

Events – At – Glance

Archery Events

Recurve and Compound

Two archery disciplines are recognized: Recurve and Compound Archery. Both disciplines shoot the same set of three events at the National Event. At the State Event, both disciplines are further broken down into sighted and instinctive.

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 State of Florida uses one standard for equipment – for all e vents. Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted.

EQUIPMENT STANDARD

	PERMITTED	NOT-PERMITTED
RECURVE – Longbows & Recurve 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 deemed necessary; torque compensators are permitted. 60 pound maximum draw weight.	String peeps and mechanical release aids.
COMPOUND	Release aids, String peeps, optical sights, spirit levels; 60 pounds maximum draw weight	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
ARROWS for both disciplines	Must meet AMO minimum weight standards; 6 grains arrow weight per pound bow peak draw weight.	No arrows larger than 23/64 th in diameter are permitted.

ARCHERY EVENTS

FITA ROUND (1/2 FITA)

TARGET	122 cm and 80 cm faces, full color FITA targets
DISTANCE	60, 50, 40, and 30 meters in that order
COURSE OF FIRE	3 ends of 6 arrows each from 60 and 50 meters; 6 ends of 3 arrows each from 40 and 30 meters.
TIME LIMIT	4 minutes per 6 arrow end and 2.5 minutes per 3 arrow end
SCORING	10-1 from the center outward, compound teams will score inner 10's. Tie breaks will follow the NGB Rules.
RULES	USA Archery/FITA
INFORMATION	http://www.archedry.org/content.asp?id=5009&me id=827

FIELD ROUND (1/2 Field Round)

TARGET	NFAA targets of sizes selected by the management and appropriate to the course
DISTANCE	Marked distances within the range of 5 to 60 yards
COURSE OF FIRE	14 targets with at least one fan and one walk-up target, 4 arrows per target
TIME LIMIT	Participants will move through the course expeditiously and avoid delays.
SCORING	5,4,3 from center outward. Tie breaks will follow NGB rules.
RULES	National Field Archery Association
INFORMATION	http://www.nfaa-archery.org/field/styles.cfm

3-D ROUND

TARGET	3-D targets as selected and placed by the management
DISTANCE	Unmarked distances from 5 to 50 yards Recurve maximum distance 40 yards, Compound maximum distance 50 yards.
COURSE OF FIRE	30 Targets, one arrow per target.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. Lost arrow search is limited to 2 minutes.
SCORING	FITA recommended scoring procedures, dependent upon type of 3-D targets available <ul style="list-style-type: none"> • +10 pts & X 12 ring, if target has a 12 ring, or an inner 10 ring • +10 pts 10 ring • +8 pts. 8 ring • +5pts. Any other body shot • 0pts. Misses, bounce outs, or pass through. <p>Ties will be broken by the number of highest number of X's, then number of 10's, 8's, etc.</p>
NGB RULES	FITA, 3-D
INFORMATION	http://archery.org/content.asp?me_id=481&cnt_id=1093 In consideration of time, no shooter may glass the target from the shooting stake after taking his/her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot.

AIR RIFLE EVENTS

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

NATIONAL STANDARD THREE-POSITION SPORTER

TARGET	Orion A4W or an equivalent
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	3 X 20. 20 shots each position: prone, standing and kneeling in that order; 60 record shots
TIME LIMIT	1 ½ minutes per record shot prone, 1 ½ minutes per record shot kneeling,

	2 minutes per record shot standing
EQUIPMENT	.177 caliber air rifles, may not exceed 7.5 pounds; metallic sights are permitted; trigger pull must be a minimum of 1.5 pounds
APPROVED RIFLES	Air rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/877 (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.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots 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 vest are permitted.
RULES	CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7 th Ed.
INFORMATION	http://odcmp.com/3P/Rules.pdf

SPORTER AIR RIFLE EVENT – STANDING

TARGET	Orion A4W3 or its equivalent
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	40 shots standing
TIME LIMIT	2 minutes per record shot standing, 80 minutes running time.
EQUIPMENT	.177 caliber air rifles under 7.5 pounds with metallic sights are permitted. Trigger pull must be a minimum of 1.5 pounds.
APPROVED RIFLES	Air rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Daisy M853/753/953/853CM (pneumatic), Daisy M888/877 (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.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. No boots permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed.
RULES	CMP 2008-2010 National Standard Three-position Air Rifle Rules, 7 th Ed. – except for course of fire as noted.
INFORMATION	http://www.odcmp.com/3)/Rules.pdf

NRA SPORTER AIR RIFLE SILHOUETTE

TARGET	1/10 scale, metallic silhouettes
DISTANCE AND COURSE OF FIRE	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 the left to the right on each bank of targets.
TIME LIMIT	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets.
EQUIPMENT	Rule 3.3 (b) Sporter Air Rifle: Any unaltered factory sporter air rifle that is or was 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 gram disposable CO2 units are prohibited.
APPROVED RIFLES	In addition to any rifle that meets the equipment requirement (3.3 b) above, officials will allow the use of any rifle listed as approved for the Sporter 3-Position and the Standing air rifle match.
SHOOTING POSITION	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.
SCORING	Target must be knocked over or from its stand in order to be scored as a hit. Targets not knocked over or hit out of order will be scored as misses.
RULES	NRA Rifle Silhouette Rules CS16820 – CS16820 (most recent printing)
INFORMATION	http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-index.pdf

HUNTING SKILLS EVENTS

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

- 4-H Shooting Sports Hunting curriculum
- NRA Hunter's Guide:
http://materials.nrahq.org/go/products.aspx?cat=Hunting_books_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/hunters_education/educational_materials.aspx
- Florida 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.

This is a hunting skills evaluation. Any species covered in the listed resources may be included in the contest, including any game or furbearer in North America. Participants may expect some focus on species outside of Florida, but the primary focus will be on species of Florida.

Participants must provide:

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| Clipboard | Pens or pencils | Ruler or Tape |
| Protractor | Eye & Ear Protection | Suitable Field Clothing |
| Sunscreen | | |

Participants can provide their own archery equipment, firearms and ammunition for the live-fire events, but they must meet the restrictions listed below. The state will have equipment available for those not bringing their own equipment.

Prohibited items:

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| Radios | Cell Phones | GPS Units |
| Field Guides | Range Finders | |
| Any equipment exceeding event guidelines | | |

HUNTING SCENARIO/HUNTER DECISION MAKING

RESOURCES	<p>You and your family are residents of the state of Tennessee. After attending the State Shooting Sports Competition, you all were excited about the hunting possibilities in Florida and decided to plan a white-tail deer hunt in Union County, Florida during the Archery Only season. Your family, consisting of your mom, dad, 9 year old sister, and you, a 15 year old, have wanted to bow hunt for white-tail deer for some time but did not have the opportunity in your part of Tennessee. You and your dad made contact with a private landowner who will lease you an area on his property for his hunt. This lease will be more affordable because the landowner is allowing you to hunt only doe deer. This is fine with your family since the focus of your hunt is to enjoy a family outing and put meat in the freezer.</p> <p>You and your dad also trap and sell nutria to a hide market but the over</p>
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	<p>trapping of nutria in your home area has decreased your success lately. You heard from the landowner in Florida that nutria are plentiful on the lease and you are welcome to hunt them. You and your dad decide to add nutria trapping to your outing while you're there so that you will have some hides to sell to help fund your family trip. You two will do this while your mom and sister fish for bass in the ponds on the landowner's property.</p> <p>You (15 year old): Dad (DOB – March 3, 1968) Mom (DOB – October 2, 1971) Sister (9 years old)</p>
<p>EVENT DESCRIPTION</p> <p>Decision Making</p>	<p>Hunter Decision Making portion of this event follows the familiar form of 4-H judging contest: i.e. a narrative followed by four options. Participants place the options in rank order from best to least suitable, considering only the set of options provided. The problem is based upon objective content, but the determination of rank order of options should consider both the context and the options available. Any content of the listed materials above may be used in decision-making.</p> <p>Example: Nick and Matt will spend next weekend attempting to harvest a limit of the larger sub-species of Canada Geese. Nick must decide which ammunition to purchase and use for the hunt. Given that he will be using a 12 gauge shotgun with a three inch chamber and an improved modified choke, rank the following set of loads for the purpose defined:</p> <p>1. Lead BB's 2. #6 Steel 3. #2 Bismuth 4. #1 HeviShot</p> <p>Official rank order: 3 – 4 – 2 – 1 with cuts of 1 -5- 9</p> <p>The primary difference between numbers 3 and 4 is that 4 is slightly heavier and slightly larger in diameter than 3. However, number 4, the HeviShot load, has a slightly higher pattern density with adequate retained energy. Both loads are good choices, essentially interchangeable. Since ties are not permitted and higher pattern density tends to produce more hits, 3 is placed before 4 with a cut of only 1 point. The cut of 5 between options 4 and 2 reflects the severe range restrictions and heavy demand for hunter restraint and skill, because the lower density and small shot size requires close shots, inside 30 to avoid crippling loss. Those restrictions justify a serious cut. The cut between 2 and 1 is massive. While load #1 would have been excellent in some shotguns in times past, the use of lead shot in waterfowl hunting has been banned for many years. Thus a massive cut is required for the violation of both laws and ethics.</p>

COURSE TIME LIMITS	Decision Making – Up to ten decision-making questions can be posed with relative rankings determined by a Hunting Committee. Hunting Scenario: Questions and testing procedure as determined by officials. Questions may take a variety of forms. TIME LIMITS: Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition.
SCORING	Hornel cards or their equivalent will be used to determine individual scores on each question in Decision-Making.

WILDLIFE IDENTIFICATION AND MANAGEMENT

EVENT DESCRIPTION	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.
COURSE	Up to twenty stations requiring identification, analysis or interpretation; up to 50 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.
TIME LIMIT	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.
SCORING	As determined by the Event Officials.

HUNTING SKILLS

EVENT DESCRIPTION	<p>This portion of the competition will include:</p> <ul style="list-style-type: none"> • Shooting Skills: Live firing including up to 10 targets for each of the following: Archery Shotgun Small Bore Rifle • Map and compass skills • Other hunting skills <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"> • Stand or blind location • Blinds and blind use • First aid • Cutting instruments • Hunting clothing choice/footwear • Firearms, ammunition • Basic ballistics for hunters • GPS navigation and use • Recovering game • Post-harvest handling • Track & sign interpretation • Calls & calling • Hunt planning • Optics • Decoys & use • Care & use of hunting equipment • Tracking & game recovery • “woodsmanship” & “plainsmanship” • Any other skill included in the reference <p>No calculators are allowed on the compass course. The compass course will run in “feet”.</p>
COURSE	<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 situation. Participants may glass the target prior to shooting if appropriate to the situation, but no</p>

	<p>shooter may glass the target from the shooting line after taking his/her first shot. This course may not be previewed, scouted or walked.</p>
TIME LIMIT AND SCORING	<p>Florida uses the Fred Bear scoring for smallbore rifle and archery targets. i.e. killing shots +10pts, recoverable fatal shots +5 pts; misses 0 pts and wounding shots -5pts. Shotgun targets are scored as “hit” or “miss”.</p>
SHOOTING EQUIPMENT	<p>Only in case of malfunction may a participant change firearm or bow during the activity. No Rangefinders permitted.</p> <p>Shooting Equipment must meet the following guidelines:</p> <p>SMALLBORE RIFLE: limited to sporter-style rifles (hunting-style stocks, sporter barrel); 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 beginning of the event at no greater than 6X. Range finder reticules are not permitted. Standard velocity .22 LR ammunition or high velocity .22 LR ammunition is allowed. No “hyper” velocity rounds. A hunting style sling no more than 1 ½ inches wide is permitted. All smallbore rifles are required to use a CBI (clear bore indicator). Or have the bolt removed and action open when the gun is not being fired.</p> <p>SHOTGUN: 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 ½ . NO high brass, maximum loads.</p> <p>BOW: 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. All shooting will be at unmarked distances.</p>

MUZZLE LOADING RIFLE EVENTS

EQUIPMENT STANDARD

EQUIPMENT	<p>Rifle: Any traditional or non-traditional NMLRA Conventional muzzle loading rifle (in-lines permitted).</p> <p>Sights: Metallic – non-traditional permitted (open or aperture);</p> <p>Position: Standing – no slings;</p> <p>Ignition: percussion cap, or flintlock. Number 209 primers are permitted;</p> <p>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 round balls only.</u></p> <p>Spotting scopes are permitted.</p>
RULES	<p>NMLRA Muzzle Loading Rifle –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>
INFORMATION	<p>http://www.nmlra.org/pdfs/web_RangeRuleBook5-10.pdf</p>

25 YARD NOVELTY – BOTTLES & Haffner Critter Combo

TARGET	<p>NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)</p>
DISTANCE	<p>25 yards</p>
COURSE OF FIRE	<p>10 record shots on each target, 2 per bull, (20 record shots)</p>
TIME LIMIT	<p>80 minutes total running time; may be run in 2 series of 10 shots; 40 minute/series</p>
PROJECTILE	<p>Patched soft lead round balls only</p>
SCORING	<p>Bottles: as outline on the target. Completely within neck – 10 points; nicking the neck – 7 points; within body – 5 points; nicking the body – 3 points.</p> <p>Haffner: highest scoring area touched by the ball (NOTE: The latter is less stringent than standard NMLRA scoring.)</p>

50 YARD BULLSEYE

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

PAPER SILHOUETTE

This event is uniquely 4-H. It has been revised to use paper targets, primarily because of the difficulty in acquiring enough appropriately-sized steel silhouettes, and the time required.

TARGET	Paper targets – same size as ½ scale metallic silhouettes (NRA Hunter Pistol). Each target will have an inner “center-shot” ring, embossed upon the target. Ring diameter: chicken, 2 ½ “; pig, 4 ½ “; turkey 5”; ram 5 ½ “. White silhouette target on dark background.
DISTANCE	Chicken – 40 yards; Pig – 60 yards; Turkey – 77 yards; Ram 100 yards.
COURSE OF FIRE	5 shots at each target at the designated distance.
TIME LIMIT	20 Minutes per string of 5 shots.
PROJECTILE	Patched soft lead round ball only.
SCORING	Ball completely inside the center ring- 10 points; ball nicks the center ring – 7 points; ball missed ring but completely within silhouette – 5 points; ball nicks the silhouette outline – 3 points.

SHOTGUN EVENTS

Release triggers are not permitted.

SKEET

EVENT	Standard NSSA (American) Skeet
COURSE OF FIRE	4 rounds (100 targets) consisting of singles and doubles from stations 1, 2, 6 and 7 and singles from 3, 4, 5 and 8.

SHOOT-OFFS	Doubles from stations 3, 4 and 5, miss and out by station
TIME LIMIT	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.
TIE-BREAKERS & SCORING	Ties will be broken by shoot-off (as described above) to establish the top 5 individuals and the top three 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 had tied.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Shot sizes 7 ½, 8, 8 ½, or 9 may be used. Factory ammunition is required in this event.
RULES	National Skeet Shooting Association
INFORMATION	http://www.nssa-nasca.org/wp-content/uploads/2010/04/2010_NSSA_Rule_Book_2010-02-06.pdf

TRAP

EVENT	Standard ATA (American) Trap (16 yards)
COURSE OF FIRE	4 rounds (100 Targets) consisting of five targets from each of five shooting stations at 16 yards
SHOOT- OFFS	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.
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. Shooters must be available and ready to take the field 45 minutes to 1 hour prior to their squadded time.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
TIE-BREAKERS & SCORING	Tie break will be done by shoot off (as described above) to establish the top 5 individuals and top 3 teams.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 ¼ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
MOVING BETWEEN STATIONS	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.
RULES	Amateur Trap Association
INFORMATION	http://www.shootata.com/pdfs/2011_Rulebook_4web.pdf

SPORTING CLAYS

EVENT	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.
TARGETS	Any recognized sporting clays target may be used in this event.
COURSE OF FIRE	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.
SHOOT-OFFS	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.
TIME LIMIT	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.
TIE-BREAKERS & SCORING	Tie breaks will be done by shoot-off described above to establish the top 5 individuals and the top 3 teams. Shooting order and positions will be determined by the match officials. Team ties will be broken using the total score of the top 3 shooters for each team involved until the ties are broken.
EQUIPMENT	Any shotgun 12 gauge or smaller firing a shot charge meeting the requirements of the NGB. Choke tubes may be changed between stands only. Factory loads are required.
RULES	National "Sporting Clays Association
INFORMATION	http://www.nssa-nasca.org/wp-content/uploads/2010/03/2010-Rule-book-12.pdf

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

TARGET	1/5 scale metallic silhouettes
COURSE OF FIRE	10 chickens at 40 yards; 10 pigs at 60 yards; 10 turkeys at 77 yards; and 10 rams at 100 yards
TIME LIMIT	15 second ready time and 2 ½ minutes firing time per bank of 5 targets.
EQUIPMENT	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 sight, 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.
AMMUNITION	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.
SHOOTING POSITION	The standard standing position used in position shooting is permitted.
SHOOTING ORDER	Each shooter will be assigned a firing point and will rotate to the right upon animal changes.
SCORING	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.
RULES	NRA Rifle Silhouette Rules CS16820
INFORMATION	http://www.nrahq.org/compete/RuleBooks/SIL-R/sil-r-indix.pdf

NRA Three Position

TARGET	USA NRA A-51
RANGE	50 yard
COURSE OF FIRE	20 shots in each position – prone, standing and kneeling – in that order at 50 yards; 60 record shots
TIME LIMIT	One (1) minute per record shot prone; two (2) minutes per record shot standing; and, one and one-half (1 ½) minutes per record shot kneeling.
EQUIPMENT	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.
SIGHTS	Metallic sights only
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition
RULES	NRA Smallbore Rifle Rules CR16750
INFORMATION	http://www.nrahq.org/compete/RuleBooks/SBR/sbr-index.pdf

CMP RIMFIRE SPORTER

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

CMP Rimfire Sporter Rule 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.

TARGET	B-19 CMP Rimfire Sporter Target
DISTANCE	25 yards and 50 yards
COURSE OF FIRE	60 shots for record 50 yards; Prone position – 10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire 25 Yards; Standing – 10 shots slow fire & 10 shots rapid fire
TIME LIMIT	Slow fire – 10 shots in 10 minutes; Rapid fire – 5 shots strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
EQUIPMENT	<p>Rifle: Overall weight of the rifle may not exceed 7.5 lbs., with sights. If sling is used; it may be removed when rifle is weighted. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs.</p> <p>Stock: 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 NOT permitted.</p> <p>Sling: Standard leather or web sling no wider than 1 ¼ inch may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. Rails with adjustable sling swivels are NOT permitted.</p> <p>Sights: 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.</p> <p>Barrel: 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.</p>
RULES	CMP Competition Rules – current edition
INFORMATION	Rules are posted on the CMP web site at: http://www.odcmp.com/Competitions/rimfire.pdf