

2018 4-H Shooting Sports National Championships Event Synopsis

This Synopsis outlines the events and specific requirements for the 2018 4-H Shooting Sports National Championships. 4-H Shooting Sports National Championships 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 2018 4-H Shooting Sports National Championships GENERAL RULES.***

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	Single Shot - Rapid Fire	Air Pistol Silhouette	Slow Fire - Bullseye
Air Rifle	National STD Three-position Sporter Air Rifle	Sporter Air Rifle Event (Standing)	NRA Sporter Air Rifle Silhouette
Hunting	Wildlife Identification and Management LF – Archery	Hunter Skills LF – Sporting Clays	Hunter Decision-Making LF – Smallbore Rifle
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	Camp Perry Round (modified)
Smallbore Rifle	NRA Smallbore Silhouette Rifle	CMP Rimfire Sporter Rifle	NRA Three-Position

New For 2018

- **Ceremony Celebration** – Due to possible personal injury to spectators and participants, there will be NO throwing, tossing or discharging of any items during the opening ceremony parade of participants or during awards ceremonies. Participants will be allowed to trade state items during the Teen Social event.
- NRA Air Rifle Silhouettes, only 10 Meter Sporter Air Rifles approved by CMP Rule 4.2 for 10 meter matches will be allowed for Air Rifle Silhouettes. Rifle can weigh No More than 11 lbs. with scope.
- The Dress Code has been updated. Please note that leggings (tight fitting/yoga-type stretch pants) are allowed when worn underneath with compliant shorts, skorts or skirts. See the General Rules for more details.
- Air Pistol – Only wad cutters in .177 cal. pellets can be used in all three air pistol events.
- In all silhouette events, only tie scores for the top 10 individuals and top 5 teams will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.

Reminders for 2018

- *Coaches and participants are reminded to check their specific discipline section in this Synopsis for NGB version of rules that will be implemented this year.*
- **Equipment check-in is scheduled for Sunday only, from 4-9 p.m. No equipment check-in is scheduled for Monday.**
- Food and drink may be brought to the Heartland Public Shooting Park but NO food or drink may be brought into the Heartland Events Center or the Pinnacle Bank Expo Center. Food vendors will be available at the Heartland Public Shooting Park and the Pinnacle Bank Expo Center.
- The Heartland Public Shooting Park allows use of golf carts, ATV's, club cars and similar vehicles on site. Individuals can rent two seat golf carts from the Heartland Public Shooting Park for a fee of \$50 per day. There are no half day rentals. Contact the Heartland Public Shooting Park (308.385.5048) directly if you are interested in renting a golf cart for the week. The request must be made by May 1, 2018 to guarantee availability. Operators of all vehicles, including privately owned, at the Heartland Public Shooting Park must be 18 years of age or older and hold a valid driver's license. Violation of this rule is grounds for disqualification for any individual or team involved.
- No golf carts, ATV's, club cars or similar vehicles will be allowed on the 3D and field archery ranges during competition.
- Nebraska will be using the Kongsberg Scoring System for two of this year's Air Rifle events and one Air Pistol event. The Orion scoring system will be used to score the Air Pistol Single Shot - Rapid Fire event.

- The Air Pistol, Single Shot – Rapid Fire, and the Smallbore Pistol, Camp Perry Round, will be using a turning target system. Be sure to read the “Procedure” section in the synopsis.
- All shotguns used by contestants must be equipped, fitted and utilized (i.e. shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
- Shotgun events on Tuesday, Wednesday and Thursday will start at 9 a.m.
- Competitors are **limited** to checking in a maximum of three firearms or bows during the official equipment check-in period. Chief Range Officers may verify a backup firearm or archery equipment, if needed, on the practice range.
- Smallbore rifle, smallbore pistol and muzzleloading will all shoot the same distances for silhouettes - 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards.

TABLE OF CONTENTS

I. & II.	ARCHERY EVENTS _____	<u>4-5</u>
	<ul style="list-style-type: none"> • RECURVE • COMPOUND 	
III.	AIR PISTOL EVENTS _____	<u>6-9</u>
IV.	AIR RIFLE EVENTS _____	<u>10-12</u>
V.	HUNTING SKILLS EVENTS _____	<u>12-18</u>
VI.	MUZZLE LOADING EVENTS _____	<u>17-19</u>
VII.	SHOTGUN EVENTS _____	<u>20-21</u>
VIII.	SMALLBORE PISTOL EVENTS _____	<u>22-25</u>
IX.	SMALLBORE RIFLE EVENTS _____	<u>25-28</u>

ARCHERY EVENTS RECURVE & COMPOUND

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

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

EQUIPMENT STANDARD:

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

ARCHERY EVENTS

FITA ROUND (1/2 FITA)

TARGET	122cm 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; (122cm face) 6 ends of 3 arrows each from 40 and 30 meters; (80cm face)
TIME LIMIT	4 minutes per 6 arrow end and 2 minutes per 3 arrow end
SCORING	10 pts. -1 pt. from the center outward. Competitors will score inner 10's as Xs. Ties will be broken by the number of #10's (including inner 10's) first, then #X's, #9's, #8's etc. until tie is broken.
NGB RULES	World Archery Federation / Target https://rulebook.worldarchery.org/PDF/Official/2017-04-01/EN-Book3.pdf

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 the center outward. Tie breaks will be greatest #X's, then #5's, #4's, #3's. Then target by target comparison, starting with target #1 until broken.
NGB RULES	National Field Archery Association https://www.nfaausa.com/wp-content/uploads/2017-2018-CONSTITUTION-.pdf

3-D ROUND

TARGET	3-D targets as selected and placed by the management
DISTANCE	Unmarked distances from 5 to 50 yards <ul style="list-style-type: none"> • Recurve maximum distance: 40 yards, • Compound maximum distance: 50 yards
COURSE OF FIRE	30 targets, one arrow per target In consideration of time, no shooter may glass the target from the shooting stake after taking his or her shot. Participants may glass the target prior to shooting, but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after an archer has drawn and letdown. No adjustment of sights will be allowed after an archer has glassed the target while at the shooting stake.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. 2 minute time limit to shoot once archer has approached the shooting stake. Lost arrow search is limited to 2 minutes.
SCORING	IBO scoring procedures, dependent upon type of 3-D targets available. <ul style="list-style-type: none"> • +11 pts. 11 ring or "X" ring centered inside the 10 ring • +10 pts. 10 ring • +8 pts. 8 ring • +5 pts. Any other body shot. Hooves are considered body color. • 0 Misses, glancing shots, not touching body color (horns, rocks, logs, etc.) <p>Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.</p>
NGB RULES	IBO - http://www.ibo.net/2018%20Rules/2018%20IBO%20RULES.pdf

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

- **Pellets – Only wad cutters in .177 cal. can be used in all three air pistol events.**

SLOW FIRE -BULLSEYE

TARGET	Electronic – single bull Air Pistol target (similar to B-40)
SCORING	Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/
DISTANCE	10 meters
COURSE OF FIRE	40 shots total. (5 shots per bull – if paper target used) Must load a single pellet for each shot.
TIME LIMIT	Preparation and unlimited sighting – 15 minutes. 40 shots for score – 50 minutes (if scored electronically); 40 shots – 60 minutes (if paper target used/scored).
EQUIPMENT	Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500 gram maximum (3.3 lbs.) Trigger pull weight: 500 gram minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited. *(50 mm modified to 57 mm for 4-H, to accept standard Daisy air pistol grips)
SHOOTING POSITION	The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.
TIES	USAS General Technical Rule 6.15.1. 1. The highest number of inner tens; 2. The highest score of the last ten (10) shot series working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until tie is broken. 3. If not yet broken, refer to 6.15.1 for further details.
NGB RULES	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at http://www.usashooting.org/7-events/usarules i.e. USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

SINGLE SHOT – RAPID FIRE

TARGET	Orion 1 Bull air pistol target mounted on a turning target system. The scoring rings are equivalent to the ISSF air pistol target (or B-40)
SCORING	Orion Scoring System, operated by National event staff

DISTANCE	10 meters
COURSE OF FIRE	Total of 40 record shots; Eight (8) series of 5 shots; each shot fired in 3 second intervals.
TIES	USAS General Technical Rule 6.15.1. 1. The highest number of inner tens; 2. The highest score of the last ten (10) shot series working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until tie is broken. 3. If not yet broken, refer to 6.15.1 for further details.
TIME	*Preparation time: 5 minutes *Supervised sight-in/practice: one (1) series of five (5) sight-in/practice shots: as needed; approximately 2 ½ minutes. *Loading-Firing: Load – 20 seconds; Ready position – 7 seconds; Fire – 3 seconds.
EQUIPMENT	Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here or in the NGB rules Pistol weight: 1500 gram maximum (3.3 lbs.) Trigger pull weight: 500 gram minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited. *(50 mm modified to 57 mm for 4-H, to accept standard daisy air pistol grips)
SHOOTING POSITIONS	8.7.1 FIRING Position - The athlete must stand free, without any artificial or other support, with both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support. 8.7.2 READY Position - Shooting must start from the READY position (see illustration, pg. 360). Ready position: The athlete's arm must point downward at an angle of not greater than 45 degrees from the vertical. The arm with the pistol must not be pointed at the ground within the forward edge of the firing point. The arm must remain in this position while waiting either for the appearance of the target or, when EST are used, for the green light(s) to come on.
NGB RULES	International Shooting Sport Federation and USA SHOOTING. See all sections that apply at http://www.usashooting.org/7-events/usasrules i.e. USA Shooting General Regulation Rules; USA Shooting General Technical Rules; USA Shooting Pistol Rules; USA Shooting Rule Update.

Range Commands and Procedures

COMMAND	ACTION
<i>Before the competition:</i>	Step 1: Before a competition, the Range Officer will prepare the range for firing and, if competition officials hang targets, supervise the hanging of targets. Competitors should not move their equipment

	to the firing line until they are called to the firing point by the Range Officer.
"RELAY NUMBER ___, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE"	Step 2: Before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the competitors to their firing points. Only on command, can competitors remove their pistols from their boxes and handle their pistols. As competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.
"RELAY NUMBER ___, GO FORWARD AND HANG YOUR TARGETS"	Step 2a, if required: After competitors move their equipment to the firing line and, if competitors are responsible for hanging their own targets, the Range Officer instructs competitors to go down range and hang targets.
"PREPARATION TIME BEGINS NOW"	Step 3: The Preparation Time is 5 minutes. During the Preparation Time the targets must be visible, and facing the competitors. During the Preparation Time competitors may handle their pistols, dry fire and carry out holding and aiming exercises on the firing line
"END OF PREPARATION TIME...STOP"	Step 4: At the end of the Preparation Time there must be a brief pause of approximately 30 seconds. (EST-Target Officer will Reset the targets for the sighting series)
"FOR THE SIGHTING SERIES, LOAD" (or) "FOR THE FIRST/NEXT MATCH SERIES LOAD"	Step 5: All competitors load within a time of 20 seconds
"ATTENTION" <i>(Competitor actions in blue)</i>	Step 6a: <i>All competitors assume the READY position.</i> The red lights must be switched on or if turning targets are used, they must be turned to the edge-on position. After a delay of seven (7) sec. (+/- 1.0 sec.) either the green lights will come on, or the target will be turned to face the competitor for 3 seconds. <i>At the appearance of the green light, or when the targets begin to move to the face-on position, the competitors may raise and fire.</i> After 3 seconds, the red light will come on, or the target will edge, and the 20 second load time for the next shot will begin; without an additional command. <i>After firing, all competitors will reload and may rest pistols on the table with muzzles pointing downrange awaiting the next Attention command.</i>
(If lights/turning targets are not used)	If lights, or turning targets are not available, the commands START and STOP may be used to begin and end the 3 second firing period.
"ATTENTION" (SHOTS 2-5)	Step 6b - 6e: After 20 seconds, the range officer will again give the ATTENTION command after which the procedures outlined in Step 6 above will be followed, until all 5 shots of the series have been fired.

"UNLOAD"	Step 7: After each 5 shot series, competitors are instructed to unload an insert their CBI's and make the line safe.
"GO FORWARD AND CHANGE TARGETS"	Step 8: If competitors are responsible for changing their own targets, the Range Officer instructs competitors to go down range and change targets.
Steps 5 – 8 are repeated until all 8 series are completed.	

AIR PISTOL SILHOUETTE

TARGET	1/10 scale metallic silhouettes
DISTANCE AND COURSE OF FIRE	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.
TIME LIMIT	30 seconds ready time and 2 ½ minute firing time for each bank of 5 targets.
EQUIPMENT	Any air pistol, .177 caliber, equipped with any sights that do not project an image on the target and having a safe trigger.
SHOOTING POSITION	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).
SCORING	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).
NGB RULES INFORMATION	<i>NRA Pistol Silhouette Rules CS16830</i> (January 2011 Edition) http://compete.nra.org/documents/pdf/compete/RuleBooks/Sil-p/sil-p-book.pdf
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	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 may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Spotters can only be a registered competitor within that event.

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

TARGET	Electronic – single bull Air Rifle target (similar to AR 5/1) that will be scored using the Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	60 record shots – 20 shots prone, 20 shots standing, 20 shots kneeling. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules.
TIME LIMIT	See Rule 5.3.3, Prone – 20 record shots in 20 minutes, Standing – 20 record shots in 25 minutes, Kneeling – 20 record shots in 20 minutes. Preparation period will be 8 minutes before match time.
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 (CO2 or compressed air), Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments known as compression clothing is not allowed. See Rule 4.3.1
NGB RULES	<i>CMP 2016-2018 National Standard Three-position Air Rifle Rules, 11th Ed.</i> http://thecmp.org/wp-content/uploads/Rules.pdf

SPORTER AIR RIFLE EVENT (STANDING)

TARGET	Electronic – single bull Air Rifle target (similar to AR 5/1) that will be scored using the Kongsberg Scoring System, operated by CMP staff. For more details about the Kongsberg System go to: http://thecmp.org/cmp-air-gun-ranges-receive-electronic-target-equipment-upgrade/
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	40 shots standing.
TIME LIMIT	See Rule 5.3.4, 40 record shots in 50 minutes.
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 (CO2 or compressed air), Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not

	extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments known as compression clothing is not allowed See Rule 4.3.1
NGB RULES	<i>CMP 2016-2018 National Standard Three-position Air Rifle Rules, 11th Ed.</i> http://thecmp.org/wp-content/uploads/Rules.pdf

NRA SPORTER AIR RIFLE SILHOUETTE

TARGET	1/10 scale, metallic silhouettes
DISTANCE AND COURSE OF FIRE	10 chickens - 20 yds., 10 pigs - 30 yds., 10 turkeys - 36 yds., 10 rams - 45 yds. in banks of 5 targets and shooting left to right on each bank of targets. Bottom bank will be shot first, top bank last. All Air Rifle Silhouette shooters must load and cock their own rifle.
TIME LIMIT	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	Rifles that qualified for the 3-P and Standing events WILL be used for Silhouettes at the 4-H National Championships. Rifles will not weigh more than 11 lbs. with scope. No restrictions on scopes. Optical devices cannot project a beam on silhouettes. 4-H National Championships rules restrict this event to .177 caliber only.
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. All Air Rifle Silhouette shooters must load and cock their own rifles.
SCORING	Targets knocked off the rail or laying in a horizontal position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be Spotters. Spotters can only be a registered competitor within that event.

<p>NGB RULES</p> <p>Squadding will be done in relays, with all targets and distances used in each relay. See NRA Rule Book, Appendix A</p>	<p><i>NRA Rifle Silhouette Rules (March 2016 Edition)</i> http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-r-book.pdf</p>
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HUNTING SKILLS EVENTS

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

- 4-H Shooting Sports Hunting Leader Manual, Revised April 2013
- 4-H Shooting Sports Member Manual, New, April 2013
- Contact your state 4-H Shooting Sports Coordinator to obtain a copy of these manuals.
- NRA Hunters Guide: <http://materials.nrahq.org/the-hunter-s-guide.html>
- Federal Cartridge Company wildlife guides:
 - Illustrated Guide to Upland Game Birds
 - Illustrated Guide to Ducks, Geese and Swans
 - Illustrated Guide to Small Game and Furbearers
 - Illustrated Guide to Big Game Animals

View and download these wildlife guides from the National Championships website.

- "Be Expert with Map And Compass" by Bjorn Kjellstrom
- "Animal Skulls" (North American) by Mark E. Broch
- "The Wild Mammals of Missouri" (2nd Edition or later) by Charles W. & Elizabeth R. Schwartz

Nebraska's State Game Laws & Federal Laws – a very specific scenario will be provided (see information below) and will concern multiple game 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 2018 event: (Online & Downloadable)

2017 Big Game Guide:

- <http://digital.outdoornebraska.gov/i/822519-big-game-guide-2017>

2017 Small Game Guide:

- <http://digital.outdoornebraska.gov/i/848380-small-game-guide-2017>

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 **North American legally harvested game** species found in the listed resources.

Participants must provide:

Clipboard

Pens or pencils

Ruler or Tape

Orienteering compass
Suitable field clothing and footwear

Protractor (optional)
Sunscreen (Recommended)

Eye and Ear Protection

Prohibited items:

Radios
Electronic and/or digital compass
Any equipment exceeding event guidelines

Cell Phones
Range Finding Equipment (see below)

Field Guides

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.

<p>SHOOTING EQUIPMENT</p> <p><i>Necessary equipment and supplies required for the live-fire portions of this event must be provided by the participants.</i></p>	<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>Small Bore Rifle: Any safe rifle in .22 rim fire 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. Bipods, other supporting devices or shooting sticks are not allowed or even to be attached to the firearm.</p> <p>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 in width is permitted. All small bore rifles are required to use an ECI (Empty Chamber Indicator).</p> <p>Shotgun: 12 gauge or smaller, capable of 2 shots without reloading, with standard factory target or factory field loads of no more than 1 1/8 ounces of shot and shot no larger than #7 1/2. No hand 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 (no broadhead tips), are permitted. Hunting sights that are fixed with no more than 4 sighting pins. Pins may not be adjusted once the day's competition begins. Any sight pins exceeding the 4 pin maximum will be taped or removed. Stabilizers are limited to a maximum length of 12 inches. All shooting will be at unmarked distances.</p> <p>Maximum distance to target: Compound – 50 yards Recurve – 35 yards</p>
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WILDLIFE IDENTIFICATION AND MANAGEMENT

EVENT DESCRIPTION	<p>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, furs, wings, feathers, antlers/horns, tracks, scat or other sign.</p> <p>Wildlife identification and management questions 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.</p>
GAME CALL IDENTIFICATION	2018 will focus on Big Game. Participants will identify different types of Big Game vocalizations. (Elk and Deer)
COURSE	Twenty to 100 stations requiring identification, analysis, or interpretation with up to 100 additional written questions included in this event. Questions may include habitat, breeding seasons, and behavior, external identifying features, fundamental principles of wildlife management, calls (box, slate, diaphragm, etc.) and other characteristics.
TIME LIMITS	<p>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, a time limit of approximately 2 ½ hours will be implemented.</p> <p>Reading assistance will be provided during testing, upon request prior to event.</p>
SCORING	As determined by Event Officials. 100 points maximum for this event.

HUNTER SKILLS

EVENT DESCRIPTION	<p>This events includes written exams, orienteering and map reading. Written exam 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.</p>
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SCORING	As determined by Event Officials. 100 points maximum for this event. Compass courses – 20 pts, Map Reading – 20 pts, General Hunting Skills – 60 pts.
HUNTERS SKILLS	This event includes a written exam that contains up to 70 questions covering topics from the NRA Hunter’s Guide and is not limited to: Stand or blind location or use First Aid Cutting instruments Hunting clothes/footwear choices Firearms/ammunition Basic ballistics for hunters Map navigation and use Game recovery Post harvest handling Track and sign interpretation Calls and calling Hunt planning Optics Decoys and their use Care and use of hunting equipment “Woodsmanship” and “Plainsmanship” Any other skills or equipment included in the references.
MAP READING	This event includes up to 20 written questions concerning map interpretation and map reading. USGS/topographic maps will be used for test purposes.
COMPASS COURSES <i>Compass and writing pen or pencil must be provided by the participants.</i>	Contestants will be required to complete up to 2 compass courses for this event. No calculators are allowed on the compass course. For 2018, the compass courses will run the following units: feet
TIME LIMITS	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 during testing, upon request prior to event.

HUNTING SCENARIO/HUNTER DECISION MAKING

<p>EVENT DESCRIPTION</p> <p>DECISION MAKING</p>	<p>This event is based on: ethics, safety, landowner relationships, federal games laws & regulations, the host state game laws and shooting skills.</p> <p>Twenty to 40 decision-making questions will be posed. Decision Making and Hunting Scenario questions 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.</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.</p> <p>In addition, participants may view videos of hunting situations and be asked “shoot or don’t shoot” and “why.”</p>
<p>2018 HUNTING SCENARIO</p>	<p>10 to 20 questions will be posed on the following scenario.</p> <p>You are an 18 year old from Iowa. Your Grandfather who lives in Nebraska has invited you and your 15 year old sister to come and archery hunt for Antelope in Northwest Nebraska by a little town called Hay Springs where he lives close by. Grandpa has also told you that Archery Deer season also coincides with the archery season of Antelope and that with the abundance with both game species on his property, you could hunt both. After discussion with your sister, who does excellent on 3-D targets and has never shot at a live target with her bow, it is decided that this is an adventure that you both do not want to pass up. Be sure to check the laws, regulations and permits needed because you are non-residents. Links to the websites are provided. Have fun planning and enjoy your trip.</p>
<p>TIME LIMITS</p>	<p>Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition.</p> <p>Reading assistance will be provided during testing, upon request prior to event.</p>
<p>SHOOTING SKILLS</p> <p><i>Coaches/parents need to stay behind designated shooting lines during competition.</i></p>	<p><u>Archery (15 possible points)</u> - archery a “hit” will be the heart-lung vital area on a 3-D target. A “miss” will be any other shot. Maximum distance to target: Compound – 50 yards, Recurve – 35 yards. 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><u>Shotgun (15 possible points)</u> – clay targets will be scored as a “hit” or “miss”. Shooting stations will imitate various hunting scenarios. Contestants will not be able to view targets prior to shooting.</p>

	<p>Small Bore Rifle (15 possible points) - a "hit" will be the heart-lung vital area on a 2-D animal target as noted in the examples exhibited at the contest. Maximum distance will be 80 yards. Participants may be expected to shoot in Prone, Kneeling or Standing positions.</p> <p>NO BINOCULARS OR RANGE FINDERS ARE ALLOWED BY CONTESTANTS. Parents or coaches may glass targets with binoculars, but are NOT allowed to communicate with contestants.</p> <p>All shooting disciplines in the Hunting Skills contest will be at unmarked distances.</p>
SCORING	<p>As determined by Event Officials. 100 maximum for this event.</p> <p><i>Decision Making & Hunting Scenario = 55 pts</i></p> <p>Archery – 15pts, Shotgun – 15pts, Rifle – 15pts, = 45 pts.</p>

MUZZLE LOADING RIFLE EVENTS

GENERAL RULES

- Muzzleloading rifles will have a marked ramrod in the barrel except while loading or firing. Loading will take place at the loading line.
- No direct loading from bulk containers, cans, bottles, powder horns, etc. is permitted.
 - Charges shall be transferred from horn or flask to the muzzle using a powder measure or similar device.
 - Capping or charging will take place on the firing line.
 - Upon a cease fire, any muzzleloading rifle shooter with a loaded rifle shall keep the rifle pointed down range and raise a hand to signal that he/she has a loaded firearm. The range officer shall issue the command, "Dump it in the hill", and the shooter shall fire into the berm to clear the rifle.
 - Except while actually measuring a powder charge, no powder container shall be left open. Any open container will be confiscated by range staff.

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>
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	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. All events are restricted to patched rounds balls only. Spotting scopes are permitted.
NGB RULES	NMLRA Muzzle Loading Rifle, Pistol and Shotgun—except as noted (2017 Edition). 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. No wooden ram rods are permitted on the firing line to load or clean guns. For safety reasons, participants must never directly blow down the barrel. An artificial blow tube is permitted to use, if needed. The blow tube will be held loosely between two fingers, have a 90 degree bend, and be at extended arms-length.
INFORMATION	http://www.nmlra.org/wp-content/uploads/2017/12/2017-NMLRA_Range-Rules1.pdf

25 YARD NOVELTY – Bottles and Haffner Critters Combo

TARGET	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
DISTANCE	25 yards
COURSE OF FIRE	10 record shots on each target, 2 per bull, (20 record shots), the bottom 5 bottles will be used as scoring targets. The top target will be used as a practice target. Any shot that falls below the top bottle will be considered a scoring shot.
TIME LIMIT	80 minutes total running time, including practice shots; May be run in 2 series of 10 shots; 40 minutes/series
PROJECTILE	Patched soft lead round ball only.
SCORING	Bottles: as outlined on the target. Completely within neck-10 pts.; nicking the neck-7 pts.; within body-5 pts.; nicking the body -3 pts. Haffner: highest scoring area touched by ball (Note: The latter is less stringent than standard NMLRA scoring.)

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 ball only.
SCORING	Highest scoring area touched by ball. Note: 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.

TARGET	½ scale metallic silhouettes (NRA Hunter Pistol) 20 targets
DISTANCE	5 Chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards, 5 rams at 100 yards.
COURSE OF FIRE	5 targets at each distance, one shot per target fired upon in order from left to right.
TIME LIMIT	20 minutes per bank of 5 targets.
PROJECTILE	Patched soft lead round ball only.
SCORING	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).
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	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 may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Spotters can only be a registered competitor within that event.

SHOTGUN EVENTS

GENERAL RULES

- Release triggers are NOT permitted.
- Ties will be broken by shoot-off for top 10 individuals and top 5 teams only. Team shoot-offs are done with all team members. If a team consists of 4 individuals, only the top 3 scores will count toward the tie-breaker.
- In shotgun, all targets will be pulled by hand in all events.
- Break action shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
- Practice targets on the shotgun ranges will have the following fees (cost/person):
 - Trap & Skeet - \$4.75/25 targets
 - Sporting Clays - \$11.50/50 targets

SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	4 rounds (100 targets)
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
TIE-BREAKERS & SCORING	Doubles from stations 3, 4, and 5, miss and out by station. Team shoot-offs will follow the same procedure, each team member shooting at the same station. Any team or individual failing to respond to a call for shoot-offs three times will forfeit the tie.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory ammunition is required in this event. Maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event.
NGB RULES	National Skeet Shooting Association (2017 Edition) http://mynssa.nssa-nasca.org/rule-book/

TRAP

EVENT	Standard ATA (American) trap (16 yards)
COURSE OF FIRE	4 rounds (100 targets) at 16 yards.
DELAY OF MATCH	No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay. Shooters should report to their respective field and be ready to shoot at the scheduled time.
SHOOT-OFFS	One round (25) from the 16 yard line. After one round at 16 yards and ties still exist, management may increase distance up to 21 yards for second round of 25. If ties still exist after second round, then

	management may increase distance up to 27 yards if required to break ties.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required. All guns used by contestants must be equipped, fitted and utilized (i.e. shell catcher) so as not to eject empty shells in a manner that substantially disturbs or interferes with other contestants.
MAXIMUM VELOCITIES	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used.
LOADING GUN	A contestant shall place a live shell in their gun only when on a post facing the traps. In Singles shooting a contestant may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the shooter shall not walk in front of the other competitors.
MOVING BETWEEN STATIONS	Shooters shall move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all shooters have rotated to the next station.
NGB RULES	Amateur Trap Association (September 2017 Edition) http://www.shootata.com/Portals/0/pdf/ata_rulebook_web.pdf

SPORTING CLAYS

EVENT	100 target course.
TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of single or double (report and/or true pairs) targets as determined by shoot management may be thrown at each station on the course.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Shoot-offs will consist of any number of targets of any combinations of singles, pairs, or true pairs as determined by shoot management and according to NSCA rules.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required.
NGB RULES	National Sporting Clays Association (October, 2017 Edition) http://nsca.nssa-nsca.org/wp-content/uploads/sites/7/2017/10/2017_RULEBOOK_NSCAInteractive.pdf

SMALLBORE PISTOL EVENTS

The Youth Safety Handgun Act, as included in the Gun Control Act of 1968, puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in National 4-H Shooting Sports Invitational must, at all times, follow all provisions of this act. Therefore, event officials will require “the prior written consent of the juvenile’s parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm.” This written permission must be in possession of the youth – even if a parent/guardian is present. We suggest a simple statement, reduced to wallet size with the name of the youth, a parent’s name, address, as well as their signature, and that of a witness and dates. The participant can laminate this card and keep it with the shooting kit or on their person. This document must be displayed at check-in. Failure to have this document will require the National Championships Committee to disqualify the shooter to avoid violation of federal law.

All smallbore pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.

All events are “single pistol” matches, meaning participants are to shoot the entire course of fire, with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the line. Pistols may be replaced only if they are disabled or malfunctioning.

CAMP PERRY ROUND (modified)

TARGET	NRA B-8 target. Targets will be mounted on turning target system.
DISTANCE	25 yards
COURSE OF FIRE	10 shots slow fire, 15-timed fire and 15-rapid fire; (40 record shots)
PROCEDURE	<p>The Match consists of: *One slow fire string of 10 rds. in 5 minutes *Three timed fire strings of 5 rds. in 20 seconds *Three rapid fire strings of 5 rds. in 10 seconds</p> <p>See NRA Rules 10.7 for commands and details.</p> <p>Malfunctions: For allowable malfunctions (Rule 9.6) one refire string will be allowed in timed fire and one refire string in rapid fire. See Rule 10.9 for malfunctions in slow fire.</p>

EQUIPMENT	<p>3.1.3 Standard Smallbore Pistol .22 caliber rim fire – The pistol may be any .22 rimfire pistol, either semi-automatic or revolver. The pistol shall most closely match the description of a pistol of the NRA Production Division – except as noted in Rule 3.1 3 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard safety features of firearms must operate properly. <u>The firearm shall have no visible internal or external modifications</u> except as noted in the NGB rules.</p> <ul style="list-style-type: none"> • Barrel length, including cylinder, not more than 10 inches. • Trigger pull not less than 2 pounds. • .22 caliber rimfire – long rifle • Open sights only (4-H National Championship match rule). Rear sight may be adjustable, but sight radius no more than 10 inches.
SHOOTING POSITION	One-hand standing
NGB RULES	<p><i>NRA Conventional Pistol Rules CP16650</i> (March 2016 Edition) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf</p>

SLOW-FIRE BULLSEYE – single stage

TARGET	NRA B-8
DISTANCE	25 yards
COURSE OF FIRE	All slow-fire; 40 record shots at 25 yards
TIME LIMIT	10 shots per 10 minute string
EQUIPMENT	<p>Any pistol (single-shot or semi-automatic) or revolver. The pistol shall most closely match the description of a pistol of the NRA Production Division – except as noted in Rule 3.4 or a rule specified in this synopsis. A Production Firearm is one which is or has been a catalog item readily available to the general public equipped with factory notch and post sights. All standard safety features of firearms must operate properly. <u>The firearm shall have no visible internal or external modifications</u> except as noted in the NGB rules.</p> <ul style="list-style-type: none"> • Barrel length, including cylinder, not more than 10 inches. • Trigger pull not less than 2 pounds. • .22 caliber rimfire – long rifle • Any sights, including telescopic, are permitted with the exception of those sights that project an image on the target. Open sights may be adjustable but not over 10 inch sight radius.
SHOOTING POSITION	One-hand standing

NGB RULES	<i>NRA Conventional Pistol Rules CP16650</i> (March 2016 Edition) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Pistol/pistol-book.pdf
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SMALLBORE HUNTER PISTOL SILHOUETTE

TARGET	½ scale metallic silhouettes
DISTANCE AND COURSE OF FIRE	All shooting in banks of 5 targets, shooting from left to right; 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, 10 rams at 100 yards. 40 record shots.
FIRING ORDER	Each shooter will be assigned to starting position and on command they will fire at the five targets in that bank in order from left to right. Upon completion of both banks in that category shooter will move to the right on command. Shooters firing at rams will rotate to chickens.
TIME LIMIT	30 second ready time and 2 minute firing time for each bank of 5 targets.
EQUIPMENT	Any factory available smallbore pistol weighing no more than 5.0 pounds, operated with a trigger pull of at least 2.0 lbs., chambered for the .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle equipped with any sights that do not project an image on the target. (NRA Pistol Silhouette Rule 3.1 and 3.2) <i>No bolt action pistols, including cannon bolt, turn bolt or straight bolt will be permitted.</i>
SHOOTING POSITION	The pistol is held in one hand or both hands at the shooter's option, with the arm or arms not braced or supported by other parts of the body. Neither the "trigger" hand (or arm) nor any part of the pistol may make contact with the opposite arm at any point at or above the pivot point of the wrist. (NRA Rule 5.8) ** Clarification - The intent of this rule is that the weight of the pistol be supported solely by the muscles of the arm and shoulders. Resting any part of the arm on the torso is prohibited.**
SCORING	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). In the event of a missing target the scorer shall permit the shooter to fire on a designated target that remains standing, counting it as above. If no targets are available, the referee shall permit those targets to be fired before the shooters rotate to the next type of target.
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	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 may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Spotters can only be a registered competitor within that event.
NGB RULES	<i>NRA Pistol Silhouette Rules CS16830</i> (January 2011 Edition) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Sil-p/sil-p-book.pdf

SMALLBORE RIFLE EVENTS

GENERAL RULES

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

Additional information:

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

SMALLBORE SILHOUETTE RIFLE

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) are identical to the High Power Silhouette Rifle (rule 3.1), except for ammunition. A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, any safe trigger, stocks must be traditionally styled, conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others and barrel: no longer than 30 inches. <i>Shooting stands will not be allowed in the silhouette event.</i> Tables will be provided to support equipment.
AMMUNITION	Only factory loaded .22 caliber - short, long or long rifle. Hot loads, such as "Stingers" are not permitted.
SHOOTING POSITION	Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. Shooters will stand beside the table (either side) with rifle muzzles across the firing line.
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.
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	Each shooter may have one spotter with them on the firing line who May have a scope or binoculars to advise the shooter where shots are hitting. The spotter will also keep time and advise the shooter in a quiet voice. The spotter may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be Spotters. Spotters can only be a registered competitors within that event.
Scoring and Resetting	Contestants will serve as scorers and target resetters on a different Relay than the one which they are shooting. They must perform this duty as part of the contest. Parents and coaches will not be allowed on the range for resetting targets.
NGB RULES	<i>NRA Rifle Silhouette Rules (March 2016 Edition)</i>

	http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/Sil-r/sil-r-book.pdf
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NRA THREE-POSITION

TARGET	A-51
RANGE	Nebraska will host a 50 yard event.
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 (1-1/2) minutes per record shot kneeling.
EQUIPMENT	Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules . If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time.
SIGHTS	(3.7) Metallic sights, non-corrective
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition
NGB RULES	<i>NRA Smallbore Rifle Rules CR16750</i> (Revised January, 2016) http://rulebooks.nra.org/documents/pdf/compete/RuleBooks/SBR/sbr-book.pdf

CMP RIMFIRE SPORTER RIFLE

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

8.1.1 Intent and Spirit - The intent and spirit of CMP Rimfire Sporter rules is to provide smallbore rifle target competitions where competitors use low-cost, readily available sporter type, .22 caliber rimfire rifles. Any rifle configuration or item of equipment that is not mentioned in these rules or that is contrary to the intent and spirit of these rules is prohibited. The rifles and equipment permitted in Rimfire Sporter are strictly limited in order to prevent an “equipment race” from occurring in the Rimfire Sporter discipline.

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

TARGET	B-19 CMP Rimfire Sporter Target (States should call target suppliers to find target being used at National Competition. These may not be available online, but suppliers may have targets available in their warehouse.)
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-shot 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 weighed. Any type of action, semi-automatic or <i>manually operated with a trigger pull of at least 3.0 lbs.</i></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. Modern sporting rifle type rifles will also be allowed but they must conform to weight. Any adjustable stock must be fixed in a single position. No muzzle breaks will be allowed, but a factory type flash suppressor is allowed on this type of firearm. The magazine may not be used as a palm rest.</p> <p>Sling: Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted).</p> <p>Sights: Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted; If a variable power scope is capable of greater than 6x, the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during match. Check-in seal must remain intact. The magnification must remain at the sealed power during the entire match.</p> <p>Barrel: Barrels may not be equipped with any type of muzzle device (Example: Muzzle break, recoil compensator or porting). Factory type flash suppressor on a tactical type rifle is allowed. Fluted barrels and sleeved carbon graphite or aluminum barrels will be allowed provided there is no porting.</p> <p>Shooting stands are permitted in this event.</p>
CLOTHING	A shooter is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, etc. are not allowed. Shooters may wear a standard leather, cloth or synthetic work glove provided that it is not padded.
NGB RULES	<p><i>Competition Rules for CMP Games, Rifle and Pistol Matches, 5th Edition 2017</i></p> <p>http://thecmp.org/wp-content/uploads/CMPGamesRules.pdf?ver=06022017</p>