



2025-2026 Arizona 4-H State Shooting Sports Match Rules

Revised as of 03 September 2025

Competitors' Pledge

As a 4-H shooting sports competitor,

- I will live model high ideals of ethics and sportsmanship.
- I will compete honorably, fulfilling my charge to be trustworthy and honest.
- I will treat all people, including coaches and match personnel, with respect.
- I will be gracious in victory and accept defeat with dignity.
- I will remember that to compete is a privilege, not a right.
- I will live up to the high standards of fair play.
- I will be open minded, always willing to listen and learn.
- I will demonstrate concern for my teammates and for my fellow competitors.
- I will not engage in reckless behavior that might cause injury to myself, or others as determined by the range officers and match coordinators.
- I will honor, observe, and enforce the rules.
- I will represent my club, community, and county with honor, on and off the range.
- I will always represent our 4-H program in a positive manner.

Volunteers' and Parents' Pledge

As volunteers and parents at Arizona 4-H shooting sports matches,

- We will respect each other, competitors, staff and property of our host community and county.
- We will set a good example as mentors and role models for our members and their families.
- We will conduct ourselves in a professional and ethical manner.
- We will strive to encourage the life skills embodied in the 4-H shooting sports program and to aid in the development of our members through adherence to those principles.
- We will respect the dignity of all competitors, parents, volunteers, and staff.

Shooting Sports Master Rules

The following four master shooting sports rules apply to all ranges, all disciplines, and all events.

1. Muzzles (and knocked arrows) will always be pointed in a safe direction. Ensure you are willing to potentially “destroy” whatever you are pointed at.

2. Actions (and arrow rests) will remain open (unknocked) until you are preparing/ready to fire. Leaving actions open makes it easier for everyone around you to see your current loading status.

3. Fingers will remain off triggers and releases until you are ready to fire. Your finger is one of the most important safety tools in your kit.

4. Be sure of your target, backstop and what is beyond it. Ensure you understand the ballistic capabilities of the firearm or bow you are utilizing.

5. Range safety is everyone’s responsibility. Anyone on the range may call a cease fire if they witness an unsafe act or condition. If you see something, say something!

Spirit of the Game

Competitors are expected to fully participate in what each discipline asks. Participants should not look for ways to create an advantage out of what is or is not stated as a rule or shooting procedure. It’s not about “gamesmanship” but rather sportsmanship. Good attitude, courtesy, honesty, demonstrating respect toward fellow participants and range officials, graciousness in winning and losing are all components of the Spirit of the Game. Character and integrity are remembered much longer than placement and scores.

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DISCIPLINES AT-A-GLANCE

Courses of fire have been selected based on the most recent 4-H National Match guidelines available as of the revision date of these rules. Some rules have been modified from their National Match origins due to time, resource, age, and equipment limitations unique to the Arizona Shooting Sports program. When a conflict occurs between an Arizona State Match rule and a National Match rule, the Arizona State Match rule takes precedence. In the absence of a specified State Match rule, all National Match rules remain in effect, including rules/guidelines/standards prescribed by the 4-H National Shooting Sports Committee. The Arizona State Shooting Sports Coordinator has the authority to modify, change, delete or add rules before, during, or after any match.

Discipline	Course of Fire #1	Course of Fire #2	Course of Fire #3
Archery Compound	FITA Round	Field Round	3-D Round
Archery Recurve	Field Round	FITA Round	3-D Round
Air Pistol	Slow Fire - Bullseye	NRA Air Pistol Silhouette	<i>None</i>
Air Rifle	CMP National Std Three Position Sporter Air Rifle	NRA Sporter Air Rifle Silhouette	<i>None</i>
Hunting Skills	Wildlife and Land Navigation Tests	Archery 3-D	.22 Smallbore Rifle 2-D Animal Match
Muzzleloader	Slow Fire - Bullseye	Bottles and Critters	<i>None</i>
Shotgun	Trap	Skeet	Sporting Clays
Smallbore Pistol	Modified Camp Perry Bullseye, Slow, Timed, Rapid	NRA Smallbore Silhouette	<i>None</i>
Smallbore Rifle	NRA Three Position	NRA Smallbore Silhouette	CMP Rimfire Sporter (If specified in match flyer)
Western Heritage	Smallbore Pistol, Rifle and Shotgun Stages	Persona Interview	Specified Location, Industry and/or Firearms Exam

NEW FOR 2025-2026

All Disciplines:

- Clerical and administrative errors have been corrected within each discipline section. Competitors should review the rules prior to the match for every discipline they are participating in.
- Several National Governing Body (NGB) course of fire rulebook sources have been updated to reflect current versions.
- Targets may be scored by competitors and then checked by range operations, or they may be scored directly by range operations at the shooting sports coordinator's discretion. If targets are scored by range operations, competitors will be allotted approximately 30 minutes to review their targets and protest if they choose. Please note that should a competitor feel an "irregular" shot occurred on their target, reference CMP Air Pistol and Air Rifle Competition Rules paragraph 7.11 for the procedures to be followed when classifying shots.
- After examining operations personnel scored paper targets during the review period, should a competitor believe there is a scoring or computational error on one or more of their targets, they have the option of presenting a verbal protest to the match director. Only competitors are allowed to present protested errors (not parents, coaches or leaders). Protests must be accompanied by a \$2 escrow fee at time of presentation. If the protested error is approved by the match director, the escrow fee will be returned to the competitor. If the protested error is not approved by the match director, the fee held in escrow will be donated to the Arizona 4-H Shooting Sports program. The purpose of the escrow fee is to minimize the number of questionable error claims potentially presented by competitors.
- All disciplines will utilize a ranking system when computing competitors' overall placements. Each course of fire will be weighted evenly when compared with others conducted in the discipline, thus no single course of fire will be more valuable than another when computing a competitor's final event placement.

Archery:

- The compound archery FITA course of fire will now use an 80cm, 6 scoring ring target at 30 and 40m distances.

Air Pistol and Air Rifle:

- Modified equipment standards for air pistol and air rifle competition remain in effect. At the discretion of the shooting sports coordinator, all non-precision designated .177 air rifles and air pistols that have muzzle velocities of 600 fps or less will be allowed in this year's matches. Sight requirements remain unchanged per the rules listed for each course of fire. The intent of this rule is to eliminate potential equipment related barriers to entry and to encourage more members to compete in air disciplines. This rule change is not intended to generate an advantage for a competitor by allowing air operated arms that are normally designated as more capable than a sporter designated firearm (I.e., precision classified rifles).

- Modified target placement distances for the air pistol silhouette course of fire also remain in effect. Steel targets will be placed at the distances listed in the course of fire if the range facility that is being used for the match supports it. Targets that should be placed at distances that a facility cannot support will instead be placed at 10m.

Air Pistol:

- Procedures added that competitors must follow if they would like to communicate with their coach during a match.
- Slowfire bullseye course of fire allotted time corrected to 50 minutes.
- Further definition of allowed sight placement.

Air Rifle:

- Modified target placement distances for the air rifle silhouette course of fire also remain in effect. Steel targets will be placed at the distances listed in the course of fire if the range facility that is being used for the match supports it. Targets that should be placed at distances that a facility cannot support will instead be placed at 10m.
- Procedures added that competitors must follow if they would like to communicate with their coach during a match.
- Acceptable competitor apparel has been updated to include shorts that meet the 4-H dress code.

Hunting Skills:

- As we continue to grow our hunting skills program within the state, we will introduce new activities into the project and its supporting competitive events. Competitors should be prepared to compete in all activities encompassed by the discipline to include, but not limited to: land navigation, map reading, orienteering, hunter safety protocols and techniques, fire building, wilderness survival, animal identification, tracking, Arizona wilderness management rules, laws and best practices, as well as shotgun, rifle, and archery courses of fire specific to the hunting skills project.
- Negative point scoring removed from the 2-D animal smallbore rifle course of fire. Other changes made to the scoring points system as well.
- Maximum engagement distances are reduced for all age divisions in the smallbore rifle course of fire.

Shotgun:

- Sporting clays course reduced to no more than 25 targets (range availability dependent).

Smallbore Pistol:

- Rules updated to reflect current national 4-H standards in the Modified Camp Perry Bullseye, Slow, Timed Rapid course of fire including the prohibition of optical sights.
- Silhouette course of fire allowed engagement time corrected to reflect 2.5 minutes per 5 shot bank.
- Allowed sights update.
- Procedures added that competitors must follow if they would like to communicate with their coach during a match.

Smallbore Rifle:

- Civilian Marksmanship Program (CMP) Rimfire Sporter course of fire added for potential inclusion in state and county matches. If the CMP course of fire is to be used in a state match, the flyer for the match will specifically state this. If this option is exercised by the match director, the CMP Sporter course of fire will replace the silhouette course of fire.
- Junior competitors' rifles must have a trigger pull weight of no less than 1lb for the Silhouette course of fire.

Western Heritage:

- Arizona 4-H State Shooting Sports is continuing to develop its competitive courses of fire and supporting events for the Western Heritage discipline. This year persona interviews, and written exams will be included in all state matches. Please see the Western Heritage section of this document for significant rules and procedural information that has been added this year.

Collective Discipline/Match Rules

- Competitors requiring assistance or accommodation in order to participate in a state match are encouraged to identify themselves during the match registration process in the Z-Suite portal. Every effort will be made to provide fair accommodation and/or adult third party competitor assistance as determined by the range director.
- All competitors will adhere to the commands and instructions given by rangemasters, chief range officers, and range safety officers while competing in Arizona 4-H Shooting Sports events. Failure to comply with directions given by range personnel may be immediate grounds for removal from the match with no refund provided.
- Match operations volunteers and staff may edit all reported/submitted competitors' scores and paper targets while they are determining overall competitor placement or conducting target reviews. This authority extends to correcting mathematical errors as well as individual arrow/shot scores. Every effort will be made to provide competitors with a 30-minute protest period to review their targets once match operations personnel have finished their review.
- Rangemasters and/or Chief Range Officers will make every effort to remind parents and competitors of range/event management expectations prior to the start of competition. Decisions made by rangemasters and chief range officers during the conduct of a course of fire take precedence.
- General course of fire or potential significant rule infractions brought to the attention of range operations personnel, range safety officers or the range director within 60 minutes of course of fire completion will be adjudicated by a committee made up of the following participants as designated by the range director. Protests or potential rule infractions raised after this 60-minute period has commenced will not affect the outcome of the match.
 - Rangemaster or Chief Range Officer of the course of fire being protested
 - Rangemaster or Chief Range Officer of a peer discipline
 - Range operations team member
- Electronic devices (hearing protection, watches, etc.) capable of communication (radio, blue tooth or other) are not allowed on the firing line or within the range master designated range area for all disciplines. Electronic hearing protection is allowed if it meets the above requirements and does not have any sort of radio receiver built into the device.
- Member participation in our annual State Shooting Team Tryout and State Championships Match is dependent on previous match experience in each discipline being competed in.
- Members must have competed in a previous 4-H instructor-officiated match at the state, county or club level in each discipline they wish to compete in at the state level within the last year. Note that rehearsal or practice matches conducted using Arizona State Match rules at the club level, with at least three members present, meet this requirement.

Eligibility will be approved by county designated shooting sports program coordinator (volunteer or staff).

ARCHERY

Recurve and Compound Bows

Two archery sub-disciplines are recognized at the state and national levels: Recurve Archery and Compound Archery. Both disciplines shoot the same three events during Arizona 4-H State Shooting Sports competitions, though their course of fire rules differ.

Any bow that uses pulleys or cams is deemed a compound bow. Note that while the three governing bodies for the three different events have slightly different requirements or restrictions, for the sake of simplification, Arizona 4-H State Shooting Sports competitions use one standard for equipment for all events.

Equipment Check-In

- At no time will an arrow be allowed to be attached to the string of a bow.
- The only time a string will be pulled back is at the check-in table while a bow scale is attached.
- All arrows brought to check-in must be stored in a storage container, hip or bow quiver (back quivers are not allowed).
- All bows must be inspected, approved, and marked by a designated range officer prior to use in competition.

General Rules

1. Arrows - Minimum arrow weight of 5 grains/pound of bow draw weight. No larger than 27/64" (.422 inches diameter for arrows and .425 inches diameter for points maximum). Arrows should be marked with your initials on either the shaft or vanes so that they may be easily identified. Lighted knocks are not allowed.
2. Compound and recurve bows may have a maximum 60-pound draw weight as measured by the digital scale used during equipment inspection. No electronic or range finding sights are authorized. Illumination of pins is allowed. Magnification or scope lenses are allowed. No spirit levels or glass of any type is allowed on recurve bow sights.
3. No electronic communication devices as defined by the collective match rules are allowed on ranges including cell phones. This rule applies to archers, coaches, parents, and spectators. Range officials may carry a radio or cell phone to contact other officials, if necessary, but must be placed in silent mode.
4. All archers must remain with their designated squads until all score cards are signed and turned in following the course of fire. Archers will turn in all score cards as a group. Archers will compute their scores within their squads (no parent or coach help). If archers need assistance, they may ask range safety officers.
5. Score cards must be signed by scorekeepers and the archer before being turned in.
6. Dress Code: 4-H dress code applies. Shorts may be worn if desired. Participants and coaches are expected to dress appropriately for the events in which they participate. Team uniforms or shirts are encouraged but not required. Both young people and adults should wear attire appropriate for the

weather while remaining modest. It is important to recognize and respect individual's choices which can at times bring unwanted attention either to an individual or to the group. All participants, coaches, parents, and family members must remember that they may be photographed or interviewed for use by local, regional, or national media. Let's do all we can to make sure that is a positive image for 4-H!

7. Footwear Policy - While on the shooting line archers are required to wear closed toe shoes that completely cover their feet, including soles. Examples of footwear that are not acceptable include, but are not limited to: sandals, clogs, flip-flops, slippers, crocs, house shoes, and bare feet.
8. Coaches may use spotting equipment.
9. Archers shooting extra arrows during a course of fire will have the highest scoring arrow not scored, plus one penalty point per extra arrow shot.
10. Range finders may be used during the Field and FITA rounds only. Range finders are NOT allowed on the 3-D range. This includes archers, coaches, parents, and spectators. Binoculars without ranging devices are allowed on all three ranges.
11. Coaching will be enforced as per the 4-H Shooting Sports National Championships General Rules.
12. Participants, coaches, spectators, and parents are NOT allowed on designated archery ranges used for the competition, unless it is a specified practice period and permission has been granted by the Compound and Recurve Archery Chief Range Officers. Practice or warm up shots are not allowed in the parking areas of the official archery ranges.
13. Deliberate shooting, or attempting to shoot, any living animal while on competitive ranges is grounds for ejection from the event.
14. "Sky- drawing" is not permitted.
15. Scorecards will stay in possession of the archers until they are turned in. At no time shall coaches, parents, spectators, or volunteers have access to scorecards.
16. If a competitor feels a rule was broken, an infraction occurred, or wants a ruling from a range officer, they have the right to stop forward movement on the range until their concern is addressed.
17. Hip quivers or grounded arrow holders are required on the firing line.
18. In case of an equipment breakdown or problem that exceeds the capabilities of an archer to handle, coaches may assist with the permission of a range officer. The archer must state that they have an equipment failure. They will be given 15 minutes to correct the problem. Make up arrow(s) will be allowed if the problem is corrected within 15 minutes, otherwise, points will be awarded as zero.
19. Archers are reminded not to stand directly behind an arrow as it is pulled from a target back. Do not pull an arrow if someone is standing directly behind it.
20. When retrieving missed arrows down range, place an arrow upright in the missed target back before going beyond the target.
21. Whistle Commands: 2 Blasts = Get your equipment and come to the firing line. 1 Blast = Nock and shoot arrows. 3 Blasts = Score and Pull arrows. 4 or more Blasts = CEASE FIRE.
22. Archers shall always keep arrows in their quiver unless shooting or retrieving them from targets. Arrows out of a quiver while shooting will always be pointed in a safe direction (down range or towards the ground).

Equipment Standards

	PERMITTED	NOT PERMITTED
RECURVE Longbows & Recurve Bows	One adjustable sight pin or multiple-hunting style sight pins may be used; clicker and kisser buttons are permitted; participants may have as many sight pins as desired; torque compensators are permitted. 60 lb. maximum draw weight. FITA definition of a recurve bow applies.	String peep sights, spirit levels, glass of any type in the sight and mechanical release aids.
COMPOUND	Release aids, string peep and/or optical sights and spirit levels are allowed; 60 lb. maximum draw weight. Multiple pin sights are allowed.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
ARROWS (Both sub-disciplines)	Must meet AMO minimum weight standards of 5 grains arrow weight per pound of bow peak draw weight.	Arrows larger than 27/64" in diameter or lighted knocks are not permitted.

Archery Courses of Fire

FITA ROUND

TARGET	122cm, 80cm (6-ring used at 30 and 40m for compound), 60cm, 40cm faces, full color FITA targets.
DISTANCE	SR: 60m, 50m, 40m in this order INT: 40m, 30m, 20m in this order JR: 30m, 20m, 10m in this order
COURSE OF FIRE	<u>Senior</u> 60 meters - 2 ends of 6 arrows each (12 arrows) 50 meters - 2 ends of 6 arrows each (12 arrows) 40 meters - 2 ends of 3 arrows each (6 arrows) <u>Intermediate</u> 40 meters - 2 ends of 6 arrows each (12 arrows) 30 meters - 2 ends of 6 arrows each (12 arrows) 20 meters - 2 ends of 3 arrows each (6 arrows) <u>Junior</u> 30 meters - 2 ends of 3 arrows each (6 arrows) 20 meters - 2 ends of 3 arrows each (6 arrows) 10 meters - 2 ends of 3 arrows each (6 arrows) <i>Note: the number of ends and arrows may be adjusted based on number of competitors and available time for the round.</i>
TIME LIMIT	3 arrows in 2 minutes.

SCORING	10 pts. -1 pt. from the center outward. Competitors will score inner 10s as Xs. Ties will be broken by the number of #10s (including inner 10s) first, then #Xs, #9s, #8s etc. until the tie is broken. Bounce out or pass through shots must be approved by a Range Officer. Verified bounce out and pass-through arrows will be re-shot. Scores must be agreed upon by all archers and a range official. "Robin Hood" arrows: If an arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged, if not it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or shot arrows: arrows going beyond the 3m line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side, and is retrievable without the archer moving their position from the shooting line, it may be retrieved, but only after being permitted to do so from a range safety officer.
NGB RULES	World Archery Federation / Target https://www.worldarchery.sport/rulebook

FIELD ROUND

TARGET	NFAA targets of sizes selected by the Compound and Recurve Archery Chief Range Officers (NFF-20, NFF-35, NFF-50)
DISTANCE	Archers will shoot 4 arrows per target station/location. • Juniors – 4 targets; (Marked distances of up to 25 yds) • Intermediates - 6 targets – (Marked distances of up to 35 yards) • Seniors - 8 targets – (Marked distances of up to 60 yards)
COURSE OF FIRE	Archers must have a part of their body touching their age division colored stake when shooting. Archers will be designated ABCD (Archers will rotate between target stations. "A" will shoot first, then "B", then "C", then "D". The next target station will shoot in the order of BCDA, CDAB, DABC, and so forth. The exception will be the "fan" target station in which all shooters will shoot at the same time but rotate positions between shots.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. In the case of a lost arrow, archers will be given 2.5 minutes to locate their arrow.

SCORING	5, 4, 3 from the center outward. Tie breaks will be the greatest #Xs, then #5s, #4s, #3s. Bounce Outs and Pass-Through arrows: Witnessed bounce- out or pass-through shots will be re-shot. Contact the Range Officer for concurrence. "Robin Hood" arrows: If a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged; if not, then it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or Shot arrows: arrows going beyond the 3m line will count as a shot arrow. Exception: if an arrow falls in front of the shooter, or to the side and is retrievable without the archer moving their position from the shooting stake, it may be retrieved, but only after being permitted by a range/safety officer.
NGB RULES	National Field Archery Association https://nfaausa.com/events/rules

3-D ROUND

TARGET	3-D foam targets as selected and placed by the Compound and Recurve Archery Chief Range Officers
DISTANCE	Unmarked distances from 2 to 50 yards. Maximum distance for Juniors: 25yds; maximum distance for Intermediate: 35yds; maximum distance for Seniors: 50 yds.
COURSE OF FIRE	1 arrow shot per 3-D target (number of targets for each age group follows below). • Junior – 8 targets • Intermediate – 12 targets • Senior – 16 targets Archer must have a part of their body touching their age division stake when shooting. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through all the target stations. • You MAY NOT glass the target from the stake after your shot. • You MAY NOT adjust your sight after you have drawn and let down.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. There is a two-minute time limit to shoot once the archer has reached their shooting stake. Lost arrow search is limited to 2.5 minutes.

SCORING	IBO rules (**Exception - Center scoring ring is scored as an 11 - NOT 12**) • Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal) • Second Vital Zone Ring = 10 points • Third Vital Zone Ring = 8 points • Any other part of animal = 5 points • TIE BREAKERS: Number of 11s, 10s, 8s, 5s, in order. Bounce Out and Pass-Through arrows: witnessed bounce-out or pass-through arrows will be re-shot. Contact the Range Officer for concurrence. "Robin Hood" arrows: if a shot arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined, it will score the value of the arrow it is stuck in or damaged; if not, then it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will score the value of where it sticks in the target. Dropped or Shot arrows: arrows going beyond the 3m line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side and is retrievable without the archer moving their position from the shooting stake, it may be retrieved, but only after being permitted by a range/safety officer.
NGB RULES	International Bow Hunting Organization (IBO) http://www.ibo.net/2021%20IBO%20Rules%20(1).doc

For additional information on archery scoring, rules & diagrams, please use the following link:

4-H National Archery Competition Scoring Rules:

<https://4h.unl.edu/statewide-events-opportunities/shooting-sports-program/national-championships/rules-and-forms/>

AIR PISTOL

Equipment Check-In

- All pistols and ammunition will be inspected prior to use in competition.
- External compressed air sources must be stored in range safety officer designated areas only.

General Rules

1. When uncased and not in use, all air pistols are required to have a CBI (Clear Bore Indicator) in place, except as permitted by the on-site range officer/master.
2. Only flat nose, wadcutter-style pellets in .177 cal. are authorized.
3. Break barrel pistols are allowed in state match events (pistols such as the Air Venturi V10 Target and Stoeger XP4), though competitors are reminded that no break barrel pistols are allowed at 4-H Nationals match events. Competitors who use break barrel pistols must abide by all range safety rules, especially muzzle awareness and direction.
4. Eye protection is mandatory, hearing protection is recommended, but its use is at the competitor's discretion.
5. All safeties must be intact and functional if they were part of the manufacture's original pistol features.
6. If a competitor chooses to compete in a shooting position that is more advanced than their age group designated position, they will still be scored/ranked alongside their age group peers (JR, INT, SR).
7. Competitors must wear low top, closed toe shoes only, non-compression clothing, and no more than one sweatshirt if desired (with the dominate arm sleeve rolled up so that the wrist is visible). Nothing is allowed on the shooter's dominant hand or wrist to include jewelry and braces. Competitors are allowed to wear shorts.
8. No coaching/coaches are allowed on the firing line. Parents and/or coaches are required to stay behind the spectator line designated by the range safety/master. All communication between competitors and coaches/parents must be initiated by the competitor and not the coach or parent. Competitors must receive permission from the range safety/master prior to leaving the firing line.
9. If a competitor leaves the firing line for any reason, the action of the pistol must be opened and a CBI inserted.

Air Pistol Courses of Fire

AIR PISTOL SILHOUETTE

TARGET	1/10 scale, metallic silhouettes.
DISTANCE AND COURSE OF FIRE	Target quantity and distances: 10 chickens - 10 yds., 10 pigs – 12.5 yds., 10 turkeys - 15 yds., 10 rams - 18 yds. organized in banks of 5 targets and shooting left to right on each bank of targets. If a tiered target support system is used, the bottom bank will be shot first, top bank last. No sighting shots are allowed before or during the match. Targets must be engaged in order. A target shot out of order will not be counted as a hit but will count as a miss for the subsequent shot. Alibi fires will be determined by lane scorers should a second silhouette fall due to movement of an adjacent silhouette being hit. Note: incorrect pellet loading and/or lack of sufficient air in the pistol does not grant a competitor an alibi. Modified target placement distances for the air pistol silhouette course of fire also remain in effect. Steel targets will be placed at the distances listed above if the range facility that is being used for the match supports it. Targets that should be placed at distances that a facility cannot support will instead be placed at 10 yards. If steel silhouettes cannot be used in a match, the TQ-14 paper silhouette target will be used. Targets will be set 5yds from the firing line. Juniors may conduct a reduced course of fire (20 total target engagements) as determined on-site by the match director or state shooting sports coordinator.
TIME LIMIT	Competitors are allotted a 30 second ready time and 2 ½ minutes firing time for each bank of 5 targets. Juniors may be allotted extra time at the range master's discretion.
APPROVED PISTOLS	Any air pistol is allowed that meets the technical requirements listed in Slow-Fire- Bullseye rules, .177 caliber, equipped with any sights that do not project an image on the target (iron sights and/or optical sights are authorized). There are no restrictions on the magnification power of scopes, though no sights are allowed to extend beyond the end of the muzzle. Optical devices cannot project a beam on silhouettes. Triggers must be safe as determined by the discipline check-in range safety.
SHOOTING POSITION	<u>Seniors</u> : Rule 5.8 - Any standing position without artificial support. Two hand hold permitted, but arms must be free of the body and may not touch beyond the wrists. <u>Intermediates</u> compete using two hands on the pistol. Hands and wrists are allowed to touch. <u>Juniors</u> compete from the seated, supported position. Elbows and arms may touch the table. Artificial, rigid secondary barrel support is authorized. No part of the pistol grip (including the pistol butt) is allowed to touch the table. Bipods or any permanently affixed support devices to the

	pistol are not allowed.
SCORING	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 individuals only will be broken. In the event of a tied score, the score card will be reviewed and the shooter with the most ram hits will be declared the winner. If a tie remains, then by the most turkey hits, then most pig hits. If all animal hits are the same, a shoot off using ram targets with shooters alternating shots until one shooter misses will determine top placement.
SPOTTER	Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are hitting. Spotters are not allowed if a paper course of fire is used in place of metal silhouette targets. Spotters will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters as spotters must be a registered competitor within the event.
NGB RULES	NRA Pistol Silhouette Rules (February 2025 Edition) https://competitions.nra.org/competition-resources/rule-books/

SLOW FIRE -BULLSEYE

TARGET	NRA B-40.
SCORING	Traditional bullseye scoring using 10 ring format. Targets may be scored by competitors and then checked by range operations, or they may be scored directly by range operations at the shooting sports coordinator's discretion. If targets are scored by range operations, competitors will be allotted no less than 15 minutes to review their targets and protest if they choose. Please note that should a competitor feel an "irregular" shot occurred on their target, reference CMP Air Pistol and Air Rifle Competition Rules paragraph 7.11 for the procedures to be followed.
DISTANCE	10 meters.
COURSE OF FIRE	40 scored shots; <u>Seniors</u> 5 shots per bullseye. Juniors and intermediates may shoot 10 shots per bullseye based on the range safety/master's discretion. Competitors must only load a single pellet prior to each shot. Juniors may conduct a reduced course of fire (20 shots) as determined on-site by the shooting sports coordinator.
TIME LIMIT	Preparation time is 10 minutes. Competitors may shoot as many sighting shots as they desire during this time. The scored course of fire is 40 shots in 50 minutes. This period does not include the time required for range safeties to change targets (approximately 10 minutes per match).
EQUIPMENT	Any 4.5 mm (.177 cal.) compressed air, CO2 or pneumatic air pistol that conforms to the pistol specifications listed here. Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum. Pistols must fit within the confines of a box having inside dimensions of 420mm x 200mm x 57mm (approximately 16.53" x 7.87" x 2.25"). Only iron sights are allowed. Optical, mirror, telescope, laser-beam,

	electronically projected dot sights, etc. are prohibited. Reference paragraphs 5.4-5.6 in the 2025 CMP Air Rifle and Air Pistol Competition Rules for additional requirements.
SHOOTING POSITION	<u>Seniors</u>: Competitors must stand without any artificial support with both feet completely behind the firing line. Pistols will be held and fired with one hand only. The dominant hand wrist must be visibly free of support. <u>Intermediates</u>: Competitor must stand without any artificial support with both feet completely behind the firing line. Pistols may be held and fired with one or two hands. Wrists and hands are allowed to touch. <u>Juniors</u>: Juniors will fire from the seated, supported position. Elbows and arms may touch the table. Artificial, rigid secondary barrel support is authorized. No part of the pistol grip (including the pistol butt) is allowed to touch the table. Bipods or any permanently affixed support devices to the pistol are not allowed.
TIES	Ties will be broken using USAS General Technical Rule 6.15.1. 1. First using the highest number of inner tens. 2. Then using the highest score of the last ten (10) shot series working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until the tie is broken. Finally, if the time is not yet broken, refer to rule 6.15.1 for further details.
NGB RULES	2025 CMP Air Rifle and Air Pistol Competition Rules https://thecmp.org/wp-content/uploads/2025/03/2-2025-CMP-Air-Gun-Rulebook_v3final.pdf

AIR RIFLE

Equipment Check-In

- All rifles and ammunition must be inspected prior to use in competition.
- External compressed air sources must be stored in range safety officer designated areas only.

General Rules

1. When uncased and not in use, all air rifles are required to have a CBI (Clear Bore Indicator) in place, except as permitted by the on-site range officer.
2. Only flat nose, wadcutter-style pellets in .177 cal. are authorized.
3. Break barrel rifles that fire match authorized pellets less than 600fps are allowed in state match events, though competitors are reminded that no break barrel rifles are allowed at 4-H Nationals match events. Competitors who use brake-barrel rifles must abide by all range safety rules, especially those involving muzzle awareness and direction.
4. Eye protection is mandatory, hearing protection is recommended, but its use is at the competitor's discretion.
5. All safeties must be intact and functional if they were part of the manufacture's original rifle's features.
6. If a competitor chooses to compete in a shooting position that is more advanced than their age group designated position, they will still be scored/ranked alongside their designated age group peers (JR, INT, SR).
7. Competitors must wear low top, closed toe shoes only, non-compression clothing, and no more than two sweatshirts if desired. Shorts that meet the 4-H dress code are authorized for wear while competing.
8. No coaching/coaches are allowed on the firing line. Parents and coaches are required to stay behind the spectator line designated by the range master.

CMP NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

TARGET	NRA AR 5/1.
DISTANCE	10 meters (approximately 32ft, 9.75 inches).
COURSE OF FIRE	<u>Seniors and Intermediates</u>: 60 record shots consisting of 20 kneeling shots, 20 prone shots, and 20 standing shots; fired in this order. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules. <u>Juniors</u>: 30 record shots consisting of 10 prone shots, 10 kneeling shots, and 10 seated shots fired in this order using a table for body support. Artificial support of the barrel is not allowed.
TIME LIMIT	<u>Seniors and Intermediates</u>: see Rule 5.3.3, kneeling – 20 record shots in 20 minutes, prone – 20 record shots in 20 minutes, standing – 20 record shots in 20 minutes. Preparation period is 10 minutes before the course of fire begins. <u>Juniors</u>: kneeling – 10 record shots in 20 minutes, prone – 10 record shots in 20 minutes, seated using table support – 10 record shots in 20 minutes. Preparation period is 10 minutes before the course of fire begins. Time periods do not include time required for range safeties to change targets.
APPROVED RIFLES (See National Standard Three Position Air Rifle Rules, 4.2/4.8)	Standard: 4.2.1, Specifically approved air rifles for Sporter Class air rifle competitions include: AirForce Air Guns Edge, Crosman CH2022 (compressed air), Crosman CH2000 (CO2), Crosman CH2009 (CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks. Note: Reduced equipment standards for this year's matches apply. For additional details, see What's New for 2025-2026 section of this document. Precision rifles are not allowed. Rifle weight cannot exceed 7.5lbs (without sling). Minimum trigger pull weight is 1.5lbs.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets or pants are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments such as compression clothing is not allowed. See Rule 4.3.1
NGB RULES	CMP 2022-2024 National Standard Three-position Air Rifle Rules, 15th Edition https://thecmp.org/youth/air/national-standard-three-position-air-rifle-rules/

NRA SPORTER AIR RIFLE SILHOUETTE

TARGET	1/10 scale, metallic silhouettes.
DISTANCES	Number of targets and distances: 5 chickens - 20 yds., 5 pigs - 30 yds., 5 turkeys - 36 yds., 5 rams - 45 yds. in banks of 5 targets and shooting left to right on each bank of targets. If a tiered system is used, bottom bank will be shot first, top bank last. All Senior and Intermediate Air Rifle silhouette competitors must load and charge their own rifle. No sighting shots allowed before or during the match.
COURSE OF FIRE	Targets must be engaged in order. A target shot out of order will not be counted as a hit but will count as a miss for the subsequent shot. Alibi fires will be determined by lane scorers should a second silhouette fall due to movement of an adjacent silhouette being hit.
TIME LIMIT	Competitors are given a 30 second ready time and 2 ½ minutes firing time for each bank of 5 targets. Juniors may be allotted extra time at the range master's discretion.
APPROVED RIFLES	Rifles that qualify for 3-P match use (sporter designation or 2025-2026 reduced standard rifles) are authorized for use in the silhouette match. Rifles may not weigh more than 11 lbs. including scope or sights. Iron sights and/or optical sights are authorized. There are no restrictions on the magnification power of scopes. Optical devices may not project a beam on the target. Trigger pull weight must be safe as determined during equipment check-in by the range safety officer.
SHOOTING POSITION	Seniors and Intermediates: Rule 5.8 - Any unsupported standing position. Rifles will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The shooter's chin may not rest on top of the comb of the rifle. Rifle stocks may not be hollowed, altered or manufactured to facilitate chin contact. All Senior and Intermediate air rifle silhouette shooters must load and charge their own rifles. Juniors have the option of firing from the kneeling position. No offhand stands, gloves or shooting boots/shoes are allowed. One sweatshirt is allowed to be worn if desired.
SCORING	Metal targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses. Hit targets are scored as 10 points each with a total of 200 points possible during the course of fire.
TIE BREAKER	Tie scores for the top ten individuals only will be broken. In the event of a tied score, score cards will be reviewed and the shooter with the most ram hits will be declared the winner. If the tie remains, then by the most turkey hits, then most pig hits. If all animal hits are the same, a shoot off using rams targets will determine the winner. Shooters will alternate shots until one shooter misses during the shoot off.

SPOTTER	Each shooter may have one spotter with them on the firing line. Spotters may have a scope or binoculars to advise the shooter where shots are impacting. The spotter will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters. Spotters can only be registered competitors participating in the air rifle event. Spotters will not be allowed if a silhouette paper match is conducted.
NGB RULES	NRA Rifle Silhouette Rules (February 2025 Edition) https://competitions.nra.org/competition-resources/rule-books/

HUNTING SKILLS

Equipment Check-In

- All rifles, bows, arrows and compasses must be inspected prior to use in competition.

General Rules

1. Competitors may use either a recurve or compound bow for the 3-D archery course of fire. (Note that only age classifications will be used when scoring the 3-D archery course of fire.)
2. Any non-electronic, lensatic compass is authorized for use during the land navigation portion of the competition. Compasses must be approved for use during equipment check-in. Compasses will be available for use if a competitor does not bring their own.
3. Electronic devices of any kind are not allowed when competitors are conducting land navigation. This includes but is not limited to cell phones, smart watches, or step counters.
4. No coaching/coaches allowed on the firing line; parents and coaches are required to stay behind the range master designated spectator line.
5. Competitors are required to wear long pants and closed toe shoes when competing.

Equipment Standards

	PERMITTED	NOT PERMITTED
RECURVE AND COMPOUND BOWS	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kissers buttons permitted; participants may have as many sight pins as desired; torque compensators are permitted. 60 lb. maximum draw weight for all bows. Release aids, string peeps, optical sights, spirit levels allowed.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow. Electronic or range finding sights are not permitted.
ARROWS	Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.	Arrows larger than 27/64" in diameter are permitted. Lighted knocks are not allowed.
.22 LR Rifles	Rifles and support equipment must meet all the standards listed in the .22 CMP Sporter Rifle course of fire.	Digital range finders or scopes with a built-in digital range finder.

Wildlife Identification Test

COURSE OF FIRE	Competitors will be asked to identify various wildlife artifacts including, but not limited to bones, fur, antlers, horn and/or hair samples in a 20-30 question format. General knowledge of different wildlife environments, habitats and conservation management principles may also be a part of the examination.
TIME LIMIT	Competitors will be given between 20 – 60 minutes to complete the test based on their age classification. As available exam artifacts will differ based on the specimens gathered prior to the match, specified age division time limits will be determined on the date of the match.
EQUIPMENT	Competitors will be provided with a clipboard and writing utensil. No electronic devices capable of interfacing with the internet are allowed while competitors are testing.
SCORING	Tests will be scored by the proctor administering the exam.

Archery 3-D ROUND

TARGET	3-D targets as selected and placed by range safeties.
DISTANCE	Unmarked distances from 2 to 60 yards. Maximum distance for Juniors: 25yds; maximum distance for Intermediates: 35yds; maximum distance for Seniors: 60 yds.
COURSE OF FIRE	One arrow per 3-D target, 10 total targets. <u>Red stake:</u> Junior recurve. <u>White stake:</u> Junior compound, Intermediate recurve, Sr recurve. <u>Blue stake:</u> Senior compound, Intermediate compound. Archers must have a part of their body touching the stake when releasing their arrow. Archers will rotate who shoots first. ABCD, BCDA, CDAB, DABC, through all the target stations. Archers may not glass the target from the stake after their shot. Archers may not adjust their sight once they have drawn their bow.
TIME LIMIT	Participants will move through the course expeditiously and avoid delays. Archers will have two minutes to shoot once they reach the shooting stake. Lost arrow searches are limited to 2.5 minutes.
SCORING	- Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal) - Second Vital Zone Ring = 10 points - Third Vital Zone Ring = 8 points - Any other part of animal in non-vital area = 0 points

	Bounce out or Pass-through arrows: Witnessed bounce-out or pass-through arrows will be re-shot once a range safety has been informed. If an arrow sticks in an arrow already in the target, or hits an arrow and falls out, and the arrow it hit can be determined; the value of the arrow it stuck-in or damaged will be scored, if not, then it will be re-shot before moving to the next target. If an arrow deflects off another arrow, then sticks in the target, it will be scored the value of where it impacted the target. Arrows dropped or shot beyond the 3m line will count as a shot arrow. Exception: If an arrow falls in front of the shooter, or to the side, and is retrievable without moving position from the shooting stake, it may be retrieved and then shot, but only after permission is received from a range safety officer.
NGB RULES	International Bow Hunting Organization (IBO) http://www.ibo.net/2021%20IBO%20Rules%20(1).doc

Land Navigation (Written and Practical)

COURSE OF FIRE	A series of marked cones will be placed in a reasonably straight line. The number of cones and the distances between them will be at the discretion of the Range Master. From a designated starting point competitors will be directed with distances in ft and azimuth angles to one or more "blind way points" and then directed back to the line of cones. Competitors will record which cone they ended on. Various points will be given depending on the number of points/cones found. Scoring will be as follows: dead on 5 pts, 1 away either side 3 pts, 2 away from dead center 1 pt).
TIME LIMIT	Competitors will be given 20 minutes to complete the land navigation course and 20 minutes to complete the written test.
EQUIPMENT	No outside equipment is allowed during the test, including but not limited to all communication devices such as cell phones and radios. Competitors will be provided with a clipboard, writing utensil and compass.
SCORING	A point will be awarded for each correct land navigation point located in the correct order. Points will be allotted per question on the written map knowledge test based on the point value of individual questions. The proctor/range safety for the exam will score all tests.

Smallbore Rifle 2-D

TARGET	2-D pictorial animal targets as selected and placed by range safeties.
DISTANCE	All targets will be placed at a single unknown distance between 15 and 40 yards. Maximum distance for Juniors: 25yds; maximum distance for Intermediates and Seniors: 40 yds.
COURSE OF FIRE	The match consists of 20 total scored shots, five shots per target, fired from the offhand standing position. Equipment, ammunition and firearm standards are the same as listed in the CMP Sporter Rifle course of fire. Juniors will conduct the match from a seated position using a table for support. Arms and elbows are allowed to touch the table. Artificial barrel and receiver supports are not allowed.
TIME LIMIT	Competitors are allotted 20 minutes to complete the course of fire.
SCORING	• Center Vital Zone Ring = 11 points (this is the smallest ring within other vital rings of animal) • Second Vital Zone Ring = 10 points • Third Vital Zone Ring = 8 points • Any other part of animal in non-vital area = 0 points • Tie breaker if needed: Number of 11s, 10s, 8s, 5s, in this order. • Shots that do not touch the animal on the target are scored as zeros.
NGB RULES	NA

MUZZLELOADER

Equipment Check-In

- All rifles, balls, powder, and caps must be inspected prior to use in competition.
- Powder and caps must be stored inside range safety approved containers in approved quantities while present at the match.

General Rules

1. NMLRA and 4-H National Championship rules apply unless otherwise listed below.
2. Powder charges are limited to no more than 80 grains for all courses of fire.
3. Range safety guidance and direction must be adhered to while loading rifles.
4. No coaching/coaches allowed on the firing line; parents and coaches are required to stay behind the range master designated spectator line.
5. Competitors are required to wear close-toe shoes and long pants while competing. Long sleeve shirts are recommended but worn at the competitor's discretion.

Slow-Fire Bullseye

TARGET	NMLRA 100-yard rifle target 100 YD-1 or NMLRA 8-ring target (TG2427)
COURSE OF FIRE	<u>Seniors</u>: 10 scored shots on a 50-yard target; offhand standing position. <u>Intermediates and Juniors</u>: 10 scored shots on a 25-yard target, offhand standing position*. A practice target will also be placed downrange for all competitors. Unlimited sighting shots may be taken at the practice target at any point throughout the match. Seniors and Intermediates must load their own rifles. Juniors may receive loading assistance from range safety personnel. * Juniors may choose to fire from a seated, table supported position. No artificial, secondary rests are authorized. Elbows and arms may touch the table.
TIME LIMIT	40 minutes will be allotted for the course of fire. Sighting shots are included in the allotted time.
EQUIPMENT	All caliber inline and traditional muzzleloader rifles are allowed. No optical sights of any type are authorized. Slings are not authorized. Traditional period garb is encouraged but not required to wear during the match. Patched, soft lead ball projectiles only are allowed.
SCORING	All hits in the scoring ring will be counted, regardless of whether they were intended as a sighting shot or record shot. Should a competitor shoot the scoring target more than ten times, their

	lowest scoring ten shots will be counted towards their overall score.
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25 Yard Novelty (Bottles and Haffner Critters Combo)

TARGET	NMLRA Bottle Target B-1 (TG2427) and NMLRA Charles Haffner 2795 Owl Hollow Target (TG901)
COURSE OF FIRE	<u>Seniors and Intermediates</u> : 10 scored shots on a 25-yard target, offhand standing position. <u>Juniors</u> : 5 scored shots on a 15-yard target, offhand stranding*. A practice target will also be placed downrange for all competitors. Unlimited sighting shots may be taken at the practice target at any point throughout the match. Seniors and Intermediates must load their own rifles. Juniors may receive loading assistance from range safety personnel. Juniors may choose to fire from a seated, table supported position. No artificial, secondary rests are authorized. Elbows and arms may touch the table.
TIME LIMIT	40 minutes will be allotted for the match. Sighting shots are included in the allotted time.
EQUIPMENT	All caliber inline and traditional muzzleloader rifles are allowed. No optical sights of any type are authorized. Slings are not authorized. Traditional period garb is encouraged but not required to wear during the match. Patched, soft lead ball projectiles only are allowed.
SCORING	All hits inside scoring rings will be counted, regardless of whether they were intended as a sighting shot or record shot. Should a competitor shoot the scoring target more than the allotted times for their age division, only their lowest scoring shots (10 for Seniors and Intermediates, 5 for Juniors) will be counted towards their overall score. Bottles: completely within the neck- 10pts, touching the neck- 7pts, within the body- 5pts, touching the body- 5pts. Haffner: highest scoring area touched by ball.

SHOTGUN

Equipment Check-In

- Shotguns will be verified by the range master prior to the commencement of each course of fire. Pre-competition equipment checks are not required.

General Rules

1. Release triggers are NOT permitted.
2. Ties will be broken by a shoot-off for the top 10 competitors only.
3. All targets will be pulled by hand for skeet and sporting clays (if available). A Canterbury Voice Release System will be used in trap.
4. Shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in range racks. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
5. Practice targets on shotgun ranges will have fees (cost/person) decided on by the host range.
6. No coaching/coaches allowed on the field; parents and coaches are required to stay behind the rearmost portion of the field as designated by the range master.
7. Competitors are required to wear closed toe shoes, long pants and hats while competing. As a reminder, eye and non-electronic hearing protection (not capable of receiving any sort of transmissions) are required for all competitors.

SPORTING CLAYS

EVENT	25 target course. (Dependent on field availability, the number of engaged targets may be reduced or eliminated in its entirety.)
TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of single or double (report and/or true pairs) targets may be thrown at each station.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Shoot-offs will consist of any number of targets of any combination of singles, pairs, or true pairs according to NSCA rules.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used. Factory loads are required.
LOADING	Participants may not load their guns unless they are at their station. Guns must be unloaded prior to leaving the station.

NGB RULES	National Sporting Clays Association (2023 Edition)
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SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	1 round, 25 targets.
TIME LIMIT	Participants will fire in an expeditious manner, avoiding unnecessary delay.
TIE-BREAKERS & SCORING	Doubles from stations 3, 4, and 5, miss and out by station. Any individual failing to respond to a call for shoot-offs three times forfeits the tie.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory ammunition is required. Maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used.
LOADING	Participants may not load their guns unless they are at their station. Guns must be unloaded prior to leaving the station.
NGB RULES	National Skeet Shooting Association (2024 Edition). https://myNSSA.nssa-nsc.org/wp-content/uploads/sites/6/2024/01/2024-NSSA-Rule-Book.pdf

TRAP

EVENT	Standard ATA (American) trap (16-yards)
COURSE OF FIRE	1 round, 25 targets fired from 16-yard line.
DELAY OF MATCH	No shooter, coach, or spectator shall delay or interrupt the match. Shooters will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
TIME LIMIT	Participants will avoid all unnecessary delays.
SHOOT-OFFS	Competitors will take two shots from posts 1 through 5, from the 21-yard line (refer to ATA rule book pages 14 and 15). Example: if there are 2 shooters, shooter 1 will start on post 2 and shooter 2 will start on post 4. If there are 3 shooters, shooter 1 will start on post 2, shooter 2 will start on post 3, and shooter 3 will start on post 4. If there are 4 shooters, shooter 1 will start on post 2, shooter 2 will start on post 3, shooter 3 will start on post 4, and shooter 4 will start on post 5. If there are 5 shooters, all posts 1 through 5 will be used, and if more than 5 shooters, the range master will divide the squads as equally as possible. If after one round a tie still exists, the firing position will move to the 23-yard line. If a tie still exists, the firing position will move to the 25-yard line. If a tie still exists, the firing position will move to the 27-yard line. Shoot-off firing positions will not exceed the 27-yard line.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required. All guns must be either equipped with a shell catcher device, so as not to eject empty shells

	in a manner that substantially disturbs or interferes with other contestants or must eject shells using a design that will not interfere/hit other competitors.
MAXIMUM VELOCITIES	Any load with a velocity less than 1290 FPS (feet per second) with a maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in an individual shotshell. These velocities are maximum and no individual shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than number 7 1/2 may be used.
LOADING	A contestant shall place a live shell in the chamber only when on their post facing the traps. While shooting singles, a competitor may place only one live shell in their gun at a time and must remove the empty shell before moving from one post to another. While changing from one post to another, shooters will not walk in front of other competitors.
MOVING BETWEEN STATIONS	Shooters will move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all shooters have finished rotating to their next station.
NGB RULES	Amateur Trap Association (September 2025 Edition) https://shootata.com/About-Us/ATA-Bylaws-Rulebook-Forms

SMALLBORE PISTOL

The Youth Safety Handgun Act, as included in the Gun Control Act of 1968, puts restrictions on the use and possession of handguns by youth under 18 years of age. Youth participating in Arizona 4-H Shooting Sports events must always follow all the provisions of this act.

All matches require "the prior written consent of the juvenile's parent or guardian who is not prohibited by Federal, State, or local law from possessing a firearm." This written permission must be in the possession of the youth – even if a parent/guardian is present. Written permission documents consist of a simple statement, reduced to wallet size with the name of the youth, a parent's name, address, as well as their signature, and that of a witness and dates. Participants are encouraged to laminate this card and keep it with their shooting kit or on their person. This document should be displayed during equipment check-in. Note: this requirement is in addition to the form signed in Z-Suite during event registration.

Equipment Check-In

- All pistols must be inspected prior to competition by a range safety.
- Any pistol built or modified to give the distinct impression of a modern military style firearm such as an AR or AK type firearm is not allowed. Examples of unacceptable firearm components include: suppressors, front pistol grips, heat shields/shrouds, and magazines extending more than 2 inches below the receiver.

General Rules

1. All smallbore pistols are required to use a CBI (Clear Barrel Indicator) when the handgun is uncased and not being fired. Cased pistols will be the last equipment to be brought to the range and the first to be removed from it.
2. All events are "single pistol" matches, meaning participants will shoot the entire course of fire with the same pistol. No pistol changes will be allowed between stages, and only one pistol per shooter is allowed on the firing line. Pistols may be replaced only if they are disabled or malfunctioning, at the discretion of the range master.
3. No coaching/coaches are allowed on the firing line. Parents and/or coaches are required to stay behind the spectator line designated by the range safety/master. Communication between competitors and coaches/parents must be initiated by the competitor and not the coach or parent. Competitors must receive permission from the range safety/master prior to leaving the firing line.
4. If a competitor leaves the firing line for any reason, the action of the pistol must be opened and a CBI inserted.
5. Competitors are required to wear closed toe shoes, long pants, eyes and hearing protection while competing. Upper garments worn may not provide any support to the competitor's dominant arm/hand. Accessories such as watches, jewelry, etc. are also not allowed to be worn on the competitor's dominant wrist or arm.

MODIFIED CAMP PERRY BULLSEYE, SLOW, TIMED, RAPID

TARGET	NRA B-8
DISTANCE	25 yards.
COURSE OF FIRE	Course of fire consists of 40 rounds fired in the following order: One 10 shot, 10-minute slow fire round; timed fire sequence of three 5 shot, 20 second rounds; and finally, three 5 shot, 10-second rapid fire rounds.
TIME LIMIT	Competitors are allotted 10 minutes to fire 10 shots during the slow fire round. Twenty seconds are allotted for each timed fire sequence of five shots. Ten seconds are allotted to fire 5 shots during each rapid-fire round. Ample time to prepare and make ready will be provided prior to a round beginning.
EQUIPMENT	(3.4) .22 Caliber Pistol: Any pistol (single shot, semi- automatic, or revolver chambered for .22 caliber rimfire long rifle ammunition may be used; barrel length, including cylinder, may not be more than 10 inches. Trigger pull weight must be no less than 2 pounds. Only metallic, open sights may be used. Open (metallic) sights may be adjustable, but not more than 10 inches apart as measured from the apex of the rear sight to the apex of the front sight. Any sighting device programmed to activate the firing mechanism is prohibited. All operational safety features of the pistol must operate as originally designed.
SHOOTING POSITION	<u>Seniors</u> : One-hand holding the pistol while standing without support. <u>Intermediates</u> : Two-hands on the pistol while standing without support. Wrists and hands are allowed to touch. <u>Juniors</u> : Seated at a table, supported, two-hands holding the pistol. Wrists and hands are allowed to touch. Elbows and hands are allowed to touch the table. Artificial, secondary barrel support accessories (not attached to the firearm) are authorized to include blocks or bags. Bipods are not authorized.
NGB RULES	NRA Precision Pistol Rules (February 2025 Edition) https://competitions.nra.org/competition-resources/rule-books/

SMALLBORE HUNTER PISTOL SILHOUETTE

TARGET	½ scale metallic silhouettes or TQ-14 paper target
DISTANCE AND COURSE OF FIRE	Metallic silhouette target distances: 10 chickens at 40 yards, 10 pigs at 60 yards, 10 turkeys at 77 yards, and 10 rams at 100 yards. A full match consists of 40 record shots completed in banks of 5 or 10, shooting from the lowest tear first and then left to right.
FIRING ORDER	If steel targets are used, each shooter will be assigned a random starting position on the range. Upon completion of the firing round, the shooter will move to the position to their right on command of the range master.
TIME LIMIT	A 30 second ready time and 2.5-minute firing time for each bank of 5 targets will be allotted. If a TQ-14 paper target is used to conduct the

	course of fire in place of metallic targets, competitors will be given 10 minutes to engage 20 targets.
EQUIPMENT	Any factory available smallbore pistol weighing no more than 5 pounds, operating with a trigger pull of at least 2 lbs., chambered for .22 rimfire long rifle cartridge and having a factory standard barrel length of no more than 12 inches measured from breech face to muzzle equipped with any sights that do not project an image on the target. No sight of any type may extend beyond the muzzle of the pistol. (NRA Pistol Silhouette Rule 3.1 and 3.2). No bolt action pistols, including cannon bolt, turn bolt or straight bolt are permitted.
SHOOTING POSITION	<u>Seniors</u>: From the standing position, pistol is held in one hand or both hands at the shooter's option, with the arm or arms not braced or supported by other parts of the shooter's body. Neither the dominate hand (or arm), nor any part of the pistol, may contact the opposite arm at any point at or above the pivot point of the wrist. (NRA Rule 5.8) The intent of this rule is to ensure the weight of the pistol is supported solely by the muscles of the arm and shoulders. Resting any part of the arm on the torso is prohibited. <u>Intermediates</u>: Two-hand, standing. Wrists and hands are allowed to touch. <u>Juniors</u>: Seated, supported, two-hand position. Wrists and hands are allowed to touch. Elbows and hands are allowed to touch the table. Artificial, secondary barrel support accessories (not attached to the firearm) are authorized to include blocks or bags. Bipods are not authorized.
SCORING	Steel targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 competitors will be broken. In the event of a tie, score cards will be reviewed and the shooter with the most Ram hits will be declared the winner. If a tie remains, then Turkey hits will be used, followed by most Pig hits if needed. If all animal hits are the same, a shoot-off using Ram targets will determine the winner. During the shoot-off, competitors will fire alternate shots until one misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker shot.
SPOTTER	Each shooter may have one spotter with them on the firing line who may have a scope or binoculars to advise the shooter where shots are impacting. Spotters will keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment once the shooter assumes their position on the firing line. Coaches may not be spotters. Spotters must be registered competitors in the event. If a paper TQ-14 target is used to conduct the match, spotters are not allowed.
NGB RULES	NRA Pistol Silhouette Rules (February 2025 Edition) https://competitions.nra.org/competition-resources/rule-books/

SMALLBORE RIFLE

Equipment Check-In

- All rifles must be inspected by a range safety officer during check-in. A maximum of two rifles are authorized per competitor during check in.
- Any rifle built or modified to give the distinct impression of a modern military style firearm such as an AR or AK is not allowed. Examples of unacceptable firearm components include: suppressors, front pistol grips, heat shields/shrouds, and magazines extending more than 2 inches below the receiver.

General Rules

1. All smallbore rifles are required to have the action open and CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased.
2. Cased rifles will be the last equipment to be brought to the range and the first to be removed from it. It is recommended that competitors have individual cases for each of their rifles.
3. Official rifle weight will be determined with a magazine inserted in the rifle.
4. Silhouette matches will use TQ-14 paper targets shot at 50 feet if a suitable range is not available to support metallic silhouettes. The paper course of fire will consist of 20 rounds scored, 1 round per animal, 2.5 minutes per 5 targets.
5. The NRA 3 Position course of fire will be a "full match" using the NRA A-51 target. 60 rounds will be scored, 5 rounds per bullseye. Allotted time per position: prone- 20 minutes, kneeling- 30 minutes, standing- 40 minutes.
6. No coaching/coaches are allowed on the firing line, parents and coaches are required to stay behind the range master designated spectator line.
7. Magazines may not be used as a palm rest during the Silhouette course of fire.
8. Coaches must remain behind the shooting area at a range master designated distance and will not be allowed to initiate communication with shooters during any of the firing periods, including during sighter shots. If a shooter wishes to consult with their coach during a firing or sighting period, they may ask the range officer to be excused and step back off the line where they can meet with their coach. These conversations may not interfere with other shooters, and the clock will continue running. Between stages (movement to a different position in silhouettes or during firing position transitions), coaches may enter the firing point area if allowed by the range master. Only scorers and target reset assistants will go down range to reset silhouette targets. In most cases range officials will have all targets in place so competitors will only go down range at the end of the course of fire.
9. Coaches are not allowed in the firing point area during preparation or competition shooting periods.
10. Competitors are required to wear close-toe shoes, long pants, eye and hearing protection while competing.

11. Random spot checks of equipment may take place on the range prior to, during, or after both courses of fire. Spot checks conducted prior to or following a course of fire are likely. Competitors whose equipment does not meet course of fire standards prior to the start of the match will be given an opportunity to adjust or modify equipment to bring it into compliance before a second check. Equipment failing to meet standards during on-range spot checks conducted during or after a course of fire will result in competitor disqualification.
12. The intent and spirit of the CMP Rimfire Sporter course of fire is to provide a smallbore rifle target competition where competitors use low-cost, readily available sporter type, .22 caliber rifles. Any rifle configuration or item of equipment that is not mentioned in these rules, or that is contrary to the intent and spirit of these rules, is prohibited. The rifles and equipment permitted in Rimfire Sporter are purposely limited to prevent an "equipment race" from occurring within the class.

SMALLBORE SILHOUETTE RIFLE

TARGET	1/5 scale metallic silhouettes or TQ-14 paper target
COURSE OF FIRE	Metallic target numbers and distances: 5 chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards and 5 rams at 100 yards. If a course of fire is conducted using paper targets the TQ-14 target placed at 50 feet will be used. Targets must be engaged from the bottom tier, left to right.
TIME LIMIT	When steel targets are used, competitors will be allotted a 15 second ready time and 2.5-minute firing time per bank of 5 targets. If paper targets are used, competitors will be allotted 2.5 minutes per 5 targets (10 minutes total per target sheet).
EQUIPMENT	Rifle maximum weight is 10 pounds 2 ounces including sights and empty magazine. Any sights, telescopic or metallic are allowed. Barrels may be no longer than 30 inches. Junior competitor rifles must have a trigger pull weight of no less than 1lb. Seniors and Intermediates are authorized any trigger pull weight deemed safe during equipment inspection. Chassis type firearms are allowed but must meet the weight limit and 4-H "non-military representative" standards. Any stocks with movable parts must be secured in one position. Combs/cheekpieces may not be above the centerline of the bore, magazines may not be used as a palm rest. No gloves or shooting stands are allowed. Tables will be provided to organize ammunition while competing.
AMMUNITION	Only factory loaded .22 caliber - short, long or long rifle ammunition is allowed. "Hot loads," such as CCI "Stingers" are not permitted.
SHOOTING POSITION	Any standing position without artificial support. The rifle must be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. Shooters will stand beside the table (either side or behind, depending on range layout) with rifle muzzles across the firing line. Juniors will fire from the seated supported position; with elbows and arms allowed to touch the table. No artificial, secondary barrel or receiver rests

	are authorized.
SCORING	Steel targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses. When using paper targets, shot holes must touch the outside line of the animal shape, an official plug will be used to confirm close shots. 10 points per hit animal in proper sequence are scored as hits. Overall points available for the match are 200.
TIE BREAKER	Tie scores for the top 5 individuals only will be broken. In the event of a tied score, score cards will be reviewed and the shooter with the most ram hits will be declared the winner. If a tie remains, the most turkey hits will be used, then the most pig hits. If all animal hits are the same, a shoot-off using ram targets will determine the winner. During the shoot-off, shooters will fire alternate shots until one shooter misses with the other shooter hitting the target. Shooters will be allowed one warmup shot with their spotter prior to firing their first tie breaker shot.
SPOTTERS	Each shooter may have one spotter with them on the firing line who may use a scope or binoculars to advise the shooter where shots are impacting. Spotters may also keep time and advise the shooter in a quiet voice. Spotters may not touch the shooter or the shooter's equipment after the shooter assumes their position on the firing line. Coaches may not be spotters. Spotters can only be registered competitors in the smallbore rifle event. Spotters are not authorized if a paper silhouette match is conducted.
SCORING & RESETTING	Contestants may serve as scorers and target reset assistants on a different relay than the one which they are shooting. They must perform this duty as part of the contest if asked. Coaches are not allowed on the range to reset targets.
NGB RULES	NRA Rifle Silhouette Rules (February 2025 Edition) https://competitions.nra.org/competition-resources/rule-books/

NRA THREE-POSITION

TARGET	A-51 paper target.
COURSE OF FIRE	<u>Seniors and Intermediates:</u> 20 shots in each position – prone, standing, and kneeling – fired in that order at 50 yards; 60 total record shots. <u>Juniors:</u> 10 shots in each position – prone, kneeling and seated, supported (elbows and arms allowed to touch the table, no barrel or receiver supports authorized) – fired in that order at 25 yards; 30 total record shots. Fouling or sighting shots are permitted after the commence firing command. If the first sighting shot hits below the practice line, the competitor must inform the range safety of the shot before firing another shot. The range safety will indicate the location of the errant impact, and it will not be counted as a scored shot. No such claim will be allowed after more than one shot has been fired on target. Additional time may be allowed, equal to the time lost because of a defective cartridge or disabled rifle. Three targets will be posted on each stand for each position. Top left- standing, Middle right- kneeling, Bottom left- prone. 5 shots per bullseye. There is no limit to the amount of sighter shots taken above the practice line. Competitors are only allowed one cartridge/round in their rifle at a time.

TIME LIMIT	One (1) minute per record shot in the prone position; two (2) minutes per record shot while standing; and one and one-half (1-1/2) minutes per record shot while kneeling is allowed.
EQUIPMENT	Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridges with metallic, non-telescopic or projecting sites may be used; there is no restriction on barrel length or overall weight of rifle/accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules. Junior rifles must have a trigger with a minimum 1 lb. pull weight as measured by the digital scale used during equipment inspection. Senior and intermediate rifles must have a safe trigger (no pull weight restriction) as determined by the range officer during equipment inspection. If a rifle is equipped with a magazine, only one round may be loaded in the magazine at a time as only one round is allowed in the rifle at a time. Shooters must be in position before loading their rifle. No competitor will exchange their rifle during the match unless it has become disabled and has been so designated by a range safety. All shots fired up to the claim being made will stand. Improperly adjusted sights and competitor equipment use errors do not constitute a disabled rifle. Precision shooting attire such as shoes, jackets and pants are authorized and encouraged. Off-hand shooting stands are allowed for use in the kneeling and standing positions. Slings are allowed in the prone and kneeling positions.
SIGHTS	(3.7) Metallic sights, non-corrective. Optical sights of any type are not authorized.
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition is authorized.
SHOOTING POSITIONS	All shooting positions are governed by NRA Smallbore 3-position guidelines. Kneeling rolls are authorized as are shooting mats. Juniors will not fire from the standing position. Instead, they will fire from the seated, supported position. See course of fire information above for more information.
SCORING	Targets will be scored by shooting sports coordinator designated scoring committee members or competitors before leaving the range.
NGB RULES	NRA Smallbore Rifle Rules (Revised February 2025) https://competitions.nra.org/competition-resources/rule-books/

CMP RIMFIRE SPORTER RIFLE

TARGET	B-19 CMP Rimfire Sporter Target.
DISTANCE	25 and 50 yards.
COURSE OF FIRE	A full match/course of fire consists of 60 shots for record conducted in the order below. Competitors' ready position for rapid fire sequences is port arms, chamber empty (closed or locked back). A magazine may be loaded and inserted. Upon the commence fire command, competitors will move to the designated position of the sequence, insert a round into the chamber, and fire a five shot sequence before time is called. Target at 50 yards:

	Prone position – 10 shots, slow fire Prone position – 10 shots, rapid fire Sitting or kneeling position - 10 shots, slow fire Sitting or kneeling position – 10 shots rapid fire Target at 25 yards: Standing position – 10 shots slow fire Standing position - 10 shots rapid fire Arizona's half match consists of 30 shots conducted in the following order for all age divisions*. Target at 50 yards: Prone position – 5 shots, slow fire Prone position – 5 shots, rapid fire Sitting or kneeling position - 5 shots, slow fire Sitting or kneeling position – 5 shots rapid fire Target at 25 yards: Standing position – 5 shots slow fire Standing position - 5 shots rapid fire * Note: Juniors will not begin from the port arms ready position during rapid fire sequences. Instead, they will begin the course of fire sequence from the designated firing position (I.e. prone, or kneeling). Juniors will fire from a seated, supported position in place of both standing sequences. No artificial barrel or receiver supports are allowed. Elbows and arms may touch the table.
TIME LIMIT	Slow fire - 10 shots in 10 minutes (1 minute per shot) Rapid fire - 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual actions. <i>Note:</i> During rapid fire competitors' time starts when they are given the fire command while in the port arms position, prior to moving into the specified shooting position.
EQUIPMENT	Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception of rifles in the configuration of a modern military style rifle as stated in the rifle general rules. Overall weight of the rifle may not exceed 7.5 lbs., including sights and one magazine. If a sling is used, it may be removed when rifle is weighed. Rifles may have any type of action, with a trigger pull of at least 3.0 lbs. Rifles may be configured with non-standard stocks, barrels or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek- pieces, orthopedically shaped cheek-pieces, or a pistol grip may be used. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek-piece is adjustable, they must remain the same position for all three shooting positions. These adjustments will be taped or fixed in a single position. Any magazine extending below the stock may not be used as a palm rest or used for support on the forearm. Barrels may be fluted or have non-standard contours. Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting/kneeling positions. The sling must be fixed in one

	position. (Rails with adjustable sling swivels are not permitted). Open sights or a scope not exceeding 6x magnification is permitted. If a variable power scope is capable of greater than 6x, the adjustment device on variable scope will be secured with tape or other similar means so that it cannot be changed during the match. The chosen magnification must remain at the sealed power level (6x or less) during the entire match. Barrels may not be equipped with any type of muzzle device (example: muzzle break, fake suppressor, recoil compensator, tuner or porting). Fluted barrels and sleeved carbon graphite or aluminum barrels are allowed provided there is no porting. Shooting stands are permitted. Magazines may only have 5 rounds loaded in them at any time during both practice and competition.
CLOTHING	A competitor is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Competitors may wear a standard leather, cloth, or synthetic work glove if it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.
NGB RULES	CMP Games, Rifle and Pistol Competition Rules, 12th Edition – 2025 https://thecmp.org/competitions/cmp-competitions-rulebooks/ CMP Sporter Class Guide https://thecmp.org/wp-content/uploads/Rimfire.pdf

WESTERN HERITAGE

Rules for this discipline are found in the 4-H Western Heritage Rulebook (December 2015 edition). Please visit the Arizona 4-H Shooting Sports website to download a copy.

To participate in the 4-H Western Heritage discipline, competitors must:

1. Be 9 years of age by December 31st of the current 4-H year.
2. Have taken Hunters Education or had at least one (1) year of 4-H shooting sports range experience, or have taken an equivalent firearms educational course and/or pass the safe firearm assessment test administered by a trained 4-H Western Action Shooting instructor.
3. Demonstrate the ability to safely handle firearms throughout the course of the project in the judgment of the 4-H instructor and fellow 4-H members and parents.
4. Have written permission from a parent or legal guardian to participate in the project in compliance with the Gun Control Act of 1968 and the Youth Handgun Safety Act of 1994 (for 11 years old and up – members under the age of 11 will not use pistols in this discipline).

- Please note that as our program is in the initial growth stage bringing Western Heritage to our members, **state level competition is limited to .22 LR rifles and pistols and shotguns of any caliber** that meet the period requirements detailed in the National Western Heritage Rulebook during the 2025-2026 4-H year.

Three Age Divisions for Competition:

- Junior (9-10) - will shoot rimfire rifle only (course will require 2 rifles)
- Intermediate (11-13 years old) – 4 guns: rimfire rifle, 2 rimfire revolvers, & shotgun (preferably .410, but not required)
- Senior (14-18 years old) – 4 guns: 1 rifle, 2 revolvers & 1 shotgun
 - (Two equipment classes)
 - Rimfire
 - Centralfire (not offered this year)

State matches are composed of 3 areas:

- Western Heritage Shooting
- Western Heritage Knowledge – Written Quiz
- Persona Presentation/Interview

Every participant will participate in all three sections. Participants will be ranked in each section and appropriate recognition given for each. The 4-H Western Heritage overall Top Hand will be decided by an aggregate score of all 3 sections (Shooting - 50%; Western Heritage Knowledge – 25%; Persona Interview – 25%).

Persona interviews will be scored according to the Nationals' Conference scoresheet. Interviews will be conducted by project leaders and other volunteers.

Western Heritage Shooting

Firearms:

1. The Western Heritage shooting event requires participants to safely operate and fire as many as 3 different firearms: a revolver, a rifle, and a shotgun, depending on age division.
2. Firearms must be original or reproductions of those used in the time period of 1860-1900, or near facsimiles.
3. Firearms similar to period guns may be allowed. Modern models allowed will be named specifically. If not named specifically, approval by the match director will be required before a participant may compete.

Rifle

1. Rifles must be chambered in a traditional handgun caliber or .22 rimfire; and should be capable of firing 10 rounds.
2. May be lever action or slide action (pump action) with exposed hammers. Bolt action and semi-automatic rifles are not allowed.
3. May be .22 rimfire or centralfire depending on age division/class.
4. Sights must be open iron sights or tang sights. Scopes, optics, glowing or color sights of any kind are not allowed.
5. Action smoothing jobs are permitted, but "short stroke" modifications (factory or custom) are not allowed.
6. Modern era firearms permitted include, but are not limited to:
 - a. Lever - Henry (both rimfire & centralfire), Winchester 9422, Marlin 39A.
 - b. Any pump action with exposed hammer in pistol caliber.
7. Modern era firearms **NOT** permitted include, but is not limited to:
8. Browning BL22 does not qualify due to the trigger travelling with the lever and a short stroke action.

Revolver

1. Any original or reproduction single action revolver or double action revolver that is capable of firing single action; and having six (6) chambers and is period correct is allowed.
2. .22 rimfire or traditional centralfire pistol caliber is permitted.
3. Open sights required. Colored or glowing sights are prohibited.
4. Modern era single-action revolvers with 6 chambers are permitted, including various models from Sturm & Ruger.

Shotgun

1. 12 gauge and smaller.
2. Shotguns should be capable of firing 2 shots.
3. Any side-by-side double barrel shotgun without automatic ejectors is allowed. Over/under shotguns are not allowed.
4. Lever action shotguns (Winchester 1887 or replica) or pump shotguns with external hammers are permitted; but no more than 2 shells may be loaded at a single time.

Special Use

1. Other firearms, such as single-shot rifles, double-action pocket pistols, etc. may be used for "side" matches or special activities; but will not be part of official courses of fire.

Ammunition:

Rifle & Revolver:

1. Caliber – Most traditional handgun calibers from .22 rimfire to .45 Colt.
2. Bullet - Lead or soft lead alloy bullets only.
3. Velocity -
 - a. Centralfire:
 - i. Handgun – 1000 fps or less
 - ii. Rifle – 1300 fps or less
 - b. Rimfire:
 - i. Standard velocity (1150 fps or less)
 - ii. 40 grain, lead round nose bullet

Shotgun:

Equivalent of 12 gauge "light target" loads or 20 gauge "target" loads

1. 2 ¾" only (2 ½" in .410)
2. Shot: 7 ½ or smaller; 1 1/8oz. maximum (12 gauge) - 7/8 oz. (20 gauge) – lead only
3. Velocity – 1200 fps or less

Other

- Powder – Smokeless or black powder in cartridge or shot shell is permitted.
- Only factory loaded ammunition is allowed. Non factory reloads are not allowed in competition.
- Most major brands of ammunition have "Cowboy" loads available that meet the requirements above.

Loading Blocks:

For safety reasons, the use of a loading block or leather/canvas ammo strips for rifle/revolver ammo is required.

Shooting Course of Fire:

- A minimum of 3 stages and maximum of 10 stages will be shot. Each stage will require the use of revolver, rifle, and shotgun. (JUNIORS - Rifle only).
- Five shots for each revolver and up to 10 for each rifle may be required. A one-shot rifle reload may be required on the clock if a bonus target is offered. Those shooting .22 rimfire will load the additional rifle shot at the loading table prior to shooting the stage. The bonus target round must be expended during the stage.
- Reloading the shotgun may be necessary, depending upon the stage.

Procedures:

- Before competition begins, participants must submit to a central check-in with match officials for all firearms and ammunition.
- Course of fire will be explained to the group of participants (Posse) before each stage. Participants should ask questions then. Course of fire must be followed exactly, or the Participant will be penalized.
- Firearms will be loaded at the loading table under the supervision of the loading officer.
- All firearms (rifle, revolver, and shotgun) will be pre-staged at the designated area by the participant and a ranger officer.
- Although range officials may assist the participant in the pre-staging of the firearms, final positioning of the firearm is the responsibility of the participant.
- Participant and the safety officer/timer will advance to the beginning firing point.
- When Participant and range officer are both ready, Participant will "shout out" the designated start phrase for that stage.
- After the phrase shout-out the timing mechanism will be activated. After a momentary delay, the timer will beep, indicating START.
- At the START beep, the participant will pick up the first firearm and begin the course of fire.
- He/she then advances to each firing point at his/her own pace.
- Participants must follow and shoot the course as explained.
- At the final shot the time will be recorded.
- There is a 5 second time penalty for each "miss" and a 10 second penalty for minor safety violations and a procedural error. Only one procedural is counted per stage. All misses and safety violations are counted.
- Firearms will be taken to the unloading table and will be unloaded under supervision of a range officer until made safe.
- Times for each stage will be added together for a cumulative time.
- Fastest cumulative time through all stages is declared the winner.

Clothing:

Each Participant must dress in period appropriate clothing. In addition to the western shooting match, there will be a Persona Interview where period clothing is worn. The Persona Interview contributes 25% of the score for the overall Top Hand award. Participants are to be in their period outfit at the final awards presentation.

Minimum requirements:

- Some kind of "period" head cover; cowboy hat, bowlers, sombreros, civil war type hat, bonnet, etc. Note: During the shooting competition, participants may compete without head cover.
- Long pants or period correct dress/skirt.
- Long-sleeved shirt or blouse; button-down or pullover "long John" style shirts are permissible.
- Leather boot or period shoe. (lace-up boots are acceptable)
- No tee shirts, no athletic shoes, no baseball caps, no camo.
- Failure to meet these minimums may result in disqualification.

Other Accouterments:

- Holsters & cartridge belts may be worn, but NO firearm or any facsimile of a firearm may be in the holster, nor may there be live ammunition or facsimile of ammunition in the belt or anywhere on the person.
- Nylon or plastic belts and holsters are not permitted; nor is the use of Velcro.
- Every attempt should be made to use ammo boxes, carry bags, and other equipment that would be typical of the era of 1860-1900.

Safety:

1. Safety Meeting: All Participants and coaches must attend the mandatory safety meeting given by the Range Master before the day's shooting begins. If not at the safety meeting, you will not be allowed to participate.
2. Eye Protection: Adequate eye protection (shooting glasses, safety glasses or safety goggles, or hardened prescription glasses) are required for all participants.
3. Ear Protection: Adequate ear protection carrying an *OSHA Noise Reduction Rating (NRR) of at least 25 dB* is required for all participants on or near the ranges and spectator area. *Noise Canceling devices without an OSHA NRR rating are not adequate as they are designed to make listening more enjoyable, not reducing the dB of sound entering the ear.*
4. All firearms will be cased when moving from stage to stage; the procedure will be explained at the mandatory Safety Meeting.
5. Knives are permissible and may be carried as part of the period outfit. The knife must always remain in the sheath, or folded closed, unless requested by, or permission is granted by a range official or judge.
6. Muzzle Control: Participants must always maintain control of their muzzles. Violation of this rule may result in a warning, disqualification from a stage, or disqualification from a match.
7. No fanning or twirling of a firearm at any time.
8. Cocking the hammer on revolvers must be done with the weak hand thumb, not the strong hand
9. Range officials have the right to check all firearms, ammunition, accessories and other equipment prior to, or during, the competition to determine that it meets qualifications and/or if it is safe.

Match Rules and Procedures:

1. All loading, staging, and unloading of firearms, as detailed in other sections of these rules, will be under the supervision of range officials; and only at the designated loading and/or unloading tables.
2. Those with special needs may request assistance and reasonable accommodation will be made.
3. To speed the process, range officers may assist in staging. If assisted, it is still the sole responsibility of the participant to make sure firearms are staged as they desire.
4. All firearms will be staged with trigger over a solid surface when staged horizontal. Staging a firearm with the trigger off the surface is prohibited.
5. Rifles will be staged horizontally as directed, with muzzles pointed in a safe direction. The

magazine is loaded, action closed, hammer down, and chamber empty.

6. Rifles are re-staged after completing the firing sequence, with the action open and empty, with barrels pointed safely down range.
7. Once a rifle is cocked, either the round under the hammer must be expended or the action opened in order for the rifle to be returned to a safe condition.
8. Revolvers are staged lying on their side with muzzles pointed down range with 5 rounds in the cylinder and the hammer down on an empty chamber.
9. Revolvers are re-staged, after shooting, with hammer down on a spent case or empty chamber at the conclusion of the shooting string.
10. Once a revolver is cocked, the round under the hammer must be expended in order for it to be returned to a safe condition – except in the case of a cease fire.
11. Revolvers are carried for staging by grasping around the frame and cylinder. Revolvers are not carried by the grip or with a finger in the trigger guard.
12. Shotguns are staged with the magazine and chamber(s) empty with safety on or hammers down; and are loaded on the clock. Shells/hulls must be removed from the gun before restaging the firearm at the conclusion of the shotgun firing sequence. Any live shotgun shells must be removed from the gun and with no penalty.
13. Running with a firearm, loaded or unloaded, is always prohibited. There is no running or walking with a loaded or unloaded firearm during the shooting phase of a stage. Shooting position adjustment is permitted with one pivot foot planted.
14. All shooting with a particular firearm must be completed and the firearm re- staged before the participant moves on to the next part of the stage. The participant may return to the rifle for a final bonus shot if the scenario dictates.
15. No cocked or loaded firearm is allowed to leave a participant's hand except in the case of a malfunction or ceasefire where it is transferred to the range officer with muzzle pointed down range.
16. De-cocking a revolver, rifle, or external hammer shotgun may NOT be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. The penalty for de-cocking is a Stage Disqualification. If hammer is cocked when a cease fire is called, the lever of the rifle must be opened, or the action of a shotgun must be opened, or the range officer will assist in making the revolver safe.
17. Revolvers will be operated in single-action mode with a two-handed grip with neither hand in front of the cylinder. The participant will grip with the strong hand and cock the revolver with their weak hand. Failure to do this may result in a safety violation
18. The revolver is not cocked until pointed safely down range and the participant is engaged in shooting the stage.
19. A dropped firearm – loaded or unloaded – ends the stage for that participant (stage disqualification). An adult range officer or helper will recover the dropped gun, examine it, clear it, and take it to the unloading table. A second drop anytime during a match requires match disqualification.
20. Ammunition dropped while loading or reloading (shotgun) OR ejected from any firearm during the course of fire is considered "dead" and may not be recovered until the participant completes the stage and firearms are delivered to the unloading table. Dropped shotgun rounds are replaced from the loading block, ammo box, or other area as allowed by the stage description and not counted as a miss. If a live round is ejected from a rifle, it is considered dead and is counted as a miss.

21. All knockdown targets (shotgun, rifle, and revolver) must fall over to be considered a hit. Special consideration may be allowed to participants using .22 caliber – at the discretion of the range officer.
22. If a knock down target(s) falls before the participant engages that target(s), the participant must expend the designated round in the area the target occupied when standing. It is not a miss.
23. All shotgun targets that a stage requires to be knocked down must be re- engaged until down.

Loading Procedures:

Revolvers

All revolvers will be loaded in the traditional manner, i.e. "load 1, skip 1, load 4, fully cock hammer & then lower onto the empty chamber", regardless of model or brand. Because of recessed chambers, .22 caliber revolvers are to have the 1st chamber loaded marked in some way as a visual indicator of proper loading procedure. When loading is completed, the marked chamber will be the first chamber exposed to the right of the top strap; helping assure the empty chamber is under the hammer. If a revolver is loaded with cartridges out of position, the loading table supervisor will correct the cylinder by rotating the empty chamber under the hammer.

- Intermediate Division - The loading table supervisor will help load revolvers for Intermediates
- Senior Division - Seniors will load revolvers, taking care not to let the hammer slip when lowering onto the empty chamber. Keep muzzle pointed down range!

Rifles

Loaded with the action closed, chamber empty, and hammer down.

- Junior Division – The loading table supervisor will help load the rifle.
- Intermediate & Senior – Participants will load their own rifle.

Shotgun

Participants load the shotgun during the shooting sequence/stage without assistance. Shotguns are staged with hammer down (if external hammer), action open with chambers and magazine empty; and with safety "on" if equipped with a manual safety. External hammers on side-by-side shotguns are not cocked until breech is closed. Shotgun ammo will be placed near the staged shotgun in an ammo box, loading block, bucket, or other container. No ammo is loaded from the Participant's person.

Unloading Procedures:

- The unloading table supervisor must inspect all firearms before they can be declared safe and removed from the table.
- All rifles and pump or lever action shotguns must have their action cycled for the inspecting official.
- All revolvers will have cylinder rotated for inspection by the unloading table official.
- Shotguns may remain open and empty at the staging location once inspected by the Range Officer, but only if the next participant is using the same shotgun.

Scoring and Timing:

4-H Western Heritage Shooting is a timed event and is scored in seconds beginning at the sound of the first beep from the range officer's hand-held timer and ending at the sound of the last shot. A five (5) second penalty is added to the participant's time for each missed shot during any given stage. A ten (10) second penalty is added for unintentional mistakes termed "procedurals" and for minor safety violations. The recorded elapsed time, plus penalties, of each stage are added together for a final score. Final scores are used to rank participants from the quickest time to the longest time.

Misses

A miss is defined as the failure of the participant to strike the intended target with a bullet or pellet from the appropriate type of firearm or not knocking over a knockdown target. An example of this would be simply missing a rifle target while engaging with a rifle and failing to hit a knockdown type of target with enough force to knock it down (except if the stage does not require shooting until it falls). Each miss results in a five (5) second penalty. Ejecting a live round is considered a miss. See Reshoots section if the round is faulty.

Procedural Penalty

A procedural is an unintended mistake where a participant fails to shoot the stage the way it was designed to be shot. Examples of procedurals would include firing at a pistol target with a rifle, not following the course pattern as the range officer described (firing a sweep in an improper sequence), or failure to complete any portion of the stage. Procedurals result in a ten (10) second penalty. Only one (1) can be assessed per stage.

- ***Please Read Carefully** If a participant does not fully cycle a lever action rifle resulting in a live round being ejected from the firearm and re-engages the target intended for the ejected round, the participant will not have a round available for the 10th target. In this case, both a miss and a procedural will be assessed due to a live round being ejected and not having ammunition left in the rifle to hit the last target in the sequence.
- Failure to place guns or ammunition at the designated position(s) is the fault of the participant and scored as a procedural unless the participant can correct the situation, unassisted, while in the process of completing the stage under time. No firearm can be relocated once the timer sounds to begin the stage.

Minor Safety Violation

A safety violation is considered minor when the incident does not put anyone in direct or immediate danger. Examples of minor safety violations include the failure to leave a rifle action open at the end of its use during a stage, the failure to restage a sidearm at the end of a shooting string, using the strong hand thumb to cock the hammer on a revolver, or a live round is left in a firearm. Minor Safety Violations result in a ten (10) second penalty per occurrence at each stage. A Range Officer may issue a warning in place of a 10 second penalty at their discretion as long as this decision is consistent.

Major Safety Violation

A safety violation is considered major when the incident endangers any person at the event. Major Safety Violations include an accidental discharge that impacts anywhere other than downrange, breaking the 170-degree safety line, allowing the muzzle of the firearm to sweep anyone in the audience or on the range, dropping a gun, or any other occurrence that has the potential for personal injury. The penalty for

a Major Safety Violation is disqualification from the stage or match at the discretion of the 4-H range officer present at that stage. With proper training and practice, major safety violations will be rare or nonexistent in 4-H Western Heritage Shooting. It is the responsibility of the adult range officer to shadow the 4-H member during the course of fire to be in the physical position to prevent any safety violations.

Intentional Procedural

An Intentional Procedural occurs when a participant purposely or intentionally disregards the stage instructions to obtain a competitive advantage. This may occur when a participant feels they could take a penalty and still shoot a faster time than if they followed the proper procedure. This is considered a violation of the Spirit of the Game and 30 seconds is added to a participant's time in addition to other penalties.

Appeals

If the competitor believes a ruling is in error, the 4-H member alone (not parent or leader) may politely appeal the decision to the range officer for that stage before they have moved away from the unloading table. If necessary, the RO will consult with the loading/ unloading supervisors and scorekeeper. The group's decision will be based solely on the rules regardless of the size of the group. If there are still questions or disputes, the final decision will be made by the match director. Any appeals made after the posse moves to the next stage will not be considered valid.

Reshoots

This rule is in place because most 4-H programs share firearms and ammunition among many participants. Therefore, equipment can become extremely fouled or worn. Reshoots may be awarded for ammunition or firearm malfunctions if the problem is out of the control of the participant. Any misloaded firearm by the loading table supervisor will constitute a reshoot. If there is a range failure (failure of props, timer, or the range officers) beyond the participant's control, a reshoot may also be granted. On a reshoot, the participant starts clean with no misses, but carries accrued safety and procedural penalties forward. A decision to allow a reshoot is decided by the range officer after the participant completes the stage.