

2004-2006 NATIONAL STANDARD THREE-POSITION AIR RIFLE RULES

The National Standard Three-Position Air Rifle Rules is published by the National Three-Position Air Rifle Council. Council members are The American Legion, BSA-Venturing, Civilian Marksmanship Program, Daisy/U. S. Jaycees Shooter Education Program, National 4H Shooting Sports, The National Guard Marksmanship Training Unit, USA Shooting and the Army, Marine Corps and Navy JROTC Commands.

5th Edition

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For the 2004-2005 and 2005-2006 Competition Years

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To obtain additional copies of these Rules, contact:

National Three-Position Air Rifle Council

Camp Perry, P. O. Box 576

Port Clinton, Ohio 43452

Email Competitions@odcmp.com

Tel. 419-635-2141 (ext. 1102), Fax 419-635-2573

These Rules may be viewed at or downloaded from the CMP web site at <http://www.odcmp.com/3P.htm>

Safety Rules for Air Rifle Ranges

The most important rules to follow in any range or target shooting activity are safety rules. This applies equally for air rifles as well as for all other types of firearms. These air rifle safety rules must be enforced at all shooting ranges by competition officials and coaches and followed by all shooters. All competitors, coaches and competition officials must know and conscientiously enforce these rules.

1. **MUZZLE** -- Always keep rifle muzzles pointed in a safe direction. Rifle muzzles must never be pointed at other persons under any circumstances. On a range, the safest directions to point a rifle muzzle are usually up, or downrange towards the target.
2. **RIFLE ACTION** -- Always keep rifle actions open except when the rifle is on the firing line between the beginning of the "preparation period" and the end of the shooting period. When shooting is finished or the rifle is laid down for any reason, the action must be open and the rifle unloaded. The only exception to this rule is for spring-air rifles where the cocking lever cannot be left in the open position without damaging the mechanism. Spring-air rifles must be left uncocked and unloaded. The action may be closed when the air rifle is placed in a gun case, but the action must be opened when it is removed from the case.
3. **TRIGGER** -- Keep your finger off of the trigger until after placing the rifle in the shooting position and you are actually ready to fire a shot. It is especially important to keep the finger outside of the trigger guard when loading the rifle and when placing it in position.
4. **TARGET** -- Shoot only at the target designated for you. Be sure the target is properly placed in front of a safe backstop. Shooting at any object on a range besides your own target is strictly forbidden.
5. **RANGE OFFICER** -- A range officer is in charge of firing at every range. The commands and instructions of the range officer or person in charge of firing must be obeyed. Range officers must check rifles brought to the range to be sure actions are open and unloaded. When shooting is finished, range officers must check rifles to be sure actions are open and unloaded.

THE SAFETY RULES ARE CONTINUED ON THE INSIDE BACK COVER

NATIONAL STANDARD THREE-POSITION AIR RIFLE RULES

This is the Fifth Edition of the *National Standard Three-Position Air Rifle Rules*. This edition of the Rules will be valid for two years, from September 2004 through August 2006. All new rules or rules that were substantially changed from the Fourth (2002-2004) Edition are underlined. Editorial or stylistic changes are not marked. These Rules incorporate numerous recommendations from junior shooting coaches and competition officials and have been coordinated with the 2005-2008 International Shooting Sport Federation Rules.

RULES HOTLINE

The National Three Position Air Rifle Council operates a Rules Hotline to answer questions, offer advice on how to organize competitions or provide official rule interpretations on behalf of the Council. Any coach, shooter or competition official may request assistance from the **National Council Rules Hotline** by calling 419-635-2141, ext. 1112, or via email at competitions@odcmp.com.

TABLE OF CONTENTS

1. GENERAL REGULATIONS.....	4
Introduction	4
Purpose of Rules	4
Intent and Spirit of Rules	4
Authority to Establish Rules	4
Application of Rules	4
Amendments to the Rules	4
National Jury of Appeal.....	5
Sanctioned Competition.....	5
2. SAFETY	5
Handling Rifles	5
LOAD.....	5
START.....	5
STOP.....	6
Loaded Air Rifle.....	6
Removing Rifle From Firing Line	6
Range Safety Emergency.....	6
Personal Safety.....	6
3. ELIGIBILITY TO COMPETE.....	6
Individual Competitors	6
Teams	7
Equipment Classes	8
Special Categories and Classifications	8
4. AIR RIFLES AND EQUIPMENT	9
Equipment Classes	9

Sporter Air Rifle.....	9
Sporter Clothing and Accessories	11
Precision Air Rifle.....	12
Precision Rifle Sights	14
Precision Clothing and Accessories	14
General Equipment Rules for All Classes	18
5. COMPETITION CONDITIONS.....	20
Shooting Positions	20
Coaching	21
Competition Events and Time Limits	22
Targets	23
Range Specifications	23
Competition Program	24
6. COMPETITION OFFICIALS AND THEIR DUTIES	25
Competition Director	25
Range Officers.....	25
Jury	25
Equipment Control Chief.....	25
Statistical Officer.....	25
Scorers.....	26
Team Coach.....	26
7. COMPETITION PROCEDURES	26
Entries.....	26
Firing Point Assignments (Squadding).....	26
Equipment Control	26
Moving Equipment To/From Firing Line	26
Preparation Period	26
Beginning and End of the Competition	27
Five (5) Minute Warning	27
Two (2) Minute Warning	27
Position Changeover Periods	27
Dry Firing.....	27
Sighting and Record Shots.....	27
Range Commands	27
Irregular Shots.....	29
Interruptions in Shooting.....	31
Malfunctions	31
Spectators and Media	32
Penalties for Rules Violations	32
8. SCORING TARGETS.....	32
Value of Shots	32
Paper Target Scoring.....	33
Electronic Targets	35
Breaking Ties	35
Results Lists	36
9. PROTESTS AND APPEALS.....	36
Scoring Protests.....	36
Protests of Competition Conditions	36

Appeals of Protest Decisions	37
10. FINALS	37
Final Round Procedures.....	37
Preparing for the Final	38
Conducting the Final	38
Special Finals Procedures.....	41
11. NATIONAL RECORDS.....	41
School Age National Record Events	41
Youth Shooting Program Records	42
Age Group Records.....	42
Standards for Establishing Records.....	42
12. INDEX.....	43
13. APPENDIX	47
National Three-Position Air Rifle Council Programs.....	47
Application to Sanction a Competition	49
Model Competition Program	51
Junior EIC Award Program	53
Application to Order Silver and Bronze EIC Badges	57
National Record Application Form	59
Planning Competitions	63
Competition Equipment & Supplies	64
Sources of Competition Equipment	66
Safety Procedures	67
How to Weigh Triggers.....	68
How to Score Targets.....	69
The Work of the Range Officer	75



1.0 GENERAL REGULATIONS

1.1 INTRODUCTION

Three-Position Air Rifle shooting is the most popular form of shooting sports competition for youth of high school age or younger. Other age groups also practice Three-Position Air Rifle. Three-Position Air Rifle is based on the Olympic and international three-position rifle events so it has broad appeal both to shooters who want an accessible recreational sport and to shooters who seek the supreme challenges of high-performance international-style competition. Two different Three-Position Air Rifle equipment classes are available. Precision Air Rifle is modeled after Olympic-style shooting and allows the use of specialized target rifles and equipment. Sporter Air Rifle is designed for new competitors or those who want to compete with a minimum of equipment and expense. In both classes, competitors fire at targets at a distance of 10 meters in three different positions, prone, standing and kneeling. Three-Position Air Rifle provides young competitors with competitive shooting opportunities that can be offered on a wide variety of easily accessible ranges, with equipment that is commonly available at affordable costs. In organizing competitions, every effort should be made to foster good sportsmanship, the development of positive life skills and an enjoyable atmosphere for all participants.

1.2 PURPOSE OF RULES

The purpose of these Rules is to establish a single national standard rulebook for Three-Position Air Rifle competition in the United States. All competitors, team leaders and competition officials must be familiar with these Rules and ensure that they are enforced. These Rules may be used to govern any Three-Position Air Rifle competition, whether it is a major national event or a small event involving only two or three teams.

1.3 INTENT AND SPIRIT OF RULES

The Rules are intended to ensure fair competition for all. Anything that may give a competitor an advantage over others and which is not specifically authorized in these Rules, or which is contrary to the intent and spirit of these Rules, is prohibited. Range Officers and Juries may decide cases not provided for in these Rules, but any such decisions must be based on the intent and spirit of these Rules. No decision by a Range Officer or Jury may be made that is contrary to these Rules.

1.4 AUTHORITY TO ESTABLISH RULES

The National Three-Position Air Rifle Council establishes these rules and has the sole authority to amend or modify them. The Council consists of representatives of major organizations that are active in the promotion and development of Three-Position Air Rifle shooting in the United States. Current Council members are The American Legion, BSA-Venturing, The Civilian Marksmanship Program, Daisy/U.S. Jaycees Shooter Education Program, 4-H Shooting Sports, The Army, Navy and Marine Corps Cadet Commands, The National Guard Marksmanship Training Center and USA Shooting. Council membership is open to other national shooting sports or youth-serving organizations that promote Three-Position Air Rifle shooting.

1.5 APPLICATION OF RULES

Each member of the National Three-Position Air Rifle Council agrees to use these Rules in all Three-Position Air Rifle competitions that they organize or sanction. All organizations that promote youth shooting competitions are encouraged to use these Rules to govern Three-Position Air Rifle competitions that they conduct. This ensures that all Three-Position Air Rifle competitors and coaches have the same rules govern all competitions in which they participate.

1.6 AMENDMENTS TO THE RULES

The National Three-Position Air Rifle Council meets at least annually to review the **National Standard Three-Position Rifle Rules** and approve amendments for the next edition of the Rules. Anyone with recommendations for rule changes is urged to submit them to the National Three-Position Air Rifle Council at this address:

National Three-Position Air Rifle Council
Camp Perry, P. O. Box 576
Port Clinton, Ohio 43452
Email competitions@odcmp.com
Tel. 419-625-2141, ext. 1112, Fax 419-635-2573

1.7 NATIONAL JURY OF APPEAL

The National Three-Position Air Rifle Council annually appoints a National Jury of Appeal consisting of three experienced, expert competition officials. The National Jury advises competition sponsors, coaches and competitors; answers questions about the Rules and resolves protests and disputes. The National Jury is authorized to decide protests appealed to it by participants in sanctioned competitions (see Rule 9.3). Decisions by the National Jury on protests are final and cannot be appealed further. The National Jury also issues rulings and interpretations regarding the Rules. Anyone who wants additional information concerning the Rules, who requests a rule interpretation or who wants to resolve a protest or dispute should contact the Council at the address above.

1.8 SANCTIONED COMPETITION

Any competition sponsor may use these Rules to conduct a three-position air rifle competition, with or without official sanctioning from a national shooting organization. The National Three-Position Air Rifle Council, nevertheless, encourages all competition organizers to sanction their competitions so that they can be listed in a national registry of coming events, to make competitors in the competitions eligible for National Council recognition awards and so that outstanding scores fired in the competition can be recognized as National Records. The Olympic shooting national governing body, USA Shooting, provides competition sanctioning for the Council. Any team, club or other organization may request sanctioning, regardless of whether they are formally affiliated with USA Shooting or another member of the Council. To request sanctioning, complete a copy of the **Application to Sanction a Three-Position Air Rifle Competition** in the **Annex** to this Rulebook (see page 49). Send your completed form, with an \$8.00 sanctioning fee and a copy of your competition program to:

USA Shooting Competitions
One Olympic Plaza
Colorado Springs, CO 80909
Email competitions@usashooting.org
Tel. 719-578-4883, Fax 719-578-4884

2.0 SAFETY

Safety is the foremost concern in all shooting sports. The safety of competitors, competition officials and spectators requires constant, disciplined attention to safe gun handling. Applicable safety rules for three-position air rifle competitions include both this rule and the **SAFETY RULES FOR AIR RIFLE RANGES** printed on the inside front and back covers of this Rulebook. Every competitor is responsible for following all established safety rules and safe rifle-handling procedures. A competitor who handles a rifle in an unsafe manner or who violates safety rules may be disqualified.

2.1 HANDLING RIFLES

All rifles must be handled with maximum care at all times. When handling a rifle, care must be taken to keep the muzzle pointed in a safe direction and the rifle action open. All rifles must be cleared and grounded and no one may touch or handle a rifle while there is someone downrange.

2.2 LOAD

Rifles may be loaded only on the firing line. The rifle barrel must be pointed up or downrange during the cocking and loading procedure. Rifles may be loaded only after the command **LOAD** or **START** is given.

2.3 START

Competitors may begin to fire at their targets only after the Range Officer gives the command **START**. Any shot fired before the command **START** in a competition will be penalized two (2) points on the first competition target (see Rule 7.13.1). The command **START** must only be used to signal the start of shooting time, never to begin a preparation period or other activity where live-fire shooting is not permitted.

2.4 STOP

When the command **STOP** or **STOP-UNLOAD** is given, all shooting must stop immediately, rifles must be made safe by opening the cocking levers or loading ports and rifles must be placed on the firing point with the muzzles pointed down range. Any shot fired after the command **STOP** in a competition must be scored as a miss (see Rule 7.13.2). After the command **STOP** all rifles must be left in a safe, unloaded condition, with no pellet in the barrel and with the action open. There is one exception to this rule. If a competitor uses a spring-air rifle where the cocking lever cannot be left in the open position without damaging the mechanism; the rifle may be left uncocked and unloaded.

2.5 LOADED AIR RIFLE

If a competitor has a loaded rifle after the command **STOP** is given, the competitor must inform the Range Officer immediately by raising his hand and declaring **'Loaded Rifle.'** The Range Officer will then direct the competitor to clear the rifle by firing it into a pellet discharge container or towards an area of the backstop where there are no targets (see also Rule 7.13.4). *Note: Many ranges utilize a metal can or similar container filled with paper or other soft material that has masking or duct tape over the open end and a handle that allows the Range Officer to hold the Pellet Discharge Container (PDC) in front of the muzzle of a loaded rifle. See page 68 for instructions on how to make and use a PDC.*

2.6 REMOVING RIFLE FROM FIRING LINE

Every rifle must be made safe by opening the cocking lever, bolt or loading port before removing it from the firing line. Any rifle that remains loaded must be unloaded before it can be removed from the firing line (see Rule 2.5). No rifle may be removed from the firing line during or after a competition until it is cleared by a Range Officer.

2.7 RANGE SAFETY EMERGENCY

Any person who observes an unsafe situation anywhere on the range must notify a Range Officer immediately. If a Range Officer is not immediately available, any person may command **STOP** in a safety emergency where there is not sufficient time to call a range officer.

2.8 PERSONAL SAFETY

2.8.1 Eye and Hearing Protection

All competitors, team officials and competition officials who will be on or near the firing line are urged to wear eye and hearing protection, as appropriate, while on the range. If special regulations for a competition or range require competitors or officials to wear eye or ear protection, that requirement must be published in the competition program.

2.8.2 Personal Hygiene

All competitors and other personnel who handle lead pellets are urged to not handle food during shooting and to thoroughly wash their hands immediately after completing shooting.

3.0 ELIGIBILITY TO COMPETE

3.1 INDIVIDUAL COMPETITORS

3.1.1 School Age

Any person may compete in School Age Three-Position Air Rifle competitions until 31 August of the year in which they graduate from high school or the equivalent. There is no minimum age limit. School Age competitors must meet the eligibility requirements of their school or school's governing organization.

3.1.2 Junior

Any person may compete in Junior Three-Position Air Rifle competitions until 31 December of the year in which their 20th birthday occurs. There is no minimum age limit.

3.1.3 Collegiate

Any person may compete in Collegiate Three-Position Air Rifle competitions until 31 August of the year in which they receive their college undergraduate degree. College competitors must be regularly enrolled students in an accredited college or university and take a minimum of 12 credit hours of

courses in their current or most recent semester/quarter. Organizations that sponsor Three-Position Air Rifle competitions for collegiate competitors also may decide to limit eligibility to four years or to open the competition to all undergraduate students. These requirements or limitations must be stated in the competition program.

3.1.4 Open

Any person, regardless of age, may compete in Open Three-Position Air Rifle competitions. Organizations that sponsor Open Three Position Air Rifle competitions also may decide to adopt specific age group requirements or to limit participation to certain categories of competitors. These requirements or limitations must be stated in the competition program.

3.2 TEAMS

All teams consist of four competitors. Each team member must meet the eligibility criteria for the type of team that the team represents. Except for Organization Teams (see Rule 3.2.5 below), all four team members must be named before the competition starts.

3.2.1 School Age Teams (Scholastic or Club)

School Age Teams must represent a club, school, JROTC unit or other similar organization. All team members must be members of or enrolled in the club, team, school or other organization. All team members must reside in the geographic proximity of the city where the club, team, school or other organization is based and participate regularly in its activities. Teams that enter competitions are subject to an eligibility determination by the Jury (Rule 6.3). Such determinations must be based on this rule. Jury decisions on team eligibility may be appealed to the National Jury of Appeal (Rules 1.7 and 9.3). In cases where doubt exists regarding the eligibility of a team or individual members of a team to compete, or to avoid the possibility of disqualification at a competition, teams with a member who lives outside of the immediate geographic area of the club, school or organization may request an eligibility ruling from the National Jury of Appeal in advance. *Note: It is the intent of this rule to foster competitions between legitimate club and school teams and to preclude the entry of all-star teams where the best competitors from different clubs are assembled to enter a specific competition.*

✘ **Scholastic Teams**--Teams of School Age competitors that represent one school or one JROTC unit. All team members must be enrolled in or be a member of that school or JROTC unit. A single JROTC unit that enrolls students from more than one school may compete as a Scholastic Team.

✘ **Club Teams**--Teams of School Age Competitors that represent a club or other eligible organization. All team members must be members of the club or organization who reside in the geographic proximity of the city where the club or other organization is based and participate regularly in its activities in accordance with this rule.

3.2.2 Open Junior Teams

Open Junior Teams consist of Junior competitors who are eligible according to Rule 3.1.2. Open Junior Teams may enter a competition only if the Competition Program specifically permits participation by Open Junior Teams.

3.2.3 Collegiate Teams

Collegiate Teams consist of competitors who meet collegiate eligibility criteria (see Rule 3.1.3). All team members must represent the same accredited college or university.

3.2.4 Open Teams

Open Teams consist of competitors who meet senior eligibility criteria (see Rule 3.1.4).

3.2.5 Organization Teams

Competition programs may alternatively specify that organization teams may enter a competition. When organization teams are eligible to participate, each club, team, school or other organization may enter as many individuals who are members of or enrolled in that organization. The team score is the total of the top four individual scores from among all competitors entered by that organization.

3.2.6 Membership on More than One Team

A person may belong to two or more clubs, schools and/or a JROTC unit or other similar organization and may compete as a member of different teams in different competitions. However, no one may compete as a member of more than one team in one competition (*i. e., a shooter cannot fire on a school sporter team and a club precision team in the same competition*).

3.3 EQUIPMENT CLASSES

Three-Position Air Rifle competitions usually have two equipment classes, Sporter and Precision. If a Sporter Air Rifle Class is offered, all rifles and equipment in that class must comply with the equipment rules for that class. If a Precision Air Rifle Class is offered, all rifles and equipment in that class must comply with the equipment rules for that class. If both Sporter and Precision Class events are offered in the same competition, individual competitors or teams may not enter in both the Sporter and Precision individual or team events in the same competition. A club, school or other organization may, however, enter individuals and one or more teams in Sporter Class competition and different individuals and one or more teams of different shooters in Precision Class competition.

3.4 SPECIAL CATEGORIES AND CLASSIFICATIONS

Competition sponsors are not required to use special categories or classifications in Three-Position Air Rifle competitions. Competition sponsors may, however, at their option, use any of the special categories listed here to establish separate competitor ranking lists and offer awards based on those categories. Categories that may be used include, but are not limited to:

3.4.1 Sex

Competitors may be divided into male and female categories.

3.4.2 Organizations

Competitors may be divided into groups of competitors who represent different types of organizations such as JROTC units, 4-H clubs, American Legion clubs, Boy Scout troops, BSA Venturing crews or other identifiable groups.

3.4.3 Special Age Groups

Competitors in the School Age category may be subdivided into the following age groups:

- ✕ AG1: Competitors who reach their 17th or 18th birthday in the calendar year of the competition or who are older than 18 and still meet the eligibility criteria for School Age competitors (see Rule 3.1.1).
- ✕ AG2: Competitors who reach their 15th or 16th birthday in the calendar year of the competition.
- ✕ AG3: Competitors who will not reach their 15th birthday in the calendar year of the competition.

3.4.4 Skill-Level Classifications

Competitors may be divided into groups based on average scores in previous competitions. Such classifications may also be based on levels of accomplishment such as qualification program levels earned or previous awards won.

3.4.5 New Shooters

Competitors who have limited experience in organized target shooting may be designated as “New Shooters” and special awards may be given to members of this category. New Shooters must be defined by the match program. New Shooters typically are competitors who began competition shooting within the past six, nine or 12 months or who have not previously competed in a particular competition. New shooters may be required to be under a specified maximum age.

4.0 AIR RIFLES AND EQUIPMENT

4.1 EQUIPMENT CLASSES

Competition sponsors may conduct competition events in any of the following equipment classes. Each is based on the type(s) or class(es) of equipment that competitors are permitted to use. The Competition Program must state which types of competition are offered. If both Sporter and Precision Class events are offered in the same competition, the same individual competitors or teams may not enter in both the Sporter and Precision individual or team events (See Rule 3.3).

4.1.1 Sporter Class

In a Sporter Class event, all rifles and equipment in that event must comply with the Sporter Air Rifle Equipment Rules (Rules 4.2, 4.3 and 4.7).

4.1.2 Pneumatic Sporter Sub-Class

A competition sponsor may, as an option, offer special awards for Sporter Class competitors who use pneumatic air rifles. Competition sponsors may not exclude other legal sporter air rifles from the Sporter Class in that competition if they offer special awards for pneumatic air rifles.

4.1.3 Precision Class Competition

In a Precision Class event, all rifles and equipment in that event must comply with the Precision Air Rifle Equipment Rules (Rules 4.4, 4.5, 4.6 and 4.7). If no Sporter Class event is offered in the competition, competitors may fire Sporter Class rifles in a Precision Class event and they may wear clothing and use equipment permitted in the Precision Class.

4.1.4. Open Class Competition

In an Open Class event, all competitors compete in the same class or event and all rifles and equipment must comply with the Precision Air Rifle Equipment Rules. Sporter Air Rifles may be used in open events, but they do not have to comply with the Sporter Class Rules when used in Open Class competition.

4.1.5 Use of Special Equipment

Any rifles, devices, equipment, accessories or apparel that could give a competitor an advantage over others, that are not mentioned in these Rules or that are contrary to the spirit of these Rules are prohibited. The use of any special devices, means or garments that immobilize, provide artificial support or unduly reduce the flexibility of the competitor's legs, body or arms is prohibited. The competitor is responsible for submitting equipment to competition officials for inspection in cases where doubt exists. Competition Officials have the right to examine the competitor's equipment at any time to be sure it complies with these Rules.

4.2 SPORTER AIR RIFLE

The Sporter Air Rifle is intended to be a low cost, entry-level rifle without specialized modifications. Sporter Air rifles must be .177 caliber (4.5 mm) pneumatic, spring air, compressed air or CO₂ rifles with a conventional appearance and that comply with the following requirements:

4.2.1 Approved Rifles

Air Rifles officially approved for Sporter Class air rifle competitions are the Daisy M853/753/953 (pneumatic), Daisy M888 (CO₂), Crosman M2000 (CO₂) and Daisy XSV40 (compressed air). Any air rifle not included in this list that can comply with the requirements of these Rules must be submitted to the National Three-Position Air Rifle Council for approval before it may be added to the list of approved Sporter Air Rifles.

4.2.2 Weight of the Rifle

The total weight of the rifle with sights and attachments (sling not included) may not be more than 7.5 pounds (3.375 kg). Weight may be added to the rifle internally or externally as long as the total weight of the rifle does not exceed 7.5 pounds. Barrel weights must be within a radius of 30mm (1.2 in.) from the center of the barrel.

4.2.3 Trigger Weight

The minimum trigger pull weight for the sporter air rifle is 1.5 pounds (680.4 grams). The cocked trigger must be capable of lifting a weight of 1.5 pounds. Trigger pull weights must be checked with a fixed, hanging weight. When trigger pull weights are tested, the test weight must be lifted so that its entire weight is clear of its support surface. If a rifle does not lift the weight on the first attempt, a maximum of three total attempts may be made. The weight must be lifted on at least one of the three attempts. The competitor or competitor's coach may make one of the three attempts. *Note: See page 68 for instructions on weighing triggers.*

4.2.4 Stock

The stock must have a conventional design and be symmetrically shaped so that either a right or left-handed competitor can use it. The stock may be adjustable in length and the cheek-piece may be adjustable in height. The stock may have a vertically adjustable butt plate. These adjustments (length of stock, vertical position of butt plate, height of cheek-piece) must remain the same in all three positions and may not be changed during a competition. The cheek-piece of a rifle that does not have an adjustable cheek-piece may be altered in height or thickness by the addition of wood, cardboard, tape or other material or the cheek-piece may be cut and a higher replacement cheek-piece installed. The cheek-piece surface may not be curved or anatomically formed. The butt of the stock may be rough, checkered or scored to provide a non-slip surface, or covered with a non-slip material such as rubber or similar material or a rubber slip-on recoil pad. Wood, plastic wood or other material may be added to the lower, forward surface of the pistol grip, but this surface may not be built up to exceed the maximum dimensions of that surface on any other approved Sporter air rifle. The stock may be refinished or painted, however, except for modifications to the stock length or cheek-piece, no other external modifications to the stock are permitted.

4.2.5 Internal Modifications

The functioning of internal parts may be smoothed or improved, but only factory manufactured parts designed for that specific model rifle and functioning as they were originally intended to function may be used. It is permitted to install a setscrew in the trigger guard of Daisy M853/753/953 air rifles as a means of reducing or controlling sear engagement. *Note: This allows these rifles to be upgraded to have the same trigger adjustment capability as other approved sporter air rifles such as the Daisy M888 and Crosman M2000.* The authorization to make this modification does not permit the installation of a setscrew to limit trigger movement or over-travel after the trigger is released.

4.2.6 Other Prohibited Modifications

Any alteration or modification of the external or internal dimensions or factory-manufactured parts of approved Sporter air rifles, or the substitution of factory-manufactured parts from other air rifles, not specifically authorized by these rules is prohibited. Except for the butt of the stock (see Rule 4.2.4), adhesive sprays or other non-slip material may not be used on the rifle or competitor's clothing.

4.2.7 Sling Swivel/Hand Stop

A sling swivel or hand stop that is attached to a rail in the fore-end may be used. The depth of the sling swivel or hand stop, with the sling swivel folded flat, may not exceed 25 mm. The sling swivel may remain on the sporter rifle in the standing position, but it may not contact the left hand or glove when it remains on the rifle in that position.

4.2.8 Sights

Only sights manufactured for and sold with Sporter air rifles are permitted. Sights not manufactured specifically for an approved Sporter air rifle (see Rule 4.2.8) are not permitted. Sights for the Daisy M753 air rifle (El Gamo) may be used on a M853/953/M888 air rifle. Riser blocks manufactured for the initial series of Daisy XSV40 air rifles may be used with the front and rear sights of those rifles, however, any XSV40 air rifle sold in 2003 or later that has a serial number with the letter "X" may not be used with riser blocks. Riser blocks may not be used on any other sporter air rifles. Any non-adjustable interchangeable front sight apertures or inserts may be used in approved Sporter air rifle front sights. An adjustable iris or adjustable aperture may not be used in the front or rear sight. No

part of the front sight may extend beyond the apparent end of the barrel or barrel weight. A longer barrel or barrel weight may not be used to extend the sight radius beyond the original sight radius of the rifle as provided by the manufacturer. Corrective lenses may be worn by the competitor, but may not be placed in the sights. Telescopic sight systems, sights with corrective lenses, light filters or spirit levels are not permitted.

4.3 SPORTER CLOTHING AND ACCESSORIES

4.3.1 Clothing

Shooting jackets and special shooting pants are not permitted. A maximum of two loose fitting shirts or sweatshirts may be worn. A light T-shirt or undershirt may be worn under the two shirts or sweatshirts. Shirts or sweatshirts may not be twisted or rolled or otherwise configured to provide additional layers of clothing thickness or to provide additional support for a position. Shirts or sweatshirts may not be tucked into the trousers (does not apply to the T-shirt or undershirt). A safety pin or button attached to the sling arm or shoulder is allowed to keep the sling from slipping down the arm. Special shooting sweaters with additional or special pads are not permitted. One pair of ordinary sport or casual trousers or jeans is allowed. Trousers must not fit so tightly as to provide additional support. If a skirt is worn, it must fall loosely over the legs so that it does not support the legs or restrict their movement in the standing or kneeling positions. Hooded sweatshirts may be worn, but the hood must be down.

4.3.2 Shoes

Only normal low-cut, street-type or light athletic shoes are permitted. Shoes may not extend above the ankle and must have a flexible sole. Only one pair of shoes may be used and they must be a matched pair. Shooters may elect not to wear shoes in one or more positions. All types of high-top boots, including military issue or “combat” boots, commercial shooting boots or commercial low-cut shooting shoes are prohibited.

4.3.3 Sling and Sling Swivel

A shooting sling is allowed in Sporter air rifle events in the prone and kneeling positions, provided that it is no more than one and one-quarter (1 1/4) inches (32 mm) in width. The sling must be a simple web, leather or synthetic strap, with no padding, lining or special shaping. The sling may have a means of adjusting its length and a means of tightening the sling around the upper arm. Sling closure may be accomplished with a buckle, Velcro or other similar means. The sling must be worn only around the upper left arm^ƙ and from there be connected to the fore-end of the rifle stock. The sling must pass along one side of the hand or wrist only. No part of the rifle may touch the sling except at the sling swivel/hand stop. The sling swivel may be adjusted between positions, but it may not be adjusted so that it contacts the hand or glove in the standing position.

4.3.4 Glove

Any ordinary glove or shooting glove is permitted. There is no thickness limitation for sporter class gloves. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend.

4.3.5 Corrective Lenses and Eyeglasses

Corrective lenses may be worn by the competitor, but may not be placed in the sights. Competitors may wear normal prescription eyeglasses or contact lenses. Competitors may also wear normal protective eyewear. Special shooting glasses made solely for use in target rifle or pistol shooting are not permitted in Sporter Class competition.

4.3.6 Grip Material

Except for the butt of the stock (see Rule 4.2.4), adhesive sprays or other non-slip material may not be used on the rifle or competitor’s clothing.

4.3.7 Special Devices

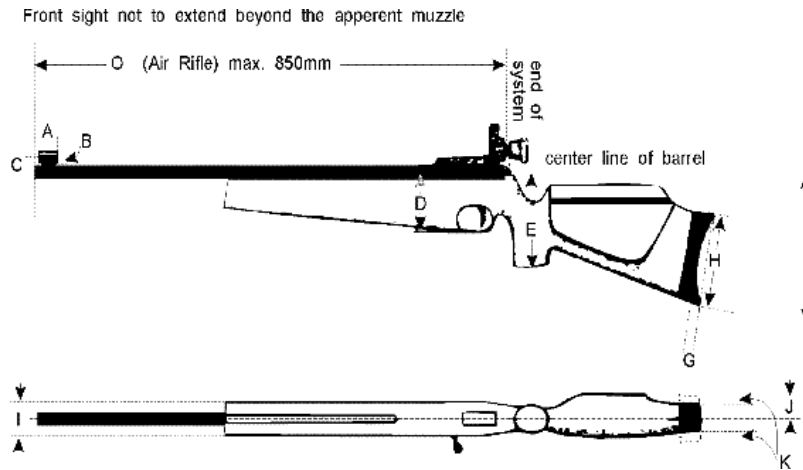
No pads or elastic bandages are allowed unless they are authorized for medical reasons under Rule 5.1.4.

^ƙ All descriptions of positions in these Rules describe right-handed competitors. For left-handed competitors, reverse “right” and “left.”

4.4 PRECISION AIR RIFLE

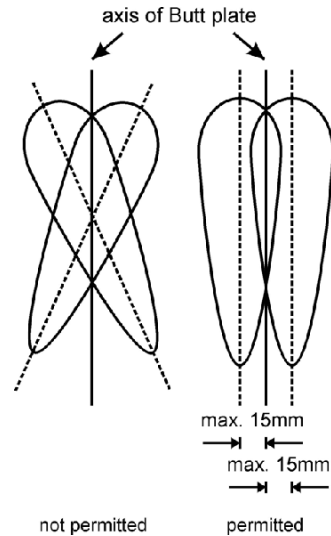
Any type of 4.5mm (.177 caliber) pneumatic, spring air, compressed air or CO₂ rifle that conforms to the following specifications may be used.

Air Rifle Measurement Diagram and Table



Item	Specification/Restriction	
A	Length of front sight tunnel	50mm/2 in.
B	Diameter of front sight tunnel	25mm/1 in.
C	Distance from center of the front sight ring or top of post to center of bore either directly above or offset.	<u>60</u> mm/1.6 in.
D	Depth of fore-end	90mm/3.6 in.
E	Lowest point of pistol grip	160mm/6.3 in.
F	Lowest point of stock or toe of butt plate with the butt plate in its maximum downward position.	220mm/8.8 in.
G	Depth of curve of butt plate (no hook butt plate permitted)	20mm/0.8 in.
H	Heel to toe length of butt plate	153mm/6.1 in.
I	Total thickness of fore-end	60mm/2.4 in.
J	Maximum distance (horizontal) of cheek piece from centerline of barrel	40mm/1.6 in.
K	Offset of butt plate parallel to the centerline of the normal end of the butt, left or right.	15mm/0.6 in.
L	Trigger weight (no set trigger permitted)	Free
M	Weight with sights (and hand stop)	5.5kg/12.2 lbs.
N	The front sight may not extend beyond the muzzle of the rifle or of any extension to the muzzle (barrel weight, sight extension).	
O	Total length of the Air Rifle system (from end of barrel or extension to rear end of the action or system).	850mm/34 in.

K - See diagram below. The butt plate may be adjustable up or down. The lowest point of the stock or toe of the butt plate, with the butt plate in its maximum downward position must not exceed 220 mm from the center line of the barrel. It may be offset parallel to the center line of the normal end of the butt plate left or right a maximum 15 mm OR the complete butt plate (not part) may be turned on the vertical axis. Turning the butt plate on the horizontal axis is not permitted.



4.4.1 Exterior Weights

Weights can be added to the rifle as long as the total weight of the rifle, sights, and attachments, including the sling swivel or hand stop, does not exceed 5.5 kg (12.2 lbs.). Only barrel weights that are within a radius of 30mm (1.2 in.) from the center of the barrel are permitted. Barrel weights may be placed at any point along the barrel.

4.4.2 Hand Stop/Sling Swivel

The hand stop/sling swivel may not be attached to the rifle in the standing position.

4.4.3 Grip Material

Material that gives increased grip may not be added to the fore-end, pistol grip, butt plate, or lower part of the stock. Adhesive sprays may not be used on the rifle or competitor's clothing.

4.4.4 Barrel Extension Tubes

The total length of the air rifle system measured from the back end of the mechanism to the end of the barrel, including any extension to the barrel, may not exceed 850mm (34 in.). Barrels and extension tubes must not be perforated in any way. Any construction or devices inside the barrel or tubes other than rifling and chambering for pellets are prohibited. The use of compensators or muzzle brakes is prohibited.

4.4.5 Pistol Grip and Stock Fore-end

The pistol grip cannot be anatomically formed. Any additions to the pistol grip or stock fore-end must conform to the existing form and cannot be anatomically formed. Any protrusion, extension or depression on the front or side of the pistol grip designed to prevent the hand from slipping (such as a hand or heel rest) is not allowed. Fore-end raiser blocks and that do not exceed dimension D in Rule 4.4 (90mm maximum depth) when attached to the fore-end may be used in one or more positions or removed in one or more positions.

4.4.6 Adjusting the Rifle

The butt plate and cheek-piece can be adjusted between positions as long as the rifle continues to comply with the specifications given in the Air Rifle Measurement Diagram and Chart above.

4.4.7 Special Features

A thumbhole, thumb rest, palm rest, heel rest (Rule 4.4.5) and spirit level are prohibited. Material may be added to the stock as long as it does not exceed maximum dimensions. Any addition must conform to the existing form and may not be anatomically formed.

4.5 PRECISION RIFLE SIGHTS

Any sight not containing lenses and meeting the following specifications/restrictions may be used:

4.5.1 Corrective Lenses and Telescopic Sights

Corrective lenses and telescopes may not be attached to the rifle. Any corrective lenses must be worn by the competitor. Corrective lenses may not be placed in the front or rear sights.

4.5.2 Light Filters

Light filters may be fitted to the front and/or rear sight.

4.5.3 Cant Indicators

Only cant indicating devices inside the front sight are permitted. Spirit levels (“bubbles”) are not permitted.

4.6 PRECISION CLOTHING AND ACCESSORIES

Only one (1) shooting jacket, only one (1) pair of shooting trousers and only one (1) pair of shooting shoes may be used in any competition. This does not prevent the shooter using normal athletic type training clothes or shoes in any event or position. The jacket must be capable of being used in all three positions (prone, standing and kneeling) and must meet all other specifications in order to be approved for the competition. All shooting jackets, shooting pants and shooting gloves must be made of flexible material that does not change its physical characteristics, that is become stiffer, thicker, or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the same specifications. Any lining, padding or reinforcement patches must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as part of the clothing.

4.6.1 Shooting Jacket

A shooting jacket meeting the standards of Rule 4.6 and the following specifications/restrictions is permitted (also see drawing of jacket on page 15):

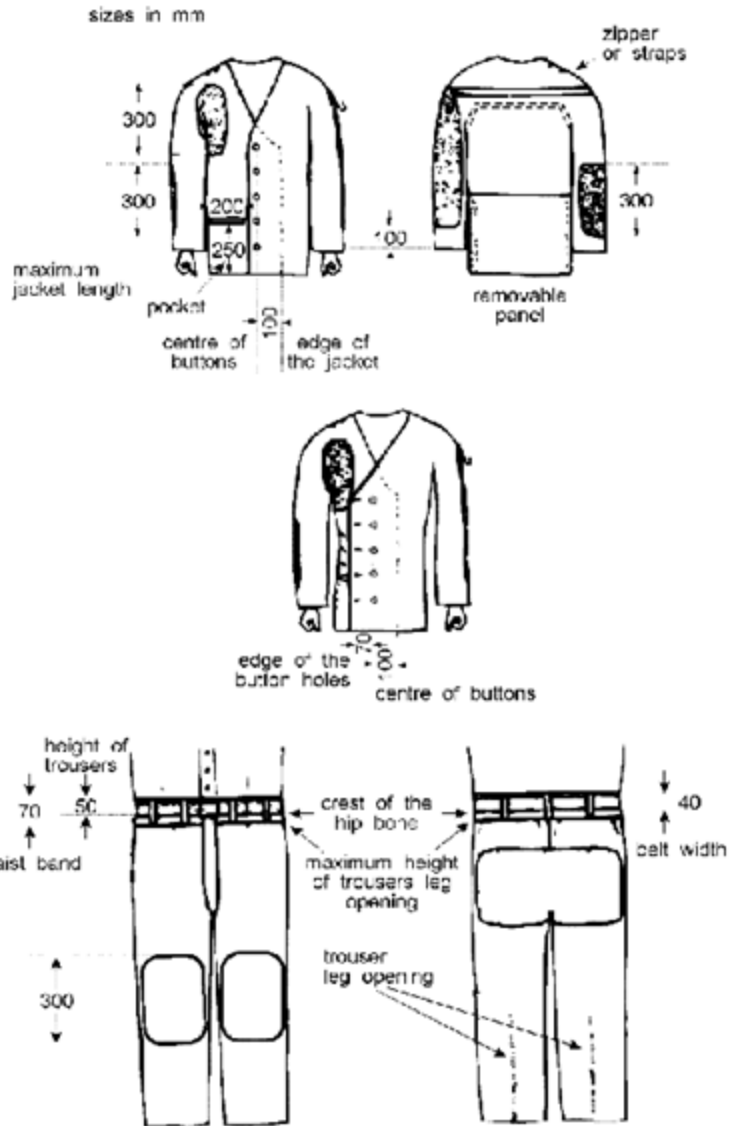
Thickness – The body and sleeves of the jacket, including the lining, must not exceed 2.5mm (0.1 in.) in single thickness and 5mm (0.2 in.) in double thickness at any point where flat surfaces may be measured.^κ

Length of Jacket – The jacket must not be longer than the bottom of the balled fist. In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the fore-end of the stock when the competitor is in the shooting position.

Jacket Closure – Closure of the jacket must be only by non-adjustable means (e.g., buttons or zippers). The jacket must not overlap more than 100mm (4 in.) at closure. The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 70mm (2.8 in.), measured from the center of the button to the outside edge of the buttonhole.

Straps, Laces, Bindings, Seams, Stitching or Other Devices for Support - All straps, laces, bindings, seams, stitching or other devices that may be considered artificial support are prohibited. However, it is permitted to have one zipper or not more than two straps to take up

^κ The special exemption to the jacket thickness rule, which appeared in the 2nd and 3rd editions of the rules and which allows the use of older, heavy jackets that do not comply with this jacket thickness requirement by competitors who do not also wear special shooting trousers, expired on 31 December 2002. All shooting jackets used in precision class competitions must comply with the Rule 4.6.1 Thickness requirement.



loose material in the area of the shoulder pad. No other zipper or other closing or tightening device is permitted other than those specified in these rules and diagrams.

Back Panel – The construction of the back panel may include more than one piece of material including a band or strip if this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness and stiffness restrictions.

Pockets – One external pocket is permitted on the right front side of the jacket. All inside pockets are prohibited.

Padding – Reinforcement or padding may be added on both sleeves to one half the circumference of the sleeve, and to the shoulder where the butt plate rests. On the sling arm, the pad may extend from the upper arm to a point 100mm (4 in.) from the end of the sleeve. The other pads may have a maximum length of 300mm (12 in.). The maximum thickness of any reinforced or

padded area, including the jacket material and all linings, is 10mm (0.4 in.) single thickness or 20mm (0.8 in.) double thickness.

Sling Keeper – Only one hook, loop, button or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding.

Velcro and Sticky Substances – No Velcro, sticky substances, liquid or spray may be applied to the outside or inside of the jacket, pads or equipment. Roughening the material of the jacket is permitted.

4.6.2 Shooting Pants

Shooting pants meeting the standards of Rule 4.6 and the following specifications are permitted (see trousers drawing above):

Thickness – The shooting pants, including the lining, must not exceed 2.5mm (0.1 in.) in single thickness and 5mm (0.2 in.) in double thickness at any point where flat surfaces may be measured. The maximum thickness of any reinforced or padded area, including the pants material and all linings, is 10mm (0.4 in.) single thickness or 20mm (0.8 in.) double thickness.

Fit - The top of the shooting pants must not fit or be worn higher on the body than 50mm (2 in.) above the crest of the hipbone. The trousers must be loose around the legs. All drawstrings, zippers or fasteners designed to excessively tighten the shooting pants around the legs or hips are prohibited. The competitor must be capable of sitting on a chair with the trousers on and with all fasteners or closures in the closed position.

Waist Band and Its Closures - The waist band may not be more than 70mm (2.8 in.) wide and may be closed by one hook and up to 5 eyes, up to 5 adjustable snap fasteners, a similar closure or Velcro. Only one type of closure is permitted. A Velcro closure combined with any other closure is prohibited.

Waist Belt - To support the shooting pants only a normal waist belt not more than 40mm (1.6 in.) wide and 3mm (0.12 in.) thick or elastic suspenders may be worn. The belt buckle or fastener must not be used to support the left arm or elbow in the standing position.

Other Fasteners and Closures - Zippers, buttons, Velcro or other similar non-adjustable fasteners or closures may be used in the shooting pants only in the following places:

Only one other fastener or closure is permitted in the front to open and close the fly. The fly must not be lower than the level of the crotch.

Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70mm (2.8 in.) from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg. One fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places on one leg.

Padding – Reinforcement or padding may be added to the seat and both knees of the shooting pants. The seat pad must not exceed the width of the hips and not be longer than to cover the normal wear points on the seat of the wearer. The kneepads must not be wider than half the circumference of the leg and can have a maximum length of 300mm.

4.6.3 Undergarments and Training Clothing

Clothing worn under the shooting jacket and under the shooting pants must not be thicker than 2.5mm (0.1 in.) single thickness or 5mm (0.2 in.) double thickness. Only normal personal undergarments and/or training clothing that does not stabilize may be worn under the shooting jacket and shooting pants. Jeans and ordinary trousers may not be worn under the shooting pants. If shooting pants are not worn, jeans or ordinary trousers may be worn providing they do not give artificial support to any part of the body.

4.6.4 Shoes

Normal street or athletic shoes or no shoes or special shooting shoes may be worn in any position. The shoes worn must be a matched pair. The sole must be flexible at the ball of the foot. Orthopedic inserts are allowed. All shoes must comply with these requirements (Also see diagram below):

	Item	Specification/Restriction
A	Maximum thickness of sole at the toe	10mm/0.4 in.
B	Overall length of shoe	According to size of wearer's foot
C	Maximum height of shoe	Not to exceed two-thirds (2/3) of total length of shoe (B+10mm).
D	Upper Shoe Material	The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4mm/0.16 in., including all lining, when measured on any flat surfaces.
E	Heel maximum	30mm/1.2 in.
F	Extension of toe of sole in front of shoe (may be cut at an angle either on one or both soles) Note: no other extensions of sole in length and width are permitted.	10mm/0.4 in.



4.6.5 Sling

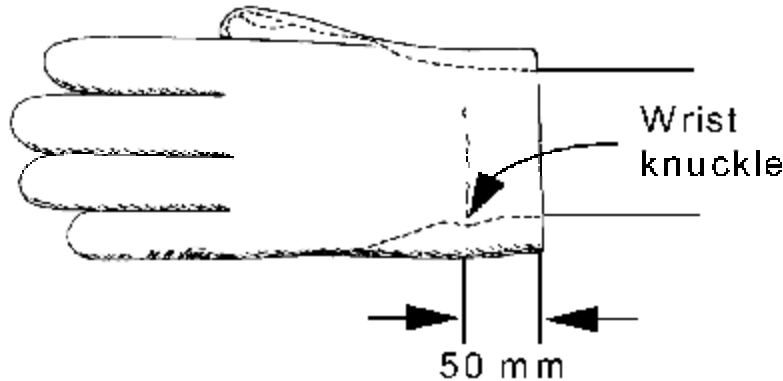
A shooting sling with a maximum width of 40mm (1.6 in.) is allowed in the prone and kneeling positions. The sling must be worn only over the upper part of the left arm (right arm for a left-handed competitor) and from there connected to the fore-end of the rifle stock. The sling must pass along one side of the hand and wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop. The sling is not allowed in the standing position.

4.6.6 Glove

Any shooting glove meeting the following specifications/restrictions is permitted:

Thickness – Total thickness must not exceed 12mm (0.48 in), measuring front and back materials together at any point other than on seams and joints.

Glove Measurement - The glove must not extend more than 50mm (2 in.) above the wrist measured from the center of the wrist knuckle. Any strap or other closure device at the wrist is prohibited. However, a portion of the wrist may be elasticized to enable the glove to be put on, but it must leave the glove loose around the wrist.



4.7 GENERAL EQUIPMENT RULES FOR ALL CLASSES

The rules regarding general shooting equipment apply to all three-position air rifle competitors, whether they are competing in the Sporter Class, the Precision Class or in Open competition.

4.7.1 Pellets

Only .177 caliber (4.5mm) pellets of any shape made of lead or other soft material are permitted.

4.7.2 Kneeling Roll

One cylindrical roll, placed under the instep of the right foot (left foot for a left-handed competitor), in the kneeling position is allowed. The roll cannot exceed a maximum of 25cm (10 in.) long and 18cm (7.2 in.) in diameter. The roll must be made of soft and flexible material. Binding other devices to shape the roll are not permitted. The use of a kneeling roll is optional. *Note: The use of tape on a kneeling roll is permitted as long as the kneeling roll is cylindrical and not bound into a special, non-cylindrical shape.*

4.7.3 Spotting Scope

The use of an individual spotting telescope, with stand, to visually observe shots on the target is permitted in both Sporter and Precision classes.

4.7.4 Shooting Kit and Shooting Stand

A shooting kit, table, chair or stand may be used as a rifle rest between shots in the standing or kneeling positions. The shooting kit, table or stand may not be of such size or construction as to interfere with other competitors. When used as a rifle rest, the kit, table, chair or stand may be placed forward of the firing line to keep the muzzle of the rifle pointing down range and to facilitate safety. When using a rifle stand, competitors must take special care to be sure the muzzle of the rifle, when resting on the stand, is not pointed towards or near another competitor. When not used as a rifle rest, the kit, table or stand may not be placed forward of the firing line.

4.7.5 Shooting Mat

A ground cloth or mat of compressible material, with a maximum thickness of 5cm (2 in.), can be used for prone and kneeling positions, provided it is not constructed or used to provide artificial sup-

port. Placement of the mat must not interfere with other competitors. A ground cloth may be used in standing if necessary to prevent the feet from slipping (see Rule 5.1.2).

4.7.6 Sound Producing and Communicating Systems

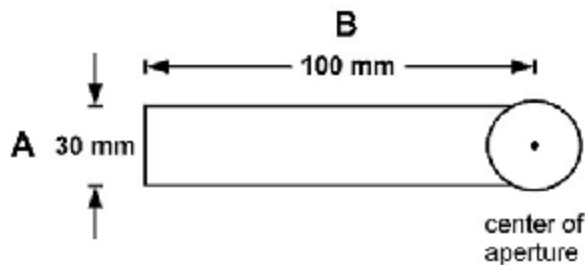
Radios, tape recorders, Walkmans, cellular phones or any other type of sound producing (timers that beep) or communicating systems are prohibited during a competition. These systems can be used during the preparation period.

4.7.7 Headgear and Blinders

It is permitted to wear a cap, hat or visor or to use blinders that comply with Rules 4.7.8 and 4.7.9.

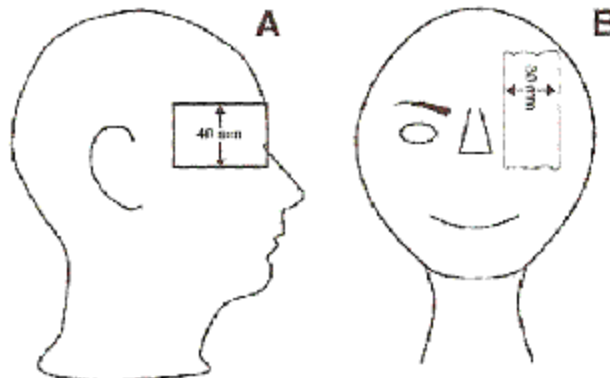
4.7.8 Rear Sight Blinder

A blinder may be attached to the rifle or to the rear sight of a Sporter or Precision Class air rifle. The blinder must be no more than 30 mm deep (A) and extend no more than 100 mm from the center of the rear sight aperture (B) on the side of the non-aiming eye. A blinder must not be used on the side of the aiming eye.



4.7.9 Head Blinders

It is permitted to use side blinders attached to the hat, cap, shooting glasses, or to a head band. Side blinders may not be more than 40 mm deep (A) and must not extend further forward than a line from the center of the forehead. It is permitted to use a blinder that is not more than 30 mm wide (B) over the non-aiming eye.



4.7.10 Bipod

A bipod or rifle rest may not be attached to the rifle (Sporter or Precision class) while shooting, but a bipod may be attached to the rifle to support it between stages of firing.

or Rifle Rest

4.7.11 Start Numbers

Competition sponsors may prepare and issue start numbers to competitors to make it easier for range officers, spectators and media to identify competitors. Start numbers should display the name of the competitor, the school or club the competitor represents and the competitor's number. If a competition sponsor provides start numbers, all competitors must wear them during the competition.

5.0 COMPETITION CONDITIONS

5.1 SHOOTING POSITIONS

Competitors in three-position air rifle events fire in three different shooting positions, prone, standing and kneeling. In each position, no part of the body may touch the firing line. In the prone position, the left elbow^ƙ must be behind the rear edge of the firing line. In the standing and kneeling positions, the entire left foot must be behind the firing line. The rifle and other parts of the body may extend beyond the firing line as long as no part of the body contacting the floor is on or in front of the firing line.

5.1.1 Prone Position

- ƙ The competitor may lie on the bare surface of the firing point or on the shooting mat.
- ƙ The body is extended on the firing point with the head toward the target.
- ƙ The rifle must be held by both hands and one shoulder only.
- ƙ While aiming, the cheek may be placed against the rifle stock.
- ƙ The rifle may be supported by a sling, but the fore-end behind the left hand must not touch the shooting jacket.
- ƙ No part of the rifle may touch the sling or its attachments.
- ƙ The rifle must not touch or rest against any other point or object.
- ƙ The competitor's left (sling arm) forearm must form an angle of not less than 30 degrees from the horizontal, measured from the axis of the forearm.

5.1.2 Standing Position

- ƙ The competitor must stand free with both feet on the firing point surface or on a ground cloth (if used, see Rule 4.7.5) without any other support.
- ƙ The rifle must be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder, the cheek and the part of the chest next to the right shoulder.
- ƙ The rifle must not be supported by the clothing or the chest beyond the area of the right shoulder and right chest.
- ƙ The left upper arm and elbow may be supported on the chest or on the hip. If a belt is worn, the buckle or fastening must not be used to support the left arm or elbow.
- ƙ The rifle must not rest against any other point or object.
- ƙ The use of the sling, handstop or palm rest is not allowed. The sling swivel may remain on a Sporter air rifle, but the left hand or glove may not contact the sling swivel. In Sporter air rifle, a sling may remain attached to the arm as long as it is not attached to the rifle or used to support the rifle in any way.

5.1.3 Kneeling Position

- ƙ The competitor may touch the firing point surface with the toe of the right foot, the right knee and the left foot.
- ƙ The rifle may be held with both hands and the right shoulder; the cheek may be placed against the stock.
- ƙ The left elbow must be supported on the left knee.

^ƙ All descriptions of positions in these Rules describe right-handed competitors. For left-handed competitors, reverse "right" and "left."

- ✘ The point of the elbow cannot be more than 100mm (4 in.) over or 150mm (6 in.) behind the point of the knee.
- ✘ The rifle may be supported by a sling, but the fore-end behind the left hand must not touch the shooting jacket.
- ✘ No part of the rifle may touch the sling or any of its attachments.
- ✘ The rifle must not touch or rest against any other point or object.
- ✘ If the kneeling roll is placed under the instep of the right foot, the foot may not be turned at an angle of more than 45 degrees.
- ✘ If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and lower leg in contact with the surface of the firing point.
- ✘ No portion of the upper leg or buttocks may touch the firing point surface.
- ✘ If the competitor uses the shooting mat, he may kneel completely on the shooting mat or may have one or two or three points of contact.
- ✘ Only the trousers and underclothing may be worn between the competitor's seat and heel. The jacket or other articles must not be placed between these two points or under the right knee.

5.1.4 Physical Disabilities, Substituting Positions

Every effort should be made to encourage and facilitate participation by physically disabled persons, whether the disability is temporary or permanent, as long as the disabled person is not given an unfair advantage over other competitors.

- ✘ If a competitor has a physical disability, whether temporary or permanent, that prevents shooting in a position defined by the shooting position Rules (Rules 5.1.1, 5.1.2, 5.1.3), he may substitute the next more difficult position. Kneeling may be substituted for prone, or standing may be substituted for kneeling. Any substitute position must conform to the Rule for that position. The Competition Director or Jury must approve the substitute position.
- ✘ A competitor with a cast or other temporary medical appliance may shoot while wearing that appliance if, in the opinion of the Competition Director or Jury, it does not provide any special advantage.
- ✘ A competitor who cannot sit on his right foot in the kneeling position may substitute a kneeling position in which he sits on his left foot and still fires from the right shoulder (Rule 5.1.3 requires that the competitor sit on the right foot) if an authorization to use this position is received from the National Three-Position Air Rifle Council.

5.2 COACHING

Coaching or assisting a competitor is permitted under these conditions:

5.2.1 Coaching In Sporter Air Rifle

Coaching shooters on the firing line is permitted in Sporter Air Rifle events during the preparation or changeover periods and while the competitor fires sighting shots in any of the three positions. When the competitor fires his first record shot, coaching must stop and the coach must move to the rear of the firing line. After the first record shot, the competitor, while on the firing line, may only speak to the Range Officer. If the firing line is so crowded that coaching will disturb other competitors, a competition sponsor may prohibit coaching on the firing line, but this should be done only if absolutely necessary. If coaching on the line in Sporter class is not permitted, this must be stated in the competition program. If mixed Sport and Precision class relays are squaddled, the Sporter and Precision class competitors should be squaddled on separate areas of the firing line so that Sporter Class competitors may receive coaching assistance.

5.2.2 Coaching In Precision Air Rifle

Coaching while competitors are on the firing line in Precision class events is prohibited. While on the firing line, a competitor may speak only with the Range Officer.

5.2.3 Coaching During Competitions

With the exception of the coaching on the firing line permitted in Rule 5.2.1, all coaches must remain behind the firing line from the start of the preparation period until the firing line is cleared after the kneeling position. During the preparation, changeover and competition periods, a competitor who wishes to speak with a coach must a) leave his rifle in a safe condition on the firing line, b) notify the Range Officer and c) leave the firing line so as not to disturb other competitors. A coach may speak with a team member during the competition by obtaining permission from the Range Officer. The Range Officer will notify the competitor who must leave his rifle in a safe condition and leave the firing line to speak with the coach.

5.3 COMPETITION EVENTS AND TIME LIMITS

In Three-Position Air Rifle events, each position must be timed separately. This assures that all competitors can compete under relatively equal conditions and that competitors who use their full time limits are not disturbed by competitors who finish early. It also makes it possible to score targets more quickly. For each firing position, All competitors must have a preparation or changeover period for each position.

5.3.1 Individual Event, 3x10 or 3x10 Plus Final

The individual 3x10 course of fire consists of 10 shots each in the prone, standing, and kneeling positions, fired in that order. A Final may be added to the individual event (3X10 plus Final, also see Rule 10.0, Finals).

Individual 3X10 Event	Time Limit
Preparation period	10 minutes
10 shots prone	20 minutes
Change-over period	5 minutes
10 shots standing	20 minutes
Change-over period	5 minutes
10 shots kneeling	15 minutes

5.3.2 Individual Event, 3x20 or 3x20 Plus Final

The individual 3x20 course of fire consists of 20 shots each in the prone, standing, and kneeling positions, fired in that order. A Final may be added to the individual event (3X20 plus Final, also see Rule 10.0, Finals).

Individual 3X20 Event	Time Limit
Preparation period	10 minutes
20 shots prone	30 minutes
Change-over period	5 minutes
20 shots standing	40 minutes
Change-over period	5 minutes
20 shots kneeling	30 minutes

5.3.3 Individual Standing Event, 2x20 or 3x20 Plus Final

The individual standing position course of fire consists of two or three 20 shot series in the standing position. If electronic targets are used, the 40 or 60 shot event may be fired without a change-over period. A Final may be added to the individual event (3X20 plus Final, also see Rule 10.0, Finals)

Individual 3X20 Event	Time Limit
Preparation period	10 minutes
20 shots standing	40 minutes
Change-over period	5 minutes
20 shots standing	40 minutes
Change-over period	5 minutes
20 shots standing (60 shot events only)	40 minutes

5.3.4 Multiple Course Aggregate Championships

A Competition Program may provide for a multi-event competition that consists of a total or aggregate of two or more events or courses of fire that are described in Rules 5.3.1, 5.3.2 or 5.3.3. Multiple-course aggregate championships may last one, two or more days.

5.3.5 Team Events, 4 X 3X10, 4 X 3X20 or 4x40/60 Standing

Any competition may also include team events. Team events are conducted for four-person teams where each team member fires one of the individual courses of fire specified in Rules 5.3.1, 5.3.2 and 5.3.3 that do not include final round scores. Final round scores do not count in team scores.

Team Members - A Team consists of four (4) competitors. Each team should have an adult leader who is the Team Coach. Men and women may compete on the same team. No competitor may fire on more than one team in any team event. All team members must be named before the first team member begins to fire in the competition.

Team Score - Team and individual events may be fired concurrently or they may be scheduled and fired separately. When team and individual events are fired concurrently, the scores fired by each member of a team count for both individual rankings and team rankings. Team scores are calculated by adding the individual scores of the four team members.

5.4 TARGETS

Competitions may be conducted using either paper targets or electronic targets. Only official 10-meter air rifle targets with scoring ring dimensions established by the International Shooting Sport Federation may be used. Authorized targets bear approved designations of the National Three-Position Air Rifle Council (designated as NC-AR10) ISSF. NRA targets printed in 2004 or later (designated as AR5/1 or AR5/10) may also be used. Paper targets may be either single bullseye or 10-bullseye targets. 10-bullseye targets have ten record bullseyes and two sighter bullseyes.

5.4.1 Sighting Targets

Sighting targets or bulls must be clearly identified. When single bullseye targets are used, sighter targets should be identified with a black stripe in the upper right corner that can be clearly seen from the firing point. Competitors must be given two (2) sighting targets for each position. When 10-bullseye targets are used, two sighting targets are printed in the center of the target card and are identified by a guard ring printed around the sighting targets.

5.4.2 Record Targets

Record targets on 10-bullseye targets are numbered in consecutive order. On 10-bullseye targets, the competitor may shoot the record targets in any order, but the targets will be scored as if the competitor fired the targets in the numbered order that is printed on the card.

5.4.3 Changing Targets

Either competitors or range officials may change targets. The competitor is responsible for ensuring that the correct targets are hung.

5.5 RANGE SPECIFICATIONS

5.5.1 Distance

The shooting distance measured from the target to the edge of the firing line closest to the competitor is 10 meters (33 feet).

5.5.2 The Firing Line and Firing Point

The firing line is the front edge of the firing point. It must be marked so that Range Officers and Competitors can see it. A firing point is the area immediately to the rear of the firing line that is designated for one competitor. The recommended minimum width of each firing point is 1.0 meters (39.4 in.). The recommended minimum length is 2.2 (86.6 in.) meters. There must be one firing point for each target. There must be ample room behind the firing points for Range Officers to move freely.

5.5.3 Target Location and Numbering

Targets and target holders must be centered on a line that is perpendicular from the center of the firing point. Target or target holders must be identified with numbers that are placed above or below the targets and that are large enough to be seen from the firing point. Targets are numbered consecutively, with target number one being on the left. It is recommended that the numbers be on alternating backgrounds or contrasting colors.

5.5.4 Target Heights

Target holders on the range must facilitate the placement of the targets at the correct height. Correct target heights, when measured from the level of the firing point to the center of the target are:

- ⌘ Prone position 0.5 meters (19.7 in.) (± 10 cm. or 4 in.)
- ⌘ Standing position 1.4 meter (55 in.) (± 5 cm. or 2 in.)
- ⌘ Kneeling position 0.8 meters (31.5 in.) (± 10 cm. or 4 in.)

When 10-bullseye targets are used, the center of the target is the point between the two sighting targets. All targets on a range must be hung at the same height. The tolerances allowed here are intended to accommodate variations from range to range; they do not permit target height variations for individual shooters on the same range. Ranges where paper targets are used may provide for hanging two 10-bull targets at the same height for one position. On ranges where the physical construction of the range or backstop prevents hanging targets at the correct height, the targets must be hung at the height that is as close as possible to the correct height. The Competition Program must inform competitors of the height that the targets will be hung if the correct target heights are not possible.

5.5.5 Shooting Tables

On ranges with fixed target heights (with targets or target carriers mounted at standing position height), tables may be provided to raise the competitors in the prone and kneeling positions to the height of the targets. The Competition Program must inform competitors when shooting tables will be used. If tables are used, competitors are not required to keep all parts of their bodies on top of the table in prone, but must have all parts of their bodies on top of the table in kneeling.

5.5.6 Lighting

Indoor ranges must have artificial illumination that provide the necessary amount of light without glare or distracting shadows on the targets or firing points. A minimum illumination of 1000 lux on the targets is recommended. Targets must be illuminated evenly, with direct light on the target being highly recommended. It is recommended that the firing line area also be well illuminated.

5.5.7 Official Bulletin Board

An area easily accessible to competitors and coaches must be designated as the Official Bulletin Board. All official information bulletins and results bulletins must be posted at this location.

5.6 COMPETITION PROGRAM

A written document should be prepared to describe the conditions of the competition. This Competition Program or "official program" identifies the name of the competition, date(s), location, course of fire (events), time schedule, awards and any special conditions that will apply. The Competition Program may not contravene any of these Rules. The Competition Program is a supplement to the Rules and conditions specified in the program also govern the conduct of the competition. Range Officers and Jury

Members may use the Competition Program in deciding protests, however, if there is a conflict between the Competition Program and the Rules, the Rules will prevail.

6.0 COMPETITION OFFICIALS AND THEIR DUTIES

6.1 COMPETITION DIRECTOR

The Competition Director (Match Director) has primary responsibility for the safe, efficient conduct of a competition. In a major championship, an Organizing Committee with overall responsibility for the conduct of the competition may appoint the Competition Director. In a small competition, the Competition Director may also serve as a Range Officer or Scoring Officer. The Organizing Committee and Competition Director establish the conditions of a competition that are published in a Competition Program (Rule 5.6). The Competition Director appoints other competition officials. If any conditions of the competition must be changed, a Competition Director's Bulletin announcing the change must be prepared and posted on the Official Bulletin Board so all competitors and coaches can be informed. Competition Programs and Competition Director Bulletins may not contradict or establish any conditions that are contrary to these Rules. The Competition Director must use his best judgment at all times and his behavior and decisions must be characterized by absolute impartiality, firmness, courtesy and consistent vigilance. In the application of these Rules, the Competition Director may confer with the Jury or may consult with the National Jury of Appeal.

6.2 RANGE OFFICERS

The Chief Range Officer is in charge of the range and is responsible for range safety and range operations. His duties include giving range commands, ensuring competitors' equipment and positions conform to the Rules, correcting any technical range faults, receiving protests, and resolving all irregularities such as disturbances, penalties, malfunctions, irregular shots, extra time allowed, etc. In larger competitions, Assistant Range Officers are appointed to assist the Chief Range Officer. Range Officers have the right to examine the competitor's positions and equipment at any time. During a competition, Range Officers should not approach a competitor while he is firing a shot. Immediate action must, nevertheless, be taken when a matter of safety is involved.

6.3 JURY

A three-member Jury may be appointed by the Competition Director to interpret and apply the Rules and resolve protests. One member of the Jury is designated as the Jury Chairman. Jury members should be persons who are familiar with these Rules and have experience in competitions. They may be Competition Officials, Team Officials, parents or competitors in that competition. Jury members may not rule on a matter in which they or their team are personally involved. The Competition Director will name a replacement for a Jury member who must excuse himself. Decisions by the Jury must be based on applicable Rules or, in cases not specifically covered by the Rules, must be governed by the intent and spirit of the Rules. Protests are decided by a majority of the Jury. Decisions of the Jury may be appealed to the National Jury of Appeal.

6.4 EQUIPMENT CONTROL CHIEF

Equipment control examinations are not mandatory. However, the Competition Director may appoint an Equipment Control Chief and require competitors to have their equipment inspected prior to a competition. Equipment also may be spot-checked or checked by Range Officers on the line prior to the start of a competition. Team Officials and competitors must be informed in sufficient time before the competition regarding where and when they may have their equipment inspected.

6.5 STATISTICAL OFFICER

The Statistical Officer is responsible for all phases of results production during a competition. The Statistical Officer is directly responsible to the Competition Director. The Statistical Officer must retain all fired targets until the expiration of the time allowed for challenges and protests. The Competition Director and Statistical Officer must appoint and train sufficient scorers to score all targets in a timely manner, according to these Rules. In a small competition, the Statistical Officer may also be a target scorer. The

Statistical Officer must ensure that preliminary results are posted on the Official Bulletin Board in a timely manner and that a Final Results Bulletin is provided to team officials and competitors.

6.6 SCORERS

Scorers appointed by the Competition Director or Statistical Officer are responsible for fairly and impartially scoring targets. Scorers can be other competition officials, team officials or parents, but cannot be competitors. No one may knowingly score a target for a competitor in whom they have a personal interest. Scorers should operate in pairs so that two scorers initially examine all targets and gauge doubtful shots. In case of disagreement between the two scorers, the Statistical Officer or a Scoring Supervisor or other person designated by the Competition Director or Statistical Officer must make the final decision.

6.7 TEAM COACH

Each team must have a designated Team Coach. The Team Coach may be a coach, JROTC instructor, parent or other responsible adult. The Team Coach is responsible for all team members and for maintaining discipline within the team. Team coaches must cooperate with competition officials to assure safety, the proper conduct of the competition and good sportsmanship. Team Coaches must be familiar with the program, make entries and have team members report to the proper firing points on time and with approved equipment. Team Coaches may check scores, make challenges and register protests for all team members.

7.0 COMPETITION PROCEDURES

7.1 ENTRIES

Individual and Team entries must be completed before the start of the competition or before any competitor or team member begins competition firing. The competitor or team coach is responsible for properly filling out entry forms.

7.2 FIRING POINT ASSIGNMENTS (SQUADDING)

All competitors entered in a competition must be squadded or assigned to firing points through a random draw. Members of a team may be assigned to adjacent firing points on the same relay if those blocs of firing points are determined by the drawing of lots. If there is more than one relay in one day of competition, the Competition Director must normally assign the members of each team to two or more relays. Exceptions may be made when a team must fire together to accommodate travel schedule requirements or when different relays are scheduled on different days. When there are team events, any relay scheduled must have competitors from two or more teams.

7.3 EQUIPMENT CONTROL

Competition officials may require competitors to have their equipment checked prior to or after a competition to assure that it complies with these rules.

7.4 MOVING EQUIPMENT TO/FROM FIRING LINE

The Range Officer must call competitors to the firing line and give them a short period of time before the preparation period begins to place their equipment on the firing line. If competitors complete firing before the shooting time ends, they may leave the firing line, but they may not remove their equipment from the firing line until the command **STOP** is given at the end of the shooting time and the Range Officer has checked their rifles to be sure they are safe to be removed. Equipment may be removed from the firing line only after the command **STOP**. *Note: This is to prevent disturbing competitors who are still firing.*

7.5 PREPARATION PERIOD

Competitors must be given a ten (10) minute preparation period before the start of shooting in the prone position. The preparation period begins with the command **YOUR TEN-MINUTE PREPARATION PERIOD BEGINS NOW**. The Range Officer may not start the preparation period until competitors have been permitted to bring their equipment to their firing points (see Rule 7.4). Targets must be hung before the preparation period begins. The preparation period may not begin while anyone is down range. Competitors may handle their rifles, dry fire, and do holding and aiming exercises on the firing line during the preparation period.

7.6 BEGINNING AND END OF THE COMPETITION

The competition begins with the command **START** and ends with the command **STOP**. All sighting and record shots must be fired between these commands. The Range Officer may command **STOP** before the shooting time expires if all competitors finish shooting before the end of the time limit. All competitors on one relay must complete the prone position before starting standing and all competitors on one relay must complete standing before starting kneeling.

7.7 FIVE (5) MINUTE WARNING

The Range Officer must inform the competitors of the time remaining at five (5) minutes before the end of the shooting time with the command **FIVE MINUTES REMAINING**.

7.8 TWO (2) MINUTE WARNING

The Range Officer must inform the competitors of the time remaining at two (2) minutes before the end of the shooting time with the command **TWO MINUTES REMAINING**. The five and two minute warnings are advisory. Competitors are still responsible for finishing within the official time limit whether or not the time warnings are given. Additional time may only be given to competitors if there is an interruption or malfunction (see Rules 7.14 and 7.15).

7.9 POSITION CHANGEOVER PERIODS

Competitors must be given a five (5) minute changeover period before the start of the standing position and a five (5) minute changeover period before the start of the kneeling position. If targets are changed after each position, the changeover period may not begin until target changing is complete and Range Officers or other personnel are not downrange. During the changeover periods, competitors may set up their equipment for the next position, handle their rifles, dry fire and do holding and aiming exercises.

7.10 DRY FIRING

Dry firing means releasing the trigger mechanism without releasing the propelling charge (air or CO₂). The competitor may dry fire during the preparation period and competition as long as the propelling charge is not released. If a propelling charge is released during the preparation or changeover period, the competitor will be given a warning for the first offence and a two-point penalty for the second and subsequent offences. *Note: Not all air rifles are capable of dry firing.*

7.11 SIGHTING AND RECORD SHOTS

Only one pellet may be loaded at a time, regardless of whether the rifle has a clip or magazine. A "shot" is the release of the propelling charge (air or CO₂), even if no pellet is fired. The release of propelling gas without loading a pellet may be done during sighting shots (sighting shots do not count in the competitor's score), but any release of propelling gas after record shots begin, whether a pellet was loaded or not, must be counted and scored as a record shot.

7.11.1 Sighting Shots

Sighting shots, unlimited in number, may be fired only before the first competition shot in each position. Sighting shots fired after the first competition shot, unless authorized by the range officer, must be scored as misses. When two 10-bull targets are hung, all sighting shots must be fired on the two sighters of the first record target. The Range Officer may authorize firing sighting shots on the second record target in special circumstances. Sighting shots must be fired within the time limit for that position, unless the Range Officer allows the competitor additional time because of a rifle or target malfunction.

7.11.2 Record Shots

Only one record shot may be fired at any single record target (bullseye). Any shot fired after the first record shot is fired, including any discharge of propelling gas or an accidental discharge, must be scored as a record shot whether it hits the target or not.

7.12 RANGE COMMANDS

The Range Officer must conduct competition firing by using these commands and procedures (special range commands for final round competition are found in Rule 10.3.8).

Command	Action
<i>Before the competition:</i>	Step 1: Before a competition, the Range Officer must 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 1, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE	Step 2: Competitors must be given an opportunity to move their equipment to the firing line before the Preparation Period begins. Sufficient time for competitors to place their equipment on the firing line, but not more than five minutes, should be allowed for this. When the range is prepared, the Range Officer calls the competitors to the firing line. This should be done approximately 15 minutes before the scheduled start time for that relay. As competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.
RELAY NUMBER 1, GO FORWARD AND HANG YOUR TARGETS	Step 3, 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.
YOUR TEN MINUTE PREPARATION PERIOD BEGINS NOW	Step 4: When all competitors have placed their equipment on the firing line or have returned from down range, the Range Officer starts the Preparation Period. During this period, competitors may handle their rifles, assume their positions and dry fire.
THIS IS THE PRONE STAGE OF THE THREE-POSITION EVENT. 20 SHOTS PRONE POSITION, TOTAL TIME 30 MINUTES (or the appropriate stage, event, position, number of shots and time), LOAD, START	Step 5: At the end of the 10-minute preparation period, the Range Officer announces the event to be fired and gives the commands to allow competitors to load and begin firing. The time limit begins when the command START is given.
<i>During the shooting time:</i>	Step 6a: While competitors are firing, the Range Officer must constantly observe them to assist, answer questions, deal with malfunctions and resolve irregular shots. Step 6b: When competitors finish firing, they must open their rifle actions and lay their rifles on the floor or firing line. The Range Officer must check the actions to be sure they are clear. Competitors who have finished firing must step back from the firing line without disturbing other competitors, but they may not remove their equipment until instructed to do so by the Range Officer. Competitors may prepare for the next position if they do this behind the firing line.
FIVE MINUTES REMAINING	Step 6c: When 5 minutes remain in the shooting time, the RANGE OFFICER must announce the remaining time. If at any time during the competition, a competitor asks how much time remains, the Range Officer must inform that competitor of the exact amount of time remaining.
TWO MINUTES REMAINING	Step 6d: When 2 minutes remain in the shooting time, the RANGE OFFICER must announce the remaining time.

Command	Action
STOP, UNLOAD	Step 7: When the firing time has expired (or when all competitors have finished firing), the Range Officer gives the commands to stop firing and unload rifles. Each competitor must stop immediately, open the loading port so it is clearly visible to the Range Officer, and set the rifle down with the muzzle pointing down range. The Range Officer must check the actions to be sure they are clear.
<i>If there is still a loaded air rifle:</i>	Step 8, if required: If a competitor has loaded air rifle with a pellet that is still in the barrel, the competitor must inform the Range Officer immediately by raising his/her hand and declaring: "Loaded Rifle" The Range Officer will then direct the competitor to discharge the rifle into a Pellet Discharge Container or direct the competitor to fire the rifle at an area of the backstop where there are no targets.
THE LINE IS SAFE, GO FORWARD AND REPLACE (or REMOVE) YOUR TARGETS Or THE LINE IS SAFE. TARGET HANDLERS, REPLACE (or REMOVE) THE TARGETS	Step 9: When the Range Officer(s) has confirmed that all air rifles are unloaded, the Range Officer instructs the competitors or target handlers to change targets. If the last position has been completed, go directly to Step 11.
COMPETITORS, YOUR FIVE MINUTE CHANGEOVER PERIOD BEGINS NOW	Step 10: When targets for the next position are hung and the Range Officer confirms that the line is safe, the Range Officer begins the changeover period. All competitors or target handlers must be back behind the firing line before this can begin. When the changeover period ends, the Range Officer must return to Step 5 and repeat Steps 5 through 9 for the next position.
COMPETITORS, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE	Step 11: When all firing is complete, the Range Officer must confirm that all rifles are unloaded with actions open. The Range Officer will then direct competitors to remove their equipment from the firing line:

7.13 IRREGULAR SHOTS

An irregular shot is any shot that is not fired in accordance with these Rules. Any competitor who has an irregular shot must immediately report this to the Range Officer. The Range Officer must make a written record of any irregular shots that occur during the match so that this record can be used by the Statistical Officer to properly score the targets. When paper targets are used, the written record should be made on the target itself.

7.13.1 Shots Fired Before the command START

A shot fired before the command **START** must receive a penalty of two (2) points on the first competition target.

7.13.2 Shots Fired After the Command STOP

A shot fired after the command **STOP** must be scored as a miss on the last competition target(s).

7.13.3 First Sighting Shot is a Miss

If the first sighting shot is a miss, the competitor must immediately call the Range Officer. The Range Officer must verify that the first shot is not on the sighting target, or not within the guard ring on a 10-bullseye target. The competitor may then resume shooting under the supervision of the Range Officer. The Range Officer will observe the competitor's shots until the scoring rings are hit. The Range Officer must mark these shots as sighter shots after the target is returned. These shots will not be scored as misses. Any further shots outside the guard ring on 10-bullseye targets or outside the scoring rings of record targets will be scored as misses. No additional time is allowed for this procedure.

7.13.4 Loaded Rifle After STOP

If a pellet is still in the rifle after the command **STOP** is given, or if the rifle is charged, but not loaded, the competitor must immediately inform the Range Officer by raising his hand and declaring, "**Loaded Rifle.**" The Range Officer must then direct the competitor to unload the rifle by firing it into the backstop or a special pellet container. This shot must not be fired at a record target and may not count as a record shot. (See Rule 2.5)

7.13.5 Shots Not Fired

Record shots that are not fired at all must be scored as a misses on the last competition targets equal to the number of record shots that are not fired.

7.13.6 More Than One Shot on a Target (Bullseye)

When a competitor fires more than one shot on one target (bullseye) in a three-position event he will not be penalized for the first two (2) such occurrences. The competitor must be given a two (2)-point penalty for the third and all succeeding misplaced shots. When a competitor fires more than one shot on a single target (bullseye) he must not fire a shot on one subsequent target. *Note: If a competitor fires in a three-position event, the penalty is applied when there are three or more targets (individual record bullseyes) in all three positions with more than one shot. For example, if one target in prone has two shots (one is left blank), one target in standing has two shots (one is left blank) and one target in kneeling has two shots (one is left blank), a two-point penalty must be applied to the kneeling score.*

7.13.7 Too Many Shots in a Position

If a competitor fires too many shots in a position (11 or more shots on one target in a 3X10 event, 21 or more shots on two targets in a 3X20 event), the extra (last) shots must be annulled. If 10-bull targets are used, the highest value shot(s) on the last 10-bull target fired in that position must be annulled. If single-bull targets or electronic targets are used, the last shot(s) fired in that position must be annulled. The competitor must be penalized two (2) points for each excessive shot fired, deducted from the lowest value shot(s) in the first series.

7.13.8 Crossfires

A crossfire occurs when a competitor fires a shot on the target of another competitor. If a competitor crossfires a sighting shot onto a sighting target of another competitor, he must not be penalized. If a competitor fires a sighting shot onto a record target of another competitor, he must be given a two-point penalty. If a competitor crossfires a record shot on the target of another competitor, the shot must be scored as a miss. If a competitor receives a crossfired shot, and it is impossible to determine which shot is his, he will receive the value of the highest undetermined shot.

7.13.9 Misfire

If a shot is fired and the pellet does not leave the barrel, the competitor must immediately notify the Range Officer. The Range Officer will assist the competitor in safely removing the pellet from the barrel. This shot will not be counted as a record shot and the competitor will be allowed to refire the shot.

7.13.10 Disputed Shot

If a competitor disclaims a shot on his target, he must immediately notify the Range Officer. If the Range Officer can confirm, beyond a reasonable doubt, that the competitor did not fire the shot, (for example, when an adjacent competitor reports or has a missing shot) the shot will not be credited to the competitor. If the Range Officer cannot confirm that the competitor did not fire the shot, the shot must be credited to the competitor.

7.14 INTERRUPTIONS IN SHOOTING

When a competitor is interrupted, moved to another firing point, must repair a malfunction or must stop shooting during the match through no fault of his own, he may request additional time and sighting shots. No additional time or sighting shots will be allowed to compensate for time lost to change or fill a compressed air or CO₂ cylinder. It is the responsibility of the competitor to arrive at the firing line with a properly charged gas cylinder.

7.14.1 Additional Time Required

If the interruption lasts more than one (1) minute, the competitor must be given additional time equal to the amount of time lost.

7.14.2 Additional Sighting Shots Required

If the interruption lasts more than five (5) minutes, or if the competitor is moved to another target, additional unlimited sighting shots must be permitted.

7.14.3 Interruptions of Entire Range

If shooting on an entire range or section of a range is interrupted, all competitors must be given that amount of additional time when firing resumes, if the interruption lasts longer than one (1) minute. If shooting is interrupted for more than five (5) minutes, all competitors must be given additional unlimited sighting shots.

7.15 MALFUNCTIONS

If a competitor has an allowable rifle or other equipment malfunction, or if the rifle cannot be safely aimed or fired, he may have it repaired or replaced with the permission of the Range Officer. Any competitor who has a malfunction must notify the Range Officer immediately. Additional time or sighting shots will not be allowed if the competitor fails to notify the Range Officer before repairing or correcting a malfunction.

7.15.1 Allowable and Non-Allowable Malfunctions

An allowable malfunction is a malfunction that occurs because the rifle does not function correctly. A non-allowable malfunction is a malfunction that is the fault of the competitor. If the malfunction is allowable and takes longer than one (1) minute to correct, extra time must be allowed up to a maximum of 15 additional minutes. If the malfunction is allowable and takes more than five (5) minutes to correct, the competitor must be allowed additional unlimited sighting shots when he resumes firing. Having to replace an air or CO₂ cylinder because it was not properly filled (either under or over charged) before the competition is a non-allowable malfunction.

7.15.2 Improper Loading

If a competitor loads two or more pellets at one time, inserts a pellet backwards or fails to properly charge a pneumatic air rifle (i.e. short stroke), any shots fired must be scored as fired and a malfunction cannot be allowed, except when two shots are fired at one time, only the highest value shot will be scored, if the Range Officer is notified before the next shot is fired. If a competitor thinks he may have loaded two pellets or may have forgotten to load a pellet he may call a Range Officer and ask permission to discharge that shot into a Pellet Discharge Container or the backstop. This may only be done when a Range Officer is present with the shooter. No extra time may be allowed for doing this.

7.15.3 Shots Fired with Low Gas Pressure

Any shot fired with low gas pressure that was caused by the competitor's failure to properly charge the rifle or have sufficient gas in the rifle's air or CO₂ cylinder must be scored as a record shot. Any shot fired with low gas pressure that was caused by a rifle malfunction such as a broken seal or gas leak may be nullified and refired.

7.15.4 Replacing Cylinders

Having to replace an air or CO₂ cylinder because it was not properly filled before the competition is a non-allowable malfunction and no additional time may be allowed. Competitors who must replace cylinders must have the Range Officer clear their rifle and then remove the rifle from the firing line to replace the cylinder. *Note: This is to assure that this procedure does not disturb other competitors.*

7.16 SPECTATORS AND MEDIA

Competition sponsors should encourage and assist spectators and media at their competitions. Spectators must remain behind the firing line and may not communicate with competitors except when a Range Officer gives permission for a competitor to speak with someone behind the firing line. The Range Officer may give media photographers permission to photograph competitors from the area immediately behind the firing line. Spectators and media may speak in normal tones, but should not speak so loudly as to disturb the competitors. Spectators or media photographers may not use flash photography during competitions. All cell phones and other communication devices must be turned off.

7.17 PENALTIES FOR RULES VIOLATIONS

In case of a violation of the Rules or instructions given by Range Officers or the Jury, the Range Officer or Jury may impose penalties. Penalties can include a warning, a deduction of points or disqualification from the competition. Any decision to disqualify a competitor must be made by at least two Competition Officials such as a Range Officer and the Competition Director or the Competition Director and Jury.

7.17.1 Open Violations

In the case of open violations of the Rules (rifles, clothing, position, etc.) the Range Officer must first give a warning so that the competitor has an opportunity to correct the fault. Whenever possible, the warning should be given during the preparation period or sighting shots. The competitor must correct the fault or replace the equipment before continuing the competition. No additional sighting shots or extra time will be allowed. If the competitor continues to fire without correcting the fault, two points must be deducted from the score. If the competitor still does not correct the fault after the deduction of points, he must be disqualified. Open violations, where Rule 7.17.2 does not apply, discovered after a competitor completes firing, may not be penalized, but the competitor must be advised of the fault so it can be corrected.

7.17.2 Concealed Violations

In the case of deliberately concealed violations of the Rules, the competitor must be immediately disqualified. Concealed violations include any instance where a competitor alters equipment from a legal to an illegal configuration after it was checked by Equipment Control or the Range Officers before or during the competition. Competitors may be disqualified for concealed violations discovered after the competitor completes firing if the concealed violation was used during the competition.

7.17.3 Safety Violations

In the case of a serious, blatant or dangerous rifle-handling violation where the safety of other persons is endangered, the competitor may be immediately disqualified.

7.17.4 Coaching Violations

In the case of unauthorized coaching violations while the competitor is on the firing line, both the coach and competitor must first be given a warning. After the second coaching violation, two points must be deducted from the competitor's score and the coach must be directed to leave the vicinity of the firing line.

7.17.5 Unsportsmanlike Conduct

In the case of unsportsmanlike conduct (cheating, disobeying instructions of competition officials, disturbing other competitors, altering targets, falsifying scores, purposely damaging range equipment, disorderly conduct, dishonesty, inappropriate behavior or language, etc.) the Competition Director or Jury may impose penalties including a warning, deduction of points or disqualification, depending on the severity of the violation. Any coaches or spectators who violate this rule may be directed to leave the vicinity of the firing line.

8.0 SCORING TARGETS

8.1 VALUE OF SHOTS

A shot is given the score of highest value scoring ring that is touched by that shot hole.

8.1.1 Misses

Any competition shot that fails to hit the scoring rings of the competitor's target must be scored as a miss.

8.1.2 Irregular Shots

Irregular shots must be reported to the Statistical Officer by the Range Officer and scored in accordance with these Rules.

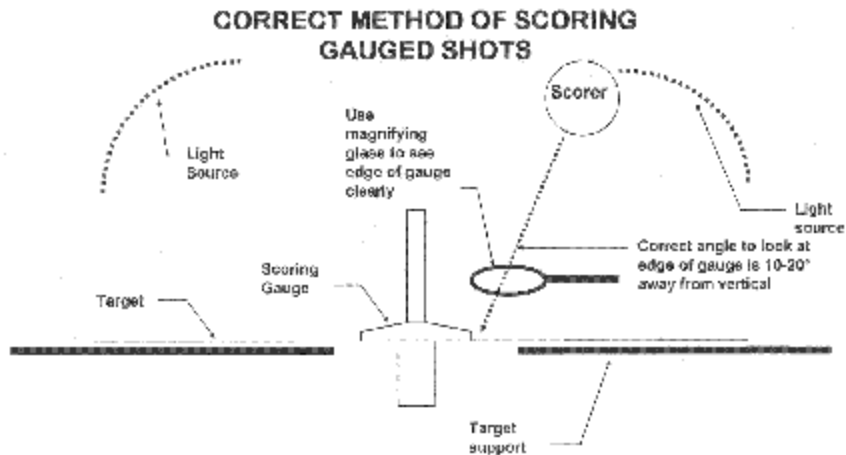
8.2 PAPER TARGET SCORING

Paper targets may be scored manually or with an electronic scoring machine. If scored manually, two scorers must score each shot. If the value of a shot is in dispute, a third scorer or scoring supervisor must resolve the disagreement. The value of each shot scored and the fact that the shot was gauged (plugged) must be recorded on the target. The target acts as an official scorecard.

8.2.1 Using a Scoring Gauge

A shot whose value is not clear must be scored with a scoring gauge ("plug" gauge). The scoring gauge may be inserted only once to determine the value of the shot. The scorer must view the gauge from an angle to clearly see where the edge of the gauge's flange and target meet. Shots that have been gauged must be marked with a plus (+) if that shot is scored as the higher value or with a minus (-) if that shot is scored as the lower value. Both scorers must mark and initial the gauged shot. If a third opinion is required, that person must also mark and initial the shot. The decision of the scorers on the value of a gauged shot is final. Any gauged shot may not be protested. See diagram below.

8.2.2 Using the Outward Scoring Gauge

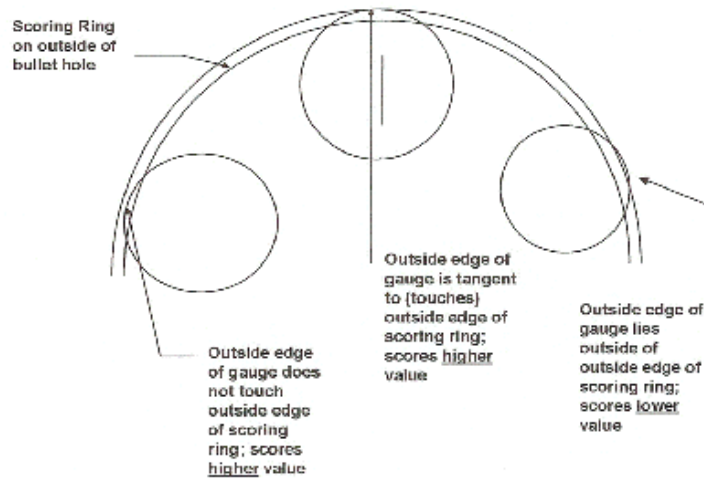


Correct scoring with a scoring gauge includes 1) placing the target horizontally on a support; 2) having the target well-lighted; 3) looking at the edge of the gauge from a slight angle and 4) using a magnifying glass when necessary.

An outward scoring gauge, with a flange diameter of 5.45-5.50mm (0.218-0.222 in.), must be used to score shots in the 3 to 10 rings. If the outer edge of the flange breaks the outside edge of the white scoring ring, the lower value is assigned to the shot. If the outer edge of the flange is tangent to or lies inside of the outside edge of the white scoring ring, the shot must be scored the higher value. See diagram on the next page.

SCORING WITH OUTWARD SCORING GAUGES

Use to score shot values ten (10) through two (2)

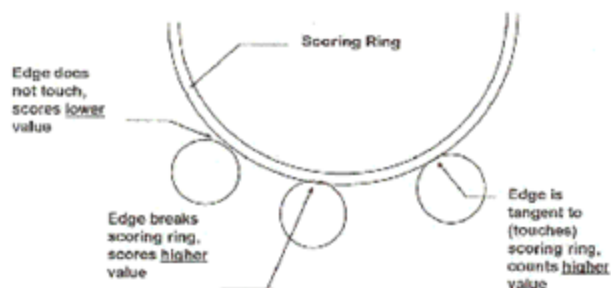


8.2.3 Using the Inward Scoring Gauge

The inward scoring gauge, with a flange diameter of 4.50-4.55mm (0.178-0.182 in.), must be used to score shots in the 1 and 2 rings, and to score inner tens. The shot is scored as the highest value ring that the flange of the inward plug gauge touches. When using the inward scoring gauge, if you can see even a faint black gap between the edge of the scoring gauge and the outside edge of the scoring ring, the shot receives the lower value. If you do not see a gap and the edge touches or breaks into the outside edge of the scoring ring, the shot receives the higher value. *See diagram below. Remember, the inward gauge is used only to score shot values 1 and 2 and inner tens (used in tie-breaking only).*

SCORING WITH INWARD SCORING GAUGES

Use to score shot value one (1) and inner tens



If you can see even a faint black gap between the edge of the scoring gauge and the outside edge of the white scoring ring, the shot receives the lower value. If you cannot see a gap and the gauge is tangent to or touches the outside edge of the scoring ring, the shot receives the higher value.

8.2.4 Scoring Inner Tens

An inner ten is a shot that completely removes the 10-ring (dot). An inner ten that is doubtful is determined by using an inward plug gauge. Inner tens must only be scored on the targets of competitors involved in ties that cannot be broken by using other tie-breaking rules.

8.2.5 Scoring Torn Shot Holes

When the outside edge of a shot hole is torn, the shot must be scored according to the location where the pellet actually struck the target. A shot hole that is torn so badly that an inserted scoring gauge will not remain in that location must not be scored with the scoring gauge and must be scored with a template or overlay gauge or by using some other means of determining an accurate outline of the actual pellet hole. *Note: An "Eagle Eye" gauge may be used for this purpose.*

8.3 ELECTRONIC TARGETS

8.3.1 Electronic Target Scores

Scores indicated by electronic targets are final unless protested in accordance with these Rules.

8.3.2 Electronic Target Scoring Protests

When electronic targets are used, a competitor who believes a shot has not registered or who believes a shot or series of shots was scored incorrectly must immediately notify a Range Officer to protest the value of the shot(s). The value of an individual shot must be protested before the next shot is fired or within three (3) minutes after the last shot, except for failure of the paper band to advance or when the scoring accuracy of the target is protested. The Range Officer will direct the firing of an additional shot(s) and/or move the competitor to another firing position. After firing is complete, the Range Officer and Jury will determine whether the original, protested shot(s) was scored correctly or if the protest shot(s) should be scored and counted. If a protest concerning a shot value other than zero or failure to register is not upheld, a two-point penalty is applied. Decisions by the Range Officer and Jury are final and may not be appealed.

8.4 BREAKING TIES

Ties must be broken for all places in individual and team events. Ties will be broken as follows:

8.4.1 Individual Events, Three-Positions

1. During a FINAL, all ties between any of the top eight competitors must be broken by firing additional shots, one at a time, until the tie is broken.
2. All other ties must be broken in favor of the competitor with the highest score in the last 10- shot series fired, then the next to the last 10-shot series, etc.
3. If the tie is not broken, the tie must be broken in favor of the competitor with the greater number of 10s, then 9s, then 8s, etc. in all three positions.
4. If the tie is not broken, the tie must be broken in favor of the competitor with the greater number of inner tens in all three positions.
5. If any ties remain, duplicate awards will be given.

8.4.2 Individual Events, One Position

1. By scores in the last 10- shot series fired, then the next to the last 10-shot series, etc.
2. By the greater number of 10s, then 9s, then 8s, etc.
3. By the greater number of inner tens.
4. If any ties remain, duplicate awards will be given.

8.4.3 Multiple Course Individual Aggregates

If there is a Final or last Final, the Final and Final tie-breaking procedures (Rule 8.4.1, #1) will be used. Where there is no Final, ties will be broken by using the last three-position score, then by using the next to the last three-position score (if applicable), then by applying the tie-breaking rules for individual events listed above.

8.4.4 Team Events

Ties in team events must be decided by totaling the scores from all members of the tied teams and then applying the tie-breaking rules for individual events listed above. FINALS are not used to break Team ties. *Note: This means that the first step in breaking team ties in a three-position event is to total the scores fired in the last 10 shots kneeling by all four team members of both teams and to compare those scores.*

8.5 RESULTS LISTS

Targets must be scored as quickly as possible after they are fired. After the targets are scored, the results must be posted on the Official Bulletin Board (Rule 5.5.7) so that team coaches and competitors can see them and the scoring protest period can begin (see Rule 9.1 below). After all scoring protests are decided and all ties are broken, the Statistical Officer must produce an Official Results List or final bulletin. The Official Results List should list all individual and team competitors in order of their rank or place finish. Copies of the Results List should be distributed to participating teams and individuals.

9.0 PROTESTS AND APPEALS

9.1 SCORING PROTESTS

After scores are posted on the Official Bulletin Board a scoring protest period must be provided. If electronic targets are used, the scoring protest period ends 20 minutes after scores are posted. If paper targets are used, scoring protest procedures must give competitors and coaches an opportunity to see their scored targets and to protest any shot values or score totals they believe were scored, recorded or added incorrectly. The scoring protest period for paper targets must give competitors sufficient time to see their targets, but should not be longer than 60 minutes after scored targets are available for inspection. The expiration time of the scoring protest period must be posted when scores are posted. During the protest period, competitors only can protest. Scoring protests must be made within the Protest Period. At the end of the scoring protest period, scores become final.

9.1.1 Who May Protest Scores

Competitors must submit scoring protests for their own targets, unless unusual circumstances prevent facilitating score protests by competitors. Team coaches may advise competitors regarding score protests.

9.1.2 Values of Gauged Shots May Not Be Protested

Shot value protests may only be made on shots whose values were decided without using a scoring gauge (Rule 8.2.1). Decisions made regarding the value of shots by using a scoring gauge cannot be protested, unless there is a recording, tabulation or other obvious error.

9.1.3 Protests of Shot Values During Finals

Protests of the value of a shot in the Final must be made before the next Final shot is fired or immediately after scores are announced.

9.1.4 Protests of Other Team or Individual Scores

Competitors and Team Officials may not protest the scores or targets of other competitors or teams unless there is a recording, tabulation or other obvious error.

9.1.5 Score Protest Fees

The Competition Director may establish a scoring protest fee of not more than \$3.00. The protest fee must be returned if the protest is upheld.

9.2 PROTESTS OF COMPETITION CONDITIONS

Any competitor or team official has the right to protest a condition of the competition. Protests can be submitted to any competition official either verbally or in writing. The competition official who receives the protest can rule on the protest. If the protest is denied, the competitor or team official may appeal verbally or in writing to the Jury. If the competition official that ruled on the protest is also on the Jury, the Competition Director must replace him on the Jury during the resolution of the protest. The decisions of the majority of the Jury are final, unless the Jury or the person filing the protest requests a ruling from the National Jury of Appeal.

9.2.1 Protest Fees

The Competition Director may establish a protest fee of not more than \$10.00. If a protest fee is required, it must be paid when the protest is submitted. The protest fee must be returned if the protest is upheld or retained by the Competition Sponsor if the protest is denied.

9.2.2 Competition Protests

Any competitor or Team Official can protest irregularities in the conditions or conduct of the competition and Rules violations by other competitors or competition officials. The protest must be filed within 30 minutes of the occurrence of the protested incident. Written protests must give the following information:

- ✕ Name of person filing the protest.
- ✕ Date and time when the protest is filed.
- ✕ Description of the incident, condition or decision being protested.
- ✕ The specific rule(s) that the protesting person believes was violated by the incident, condition or decision.

The decision on the protest by the Competition Director or Jury must be noted in writing on the protest or an attached document. The person filing the protest must be informed of the decision.

9.2.3 Forwarding Protests to the National Council

Even if a protest is not appealed, Competition Directors are requested to forward reports or copies of protests to the National Three-Position Air Rifle Council so that any Rules issues involved in the protest may be considered in future editions of the Rules.

9.3 APPEALS OF PROTEST DECISIONS

If a Competition Jury (Rule 6.3) cannot resolve a protest, dispute or question, the matter may be appealed to the National Jury of Appeal (see Rule 1.7). The protest or question may be submitted to the National Jury of Appeal via telephone, 419-635-2141, ext. 1112; fax, 419-635-2573 or email, competitions@odcmp.com within 72 hours after the end of the competition. Any decision by the National Jury of Appeal on a protest appealed to it from a competition is final.

10.0 FINALS

A Final is part of all major competition shooting events, including the Olympics, World Championships, World Cups and National Championships. A Final is not required in individual Three-Position Air Rifle events, but is highly recommended. When the Final is part of the Competition Program, Final scores are added to the three-position score to determine individual place winners. The Final consists of 10 shots from the standing position, fired one shot at a time, with separate commands for each shot.

10.1 FINAL ROUND PROCEDURES

The top eight (8) competitors in the individual 3x10, 3x20 or standing position course of fire (the qualification round) advance to the final round. Finals may be conducted by using electronic targets or paper targets.

10.1.1 Determining Final Round Start Positions

The top eight competitors must be ranked according to their scores. All ties involving the top eight competitors must be broken according to the highest scores on the last ten shot series in the qualification round, then the next to the last ten shot series, etc. (See Rule 8.4.1). This rule must also be used to break any ties involving the eighth or last position in the final.

10.1.2 Scoring Finals Targets

Finals scoring may be done with electronic targets, target reading machines or manual devices that classify each ring into 10ths (such as 1.1, 1.2, up to 10.9). If such systems are not available, finals targets may be scored in whole numbers by conventional means. If possible, targets should be scored immediately after each shot and the score of each competitor announced before starting the next shot. If the target system precludes immediate scoring, the Range Officer or scorers may announce estimated scores (by looking at the shots through a spotting scope) and the targets can be scored officially after the final is over. To add spectator interest, there should be a large scoreboard showing the finalists' names, their qualification round scores, the scores of each final shot and cumulative totals. Finals scores are added to the qualification round score to produce a total score and determine the place finish of all competitors in the final.

10.1.3 Conducting Finals with Electronic Targets

If finals are conducted by using electronic targets, the procedures described in Rules 10.2-10.4 must be followed and all final round shots must be scored in tenth ring (i.e. 10.3, 9.7, 10.8, etc.) values.

10.1.4 Conducting Finals with Paper Targets and Target Carriers

If finals are conducted by using single-bull paper targets with target carriers, the procedures described in Rules 10.2-10.4 must be followed. All final round shots may be scored in tenth ring (i.e. 10.3, 9.7, 10.8, etc.) values if suitable scoring gauges are available or they may be scored in whole ring (i.e. 10, 9, 8, etc.) values.

10.1.5 Conducting Finals with 10-Bull Paper Targets

If finals are conducted on 10-bull paper targets and target carriers are not available, the procedures described in Rules 10.2-10.4 must be changed to accommodate the alternative scoring procedure and all final round shots may be scored in tenth ring (i.e. 10.3, 9.7, 10.8, etc.) values if suitable scoring gauges are available or they may be scored in whole ring (i.e. 10, 9, 8, etc.) values. A spotter with a spotting telescope must be located behind each of the eight finalists. After each final round shot, the spotter must estimate as closely as possible the value of that shot and display this shot value for the Range Officer and spectators.

10.1.6 Special Finals for All Competitors

In competitions that have multiple relays or that take place over two or more days, where it is not possible to have the top eight competitors remain for an eight-person final at the end of the competition, the Competition Program may provide that all competitors will complete a ten-shot final round as part of the individual event. If this is done, a final should be conducted at the end of each relay. The same finals procedures that are given in this Rule must be used, except that it may not be practical to announce individual scores after each shot if there are more than eight or ten competitors (*An excellent way to announce scores if a large number of competitors are in a final is to announce only the firing points where a ten has been fired on that shot*). If this special finals procedure is used, the final round scores will be added only to the scores of the shooters who had the eight highest 3x10 or 3x20 scores to determine the final ranking of those eight competitors. The final round scores of the other competitors may be published in the results bulletin for information purposes.

10.2 PREPARING FOR THE FINAL

The start time of the final is the time when the commands for the first shot for record begin. The start time of the final must be announced in advance. Finalists should report to the Range Officer at least 20 minutes before the start of the final to have time to prepare and to complete their preparation and sighting periods.

10.2.1 Assigning Firing Points

Finalists fire together on eight adjacent firing points. Finalists are assigned firing points with the highest-ranked competitor on the first point (left), the next ranked competitor on the 2nd point, etc.

10.2.2 Targets

If single bull targets are used, competitors must be given two (2) sighting targets and ten (10) record targets. If 10-bull targets are used, the two sighter bulls in the center of the target will be used. The first sighting target or the 10-bull target must be hung or placed down range before the preparation period begins.

10.2.3 Introduction of Competitors

Before the preparation period begins, finalists should be introduced to other competitors and spectators in the order of their current ranking, starting with the competitor in 8th place. Introductions should include the competitor's current ranking, score, name, and club, school or other affiliation.

10.3 CONDUCTING THE FINAL

The final must begin at its scheduled or announced time, but not before the scoring protest time has ended (Rule 9.1). Competitors must have sufficient time before the final begins to place their rifle and equipment on their firing points and to begin their preparations for the Final.

10.3.1 Three Minute Preparation Period

Finalists are given a three (3) minute preparation that is initiated with the command **THE THREE-MINUTE PREPARATION PERIOD BEGINS NOW**. Competitors may handle their rifles, dry fire, and carry out holding and aiming exercises on the firing line during the preparation period. The discharge of gas is not permitted and violations receive a warning for the first occurrence and a penalty of two (2) points if repeated (see Rule 7.10).

10.3.2 Seven Minute Sighting Period

Immediately after the preparation period, competitors are given a seven (7) minute sighting period that is initiated with the command, **SEVEN-MINUTE SIGHTING PERIOD, START**. Competitors may shoot unlimited sighters during the sighting time.

The Range Officer must give competitors a verbal warning when thirty seconds remain in the sighting period with the command **THIRTY SECONDS**.

The sighting period ends with the command **STOP**. Competitors must stop firing. If a rifle is still loaded, the competitor must notify the Range Officer who will direct the competitor to clear his rifle into a special shot container or the backstop (Rule 2.5).

10.3.3 Changing from Sighting to Record Shots

After the command **STOP** ends the sighting period, the competitors or Competition Officials must change from sighting targets to the first record target.

10.3.4 Loading the Shot

When the record targets are in place, the Range Officer gives the command **FOR THE FIRST (NEXT) COMPETITION SHOT - LOAD**. Competitors may not place a pellet in the barrel before the command **LOAD**. The first violation results in a warning. The second violation results in a two (2) point deduction.

10.3.5 Firing the Shot

When all competitors have loaded their rifles, the Range Officer begins the count down for the shot, without further delay, with the command **ATTENTION-3-2-1-START**. Competitors have 75 seconds to shoot one record shot. At the end of 75 seconds, or after the last competitor has fired, whichever comes first, the shot time is ended with the command **STOP**.

10.3.6 Aiming Exercises Between Shots

Aiming exercises are allowed only between the commands **STOP** and the following command **LOAD**. Dry firing in any form is prohibited. Competitors may not load their rifles until the command **LOAD** is given for the next shot.

10.3.7 Retrieving Targets

If a target carrier system is used, the targets may only be retrieved after the command **STOP** and **CHANGE TARGETS**, to avoid disturbing other competitors. After the command **CHANGE TARGETS**, the fired target is retrieved and given to the Range Officer or scorers and the next record target is sent down range. If 10-bullseye targets are used, they can be left down range where Competition Officials may score them after each shot or until they are scored at the end of the Final.

10.3.8 Final Round Range Commands

The Range Officer must conduct the Final using these commands.

Command	Action
THE THREE-MINUTE PREPARATION PERIOD BEGINS NOW	Competitors may handle their rifles, perform aiming and holding exercises and dry fire.
SEVEN-MINUTE SIGHTING PERIOD, START	Competitors may shoot unlimited sighters in the seven (7) minute sighting period.
THIRTY SECONDS	The Range Officer must give a verbal warning 30 seconds before the end of the sighting period.

Command	Action
STOP	Competitors must stop firing immediately. If a competitor has a loaded rifle, he must notify the Range Officer who will direct him to clear his rifle into a special shot container or the backstop (Rule 2.5).
CHANGE TARGETS (Or there is a 30 second pause if electronic targets or 10-bull targets are used.	Change from sighting targets to the first record target. As soon as the record targets are ready, the commands for the first competition shot should begin.
FOR THE FIRST/NEXT COMPETITION SHOT - LOAD	After this command the competitor loads his air rifle. The gun MUST NOT be loaded before the command LOAD .
ATTENTION-3-2-1-START	The competitor has 75 seconds in which to fire a shot. The shooting time starts when the command START is given.
STOP	The command is given after the last competitor has fired or when 75 seconds ends. The 75 th second must correspond with the command STOP . <u>Competitors must open the actions on their rifles after they fire, but they may not insert a pellet or close the action until the command LOAD is given. The Range Officer may use spotters to determine and signal when each finalist has fired.</u>
CHANGE TARGETS	If electronic targets or 10-bull targets are used, this command is omitted.
RESULTS OF THE FIRST SHOT: POSITION ONE, (SCORE), POSITION TWO (SCORE), ETC.	The score of that shot is announced for each competitor beginning with the competitor on the first (left) firing point. <u>If 10-bull paper targets and spotters are used, the estimated score is announced.</u>

Repeat the Commands for Finals Competition Shots until ten (10) shots are completed.

10.3.9 Ending the Final

All competitors must remain on the firing line after the last shots have been scored and are announced. All competitors may leave the line when the Range Officer announces that there are no ties. If there are tied scores, competitors who are tied must remain at their firing points. All other competitors must immediately step back from the firing line, leaving their rifles on the firing line. If 10-bull paper targets and spotters are used, the Range Officer must clear and ground/bench all air rifles to retrieve the targets for scoring. The targets must then be scored officially to determine whether there are any ties.

10.3.10 Breaking Ties after 10 Shots

Any tied scores after the ten (10) shot final score is added to the qualification round total must be broken by a shot-for-shot shoot-off. Final tie breaking must begin without delay and without additional sighting shots, except that a two-minute sighting period must be given after official scoring of 10-bull paper targets when competitors must get out of position and ground their rifles for target retrieval. The Range Officer must give a "30 second" warning before the end of this period. The Range Officer uses the same commands as are used for Finals competition shots, but for the tied competitors only. If the competitors shoot the same score on the 1st tie-breaking shot, the shoot-off continues until the tie is broken. If there is more than one tie, a separate shoot-off must be conducted for each tie, with the tie for the lowest place being conducted first.

10.3.11 Final Rankings

All finalists are ranked after the final by adding the score of the ten (10) shot final to their qualification round scores. This total score determines the competitors' final ranking and must be listed in the

Official Results Bulletin. As soon as total scores are available, the Range Officer should announce the 3rd, 2nd and 1st place winners.

10.4 SPECIAL FINALS PROCEDURES

10.4.1 Competitor's Time Cut Short

If the command **STOP** is given before the 75 seconds expires, and a competitor has not fired his shot, the competitor must be given a new 75-second period to shoot the shot, starting with the command: The following commands are for the shooter in position X only. The command to load has already been given. **ATTENTION-3-2-1-START**. The other Finalists must wait until this shot is completed before continuing the Final.

10.4.2 Malfunctions in Finals

✘ **Rifle Malfunction** - In case of an allowable malfunction (Rule 7.15), the competitor may complete the unfired shot, if he can repair or replace his rifle within three (3) minutes. As soon as the malfunction is repaired, the Range Officer must give a new set of commands with a full 75-second time limit for that competitor only. The other finalists must wait until the competitor with the malfunction shoots (in the allowed time) before continuing the final. Only two malfunctions may be allowed for one competitor during a final and any tie-breaking shoot-off.

✘ **Single Target Malfunction** - If an electronic target fails to function, the competitor must be moved to a new target. He will be allowed an additional two (2) minute period for sighting shots before he completes the missing shot. The other Finalists must wait until this shot is completed before continuing the Final.

✘ **Malfunction of All Targets** – If all electronic targets malfunction during the final and can be repaired within one (1) hour, the remaining final round shots will be completed after an additional five (5) minute sighting time. If the targets cannot be repaired within one (1) hour, the completed final round shots will be totaled and used as the official score.

10.4.3 Early and Late Shots

Each shot fired before the command **START** and after the command **STOP** must be scored as misses.

10.4.4 Protests

A finalist who wishes to protest the value of a final round shot must do so immediately after the value of the shot is announced or officially scored (paper targets) and before the commands for the next final shot commence. The competitor may protest by raising his hand and announcing "Protest." The scorers or Jury must check the shot immediately. If the value changes, the finalist receives the new value. If the competition has a scoring protest fee, the fee must be paid after the final, if the value remains the same. Protests of shooting conditions in the final must be made immediately and before the final results are announced.

11.0 NATIONAL RECORDS

The National Three-Position Air Rifle Council recognizes Three-Position Air Rifle National Records. A current National Record List is published on the CMP web site at <http://www.odcmp.com/3P/Records.htm>.

11.1 SCHOOL AGE NATIONAL RECORD EVENTS

National Records are recognized in Sporter and Precision air rifle classes for these events or courses of fire.

- ✘ Individual, three-positions, 3x10
- ✘ Individual, three-positions, 3x10, plus Final
- ✘ Individual, three-positions, 3x20
- ✘ Individual, three-positions, 3x20, plus Final

- ✘ Individual, prone position, 20 shots (sporter class only)
- ✘ Individual, standing position, 20 shots
- ✘ Individual, kneeling position, 20 shots
- ✘ Teams, 4 members, 3x10 each
- ✘ Teams, 4 members, 3x20 each

11.2 YOUTH SHOOTING PROGRAM RECORDS

For each course of fire in which records are recognized, National Records also are recognized for competitors who are enrolled as members of the following youth programs:

- ✘ American Legion, affiliated teams or clubs
- ✘ Army JROTC
- ✘ Marine Corps JROTC
- ✘ Navy JROTC
- ✘ 4-H Shooting Sports
- ✘ Scholastic teams, other than JROTC

11.3 AGE GROUP RECORDS

For each course of fire in which records are recognized, National Records also are recognized for competitors who are members of these age groups (see Rule 3.4.3):

- ✘ Age Group III, competitors who will reach 14th or younger birthday in the year of the competition.
- ✘ Age Group II, competitors who will reach their 15th or 16th birthday in the year of the competition.

11.4 STANDARDS FOR ESTABLISHING RECORDS

To qualify for a record, the competition must use these Rules and be sanctioned by USA Shooting (see Rule 1.8). Forms to submit National Records may be obtained from the Civilian Marksmanship Program or copied from the **Competition Forms** section in the Appendix to this rulebook. The Competition Director or a shooting coach where a possible record was established must complete the form to submit information concerning the possible record to the National Three-Position Air Rifle Council. A National Record does not become official until the National Three-Position Air Rifle Council recognizes it. National Record applications must include:

- ✘ Name of competitor. Team record applications must give the team name, coach's name and the names of all team members
- ✘ Address and hometown of competitor(s).
- ✘ Organization, club, school or team represented.
- ✘ Date of birth of competitor(s).
- ✘ Competition, location and date where score was fired.
- ✘ Name of organization that sanctioned the competition (see Rule 1.8).
- ✘ Score fired. A copy of the score sheet or results bulletin for the competition must be included. If paper targets are used, the actual targets fired by the competitor(s) must be forwarded to the Council with the National Record application. Targets will be returned after the record is verified.
- ✘ Certification that the score was fired in a sanctioned competition where the **National Standard Three-Position Air Rifle Rules** were used and where required competition conditions including regulation targets and the required distance applied.

INDEX

Index Topic	Rule	Page
Additional Time	7.14.1	31
Adhesive material	4.4.3	13
Age Groups, Junior	3.4.3	8
Aiming Exercises Between Shots, Finals	10.3.6	39
Appeals of Protest Decisions	9.3	37
Bipod, precision air rifle	4.7.10	19
Blinder, sporter air rifle	4.7.7	19
Precision air rifle	4.7.7	19
Bulletin Board, Official	5.5.7	24
Posting scores on bulletin board	8.5	36
Butt plate, adjustments, sporter air rifle	4.2.4	10
Adjustments, precision air rifle	4.4.6	13
Categories, competitor categories	3.4	8
Changing Targets	5.4.3	23
Changing targets during Finals	10.3.7	39
Cheek-piece, adjustments, sporter air rifle	4.2.4	10
Adjustment, precision air rifle	4.4.6	13
Classifications	3.4	8
By skill levels	3.4.4	8
Clothing, sporter air rifle	4.3.1	11
Precision air rifle	4.6	14
Undergarments and training clothing, precision	4.6.3	16
Club Teams	3.2.1	7
Coaching, sporter	5.2.1	21
Coaching during competitions	5.2.3	22
Coaching Violations	7.17.4	32
Precision events, coaching	5.2.2	22
Collegiate, Individuals	3.1.3	6
Teams	3.2.3	7
Communicating Systems	4.7.6	19
Competition Director, Match Director	6.1	25
Corrective Lenses, sporter air rifle	4.3.5	11
Precision air rifle	4.5.1	14
Course of Fire, 3x10	5.3.1	22
3x20	5.3.2	22
3x20 plus Final	5.3.2	22
Multiple courses of fire	5.3.4	23
Team Events	5.3.5	23
Disabilities, Physical	5.1.4	21
Disputed Shot	7.13.10	30
Distance, firing line to target	5.5.1	23
Dry Firing	7.10	27
Dry Firing, prohibited during finals	10.3.6	39
Ear Protection	2.8.1	6
Electronic Scoring Machine	8.3	35
Electronic Targets	5.4	23
Electronic Target Scores	8.3.1	35
Electronic Target Scoring Protests	8.3.2	35
Entries	7.1	26
Equipment, Classes	3.3	8
Equipment Classes	4.1	9
Moving Equipment To/From the Firing Line	7.4	26
Equipment Control, Chief	6.4	25
Equipment Control	7.3	26
Event, 3x10	5.3.1	22
3x20	5.3.2	22
3x20 plus Final	5.3.2	22
Multiple courses of fire	5.3.4	23
Team Events	5.3.5	23

INDEX

Index Topic	Rule	Page
Extension Tubes, for barrels	4.4.4	13
Eye Protection	2.8.1	6
Filters, sporter air rifle	4.2.8	10
Precision air rifle	4.5.2	14
Finals	10.0	37
Assigning Firing Points for Final	10.2.1	38
Procedures for Finals, Selecting Finalists	10.1	37
Special Finals for all Competitors	10.1.6	38
Firing Line	5.5.2	24
Firing Point	5.5.2	24
Firing Point Assignments	7.2	26
Firing point assignments for Finals	10.2.1	38
Glove, Sporter	4.3.4	11
Precision	4.6.6	18
Handling Rifles	2.1	5
Handstop, sporter air rifle	4.2.7	10
Precision air rifle	4.4.2	13
Hygiene, Personal	2.8.2	6
Inner Tens	8.2.4	34
Intent and Spirit of Rules	1.3	4
Internal Modifications, sporter	4.2.5	10
Interpretations of Rules	1.7	5
Interruptions in Shooting	7.14	31
Interruptions of Entire Range	7.14.3	31
Inward Scoring Gauge	8.2.3	34
Irregular Shots, Shots Fired before START	7.13.1	29
Crossfire	7.13.8	30
First Sighting Shot is Miss	7.13.3	30
Misfire	7.13.9	30
More than One Shot on a Target	7.13.6	30
Scoring Irregular Shots	8.1.2	33
Shots Fired after STOP	7.13.2	29
Shots not Fired	7.13.5	30
Too Many Shots in a Position	7.13.7	30
Jury	6.3	25
Deciding protests	9.2.2	37
Kneeling Position	5.1.3	20
Kneeling Roll	4.7.2	18
Lighting on Targets	5.5.6	24
LOAD, Loading	2.2	5
Loading during Finals	10.3.4	39
Range Commands, LOAD	7.12	27
Loaded Air Rifle	2.5	6
Loaded Rifle after STOP	7.13.4	30
Malfunctions	7.15	31
Allowable Malfunctions	7.15.1	31
Improper Loading	7.15.2	31
Low Gas Pressure	7.15.3	31
Malfunctions in Finals	10.4.2	41
Non-Allowable Malfunctions	7.15.1	31
Match Director, Competition Director	6.1	25
Media	7.16	32
Multiple Course Aggregate Championships	5.3.4	23
Tie Breaking, Multiple Course Aggregates	8.4.3	35
National Jury of Appeal	1.7	5
Appeals to National Jury of Appeal	9.3	37
National Records	11.0	41
National Three-Position Air Rifle Council	1.4-1.8	4-5
Forwarding Protests to Council	9.2.3	37
National Record recognition	11.4	42

INDEX

Index Topic	Rule	Page
New Competitors, new shooters	3.4.5	8
Open Class Competition	4.1.4	9
Open Junior Teams	3.2.2	7
Outward Scoring Gauge	8.2.2	33
Pellets	4.7.1	18
Penalties	7.17	32
Shots before or after shooting time in Finals	10.4.3	41
Photographers	7.16	32
Position Changeover Periods	7.9	27
Precision class competition	4.1.3	9
Precision Air Rifle	4.4	12
Preparation Period	7.5	26
Finals preparation period	10.3.1	39
Program, Official; Competition Program	5.6	24
Prone Position	5.1.1	20
Protests	9.0	36
Competition Protests	9.2.2	37
Protest Fees	9.2.1	36
Protests of Competition Conditions	9.2	36
Protests during Finals	10.4.4	41
Score Protest Fees	9.1.5	36
Scoring protests during finals	9.1.3	36
Scoring protest period	9.1	36
Scoring Protests	9.1	36
Range Commands, Beginning of Competition	7.6	27
End of Competition	7.6	27
Finals Commands	10.3	38
LOAD	2.2	5
Range Command Chart (table)	7.12	27
Range Command Chart (table), Finals	10.3.8	39
START	2.3	5
STOP	2.4	6
Range Officers	6.2	25
Record Targets	5.4.2	23
Record Shots	7.11.2	27
Removable Riser Blocks, Precision Air Rifle	4.4.5	13
Results Lists	8.5	36
Ranking competitors after Finals	10.3.11	40
Results Officer, Statistical Officer	6.5	25
Safety	2.0	5
Safety Emergency	2.7	6
Safety Violations	7.17.3	32
Sanctioned Competition	1.8	5
Scholastic Teams	3.2.1	7
School Age, Individuals	3.1.1	6
National Records	11.1	41
Teams	3.2.1	7
Scorers	6.6	26
Scoring	8.0	32
Correct method of scoring	8.2	33
Finals, scoring in tenth-ring values	10.1.2	37
Scoring protest period	9.1	36
Scoring Protests	9.1	36
Scoring Protests During Finals	9.1.3	36
Scoring, Value of Shots	8.1	32
Scoring Gauge, how to use	8.2.1	33
Inward Scoring Gauge, how to use	8.2.3	34
Outward Scoring Gauge, how to use	8.2.2	33
Value of Gauged Shots May Not be Protested	9.1.2	36
Senior (age group), Individuals	3.1.4	7
Teams	3.2.4	7

INDEX

Index Topic	Rule	Page
Shoes, sporter	4.3.2	11
Precision	4.6.4	17
Shooting Jacket, precision	4.6.1	14
Exception to jacket thickness rule	4.6.1	14
Shooting Kit, sporter and precision	4.7.4	18
Shooting Mat, sporter and precision	4.7.5	18
Shooting Pants, precision	4.6.2	16
Shooting Positions	5.1	20
Shooting Stand, sporter and precision	4.7.4	18
Sighter, sighting targets	5.4.1	23
Additional Sighting Shots	7.14.2	31
Finals Sighting Period	10.3.2	39
Sighting Shots	7.11.1	27
Sights, sporter	4.2.8	10
Precision	4.5	14
Sling, sporter	4.3.3	11
Precision	4.6.5	17
Sling Swivel, sporter	4.2.7	10
Precision	4.4.2	13
Sound Producing Systems	4.7.6	19
Spectators	7.16	32
Spirit level, sporter air rifle	4.2.8	10
Precision air rifle	4.5.3	14
Cant indicators, precision air rifle	4.5.3	14
Sporter class competition	4.1.1	9
Sporter Air Rifle	4.2	9
Approved Rifles	4.2.1	9
Clothing	4.3.1	11
Spotting Scope, sporter and precision	4.7.3	18
Squadding, Firing Point Assignments	7.2	26
Standing Position	5.1.2	20
Statistical Officer, Results Officer	6.5	25
Stock, sporter	4.2.4	10
Substituting Positions	5.1.4	21
Tables, Shooting	5.5.5	24
Targets	5.4	23
Target Height	5.5.4	24
Target Numbering	5.5.3	24
Team Coach	6.7	26
Teams	3.2	7
Tie Breaking	8.4	35
Finals, shoot-off to break ties	10.3.10	40
Individual Events, One Position	8.4.2	35
Individual Events, Three Positions	8.4.1	35
Multiple Course Aggregates	8.4.3	35
Team Events	8.4.4	35
Time Limits, 3x10 Event, 10 shots per position	5.3.1	22
3x20 Event, 20 shots per position	5.3.2	22
Time limit for Finals shots	10.3.5	39
Time limit, when competitor's time is cut short	10.4.1	41
Time Warning, Two Minutes	7.8	27
Five Minutes	7.7	27
Thirty second warning during Finals sighters	10.3.2	39
Trigger Weight, sporter	4.2.3	10
T-Shirt, wearing in sporter competition	4.3.1	11
Unsportsmanlike Conduct	7.17.5	32
USA Shooting	1.8	5
Weight, sporter air rifle	4.2.2	9
Weights, on precision air rifle	4.4.1	13

APPENDIX – SECTION I

National Three-Position Air Rifle Council Programs

The National Three-Position Air Rifle Council approves, publishes and administers the **National Standard Three-Position Air Rifle Rules**. The Council and its member organizations offer a full array of programs to promote participation, encourage development and offer outstanding competitions in three-position air rifle shooting. This section provides information about those programs. Application forms are provided for you to duplicate and use. Here is a summary of the three-position air rifle programs offered by National Council members:

✂ **Competition Sanctioning.** See Rule 1.8. Having a “sanctioned” match means it is recognized and approved by a national sanctioning body. USA Shooting, the Olympic shooting sports governing body, provides competition sanctioning services for the National Council. A sanctioned match guarantees participating teams that standard, nationally recognized rules will be followed. Sanctioned competitions are listed in USA Shooting and National Council “coming events” listings to promote participation. Scores fired in sanctioned three-position matches can be recognized as National Records. To sanction your competition, copy the **Application to Sanction a Three-Position Air Rifle Competition** on the following two pages, fill it out and send your completed application and an \$8 sanctioning fee to USA Shooting.

✂ **Junior EIC Award Program.** This new incentive and recognition award program is modeled after the prestigious Distinguished Badge program that was initiated by the Defense Department over 100 years ago. The Junior EIC program is designed for school-age juniors who compete with sporter or precision class air rifles. Illustrations of the badges and program regulations are on the pages 53-56.



✂ **National Records.** The National Council recognizes National Records in all popular three-position air rifle events. Current records are posted on the CMP web site at <http://www.odcmp.com/3P.htm>. Scores fired in sanctioned competition that exceed current records can be recognized as National Records if an application is submitted. A **National Record Application Form** is printed on pages 59-61.

✂ **Rules Hotline/Rules Clinics.** If you have a rule interpretation question, want advice on the correct way to organize a competition or have a controversial protest to resolve, the National Council Rules Hotline and the National Jury of appeal can assist you. Call 419-635-2141, ext. 1112 or email competitions@odcmp.com and you will get an answer from experts. The Council also developed a one-day Rules Clinic to teach coaches and match officials to use the Rules more effectively. Contact the National Council Hotline if you are interested in a Rules Clinic.

The Junior Distinguished Badge is earned by having a series of high place finishes in National Council Member state, regional and national championships.

In addition to these joint National Council programs, each Council member offers outstanding programs that provide unique opportunities for position air rifle shooters. Here is a summary and contact information:

✂ **American Legion Junior Shooting Sports.** A national postal and shoulder-to-shoulder competition is offered by The American Legion. Contact <http://www.legion.org>. Check their web site for details on how to register and participate in a competition program where the most outstanding teams earn trips to Colorado Springs to participate in The American Legion National Junior Championship.

- ✘ **CMP ROTC Scholarships.** Each year, the CMP awards 100 \$1,000 college scholarships to JROTC seniors or ROTC cadets who have excellent academic and leadership records and who excel in rifle marksmanship as members of a school, ROTC or JROTC rifle team. Regulations and application forms can be downloaded from the CMP web site at <http://www.odcmp.com/Programs/scholarship.htm> or obtained from the Army, Marine Corps or Navy Cadet Commands.
- ✘ **Daisy-U. S. Jaycees Shooter Education Program.** An open national competition is conducted each year by the Daisy/US Jaycee Shooter Education Program, <http://www.daisy.com/education.html>. This colorful championship offers air rifle standing and three-position events and each year attracts junior participants from all over the United States.
- ✘ **4-H Shooting Sports.** A major national-level 4-H Shooting Sports Invitational competition is organized each year by the National 4-H Shooting Sports Committee. The 2004 and 2005 National Invitationals are in Columbia, Missouri. Future sites in other locations are yet to be selected. 4-H Shooting Sports also offers a huge grassroots oriented club program; check their web site at <http://www.4-hshooting sports.org/>.
- ✘ **National Guard Bureau.** The National Guard Marksmanship Training Unit offers a National Guard Bureau state postal and national competition in sporter three-position and precision air rifle standing. The competition program and target order forms can be downloaded from <http://www.odcmp.com/3P.htm>.
- ✘ **USA Shooting.** The national governing body for Olympic shooting in the USA sponsors annual National Junior Olympic Three-Position Air Rifle and Standing Air Rifle Championships, with state and national phases. Program information is available at <http://www.usashooting.com/usashooting.html>. Both state qualifiers and the national championship are shoulder-to-shoulder competitions.
- ✘ **Army, Navy and Marine Corps JROTC Commands.** The JROTC Commands and the CMP conduct a series of JROTC Air Rifle Championships. The program begins with postal qualifying matches in the September-January time-frame where every Army, Navy and Marine Corps JROTC unit can participate. Second stage qualifying competitions in February offer postal or shoulder-to-shoulder competition, depending upon the service. The top teams in each service are invited to compete in the National JROTC Championship in late March. For details, check this web site, <http://www.odcmp.com/3P.htm>.



Each member of the National Three-Position Air Rifle Council sponsors competition programs that give school-age juniors many annual opportunities to excel in national competitions and special events.

USA SHOOTING

APPLICATION TO SANCTION A THREE-POSITION AIR RIFLE COMPETITION

Application must be accompanied by a competition program and an \$8.00 registration fee. Use the "Competition Program Model" on pages 51-52 to prepare your program.

NAME OF SPONSORING ORGANIZATION: <i>May be a USA Shooting or CMP club, 4-H Shooting Sports club, BSA Troop, American Legion Post, JROTC unit, high school rifle team, National Guard unit, etc.</i>		
NAME OF COMPETITION OR TOURNAMENT:		
DATES OF COMPETITION:		
LOCATION OF COMPETITION: (Range Location, City & State)		
EVENTS: (circle all events that will be fired)		
3X10	3X10 plus final	3X10 Team
3X20	3X20 plus final	3X20 Team
Competition Director:		
Mailing Address:		
Telephone: (daytime)	Email:	

Contact Person for Competition: (if other than Competition Director, the person who should receive inquiries and entries)

*When received at least 90 days in advance of the competition date, the competition name, dates and contact information will be listed in USA Shooting's **Quickshots** magazine and posted on the web sites of USA Shooting and the CMP.*

Check One: This is an open competition and information on this competition should be published.

This is an invitational or closed competition and information on this competition should not be published

Contact Person:

Mailing Address:

Telephone:

Email:

In applying for sanctioned competition status, the sponsoring organization agrees to:

- Use the current **National Standard Three-Position Air Rifle Rules** to govern this tournament.
- Send a results list with the names, complete addresses and scores for all participants in the competition to USA Shooting within ten days after the competition (the names of the coaches of participating shooters may be sent in lieu of individual addresses).

Please complete this application and send it together with an \$8.00 sanctioning fee and a copy of the competition program to:

**USA Shooting Competitions
One Olympic Plaza
Colorado Springs CO 80909**

Model Competition Program: These pages provide a model to use in preparing a competition program for your competition. Providing a program is highly recommended for all competitions (see Rule 5.6). Having a written program is required for a sanctioned competition. To prepare a program for your competition, use the headers shown here and provide the information required.

MODEL COMPETITION PROGRAM **(NAME OF COMPETITION)**

LOCATION	City where the competition will be held.
DATE	When the competition will be held.
SPONSOR	The team, club or organization that is hosting or conducting the competition.
EVENTS	See Rule 5.3. List each event to be fired and describe the specific course of fire that will be fired for that event. Be sure to state whether there will be individual and/or team competition and whether there will be an individual final.
TIME SCHEDULE	List the start time for the competition or start times for different relays that are scheduled. List the times of any special events that are scheduled such as finals, award ceremonies or banquets.
EQUIPMENT CLASSES	See Rules 3.3, 4.1. Will there be separate competition classes for Sporter and Precision air rifles or is this an open competition?
COMPETITION OPEN TO	See Rule 3.1, 3.2. Specify the groups of competitors that are eligible to compete. Is the competition for high school or school-age competitors only? If the competition is an invitational match for specific groups or for teams, clearly identify the group(s) who are eligible to enter.

Model Competition Program, Page 2

RULES	The <i>National Standard Three-Position Air Rifle Rules</i> will apply. State any other special rules that are required at your range or that will apply at this competition. For example, is the wearing of eye protection required? Note that any special rules may not contravene the National Standard Rules (see Rule 5.6).
AWARDS	Describe awards that will be provided. If there are special awards for certain categories of competitors, describe them.
RANGE	Give clear directions to range. If there are any unusual range features that competitors should know about in advance, describe them.
ENTRY FEES	State the amount of the entry fee required for each individual or team to participate. Must entry fees be paid in advance or can they be paid on the day of the competition.
HOW TO ENTER	List the name, mailing address, email address and phone number of the person who should receive entries. A special entry form may be part of the competition program.
ACCOMMODATIONS	If some competitors are expected to remain overnight while attending the competition, provide information about nearby motels and restaurants to assist them in their planning.
OTHER	Include any other specific information that will interest competitors and teams in your competition or that will assist them in preparing to participate in the competition.

National Three-Position Air Rifle Council **JUNIOR EIC AWARD PROGRAM**

1. National Three-Position Air Rifle Council Awards Program

1.1 The National Three-Position Air Rifle Council established the Junior Excellence-In-Competition Award Program to provide incentives for junior three-position air rifle competitors to improve and excel. This program awards prestigious badges of distinction to the most outstanding junior shooters.

1.2 All awards available through this program are for school-age junior shooters (see Rule 3.1.1) who compete in three-position air rifle competitions that are governed by the **National Standard Three-Position Air Rifle Rules** and sanctioned by USA Shooting.

1.2.1 Junior Distinguished Badges and EIC Silver and Bronze medals are provided by the CMP and awarded to shooters who earn EIC credit points in designated competitions that are conducted by member organizations in the National Three-Position Air Rifle Council.



The gold Junior Distinguished Badge (left) and the Junior EIC Silver (center) and EIC Bronze (right) badges are awarded to school-age junior shooters through the Junior EIC Award Program

1.2.2 Classified Competitor Gold, Silver and Bronze Pins are provided by USA Shooting and awarded to junior three-position air rifle shooters who exceed established standards of excellence in sanctioned competitions (see Sec. 8, below).

2. Excellence -in-Competition Credit Points

2.1 Junior shooters earn EIC credit points by placing in designated competitions in accordance with the requirements of this program. The number of credit points that may be earned through these designated competitions are identified in the **EIC Credit Point Chart** below.

Credit Point Chart to Earn Junior Distinguished and EIC Badges			
Competition or Championship	Top 1/6 th of EIC qualifiers	2 nd 2/6ths of EIC qualifiers	2 nd ½ of EIC qualifiers
USAS State JO Championship, Sporter Class	5	4	3
USAS State JO Championship, Precision Class	6	5	4
CMP Cup Match, Sporter Class	6	5	4
CMP Cup Match, Precision Class	8	6	5
National Council Championship, Sporter Class	6	5	4
National Council Championship, Precision Class	8	6	5
National JO Championship, Sporter Class	8	6	5
National JO Championship, Precision Class	10	8	6

2.2 Junior EIC credit points are calculated by determining the total number of non-distinguished competitors in the competition and then by applying the established percentage of competitors who receive EIC credit points in that competition to that total. The number of competitors receiving EIC credit points is always rounded down to the nearest whole number. Any further questions regarding the calculation of credit points earned and any required rounding to determine credit points earned will be resolved by CMP in accordance with Rule 8.7.3, **CMP Competition Rules**.

2.3 The CMP maintains the official record of EIC credit points earned by each eligible junior competitors. A list of junior competitors with credit points is posted on the CMP web site at <http://www.odcmp.com/3P.htm>.

2.4 A competitor who earns EIC points in the Sporter Class may subsequently compete in the Precision Class and also earn points in that class. A competitors who earns points in the Precision Class cannot subsequently earn additional points in the Sporter Class.

3. Junior Excellence-in-Competition Badges

3.1 The Junior EIC badges are silver and bronze badges that are awarded to school-age junior three-position air rifle shooters who distinguish themselves by attaining high rankings in a designated series of major junior air rifle championships that include the State Junior Olympic Qualifiers, CMP Cup Matches, National Junior Olympic Championships and other National Council Three-Position Air Rifle Championships.

3.2 The Junior Bronze EIC Badge is a bronze-finished badge suitable for wear on JROTC cadet uniforms (see appropriate Cadet Command regulations).

3.3 To earn the Junior Bronze EIC Badge, shooters must earn a minimum of 3 EIC credit points. Any shooter eligible to receive the Bronze EIC Badge may order the badge by submitting an application (*please copy the **Application Form** that follows this program description and use it to order EIC medals*) and an administrative fee of \$5.00 per medal ordered to: CMP Competitions, P. O. Box 576, Port Clinton OH 43452.

3.4 The Junior Silver EIC Badge is a silver-finished badge suitable for wear on JROTC cadet uniforms (see appropriate Cadet Command regulations).

3.5 To earn the Junior Silver EIC Badge, shooters must earn a minimum of 15 EIC credit points. Any shooter eligible to receive the Silver EIC Badge may order the badge by submitting an application and an administrative fee of \$5.00 per medal ordered to: CMP Competitions, P. O. Box 576, Port Clinton, OH 43452.

TO ORDER JUNIOR EIC BRONZE AND SILVER BADGES, PLEASE COPY AND COMPLETE THE FORM ON PAGE 57 AND SEND IT WITH YOUR REMITTANCE TO THE CMP.

4. Junior Distinguished Badge

4.1 The Junior Distinguished Badge is awarded to school-age junior three-position air rifle shooters who distinguish themselves by attaining a series of high rankings in a series of designated major junior air rifle championships that may include the State Junior Olympic Qualifiers, CMP Cup Matches, National Junior Olympic Championships and other National Council Three-Position Air Rifle Championships.

4.2 The Junior Distinguished Badge is a gold-filled badge suitable for wear on JROTC cadet uniforms (see appropriate Cadet Command regulations).

4.3 To earn the Badge, junior shooters must earn 30 EIC credit points in designated competitions. At least 10 of the 30 points must be won in National Championship competition. The badge will be provided, at no cost, by the CMP and, whenever possible, awarded at a ceremony appropriate for the presentation of an award of such high distinction.

5. CMP Cup Matches

5.1 CMP Cup Matches are large junior three-position air rifle competitions that are approved by the CMP and sanctioned by USA Shooting. Junior shooters may earn EIC Credit Points in these matches. All CMP Cup Matches must meet these standards:

5.1.1 **National Standard Three-Position Air Rifle Rules** must govern and USA Shooting must sanction the competition.

5.1.2 The range used for the competition must have a minimum of 10 firing points, with adequate lighting and target stands.

5.1.3 The competition must be organized to host an expected minimum of 50 individual shooters representing at least 10 teams or junior clubs.

5.1.4 The competition must have events for sporter and/or precision class shooters and a 3x20 course of fire. CMP Cup Matches should, if possible, also have finals for individual sporter and precision events.

5.1.5 The competition must meet minimum standards of quality by having qualified range officers and scorers, a printed program, pre-match publicity, adequate administrative staff and a final results bulletin.

5.1.6 CMP Cup Matches will be designated by the CMP each year. Applications to host CMP Cup Matches must be submitted to CMP Competitions.

5.1.7 The top 10% of all competitors in CMP Cup Matches receive EIC credit points.

5.2 State championship three-position air rifle competitions including state high school championships, state games, state American Legion championships and state 4-H championships may be approved as CMP Cup Matches if the National Standard Three-Position Air Rifle Rules are used and an application is submitted by the sponsoring organization in advance of the competition.

5.3 The sporter and precision results from the combined end-of-camp competitions at all annual CMP Junior Rifle Camps are designated as one CMP Cup Match.

6. National Council Championships

6.1 National Council Championships are organized by members of the National Three-Position Air Rifle Council, sanctioned by USA Shooting and governed by **National Standard Three-Position Air Rifle Rules**. Junior competitors may earn EIC Credit Points in all National Council Championships that are conducted as shoulder-to-shoulder competitions.

6.2 **Recognized National Council Championships are:**

6.2.1 **National Guard Bureau Junior Air Rifle Tournament.** Restricted to qualifying teams; the top 50% of the competitors in the individual competition receive EIC credit points.

6.2.2 **Daisy Shooter Education Championship.** An open championship; the top 10% of all competitors in the three-position air rifle event receive EIC credit points.

6.2.3 **American Legion Junior Air Rifle Championship.** Restricted to qualifying individuals; 50% of the competitors who qualify for the national championship receive EIC credit points.

6.2.4 **4-H National Invitational Championship.** An open 4-H Shooting Sports national competition where 4-H competitors are limited in the number of times they can participate; the top 25% of the competitors in the three-position air rifle event receive EIC credit points.

6.2.5 **Army and Navy JROTC Championships.** Restricted to qualifying teams and individuals; the top 25% of the competitors receive EIC points.

6.2.6 **JROTC National Championship.** Restricted to qualifying teams from the Navy, Army and Marine Corps JROTC qualifying competitions; the top 50% of the competitors in the National competition receive EIC points.

7. USA Shooting Junior Olympic Championships

7.1 USA Shooting sanctions one State Junior Olympic Championship in each state each year. State JO Championships may be conducted by combining scores from sectional competitions in different locations in the state. The top 10% of all competitors in the combined sporter and precision scores for an entire state will receive EIC credit points.

7.2 USA Shooting conducts the National Junior Olympic Championship each year, with support from other National Council members. This is a restricted competition; the top 50% of all competitors receive EIC credit points.

8. USA Shooting Classified Competitor Pins

8.1 USAS Classified Competitor Pins are incentive and recognition awards for junior competitors who attain established score levels in any USAS-sanctioned competition, including CMP Cup Matches and National Council Championships.

8.2 USAS Classified Competitor bronze, silver and gold pins may be earned in sanctioned three-position air rifle competition where the results are reported to USA Shooting.

8.3 Requirements to earn the Classified Competitor Pins are:

8.3.1 Bronze Award. The competitor must fire two scores of 400x600 or four scores of 200x300 or higher with a sporter class rifle or two scores of 450x600 or four scores of 225x300 or higher with a precision class rifle.

8.3.2 Silver Award. The competitor must fire two scores of 450x600 or four scores of 225x300 or higher with a sporter class rifle or two scores of 500x600 or four scores of 250 or higher with a precision class rifle.

8.3.3 Gold Pin. The competitor must fire two scores of 490x600 or four scores of 245x300 or higher with a sporter class rifle or two scores of 540 or four scores of 270x300 or higher with a precision class rifle.

8.4 Classified Competitor pins will be sent by USAS to the junior shooter or to the junior shooter's team leader or coach upon receipt of sanctioned competition reports verifying that the requirements for earning the pin were met. The competition report must include a list of competitors, with mailing addresses, the type of air rifle used (sporter or precision) and the scores fired in the competition. A report with the mailing address of the coach of the junior shooters may also be sent.

APPLICATION FORM TO ORDER SILVER AND BRONZE EIC BADGES

COPY AND COMPLETE THIS FORM TO ORDER EIC BADGES

To see the current official list of junior competitors who have earned EIC credit points, go to the CMP web site at this location:

<http://www.odcmp.com/3P.htm>

Then click on **Junior EIC Credit Point Roster**. Any competitor with a minimum of 3 points is eligible for the Bronze EIC Badge. Any competitor with a minimum of 15 points is eligible for the Silver EIC Badge. Junior shooters who earn 30 points will receive the gold Junior Distinguished Badge at a special presentation. Junior shooters who are eligible to receive the bronze or silver EIC badges should use this application form to order their badges. Complete the form and send it in with \$5.00 to cover administrative costs for each medal ordered.

Name	
Mailing Address	
Name of school, team or club	
Phone Number	Email Address
Number of EIC credit points earned	I am eligible to receive the (circle one) Bronze EIC Badge Silver EIC Badge 3-14 EIC credit points 15-29 EIC credit points

Please complete this form and forward it with \$5.00 for each badge ordered to:

CMP Competitions,
 P. O. Box 576,
 Port Clinton, Ohio 43452
 or fax this form to: 419-635-2573

You may also email this information to competitions@odcmp.com.

National Record Application Form

Current Three-Position Air Rifle National Records are posted on the CMP web site at <http://www.odcmp.com/3P/Records.htm>. Use this form to report any score fired in a sanctioned competition that exceeds or equals a listed National Record. Please use a different form (make as many copies of this form as you require) for each possible National Record that is reported.

Events: The chart below lists the different events for which National Records are recognized. Check the event (one event only) for which this application applies.

<p>Sporter Class air rifles:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Individual, 3x20 shots <input type="checkbox"/> Individual, 3x20 shots plus final <input type="checkbox"/> Individual, 20 shots prone position <input type="checkbox"/> Individual, 20 shots standing position <input type="checkbox"/> Individual, 20 shots kneeling position <input type="checkbox"/> Individual, 3x10 shots <input type="checkbox"/> Individual, 3x10 shots plus final <input type="checkbox"/> Teams, 4 members X 3x20 shots <input type="checkbox"/> Teams, 4 members X 3x10 shots 	<p>Precision Class air rifles:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Individual, 3x20 shots <input type="checkbox"/> Individual, 3x20 shots plus final <input type="checkbox"/> Individual, 20 shots standing position <input type="checkbox"/> Individual, 20 shots kneeling position <input type="checkbox"/> Individual, 3x10 shots <input type="checkbox"/> Individual, 3x10 shots plus final <input type="checkbox"/> Teams, 4 members X 3x20 shots <input type="checkbox"/> Teams, 4 members X 3x10 shots
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Record Categories: One score may qualify for a National Record in more than one record category. Check each category that is valid for this record application:

<ul style="list-style-type: none"> <input type="checkbox"/> Open, overall record <input type="checkbox"/> Age Group II, competitors who will 15th or 16th birthday in year of competition <input type="checkbox"/> Age Group III, competitors who will reach 14th or younger birthday in year of competition 	<ul style="list-style-type: none"> <input type="checkbox"/> American Legion, must represent TAL-affiliated organization <input type="checkbox"/> Army JROTC <input type="checkbox"/> Marine Corps JROTC <input type="checkbox"/> Navy JROTC <input type="checkbox"/> 4-H Shooting Sports, must represent a 4-H club <input type="checkbox"/> Scholastic, must represent school team, not JROTC
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Record Score and Competition Information: Please provide the information requested about the score fired and the competition where it was fired:

Score Fired:	Date Fired:
Name of Competition:	
Location of Competition:	

Individual Competitor Information: If this is an application for an Individual National Record, please provide the information requested here:

Name of Competitor:	
Date of Birth:	
Mailing Address:	
Phone:	Email:
Name of Club, Team or School Represented:	
The competitor's club, team or school is affiliated with these organizations: <input type="checkbox"/> Army JROTC <input type="checkbox"/> Marine Corps JROTC <input type="checkbox"/> Navy JROTC <input type="checkbox"/> American Legion <input type="checkbox"/> 4-H Shooting Sports <input type="checkbox"/> High School, non JROTC _____	

Team Record Information: If this is an application for a Team National Record, please provide this information about the team that fired the possible record score and its members:

Team, Club or School Name:	
The club, team or school is affiliated with these organizations: <input type="checkbox"/> Army JROTC <input type="checkbox"/> Marine Corps JROTC <input type="checkbox"/> Navy JROTC <input type="checkbox"/> American Legion <input type="checkbox"/> 4-H Shooting Sports <input type="checkbox"/> High School, non JROTC _____	
Team Coach:	
Mailing Address for Team:	
Phone (coach)	Email (coach):
List the names of the four team members in the lines below	

Certification Information:

Name of Competition Director or Responsible Competition Official:	
Phone (Competition Official):	Email (Competition Official):
We certify that the following required conditions for establishing a National Record were met: Check each box to confirm	
<input type="checkbox"/> National Standard Three-Position Air Rifle Rules were used to govern this competition.	<input type="checkbox"/> The competition was sanctioned by USA Shooting.
<input type="checkbox"/> The firing distance was 10 meters (33 feet). <i>This distance should be rechecked before submitting a National Record application.</i>	<input type="checkbox"/> The competitor's/team's air rifles and equipment complied with Rule 4.0. <i>If an equipment control was not done before the competition, the equipment should be checked.</i>
<input type="checkbox"/> A Range Officer who enforced time limits in accordance with Rule 5.3 supervised firing.	<input type="checkbox"/> The competitor's/team members' firing positions complied with Rule 5.1.
<input type="checkbox"/> A Range Officer was present during firing and witnessed the actual firing of the record score.	<input type="checkbox"/> There were no irregularities in the handling and scoring of targets in this competition.
<input type="checkbox"/> The actual targets fired by the competitor/team members to produce this score are attached.	
The Competition Director or a Responsible Official from the Competition must sign this application.	
_____	_____
Date	Signature

Please copy and complete this application form and send the competitor's or team members' targets to:

National Three-Position Air Rifle Council
P. O. Box 576
Port Clinton, Ohio 43452

APPENDIX – SECTION II

How to Organize Competitions

A. PLANNING COMPETITIONS

The first step in conducting a competition is to prepare a plan for the competition. The plan must begin with a Competition Planning Check-List and an Equipment and Supplies Check-list. To plan and prepare your competition, start by studying this **Competition Planning Check-List** and the actions that it indicates must be completed at each stage of competition planning and preparation. For a major competition, step 1, initial planning, may take place as much as a year or more in advance. For a small competition, initial planning may take place only two or three months before. Be sure to schedule planning meetings for key competition officials at appropriate stages throughout the planning and organizing process.

Competition Planning Check-List	
1. Initial Planning	Assemble key leaders--make decision to conduct match. Appoint Match Director, Chief Range Officer and Results Officer for the match. Develop preliminary plan for the match.
2. Range Facilities	Schedule range. Make contractual arrangements for using the range and other facilities, if required. Order targets and other supplies required for the match.
3. Schedule & Program	Draft, review and publish competition schedule. Draft, review and publish competition program. Make plans for special events, food service, etc.
4. Sanctioning	Submit applications to appropriate governing bodies to obtain official sanctioning and approvals.
5. Promote Participation	Obtain/review mailing/email lists of potential participants. Send out email notices with links to program or mail program.
6. Competition Staff	Recruit, train and organize competition staff (range officers, scorers, etc. as required).
7. Publicity	Develop a publicity plan, especially if it is a major competition. Appoint a Publicity Chairman and develop press releases.
8. Entries	Set up the entry and results system. Process entries as they are received. Confirm entries/keep participants informed.
9. Equipment & Supplies	Confirm that all supplies required to conduct the match are on hand. Obtain any additional necessary supplies.

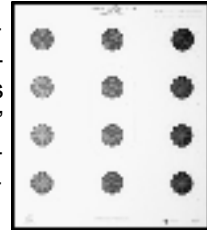
Competition Planning Check-List Continued	
10. Final Preparations	Move supplies into the range. Label and prepare targets. Prepare the range/check targets/clean the range. Set up check-in table/area. Set up official bulletin board. Set up areas for equipment storage & competitor rest area. Prepare and post start lists (relay & firing point squadding)
Activities on the Day(s) of the Match	
11. Confirm Entries	Greet and check competitors into the match. Collect entry fees as required. Confirm squadding, assist coaches and competitors as required.
12. Conduct Firing	Range Officer(s) conduct firing on range. Range Officer(s) conduct finals as required.
13. Scoring & Results	Collect and transport targets to scoring room. Score targets. Enter scores in results system. Post preliminary results lists. Conduct challenge periods. Post final results lists.
14. Awards	Present awards at end of match (if possible).
Post-Competition Activities	
15. Competition Wrap-Up	Distribute awards not presented at the competition. Distribute final results bulletin. Send reports to sanctioning organization. Conduct evaluation of competition with match staff.

B. COMPETITION EQUIPMENT & SUPPLIES

To conduct competitions match sponsors must have proper equipment. This list identifies equipment needed to conduct three-position air rifle competitions. It should be used as a check-list to determine if everything needed to conduct a competition is available prior to the competition. Sources to obtain this equipment are listed in the "Sources of Competition Equipment" listing. Prices listed are for general information only and are subject to change by the supplier.

Rulebook. No match sponsor should attempt to conduct a competition without a rulebook. The official rules for three-position air rifle are the **National Standard Three-Position Air Rifle Rules**. This rulebook is often called the "Bluebook." The rulebook is posted on the CMP web site at <http://www.odcmp.com/3P/Rules.pdf> and may be downloaded or printed from there. Printed copies of the rules may be ordered from the CMP. Request **National Standard Three-Position Air Rifle Rules**, order item #NLU 775, \$2.00 each.

Targets (Rule 5.4). Only official 10-meter air rifle targets with scoring ring dimensions established by the International Shooting Sport Federation may be used. Electronic targets, 1-bull paper targets or 10-bull paper targets may be used. Most matches will be fired on 10-bull paper targets that are designated as “NC-AR10” or “AR-5/10” and bear the logos of the National Three-Position Air Rifle Council, ISSF or NRA. Ten-bull air rifle targets may be ordered from the CMP or other target suppliers. Order targets designated as NC-AR10 or AR-5/10. Prices vary from \$7.50 to \$10.00 per 100 targets.

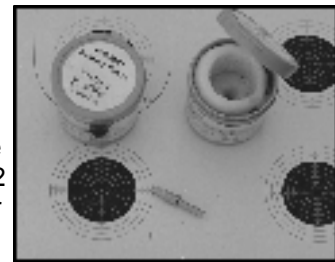


Scoring Gauges (Rule 8.2). The only accurate way to score doubtful shots is to use a scoring gauge or “plug.” For air rifle scoring, two types of gauges are used. An “outward scoring” gauge 5.45-5.50 mm in diameter is used to score shots with values 3-10. An “inward scoring” gauge is used to score shots with values 1-2. To properly conduct a competition, you should have two scoring gauges, one inside and one outside, for every 10-12 firing points used in the competition. Scoring gauges may be ordered from Gunsmithing, Inc., order:

Air rifle outward scoring gauge, item #10822, \$12.95 each

Air rifle inward scoring gauge, item #10821, \$12.95 each

RIG inward (.177 cal./4.5 mm) and outward (5.5 mm) gauges may also be used. Rig gauges may be ordered from Champions Choice (item #R-712 and #R-701), Champions Shooters Supply (item #R-712 and #R-701) or Gunsmithing, Inc. RIG gauge prices vary from \$5.00 to \$7.50 each.



Magnifying Glass (Rule 8.2.1). To precisely see where the edges of scoring rings and scoring gauges lie, the target being scored must be well lighted and a magnifying glass must be used. Good magnifying glasses are commonly available from local retail outlets.

Scoring Template or Overlay. When shot holes are torn and do not have cleanly-cut round holes, inserting a gauge in the torn hole will not produce an accurate score because the gauge will move towards the tear and away from the true location of the actual pellet hole. The proper method of scoring torn shot holes is to use a template or overlay that allows the scorer to “overlay” and align a 4.5mm ring on the actual pellet hole. The Eagle Eye scoring gauge is an overlay-type gauge with a built-in magnifier that is especially suited for scoring torn shot holes. It is available from Champions Choice. Order item #M1722, \$16.00.

Compressed Air and CO₂. In any competition where teams and competitors must travel long distances, it is important that a supply of compressed air and CO₂ gas be available on the range for competitors to use to fill their air rifle cylinders. Provide compressed air in scuba tanks with DIN valves that can be purchased from a local diving shop. Obtain CO₂ tanks from local welding supply stores. Competitors are expected to bring their own adapters to connect their air rifle cylinders with the compressed air or CO₂ tank.

Trigger Weights (Rule 4.2.2). A trigger weight weighing exactly 1.5 lbs. and configured so that the weight can be suspended from the trigger with the rifle held in the vertical position must be used to check the trigger pull weights on Sporter Class air rifles. Official trigger weights for the National Three-Position Air Rifle Council are made and sold by Pilkington Competition Equipment. Order item “3PW” or “3P Weight,” \$30.00 each.

It is also possible to make a trigger weight by attaching a hook to a hanging weight. The hook must be 18-20 inches long and be shaped so that one end catches the trigger as it suspends the weight directly below the butt plate when the rifle is held in a vertical position. The hook must be bent so that it does not contact the stock when the trigger lifts the weight. The total weight of the weight and hook must be checked on a calibrated scale so that it weighs exactly 1.5 pounds.



Stopwatch. Each range used for competitions should have two stopwatches. One must be used to control the timing of the preparation period and shooting times for each position. Each Range Officer should also have a stopwatch that is used to determine the time the start and stop times of any interruptions.

Carpenter's Angle Finder (Rule 5.1.1). To enforce the prone position rule requirement that the angle of the shooter's forearm from the floor must be at least 30° degrees, it is necessary to have an accurate means of measuring that angle. The best way to do this without having to physically disturb the shooter is to use a carpenter's angle finder. Hold the angle finder in front of you and its edge with the "axis of the forearm." You can then read the shooter's forearm angle in degrees on the gauge. If the angle is less than 30°, the position is too low. Carpenter's angle finders are inexpensive and can be obtained in local retail stores.

Spotting Scope or Binoculars (Rule 7.13). To enforce the rules for "Irregular Shots," it is often necessary to see shots fired on a competitor's target. This lets the Range Officer see, for example, the location of a sighting shot that is a miss, determine if sighting shots are being fired after the first record shot or identify an alleged crossfire. An extra spotting scope or even a pair of binoculars should be kept at the Range Officer's stand so that irregular shots can be identified.

C. SOURCES OF COMPETITION EQUIPMENT

The following organizations and firms provide competition equipment listed in this Section:

American Target Company 1328 South Jason Street Denver, CO 80223	303-733-0433 americtgt@aol.com
CMP (Civilian Marksmanship Program) P. O. Box 576 Port Clinton, OH 43452	419-635-2141, ext. 1112 programs@odcmp.com
Champions Choice 201 International Blvd. Laverne, TN 37086	615-793-4066 champchoice@nashville.com Fax: 615-793-4070
Champions Shooters Supply P. O. Box 303, 42 N. High Street New Albany, Ohio 43054-0303	614-855-1603 http://www.championshooters.com Fax: 614-855-1209
Daisy Outdoor Products/Special Marketing P. O. Box 220 Rogers, AR 72757-0220	1-800-643-3458 http://www.daisy.com 501-621-4238
Gunsmithing, Inc. 208-B West Buchanan Colorado Springs, CO 80907	1-800-284-8671 neal@nealguns.com Fax-719-632-3493
Pilkington Competition LLC P. O. Box 97 Monteagle, TN 37356	931-924-3400 scott@pilkguns.com http://www.pilkguns.com
Speedwell Targets 136 Lincoln Boulevard Middlesex, NJ 08846-1061	1-800-243-8274 speedwelltargets@aol.com http://www.speedwelltargets.com
10-Ring Service, Inc. 2227 West Lou Drive Jacksonville, FL 32216	904-724-7419

D. SAFETY PROCEDURES

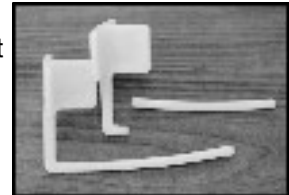
Safety and the enforcement of safety rules is always the first priority in the conduct of shooting competitions. In addition to the consistent, rigorous enforcement of all safety rules (see **Safety Rules for Air Rifle Ranges** on inside front and back covers and **Section 2, Safety**) during all range firing, there are some special procedures that can greatly enhance range safety when properly applied.

1. Range Operation Safety Requirements.

- 1.1 A Range Officer, or for a large range, Range Officers, must be appointed to supervise all range operations.
- 1.2 A Range Officer must be present at all times during firing. If a Range Officer must leave the range for any reason, an Assistant Range Officer must be designated to be in charge of firing.
- 1.3 The Range Officer(s) must rigorously enforce the “actions open” rule for all air rifles that are brought into the range area. No air rifle in the range area should be handled with a closed action except when it is on the firing line and the preparation or firing times have begun.
- 1.4 Before, during and after firing, the Range Officer(s) must continually observe competitor gun handling to assure that muzzles are pointed in safe directions and that rifle actions remain open.
- 1.5 Official range commands (**Rules 2.2-2.5, 7.12**) must be used to control all firing.
- 1.6 Whenever a shooter completes firing, a Range Officer must physically observe and confirm that the air rifle is unloaded and the action is open.
- 1.7 No one should be permitted to go down range until all rifles are cleared and grounded.

2. Open Bolt Indicators. OBIs are yellow plastic safety flags that have a right-angle extension that fits into the breech end of the barrel. The OBI safety flag is easily visible to range officers and other shooters from a distance. Since the breech extension can only be inserted when the bolt is open and the breech empty, the OBI provides visible proof that the rifle action is open and the gun cannot be fired.

- 2.1 **Sources for OBIs.** OBIs designed specifically for air rifles are not yet available, but OBIs designed for use in smallbore rifles are available and can easily be modified for use in air rifles. Small OBIs can be ordered from the CMP, order item #NLU244, the price is \$3.99 per dozen OBIs.



- 2.2 **Modifying OBIs for Air Rifles.** OBIs for small caliber rifles have long right-angle extensions that are designed for insertion into the breech-end of the barrel. To adapt an OBI for use with an air rifle, this extension must be cut off to a length of approximately ½ inch. After cutting off the OBI, it may be necessary to slightly reduce the diameter of the extension or breech probe so that it fits in the air rifle barrel. The illustration here shows a regular OBI before and after modification.

- 2.3 **Proper Insertion of OBI.** When OBIs are used, they should be inserted in the open action of the air rifle as soon as it arrives at the range and is removed from the gun case. The OBI should remain in the action until the air rifle is on the firing line and the preparation or shooting time has begun. As soon as firing is completed, the shooter must open the bolt/action and reinsert the OBI. With the OBI inserted, the Range Officer can easily see that the action is open and the breech is unloaded. The illustration shows the extension/probe end of the OBI being inserted in a Sporter Class air rifle action.



2.4 Recommended Use of OBIs. The mandatory use of OBIs on a range makes it much easier for Range Officers to see that rifles are unloaded with their actions open. OBIs also help to instill safety consciousness and discipline in the competitors and to assure spectators that rifles on the range are unloaded and in a safe condition. To use OBIs, obtain sufficient OBIs to issue one OBI to each team member or competitor and to have several spares. It is necessary to modify the OBIs for use in air rifles before issuing them (see 2.2 above).



3. **Pellet Discharge Containers (Rules 2.5, 7.12, 7.13.4, 7.15.2).** If a competitor has a loaded rifle after the command **STOP, UNLOAD** is given, standard safety procedure is for the Range Officer to direct the competitor to clear the rifle by firing it into a pellet discharge container or into an area of the backstop where there are no targets. Pellet Discharge Containers (PDC) are normally used when there are only small individual backstops behind each target and the loaded rifle cannot be safely discharged without the possibility of hitting a target. Ranges with this type of backstop should construct a PDC and have it available for use in discharging loaded air rifles. PDCs may also be used when a competitor is not sure whether his/her air rifle is properly loaded and requests an opportunity to discharge that shot/loading into a PDC during the competition time (see **Rule 7.15.2**). To construct a PDC, use a metal can or small container with an open end. Fill the container with shredded paper or other soft material. Cover the open end of the container with duct tape or cardboard. Tape a handle to the side of the container. The handle should be at least one meter long so that the range officer can hold the PDC in front of the rifle muzzle while standing beside the shooter.



E. HOW TO WEIGH TRIGGERS (Rule 4.2.3)

1. **Rules Requirements (Rules 4.2.3, 4.4).** Triggers on sporter air rifles must be capable of lifting 1.5 pounds. Triggers on precision air rifles are not restricted; any weight trigger may be used on a precision air rifle as long as it is safe and does not discharge unintentionally.
2. **Equipment.** Spring or digital gauges may give a good indication of the weight of the trigger release on a sporter air rifle, but the only accurate and legal (see **Rule 4.2.3**) means of weighing triggers is to use a free-hanging trigger weight that weighs exactly 1.5 lbs. See page 65 for more information on trigger weights and how to obtain them.
3. **Proper Method of Weighing Triggers.** To weigh a trigger correctly, follow this sequence:
 - 3.1 Sit at a table with the trigger weight in front of you.
 - 3.2 Make sure the rifle is unloaded. Hold the rifle to be checked with the muzzle pointed up. On pneumatic air rifles, check the cocking lever to determine if the air chamber has been charged. If it is charged, cock the trigger (close the bolt) and discharge the air into a "pellet discharge container" to be sure that no pellet is in the barrel when the trigger weight is checked. On CO₂ or compressed air rifles, make sure the gas/air cylinder is removed or disengaged.



- 3.3 With the muzzle pointed up, cock the trigger or firing mechanism. Hold the rifle so that the hook of the trigger weight rests against the middle of the trigger curve.
 - 3.4 Using both hands to control the rifle, gently and slowly lift the rifle until it picks up the trigger weight. Be sure to hold the rifle vertically so that it lifts the weight straight up. The weight must be lifted so that it clears the surface where it rests.
 - 3.5 If the rifle picks up the weight, apply additional pressure to the trigger to release it. This is a check to be sure the trigger was properly cocked before the trigger weight was lifted. If the rifle picks up the weight, it passes the trigger weight test. You may wish to place a sticker or piece of tape on the rifle to verify that it has been checked.
 - 3.6 If the rifle does not pick up the weight, recock the trigger or firing mechanism and make one additional attempt to pick up the weight. If the rifle picks up the weight on your second attempt, it passes the trigger weight test.
 - 3.7 If the rifle does not pick up the weight, invite the competitor or competitor's coach to make the third attempt. If the rifle does not pick up the weight on the third attempt, it fails the trigger weight test. No further attempts may be made to lift the trigger weight and the rifle may not be used in the competition unless the trigger is modified by a gunsmith so that it can pass the trigger weight test.
4. **When to Weigh Triggers.** The best and fairest time to weigh triggers is to check all rifles in a competition before the competition starts or before each competitor begins to fire. This assures that a competitor does not fire with a rifle that could later cause his/her score to be disqualified. Triggers may be weighed after competitors complete firing, but this should ordinarily not be done unless the competitor's rifles that are checked are selected through a random drawing that is announced in advance. The triggers of all competitors who, for example, fire certain scores or who qualify for a final, could also be weighed if this procedure is announced in advance. It is not proper, however, to weigh the trigger of a particular competitor's rifle just because another coach or competitor requests that his/her rifle be checked.

F. HOW TO SCORE TARGETS

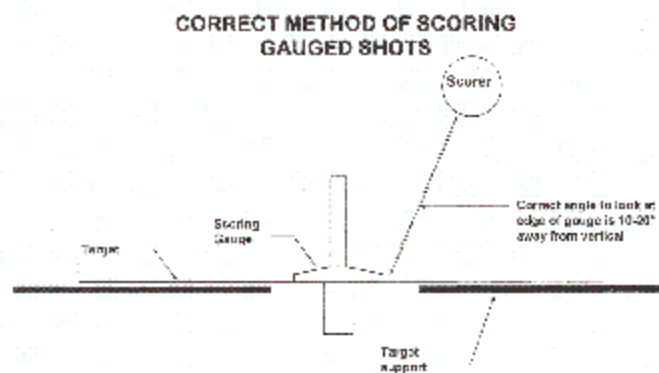
In any competition, the range and scoring officials have an obligation to participating teams and competitors to score all targets accurately and to quickly make their results available to them. The use of proper equipment and correct scoring techniques assures that the competition results will be accurate. New scoring officials should take as much time as they need to be sure their scoring is accurate. They will score much faster after they practice correct scoring techniques and gain more experience. Competition scoring officials should follow the procedures outlined below:

1. **Target Identification.** Be sure all targets are marked or numbered so that the relay, firing point, position and exact sequence of firing is identified on each target. Competitor's names may be placed on targets, but it is best if this is done in such a way that the scorers do not know whose targets they are scoring.
2. **Target Handling.** Targets should be issued on the range and not before a competition. Competitors and coaches may be given an opportunity to examine their targets after firing, but a range official should pick up the targets so that competitors and coaches do not have an opportunity to handle them after they have fired on them. The range official who picks up the targets should take them without delay to the scorers.

3. **Target Holder/Scoring Box.** Targets must be held in the horizontal position to be scored correctly and accurately. Target holders that hold the target cards in a horizontal position and have 10 holes for the 10 individual record targets on a target card can easily be made. The use of a target-scoring box makes scoring much easier.



4. **Good Lighting.** One of the keys to accurate scoring is to score targets in an area that is well lighted. If the room used for scoring is not brightly illuminated, use desk or reading lights to place additional light on the targets.
5. **Scoring Gauges.** The only accurate way to determine whether a close shot touches or does not touch a higher value scoring ring is to use a scoring gauge or “plug.” For air rifle scoring, there are “outward scoring” gauges, which just be used to score shots valued 3-10, and “inward scoring” gauges that must be used to score shots valued 1-2. Be absolutely sure the correct gauge is used. Reading an outward scoring gauge on the inside could improperly add several points to a shooter’s score.
6. **Inserting a Scoring Gauge.** To insert a scoring gauge in a doubtful shot hole, first be sure the target lies in a horizontal position, then follow these steps:
- 6.1 Hold the scoring gauge loosely between the thumb and first finger and gently insert it in the shot hole. The scoring gauge must be allowed to orient itself to the center of the shot hole.
 - 6.2 Read the scoring gauge—determine if the shot is “in” or “out.”
 - 6.3 Write the value of the shot and the initial “P” with a “+” or a “-” to show that the shot hole was plugged (P) and that it was given the higher value (+) or the lower value (-). A doubtful shot that was gauged to be a 9 would be marked “9/P+”. Once a shot has been gauged and marked, it may not be rescored with a scoring gauge.
7. **How to Read a Scoring Gauge.** The correct method of reading a scoring gauge is to look at the lower edge of the scoring gauge at a slight angle from outside of the edge of the gauge. If you look at the gauge from directly above the gauge, you may see a shadow and not the exact bottom outside edge of the gauge.

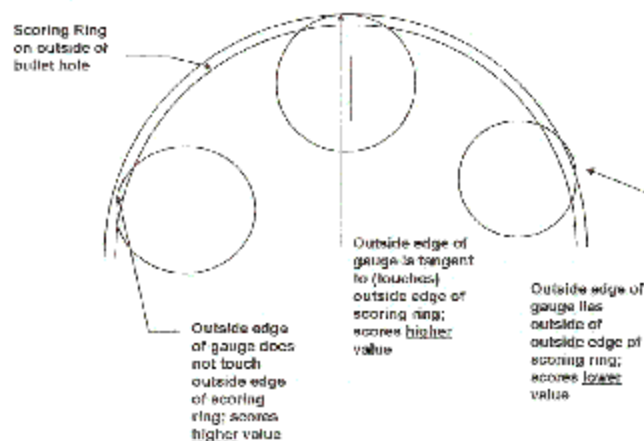


8. Scoring with Outward Scoring Gauges. An outward scoring gauge is a gauge that is read on the outside edge of the gauge. If an outward gauge is inserted in the shot hole, you must look at the outside edge of the gauge, that is, the edge that is away from the ten ring. If the doubtful shot could be a ten or a nine, you must look at the outside edge of the gauge to determine whether it lies inside or outside of the outside edge of the eight ring. The diagram shows how to read an outward scoring gauge.

- 8.1 If you can see white between the outside edge of the scoring gauge and the outside edge of the outer white scoring ring (illustration on left), the shot is “in” and receives the higher value.
- 8.2 Even if you cannot see white, but can see that the outside edge of the gauge just “touches” or is tangent to the outside edge of the scoring ring (center illustration), the shot is “in” and receives the higher value.
- 8.3 If any part of the outside edge of the scoring gauge lies outside of the outside edge of the scoring ring (right illustration), the shot is “out” and receives the lower value.

SCORING WITH OUTWARD SCORING GAUGES

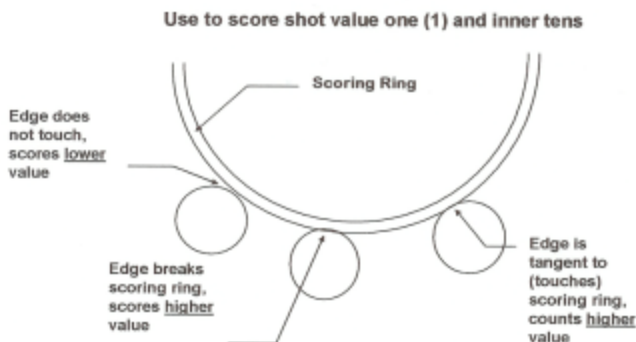
Use to score shot values ten (10) through two (2)



9. Scoring with Inward Scoring Gauges. An inward scoring gauge is a gauge that is read on the inside edge of the gauge. The inward gauge must only be used to score ones and twos, not other shots. If an inward gauge is inserted into a shot hole, you must look at the inside edge of the gauge, which is the edge closest to the target center. The diagram shows what to look for.

- 9.1 If you can see even a faint white gap between the edge of the scoring gauge and the outside edge of the white scoring ring (left illustration), the shot is “out” and receives the lower value.
- 9.2 If the edge of the gauge breaks into the scoring ring (center illustration), the shot is “in” and receives the higher value.
- 9.3 If you cannot see a gap and the gauge is tangent to or touches the outside edge of the scoring ring (right illustration), the shot is “in” and receives the higher value.

SCORING WITH INWARD SCORING GAUGES



10. Magnifying Glass. A magnifying glass should be used to help you see the edge of the scoring gauge and the edge of the scoring ring as accurately as possible. Any time you look at a gauge in a close shot and there is any doubt as to whether the gauge is in or out, use a magnifying glass before you make your call.

11. Scoring Targets with 10 Regular Shots. When a target is scored, the first thing that the scorers should determine is whether the target has 10 regular shots, that is, 10 record shots in 10 record bullseyes and all sighters within the “guard ring” around the two sighting bullseyes. If the target has 10 regular record shots, proceed to score the target.

11.1 Score in pairs. The proper way to score targets is for two persons to score while working together. One person should call out the value of the shots, while the second person writes them on the target. When there is a close shot, one person should insert the gauge. After both persons have a chance to look at it, both scorers should simultaneously give a visual signal as to whether the shot is in or out. For example, they can count “one, two, three” and on the count of three give a thumbs-up for shots that are in and thumbs-down for shots that are out. If they disagree, a scoring supervisor or third person should break ties.

11.2 Use the target as the scorecard. When 10-bull targets are used, the target card should also serve as the scorecard and all scores and scoring information should be written on the target card.

11.3 Mark all gauged shots. Whenever a shot is gauged, the score that is decided must be written beside that bullseye, together with the letter “P” to indicate the shot was gauged or plugged and a “+” or “-” sign to indicate that it was gauged in/+ or out/-.

11.4 Totals. As soon as all ten shots on one target card are scored, one of the scorers or another person should total the values of the shots and write the total on the target card.

12. Scoring Targets with Irregular Shots. If the target does not have 10 regular shots, follow these steps to determine the score.

12.1 Determine the number of record shots. Count the number of shots that are in the record bulls or in the white area of the target outside of the sighter ring. Any sighters that were misses must be marked or verified by the Range Officer and should not be counted. Shots fired before the command START (**Rule 7.13.1**) or after the command STOP (**Rule 7.13.2**) must be marked or verified by the Range Officer, must be counted as record shots and must be scored as misses.

12.210 or fewer record shots. If there are 10 or fewer record shots, assign each shot to a bullseye and score the shots on the target. Score each shot that is not fired or not on the target as a miss (0).

12.310 or fewer record shots with more than one shot in a bullseye (Rule 7.13.6). If there are 10 or fewer total record shots on a target and there are bullseyes with more than one shot (the same number of bullseyes must have no shots (**Rule 7.13.6**), score the target. There is no penalty for the first two times a competitor fires extra shots in one bullseye and leaves another bullseye unfired. For the third and all subsequent times in a complete three-position course of fire that a competitor fires an extra shot in a bullseye while leaving another bullseye unfired, apply a 2-point penalty to the score for that target.

12.411 or more record shots on a target, 21 or more shots on two targets (Rule 7.13.7). Assign all shots fired to a bullseye. If there are more than 11 or 21 shots, nullify the highest value shot(s) on the last target fired. If single-bull targets are used, nullify the last shot (s). Score the 10 or 20 record shots. For each extra shot that was fired, deduct 2 points from the lowest value shot(s) on the first 10-shot series.

12.5 Crossfire (Rule 7.13.8). All crossfire shots should be marked or verified by the range officer. A verified crossfire from another competitor must be disregarded when scoring the target that the crossfire shot hit. The crossfire shot must be scored as a record shot and as a miss for the competitor who fired the crossfire.

12.6 Penalties (Rule 7.17). Any penalties assigned by the Range Officer or Jury for rule violations must be written on the target or documented so that the penalties can be applied to the competitor's score in accordance with the rules.

13. Results List. As soon as the scores are totaled, they should be entered in a results list and posted on a bulletin board that can be seen by all competitors and coaches.

13.1 For a small competition between two or three teams, scores may be posted directly on a wall chart or on a bulletin board. The exact time when scores are posted must be recorded on the bulletin board.

13.2 For a large competition, scores must first be posted in a computer spreadsheet (Excel, etc.) that is set up to keep the competitors' scores. As soon as the scores are posted in a master results list, a printout of the latest scores must be posted on the bulletin board for all coaches and shooters to see. The exact time when scores are posted on the bulletin board must be recorded on the posted results list.

13.3 The computer spreadsheet for a competition should be set up to retain the following data in separate columns as listed below. All applicable data should be recorded and retained. For purposes of printing or distributing results all columns except the competitors ranking (1), name (3/4), team (6) and all applicable scores may be hidden.

Column 1—Final ranking (to be assigned after all results are posted and sorted)

Column 2—Competitor Number (if used)

Column 3—Last Name of Competitor

Column 4—First Name of Competitor

Column 5—Address of Competitor

Column 6—School, team or club represented by Competitor

Column 7—Date of birth or year of birth

Column 8—Applicable special categories (i. e. AJROTC, NJROTC, MCJROTC, 4-H, TAL, junior club, scholastic/non-JROTC)

Column 9—Relay

Column 10—Firing point

Column 11—Score, 1st 10 shots prone

Column 12—Score, 2nd 10 shots prone (if applicable)

Column 13—Total, 20 shots prone (if applicable, column 11 + column 12)

Column 14—Score, 1st 10 shots standing

Column 15—Score, 2nd 10 shots standing (if applicable)

Column 16—Total, 20 shots standing (if applicable, column 14 + Column 15)

Column 17—Score, 1st 10 shots kneeling

Column 18—Score, 2nd 10 shots kneeling (if applicable)

Column 19—Total, 20 shots standing (if applicable, column 17 + column 18)

Column 20—Total, three positions (column 13 + column 16 + column 19)

Column 21—Score, final (if applicable)

Column 22—Final Total, three positions plus final (if applicable, column 20 + column 21)

After the score data is posted in the spreadsheet, the ranking of competitors for the three-position totals or for the individual positions can be easily determined by using the sorting feature of the computer program. To break ties, the first priority sort should be the total, the second priority sort the last 10-shot series, the next priority sort, the next to the last 10-series, etc.

13.4 Scoring Protests (Rule 9.1). After scores are posted on the bulletin board, competitors and coaches must be given an opportunity to see their scored targets and make scoring protests (**Rule 9.1**). The scoring protest time may not last longer than 60 minutes, but may be shorter if competitors have enough time to check their targets.

13.4.1 Any shot that has been gauged and marked as gauged may not be protested or gauged again.

13.4.2 Competitors only may protest the value of a shot that was not gauged. Coaches may advise competitors, but protests must be made by competitors. Once the protested shot has been gauged, it may not be protested again. Competition officials may charge a fee for each shot value protested.

13.4.3 If there is a recording or computational error, the competition officials must correct the error and an official protest is not required.

13.4.4 All results are final after the protest period is over.

G. THE WORK OF THE RANGE OFFICER

The Range Officer is a key competition official who is directly responsible for the safe conduct of firing in a competition and for the application and enforcement of the competition rules. Here are some guidelines to direct the work of the Range Officer.

- 1. How Many Range Officers.** There must be at least one Range Officer who is in charge of the range and firing activities at any competition. The number of Range Officers depends upon the skill level and experience of the competitors. As a general rule, there should be one Range Officer for ranges with 10 or fewer firing points. On larger ranges there should be one additional Assistant Range Officer for each 10 additional firing points. If the competitors are experienced competitors with experienced coaches, it may be possible to operate a large range with one Chief Range Officer and one additional Range Officer for each 15-20 firing points.
- 2. Conducting the Competition.** Everyone who works as a Range Officer should first develop a script and checklist to follow in conducting the competition. The best way to do this is to make a script that is based on the Commands and Actions listed in the chart on "Range Commands" (**Rule 7.12**). Keep this script in a notebook and follow it carefully in conducting competitions.
- 3. Conducting a Final.** Any Range Officer who is going to call a final must also first develop a script that is based on the Commands and Actions in the chart on "Range Commands for a Final" in **Rule 10.3.8**. Do not attempt to conduct a final without developing a script based on this rule. Then carefully follow the script. Practice and experience is particularly important in developing a predictable cadence and rhythm that keeps the final running smoothly without undue delays.
- 4. Tips for Range Officers.**
 - 4.1 Before working any match, take time before the match to reread the rules, especially **Rule 4** on equipment, **Rule 5** on competition conditions and **Rule 7** on competition procedures.
 - 4.2 When working as a Range Officer always carry a rulebook, a stopwatch and a small notepad.
 - 4.3 Always be available to competitors who ask for assistance or who have problems. If a competitor reports a possible interruption (**Rule 7.14**) or malfunction (**Rule 7.15**), immediately start your stopwatch. Determine what the problem is and take appropriate action. Make a record of the problem and your action in your notebook.
 - 4.4 When targets are retrieved, be sure to make notes on the targets if there were any misses in the scoring area, irregularities, crossfires or penalties.
 - 4.5 Whenever you work as a Range Officer, remember that your primary objectives are to assure that the competition is safe and that all competitors have a fair, sportsmanlike and enjoyable competition. Range Officers are there to serve the competitors.
 - 4.6 If questions or protests come up, handle them politely, calmly and respectfully. Stay calm and in control at all times. Listen to the question or protest and invite the person making a protest to examine the rulebook with you. When you make your decision, be sure to point out the rule that you used to make your decision.
 - 4.7 Enjoy your work as a Range Officer. When you run a safe, fair competition where all competitors have been given the best opportunities you can give them to produce their best results, you can take great pride in your work and in your contributions to the shooting sports and the growth and development of the youth who participate in them.

Safety Rules for Air Rifle Ranges

Continued from the inside front cover

Before doing any shooting on ranges, shooters, coaches and competition officials must study these Safety Rules for Air Rifles and the Safety Rules in Section 2.0 of this Rulebook.

6. **RANGE COMMANDS** -- Be sure you know the range commands that are used on the range where you fire. No shooter may load a rifle until after the command **LOAD** or **START** is given. No shooting may begin until after the command **START** (COMMENCE FIRING) is given. When the command **STOP** (CEASE FIRING) is given, no further attempt to fire a shot may be made; the rifle must be taken down immediately and the action must be opened. If a pellet remains in the rifle, or if the rifle is charged, ask the range officer for instructions.
7. **LOADING** -- Rifle muzzles must remain pointed downrange or up towards the ceiling whenever the rifle is cocked and loaded. Special care must be taken during cocking and loading to ensure that a rifle muzzle is never pointed at a neighboring shooter or at any area behind the firing line.
8. **GOING DOWN RANGE** -- Whenever it is necessary for someone to go down range to hang or retrieve targets or for any other purpose, all rifle actions must be opened and rifles laid on the floor or shooting bench (rifles grounded or benched). No one may go down range until authorized to do so by the range officer.
9. **EYE AND HEARING PROTECTION** -- Eye and hearing protection is recommended, even for air rifle shooting. Eye and hearing protection may be required on some ranges.
10. **TREAT EVERY RIFLE AS IF IT WERE LOADED** -- Even if you are sure your rifle is unloaded and even if a range officer has checked to be sure your rifle is unloaded; treat your rifle at all times as if it were loaded. Always be sure it is never pointed at another person.

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National Standard Three-Position Air Rifle Rules
For 10-Meter Air Rifle Competition

