually holding the action open is not permitted. Actions may not be unlocked 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
<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>	<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. <b>Stock:</b> Must have standard sporter stock constructed of wood or synthetic material. Thumbhole stocks, adjustable butt plates or cheek pieces, and rails or adjustable (moveable) sling swivels are <b>not</b> permitted. <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). <b>Sights:</b> Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during firing. <b>Barrel:</b> In accordance with the intent of this event – Sporter rifle barrels only. Barrels of special composition (carbon) or non-factory styles (i.e. fluted) are not permitted.
<b>RULES</b>	CMP Competition Rules – current edition, 2012, 16 <sup>th</sup> Edition

**INFORMATION**

Rules are posted on the CMP web site at

<http://www.thecmp.org/Competitions/Rulebook.pdf>

Printed copies of the rules are available at a cost of \$3.00 each. Contact:

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