

# 2022-2024

# NATIONAL STANDARD

# THREE-POSITION

# AIR RIFLE RULES

*This rulebook is published by the CMP in cooperation with the National Three-Position Air Rifle Council.*

*Council members are the Civilian Marksmanship Program, American Legion, Daisy Shooting Education Program, National 4-H Shooting Sports, Orion Scoring Systems, The U. S. Army Marksmanship Unit, USA Shooting and the Army, Marine Corps, Navy, and Air Force JROTC Commands.*



TM

## 14th Edition

*Effective 1 November 2022*

*For the 2022-2024 Competition Years*

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# Safety Rules for Air Rifle Ranges

*The most important rules to follow in any range or target shooting activity are safety rules. This applies equally for air rifles and all types of firearms. These air rifle safety rules must be enforced at all shooting ranges by Match Officials and coaches and followed by all athletes. All athletes, coaches and Match Officials are responsible for knowing and following these rules.*

1. **MUZZLE** – Always keep rifle muzzles pointed in a safe direction. Rifle muzzles must never be pointed at other persons under any circumstances. On a range, the safest direction to point a rifle muzzle is usually up or downrange towards the targets.
2. **CBIs** – CBIs (Clear Barrel Indicators, also called safety flags) are synthetic monofilament cords (0.065" – 0.095" dia.) in fluorescent orange or a similar bright color. CBIs must be inserted in air rifle bores so that the ends of the CBI protrude out of both the muzzle and open breech. CBIs confirm that air rifles are unloaded. CBIs must be inserted in all air rifles when they are brought to a range or removed from a gun case on the range. CBIs may be removed only during Preparation and Sighting, Record firing, Changeover (after the athlete is in a firing position) and Sighting times. The use of CBIs is mandatory in all Three-Position Air Rifle competitions.
3. **RIFLE ACTION** – Always keep rifle actions open, with CBIs inserted, except when the rifle is on the firing line between the beginning of the Preparation and Sighting Stage and the end of record firing. When firing is finished or the rifle is laid down for any reason, the action must be opened, and a CBI inserted. The action may be closed and the CBI removed when an air rifle is placed in a gun case, but the action must be opened, and a CBI inserted when the air rifle is removed from its case.
4. **TRIGGER** – Keep the trigger finger off of the trigger until after shouldering the rifle and beginning to aim at the target. It is especially important to keep the finger outside of the trigger guard when loading the rifle and when lifting it up into position.
5. **RANGE OFFICER** – A Range Officer is in charge of firing on every range. The commands and instructions of the Range Officer or person in charge of firing must be obeyed. Range Officers must check rifles brought to the range to be sure actions are open with CBIs inserted. When shooting is finished, Range Officers must check rifles to be sure actions are open with CBIs inserted.
6. **GROUNDING RIFLES** – Grounding a rifle means opening its action, inserting a CBI in it, and placing it on the firing point. Grounded rifles may not be touched until a Range Officer authorizes rifle handling. Then picking up a rifle and getting into a firing position with it is authorized. However, removing the CBI, closing the action or dry firing is not authorized until a Preparation and Sighting Stage begins. When a firing stage is finished, actions must be opened, a CBI inserted, and the rifle grounded on the firing line. Rifles must remain grounded until the Range Officer gives instructions to handle rifles again.

**SAFETY RULES CONTINUE ON INSIDE BACK COVER**

This is the 14th Edition of the **National Standard Three-Position Air Rifle Rules**. This edition is valid for two years, from November 2022 through September 2024. New rules or rules that were substantially changed from the 13<sup>th</sup> Edition August 2021 Update are underlined and shown in red type. Editorial or stylistic changes are not marked. These Rules incorporate numerous recommendations from junior shooting coaches and Match Officials and, to the extent possible, have been coordinated with current International Shooting Sport Federation (ISSF) Rules.

## RULES HOTLINE

The National Three-Position Air Rifle Council operates a Rules Hotline to answer questions, offer advice on how to organize competitions or provide official rule interpretations. Any coach, athlete or Match Official may request assistance from the **National Council Rules Hotline** by calling 419-635-2141, ext. 702 or 731, or via email at [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org).

**Note: References to “right” or “left” in these rules are given for right-handed athletes. “Right” and “left” must be reversed for left-handed athletes.**

**When the term “rifle” or “rifles” is used in these rules, it refers only to air rifles that are used in Three-Position Air Rifle Competitions.**

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# 1.0 GENERAL REGULATIONS

## 1.1 NATIONAL GOVERNING BODY

The National Three-Position Air Rifle Council is the primary National Governing Body for Three-Position Air Rifle shooting in the USA. The Council consists of representatives of major organizations in the USA that actively promote and serve Three-Position Air Rifle shooting for school-age juniors. Council Members agree to use the Council's national standard rulebook for their Three-Position Air Rifle competitions. Council members are The American Legion, Civilian Marksmanship Program, Daisy Shooting Education Program, 4-H Shooting Sports, Orion Scoring Systems, the Army, Marine Corps, Navy and Air Force Cadet Commands, the U. S. Army Marksmanship Unit and USA Shooting. Council membership is open to other national shooting sports or youth-serving organizations that actively promote Three-Position Air Rifle shooting.

## 1.2 INTRODUCTION

Three-Position Air Rifle is a widely practiced shooting sport discipline for school-age youth. Three-Position Air Rifle events originated from Olympic and ISSF three-position rifle and air rifle events and are designed to have broad appeal both to youth who want an accessible recreational sport and youth who aspire to participate in high-performance competition. There are two different Three-Position Air Rifle equipment classes. Precision Air Rifle is modeled after ISSF and Olympic-style shooting and allows the use of specialized target air rifles and equipment. Sporter Air Rifle is designed for organizations and athletes that want to compete with a minimum of equipment and expense. In both classes, athletes fire at targets at a distance of 10 meters in three positions, kneeling, prone, and standing. Three-Position Air Rifle provides young athletes with competitive shooting opportunities that foster good sportsmanship, respect, and positive life skills in a safe, enjoyable setting.

## 1.3 PURPOSE OF RULES

The purpose of these Rules is to establish a national standard rulebook for Three-Position Air Rifle competitions in the United States. All Match Officials, team leaders, coaches and athletes must be familiar with these Rules and ensure that they are followed and enforced.

## 1.4 INTENT AND SPIRIT OF RULES

The Rules are intended to ensure fair competition for all athletes. Anything that may give an athlete an advantage over others and that is not specifically authorized by these Rules, or that is contrary to the intent and spirit of these Rules, is prohibited (see also Rule 4.1.5). Range Officers and Juries may decide cases not provided for in these Rules, but any such decisions must be based on the intent and spirit of these Rules. **A Match Director, Range Officer or Jury may not make any decision or ruling that is contrary to these Rules.**

## 1.5 OPEN PARTICIPATION WITHOUT DISCRIMINATION

The National Three-Position Air Rifle Council is a federation of national youth-serving organizations that are dedicated to promoting gun safety, marksmanship training and marksmanship competitions for youth. All National Council competitions, competition events and programs are open to all school age youths regardless of their race, sex, age, sexual orientation, or disability.

## 1.6 APPLICATION OF RULES

These Rules govern all Three-Position Air Rifle competitions that are organized, conducted, or sanctioned by Council Members. Other organizations that promote youth shooting competitions are encouraged to use these Rules to govern their Three-Position Air Rifle competitions. These Rules may also be used to govern non-sanctioned Three-Position Air Rifle competitions.

## 1.7 AMENDMENTS TO THE RULES

The National Three-Position Air Rifle Council establishes these rules and has the sole authority to amend or modify them. Council Member representatives may meet in person or electronically to decide rules issues and programs. Recommendations for rule changes may be submitted to the National Three-Position Air Rifle Council at this address:

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

### **1.8 NATIONAL JURY OF APPEAL**

The National Three-Position Air Rifle Council appoints a National Jury of Appeal consisting of three experienced, expert Match Officials. The National Jury issues rule interpretations, decides team eligibility cases, resolves protests, and makes Rule 5.1.4 rulings regarding athletes with physical impairments. The National Jury may decide protests appealed to it by participants in sanctioned competitions (see Rule 9.2). National Jury decisions on protests are final and cannot be appealed. Anyone who wants a rule interpretation or who wants to resolve a protest or dispute should contact the Council at the above address.

### **1.9 SANCTIONED COMPETITIONS**

Sanctioned competitions are competitions that are officially recognized by the National Three-Position Air Rifle Council. The Civilian Marksmanship Program administers the Council's competition sanctioning program. National Championship competitions conducted by organizations that are members of the Council are considered to be Council-sanctioned competitions without any further requirement to apply for sanctioning. Any team, club, JROTC unit or other group affiliated or enrolled with a Council Member may apply to have those matches sanctioned by the Council. All competitions sanctioned by the Council are listed in a national registry of upcoming events that is posted on the CMP website at <http://ct.thecmp.org/app/v1/index.php?do=matchRegistrationListUpcoming>. Athletes in sanctioned matches are eligible to earn National Council achievement awards and establish National Records. Types of matches that may be sanctioned are postal matches, leagues, regular shoulder-to-shoulder matches, CMP Cup Matches and State 3PAR Junior Olympic Championships. To submit a sanctioning application, complete a copy of the **Application to Conduct a Sanctioned Three-Position Air Rifle Match** that can be downloaded from the CMP web site at <http://thecmp.org/air/sanctioned-three-position-air-rifle-matches/>. Send completed applications, with sanctioning fees and a copy of the match program to:

**CMP Competitions—3-P Air Rifle**  
**P. O. Box 576**  
**Port Clinton, Ohio 43452**  
**Email: [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org)**  
**Tel. (419) 635-2141, ext. 702 or 731**

Match applications, with a Match Program and associated fees must be received at CMP at least one month prior to the competition. This ensures that there is enough time to process the application, ship requested materials and advertise the competition.

## **2.0 SAFETY**

Safety is the foremost priority in all shooting sports activities. The safety of athletes, Match Officials and spectators require constant, disciplined attention to safe gun handling. Applicable safety rules for Three-Position Air Rifle competitions include both this rule (Rule 2.0) and the **SAFETY RULES FOR AIR RIFLE RANGES** printed on the inside front and back covers of this rulebook.

### **2.1 CARRYING AND HANDLING RIFLES**

Air rifles must always be carried and handled with maximum care. Air rifles may be carried to or from the ready area behind the firing line if rifle actions are open with CBIs inserted. While in the ready area, athletes may adjust their rifles in preparation for firing if rifle actions are open with CBIs inserted, but they may not remove CBIs, close rifle actions, point them or get into firing positions with them.

### **2.2 CLEAR BARREL INDICATORS (SAFETY FLAGS)**



The use of CBIs (safety flags) made of fluorescent orange (recommended color) or a similar bright colored material and long enough to visibly protrude from both the breech and muzzle when inserted in rifle bores is mandatory in all Three-Position Air Rifle competitions. CBIs must be inserted before an air rifle is brought to the range or when it is removed from a gun case. CBIs may only be removed during Preparation and Sighting, Changeover (only after the athlete is in a firing position), Sighting and Record Fire Stages. If a special dry fire area is designated for athlete warm-up, CBIs may also be removed when athletes are in position in that area. When a Record Fire stage is completed, a CBI must be inserted, and the rifle must be grounded. CBIs must remain inserted after cleared rifles are removed from the firing line and as long as the rifle remains uncased and on the range. CBIs may be removed after the Range Officer gives the **YOU MAY DISCHARGE AIR DOWNRANGE** command, then must be reinserted after discharging air and left inserted until air rifles are placed in gun cases.

### **2.3 CLEARED RIFLES**

A CLEARED rifle is a rifle that has its action open, a CBI inserted in the full length of its barrel and that has been checked by a Range Officer. All rifles must be CLEARED after each Record Fire stage and before they are cased or removed from a firing point.

### **2.4 GROUNDING RIFLES**

A grounded rifle is a rifle with its action open and a CBI inserted that is placed on the floor, shooting mat or bench. No one may handle a grounded rifle without a Range Officer's approval. When the Range Officer authorizes athletes to move their equipment and air rifles to the firing line (Rule 7.5), they may be instructed to ground their rifles on the firing point if it will be necessary to go downrange to hang targets. Rifles must always be grounded with CBIs inserted after a Record Fire stage is completed (Rule 2.7) so that the Range Officer can check them.

### **2.5 LOAD**

A rifle is considered to be loaded when a pellet contacts the rifle. Rifles may only be loaded on the firing line after the command **LOAD** or **START** is given. The rifle barrel must be pointed up or downrange during loading. In competition events with a separate Preparation and Sighting or Sighting Stage (Rule 5.3), the command **START** is given without the command **LOAD**. In this case, the command **START** authorizes athletes to begin loading and firing their rifles when they are ready to do so. If there is a Final, the command **LOAD** is used to initiate each record shot in the Final and is followed by a **START** command five (5) seconds later.

### **2.6 START**

Athletes may begin to fire at their targets only after the Range Officer gives the command **START**. The command "**START**" must only be used to signal the start of live-fire sighting or record fire stages, but not to begin a call to the firing line (Rule 7.5) or Changeover Stage when live fire shooting is not permitted. If electronic targets with red-green **START-STOP** signals are available, the green **START** signal will be a **START** command.

### **2.7 COMPLETION OF FIRING**

After athletes fire the last shot in a Record Fire Stage, they must open their rifle actions, insert CBIs, and ground their rifles on the floor or bench. After grounding or benching their rifles, athletes may make sight, stock or accessory adjustments or changes on their rifle, but they may not handle their rifles after the commands **STOP** or **STOP-UNLOAD** are given, and the line is cleared.

### **2.8 STOP**

When the command **STOP** or **STOP-UNLOAD** is given, shooting must stop immediately. After the command **STOP-UNLOAD**, all rifles must be in a safe, unloaded condition, with CBIs inserted and grounded or benched on the firing point. After the command **STOP**, no further firing is authorized. If electronic targets with red-green **START-STOP** signals are available, the red **STOP** signal will be a **STOP** command.

### **2.9 LOADED RIFLE AFTER STOP COMMAND**

If an athlete has a loaded rifle after the command **STOP-UNLOAD**, the athlete must remain in position with the muzzle pointed down range and raise their hand to inform the Range Officer that they have a loaded rifle. The Range Officer will then direct the athlete to clear the rifle by firing into a pellet discharge container (PDC) or towards an area of the backstop where there are no targets (Rule 7.15.5).

## **2.10 GOING DOWNRANGE**

Whenever anyone goes downrange to change or retrieve targets or for any other purpose, this must be authorized by the Range Officer and all rifles on the firing line must be grounded with actions open and CBIs inserted. No one may touch or handle rifles while anyone is downrange.

## **2.11 REMOVING RIFLES FROM THE FIRING LINE**

Rifles may be removed from the firing line only after all rifles are grounded or benched with actions open and CBIs inserted, the firing line is cleared by the Range Officer and the Range Officer gives instructions to remove rifles from the firing line. Any rifle that remains loaded must be unloaded before it can be removed from the firing line (Rule 2.9). No rifle may be removed from the firing line during a competition until it is cleared by a Range Officer.

## **2.12 USING RIFLE CASES**

Rifles may be brought to the range in hard or soft gun cases. The Range Officer will announce in advance whether gun cases may be opened or closed in the ready area behind the firing line or whether rifles may only be removed from or replaced into gun cases on the firing line. Regardless of where gun cases are opened, rifle actions must be opened, and CBIs inserted when gun cases are opened. When cases are opened on the firing line, they must be oriented so rifle muzzles point downrange when cases are opened. When a rifle is returned to a case, the CBI may be removed, the action may be closed, and the trigger released prior to closing the case if this procedure is done on the firing line. Closing the action and releasing the trigger to discharge air or gas after the line has been cleared may only be done when authorized by the Range Officer who will instruct athletes to **DISCHARGE AIR DOWNRANGE**.

## **2.13 RANGE SAFETY EMERGENCY**

Any person who observes an unsafe situation anywhere on the range must notify a Range Officer immediately. If a Range Officer is not immediately available, any person may command **STOP-STOP-STOP** (announce **STOP** three times in rapid succession) in a safety emergency.

## **2.14 PERSONAL SAFETY**

### **2.14.1 Eye and Hearing Protection**

All athletes, team coaches and Match Officials who are on or near the firing line are urged to wear eye protection. The wearing of hearing protection is optional for air rifle shooting. If special regulations for a competition or range require athletes or officials to wear eye or hearing protection, that requirement must be published in the Match Program (Rule 5.6).

### **2.14.2 Personal Hygiene**

All athletes and other personnel who handle lead pellets must not handle food during shooting and must wash their hands immediately after completing shooting.

## **2.15 ENFORCEMENT**

Any athlete who handles a rifle in an unsafe manner or who violates safety rules may be given a warning or deduction of points in accordance with Rule 7.20. Any athlete who handles a rifle in an unsafe manner that endangers the safety of another person may be disqualified in accordance with 7.20.3.

# **3.0 ELIGIBILITY TO COMPETE**

## **3.1 INDIVIDUAL ATHLETES**

An athlete may compete in School Age Three-Position Air Rifle competitions until 31 August of the year in which they graduate from high school or the equivalent. There is no minimum age. Athletes who represent schools must meet the eligibility requirements of their school or school's governing organization. Athletes who graduate from school at mid-semester or during the current school year continue to be eligible to compete until 31 August following that school year.

## **3.2 TEAMS**

Clubs or schools that enter team events are governed by strict eligibility requirements that are designed to promote the development of local shooting club and school teams and prevent the formation of all-star teams that recruit the best athletes from other shooting programs. All-star or pick-up teams that select athletes from two or more programs are not allowed. Teams must comply with these Rules:

### 3.2.1 Team Composition

All teams, except Best-Four-Count Teams (Rule 3.2.2), consist of four athletes. Teams must represent a club, school, JROTC unit or other similar organization. Each team member must meet the eligibility criteria for the category in which a team is entered. All team members must have been club, team, school, or sponsoring organization members for at least 90 days prior to the date of the competition, except that this restriction does not apply to a new athlete who has no previous experience with any shooting club or team or to an athlete whose family has moved as result of a permanent change of residence. All team members must be entered as members of that team before the first team member(s) start(s) the Preparation and Sighting Stage of a competition.

### 3.2.2 Team Categories

Match Programs may provide for team competitions in the following categories:

- a) **Scholastic Teams.** Scholastic Teams consist of eligible athletes that represent one school or one JROTC unit. All team members must be enrolled in or be members of that school or JROTC unit. A single JROTC unit that enrolls students from more than one school may compete as a Scholastic Team.
- b) **Club Teams.** Club Teams consist of eligible athletes that represent a club or other eligible organization. All team members must be members of the club or organization.
- c) **Best-Four-Count Teams.** Best-Four-Count Teams are teams where more than four team members fire in a four-person team event with the four highest team member scores counting as the team score. The Match Program must clearly state that Best-Four-Count Teams are allowed and specify whether teams are restricted to five or a limited number of team members or an unlimited number of team members. The team score of a Best-Four-Count Team is the total of the four best scores from among all athletes entered by that organization in the team event. Best-Four-Count Teams may not establish National Records.

### 3.2.3 Geographic Proximity

All team members must reside in the geographic proximity of the city where the club, team, school, or other organization is located. *Note: As a guideline, all team members should live within a reasonable travel distance (60-90 min.) of the team's location, however, exceptions are possible if there is a valid reason for including them on the team (i.e., no home club, home club does not shoot precision, etc.).*

### 3.2.4 Regular Participation

All team members must participate regularly in club or team activities such as training sessions or club meetings. An athlete who attempts to join a team only to participate in selected competitions is not eligible to shoot with that team. *Note: Virtual coaching through electronic communications alone does not qualify as "regular participation. Regular participation must include a physical presence at least once a month.*

### 3.2.5 Determining Team Eligibility

When a team is entered in a competition, the coach or an adult team leader must complete and sign a **Team Eligibility Declaration** (see model form at Appendix A, page 55) affirming that the team is a local shooting team or club complying with Rule 3.2.3 whose members reside within a reasonable travel distance (60-90 min.) of the club location and participate regularly in its activities. If there is doubt or a protest about team eligibility, a Jury appointed in accordance with Rule 6.3 may make a preliminary eligibility determination at a competition. The National Jury of Appeal (1.8) is authorized to make binding eligibility rulings after receiving requests for team eligibility rulings or protests regarding team eligibility. If a Jury at a competition rules that a team has an ineligible member, this must be reported to the National Jury of Appeal so that a binding eligibility ruling may be made. In other cases where doubt exists regarding team eligibility, teams are urged to request in advance an eligibility ruling from the National Jury of Appeal. To request a National Jury ruling, contact the **National Council** by calling 419-635-2141, ext. 702 or 731, or via email at [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org).

### **3.2.6 Membership on More than One Team**

A person may belong to two or more clubs, schools and/or a JROTC unit or other similar organization and may compete as a member of different teams in different competitions. However, no one may compete as a member of more than one team in one competition. *Note: An athlete could not fire on a school sporter team and a club precision team in the same competition.*

### **3.2.7 Team Member Substitutions**

If an illness or disciplinary issue arises over the course of a two- or multi-day competition, the coach may replace an athlete with an alternate with the approval of the Match Director or Jury. *Note: Firing a low score on the first day of a competition is not considered an illness or disciplinary issue.*

## **3.3 EQUIPMENT CLASSES**

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

## **3.4 SPECIAL CATEGORIES AND CLASSIFICATIONS**

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

### **3.4.1 Sex**

Athletes may be divided into male and female categories.

### **3.4.2 Organizations**

Athletes may be divided into special categories for different types of organizations such as JROTC units, 4-H clubs, American Legion clubs, Boy Scout troops, BSA Venturing crews or other defined groups.

### **3.4.3 Age Group Categories**

Athletes in the School Age category may be subdivided into the following age categories:

**U19 Age Group.** Athletes who are over the age of 17 but under the age of 19 as determined by the date of their birthday on the first day of a competition (U19).

**U17 Age Group.** Athletes who are over the age of 15 but under the age of 17 on the first day of a competition (U17).

**U15 Age Group.** Athletes who are under the age of 15 on the first day of a competition (U15).

### **3.4.4 Skill-Level Classifications**

Athletes may be divided into classifications based on average scores in previous competitions.

### **3.4.5 New Shooter Category**

Athletes who have limited experience in organized target shooting may be designated as "New Shooters" and special awards may be given to members of this category. The match program must define New Shooters. *Note: New Shooters typically are athletes who began competition shooting within the past six, nine or 12 months and who are below a specified maximum age. The Council recommends defining a "New Shooter" as an eligible athlete who has not participated in a competition prior to the most recent 1st of April.*

## 4.0 AIR RIFLES AND EQUIPMENT

### 4.1 EQUIPMENT CLASSES

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

#### 4.1.1 Sporter Class

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

#### 4.1.2 Precision Class Competition

In a Precision Class event, all rifles and equipment in that event must comply with the Precision Air Rifle Equipment Rules (Rules 4.4, 4.5, 4.6 and 4.7). If no Sporter Class event is offered in the competition, athletes may fire Sporter Class rifles in a Precision Class event. Precision Class teams may include one, two or three athletes who fire Sporter Class rifles. An athlete who uses a legal Sporter Class rifle and clothing while firing as a member of a Precision Class team may be ranked in the individual rankings as a sporter class athlete if there are Sporter and Precision Class events in the same competition.

#### 4.1.3 Open Class Competition

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

#### 4.1.4 Use of Special Equipment

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

#### 4.1.5 One Rifle Per Athlete

No athlete in a Sporter or Precision Class event may use more than one rifle with one butt-plate, one cheek-piece and one set of sights in a competition unless that rifle or rifle part has a malfunction that cannot be repaired and is replaced with another rifle or rifle part in accordance with Rule 7.17.1.

#### 4.1.6 600 FPS Velocity Restriction

The 600-fps muzzle velocity restriction given for both Sporter and Precision air rifles is a guideline to preclude the use of high velocity air rifles that can damage pellet traps and cause safety problems on air rifle ranges. Match Directors do not need to check velocities, but they may do so if the use of a high velocity air rifle is suspected. *Note: It is possible that air rifles producing velocities below 600-fps with lead pellets may produce velocities slightly above 600-fps when lighter, non-lead pellets are fired.*

### 4.2 SPORTER AIR RIFLE

The Sporter Air Rifle is intended to be a low cost, entry-level rifle without specialized modifications that add to the cost of the rifle. Sporter air rifles must be .177 caliber (4.5 mm) pneumatic, spring air, compressed air, or CO<sub>2</sub> rifles with a muzzle velocity of 600 fps or less that comply with these requirements:

#### 4.2.1 Approved Air Rifles

- a) Air Rifles officially approved for Sporter Class air rifle competitions are the Air Force Air Guns Edge, Crosman CH2000 (CO<sub>2</sub>), Crosman CH2009 (CO<sub>2</sub> or compressed air), [Crosman CH2021 \(CA\)](#), Daisy M599 Competition Air Rifle, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO<sub>2</sub>), 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.

- b) Rule 4.2.1 approval of an air rifle as a legal Sporter Class air rifle confirms that a specific air rifle fulfills Rule 4.2.1 requirements for velocity, function, cost, weight, trigger pull and general configuration. Any air rifle not included in the list of approved Sporter air rifles that complies with this rule must be submitted to the National Three-Position Air Rifle Council for approval before it can be added to the list of approved rifles.
- c) Any approved Sporter Class air rifle that is not currently available to junior clubs or teams at a cost of \$650.00 or less will lose its Sporter Class approval. Air rifles of that model that were purchased at a cost of less than \$650.00 may continue to be used in Sporter Class competitions. The price ceiling specified in this rule may be a price that is available to junior shooting clubs or team through a manufacturer's special marketing program. *Note: For information on Special Marketing Programs contact the manufacturer or distributor directly.*
- d) At competitions below the national championship level, Match Directors may authorize the use of other lighter, lower-cost air rifles provided that only .177 cal. pellets are fired in them at velocities of less than 600 fps.

#### 4.2.2 Weight of the Rifle

The total weight of the rifle with sights and attachments (sling not included) may not be more than 7.5 pounds (3.402 kg). If a compressed air or CO<sub>2</sub> rifle is used, the cylinder (full or empty) must be weighed with the rifle. Weight may be added to the rifle as long as the total weight of the rifle does not exceed 7.5 pounds. Weights may be added in any internal location. Any external weights (visible from outside the rifle) must be placed on the barrel or on the fore-end. Barrel weights must be within a radius of 40 mm (1.6 in.) from the center of the barrel. Weights on the fore-end may not extend more than 50 mm (2.0") from the fore-end. *Note: Weights attached to the barrel may extend no more than 40 mm in any direction from the centerline of the bore. Weights may be attached to the fore-end rail as long as they protrude no more than 50mm from any surface of the fore-end.*

#### 4.2.3 Trigger Weight

The minimum trigger pull for a Sporter air rifle is 1.5 pounds (680.4 grams). The cocked trigger must be capable of lifting a weight of 1.5 pounds. Trigger pull weights must be checked with a fixed, hanging weight. When triggers are tested, the test weight must be lifted so that its entire weight is clear of its support surface. *Note: Merely shifting the weight on the support surface is not sufficient; the entire trigger weight must be lifted so that it is suspended above the support surface.* If a rifle does not lift the weight on the first attempt, a maximum of three total attempts may be made. The weight must be lifted on at least one of the three attempts. The athlete or athlete's coach may make one of the three attempts. If a trigger is weighed before a competition as part of an equipment inspection and it does not pass, the trigger may be adjusted and resubmitted for additional trigger weight tests. Match Officials may check trigger pull weights before a competition (*during equipment control*), during a competition or immediately after a competition. If a trigger is tested and fails to lift a 1.5-pound trigger weight during or after a competition, all scores fired with that rifle up to that time in that event (*course of fire*) must be disqualified. Electronic trigger testing devices may be used to check rifles, but any decisions regarding whether the trigger passes must be confirmed with a 1.5-pound trigger weight.

#### 4.2.4 Stock

- a) **Stock Configuration.** Sporter air rifle stocks must be symmetrically shaped so that either a right or left-handed athlete can use them. The stock may be refinished or painted any color. The cheek-piece or pistol grip may not be anatomically formed (special shaping to fit or hold the hand or fingers). Except for modifications to the butt-stock length, cheek-piece height, or pistol grip or the addition of a fore-end riser that are authorized by this rule, no other external modifications to the stock are permitted.

- b) **Length of Pull.** The length of pull of any Sporter Class stock may be adjusted by the use of spacers or other means. Stocks may be shortened so that they are shorter than the original factory length of pull.
- c) **Cheek-piece.** The stock may have one fixed or adjustable cheek-piece. The cheek-piece may be altered in height and/or thickness by the addition of wood, cardboard, tape, and other material, by extending the length of the cheek-piece attachment pins or the cheek-piece may be cut, and a higher replacement cheek-piece installed. Any addition must conform to the existing form and may not be anatomically shaped. The cheek-piece must be straight without any special shaping (no index point for the head).
- d) **Butt-plate.** The butt of the stock may be rough, checkered or scored to provide a non-slip surface, or covered with a non-slip material such as rubber or similar material or a rubber slip-on recoil pad, but the butt-plate of one approved air rifle may not be substituted for the butt-plate of another approved air rifle. The original butt-plate may also be removed.
- e) **Butt-plate Adjustment.** Only one butt-plate may be used. If the stock has an adjustable butt-plate with vertical or length of pull adjustments, the butt-plate may be changed during the competition. The butt-plate must remain vertical and may not be rotated on its horizontal axis.
- f) **Pistol Grip.** Wood, plastic wood or other material may be added to the lower, forward surface of the pistol grip, but the modified pistol grip may not be anatomically formed, its dimensions may not exceed the maximum width of the original pistol grip and no part of the modified pistol grip may extend further forward than a line perpendicular to the bore that is 1.50 inches from the center of the forward surface of the trigger.
- g) **Fore-end and Fore-end Riser.** The depth of the fore-end as measured from the centerline of the bore to the bottom of the fore-end may not exceed 100 mm (3.94"), with or without a fore-end riser. The fore-end may have a removeable fore-end riser, provided the depth of the fore-end with the riser attached does not exceed 100 mm (3.94"). If a fore-end riser is used, its dimensions may not exceed 127 mm (5.0") in length and 60 mm (2.375") in width. A fore-end riser may be moved or removed between positions. Fore-end risers may have a sling swivel that can be used in the prone and kneeling positions (Rule 4.2.7) or an attachment device that are not included in stock depth measurements. Any attachment device may not be used as a reference point for hand placement in the standing position.
- h) **Barrel Supports.** Metal barrel supports may be substituted for plastic Daisy XSV40/AA T200 barrel supports provided the replacement supports have the same dimensions as the original barrel support.

#### 4.2.5 Internal Modifications

The functioning of internal parts may be smoothed or improved, but only factory manufactured parts designed for that specific model rifle and functioning as they were originally intended to function may be used. It is permitted to polish, file, or otherwise reduce the dimensions of the hammer rim or sear or to install a setscrew in the trigger guard of Daisy 853/753/953/887/888 air rifles as a means of reducing sear engagement. It is permitted to shorten the factory trigger spring as a means of adjusting trigger tension provided the trigger complies with Rule 4.2.3.

#### 4.2.6 Prohibited Modifications

Any alteration or modification of the external or internal dimensions of factory-manufactured parts of approved Sporter air rifles or the substitution of factory-manufactured parts from other air rifles or the substitution of parts that were not manufactured by the original manufacturer that is not specifically authorized by these rules is prohibited.

#### 4.2.7 Sling Swivel/Hand Stop

A sling swivel or hand stop that is attached to a rail in the fore-end may be used. The sling swivel or hand stop, with the sling swivel folded flat, may not exceed 25 mm in depth, except

that the adjustable hand stop provided with the Daisy 853CM is permitted. The sling swivel must be removed in the standing position, except that on sporter rifles where it cannot readily be removed, the sling swivel must be adjusted so that it does not contact the hand or glove in the standing position.

#### **4.2.8 Sights**

- a) Corrective lenses may be worn by the athlete but may not be placed in or on the sights. Telescopic sight systems, sights with corrective lenses or light filters in the rear sights are not permitted. Spirit levels on any part of the rifle are prohibited.
- b) Only one set of sights may be used. Only sights manufactured for and sold with that particular Sporter air rifle are permitted, except when sight exchanges are specifically authorized in this rule. Sights not manufactured for and sold with a specific, approved Sporter air rifle (see Rule 4.2.1) are not permitted.
- c) Sights for the Daisy 753/887 air rifle (El Gamo-type sights) may be used on any Daisy 853/953/888 air rifle. The Crosman Micro Click Sight is approved for use on the Crosman CH2009.
- d) Modifications may be made to the El Gamo-type sight to reduce the play or movement of the rear aperture holder.
- e) Riser blocks manufactured for the initial series of Daisy XSV40 air rifles may be used with the front and rear sights of those rifles, however, any XSV40 air rifle sold in 2003 or later that has a serial number with the letter "X" may not be used with riser blocks. Riser blocks may not be used on any other sporter air rifles.
- f) No part of the front sight may extend beyond the apparent end of the barrel or barrel weight. A longer barrel or barrel weight may not be used to extend the sight radius beyond the rifle's original sight radius as provided by the manufacturer. Non-adjustable interchangeable front sight apertures or inserts, metallic, synthetic, or colored, may be used in approved Sporter air rifle front sights. Different size apertures may be used in different positions.
- g) An adjustable iris or adjustable aperture may not be used in the front or rear sight.
- h) Metal front sight bases may be substituted for plastic Daisy XSV40/AA T200 front sight bases, provided they have the same dimensions as the original sight base.

### **4.3 SPORTER CLOTHING AND ACCESSORIES**

#### **4.3.1 Clothing**

- a) A maximum of two loose fitting shirts or sweatshirts may be worn. A light, loose-fitting T-shirt or undershirt may be worn under the two shirts or sweatshirts. Hooded sweatshirts may be worn, but the hood must be down when the athlete is on the firing line. A sweatshirt with a zipper or button closure may be worn. Jean jackets made of denim or similar material are prohibited. Undergarments or clothing sold or known as "compression clothing" or "compression apparel" may not be worn.
- b) One pair of ordinary, sport or casual trousers or jeans is allowed. Trousers must not fit so tightly as to provide additional support. If a skirt is worn, it must fall loosely over the legs so that it does not support the legs or restrict their movement in the standing or kneeling positions. If shorts are worn, the bottom of the legs must be no more than 15.0 cm (6.0 in.) above the center of the kneecap, as measured while standing normally.
- c) Shooting jackets and special shooting pants are not permitted. Special shooting sweaters, shirts, or jackets with additional or special pads are not permitted.
- d) Shirts or sweatshirts may not be twisted, rolled, or otherwise configured to provide additional layers of clothing thickness or to provide additional support for a position. *Note: This prohibits the rolling or shaping of clothing to provide additional layers of support for the support arm in standing.* Shirts or sweatshirts may not be tucked into the trousers (*does not apply to the T-shirt or undershirt*). Pockets or double layers of material are not permitted on shirts, sweatshirts, or trousers in any of the normal rifle



or position contact areas (*shoulder, sling location, under the standing support arm or knee*).

- e) A normal waist belt that is not more than 40 mm wide and 3.0 mm thick may be worn with the trousers. The belt buckle or fastener or a doubled extension of the belt must not be used to support the left arm (*right-handed athlete*) or elbow in the standing position.
- f) A hook, safety pin or button attached to the sling arm or shoulder is allowed to prevent the sling from slipping.

#### 4.3.2 Shoes

Normal low-cut, street-type or athletic shoes, including toe shoes, must be worn in all positions. Shoes may not extend above the mid-point of the ankle and must have a flexible sole. Only one pair of shoes may be used, and they must be a matched pair. Athletes may not wear sandals or socks or shoot without footwear (*i.e., bare footed*). All types of high-top boots, including military issue or "combat" boots, commercial shooting boots or special low-cut commercial shooting shoes are prohibited.

#### 4.3.3 Sling and Sling Swivel

A shooting sling is permitted in Sporter air rifle events in the prone and kneeling positions, provided it is no more than 32.0 mm (1.26 in.) in width. The sling must be a simple web, leather, or synthetic strap, with no padding or special (asymmetrical) shaping. The arm loop may have a thin non-slip lining. Top Grip™ or a similar material may be stitched to the inside of the arm loop, but the lining may not be so thick as to provide padding. The sling may have a means of adjusting its length and a means of tightening the sling around the upper arm. Sling closure may be accomplished with a buckle, Velcro™ or other similar means. The sling must be worn only around the upper left arm (right-handed athlete) and from there be connected to the fore-end of the rifle stock. The sling must pass along one side of the hand or wrist only. No part of the rifle may touch the sling except at the sling swivel/hand stop. The sling swivel may be adjusted between positions, but it may not be adjusted so that it contacts the hand or glove in the standing position.

#### 4.3.4 Glove

One ordinary glove or shooting glove may be worn on the left hand only (right-handed athlete). There is no thickness limitation for Sporter Class gloves. The glove may not have an adjustable closure or means of tightening the glove around the wrist. The glove may not be so stiff or tight that it artificially supports or binds the wrist so that it cannot bend.

#### 4.3.5 Corrective Lenses and Eyeglasses

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

#### 4.3.6 Adhesive Sprays and Non-Slip Grip Materials

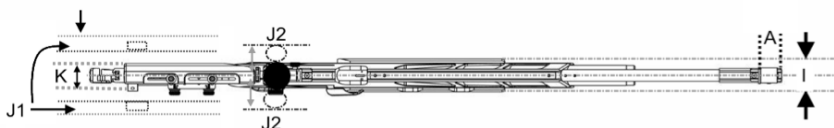
Adhesive sprays or similar sticky substances may not be used on the rifle, accessories, or athlete's clothing. Except for the butt of the stock (see Rule 4.2.4) or the lining of the sling arm loop (Rule 4.3.3), non-slip grip materials may not be used on the rifle.

#### 4.3.7 Special Devices

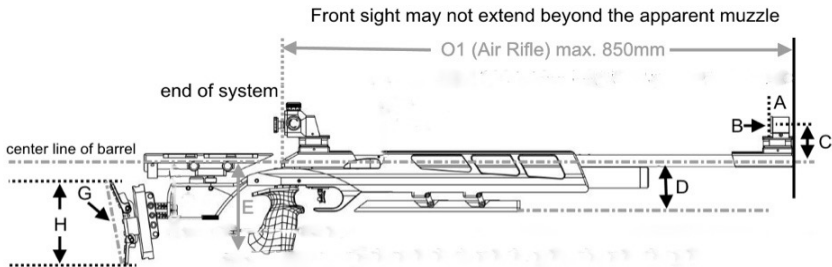
No pads, elastic bandages, Kinesio Taping or other medical or similar taping (Rule 4.1.4) are allowed unless they are authorized for medical reasons under Rule 5.1.4.

### 4.4 PRECISION AIR RIFLE

Any type of 4.5mm (.177 caliber) pneumatic, spring air, compressed air or CO<sub>2</sub> rifle with a muzzle velocity of 600 fps or less may be used. Rifles may have an adjustable butt-plate and an

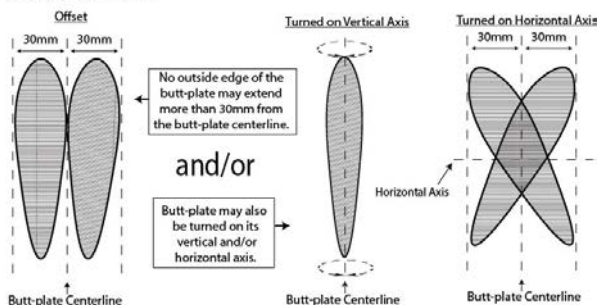


adjustable cheek-piece, but only one butt-plate, one cheek-piece and one set of sights may be used. Rifles must comply with the following specifications:

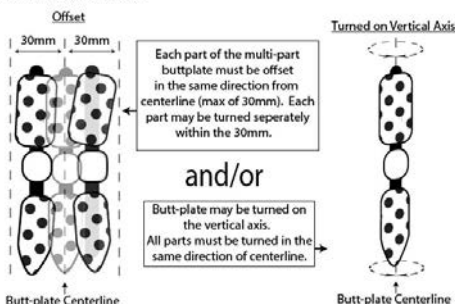


Item		Specification/Restriction
A	Length of front sight tunnel	50mm/2 in.
B	Diameter of front sight tunnel	25mm/1 in.
C	Distance from center of the front sight ring or top of post to center of bore either directly above or offset.	60mm/2.4 in.
D	Depth of fore-end	120 mm/4.7 in.
E	Lowest point of pistol grip	160mm/6.4 in.
G	Depth of curve of butt-plate (no hook butt-plate permitted)	20mm/0.8 in.
H	Heel to toe length of butt-plate	153mm/6.1 in.
I	Total thickness of fore-end	60mm/2.4 in.
J1	Maximum distance (horizontal) of cheek piece from a vertical plane through the centerline of barrel	40mm/1.6 in.
J2	Maximum distance of any part of the pistol grip from a vertical line through the center line of the barrel	60mm
K	Offset of the butt plate as measured from the left or right edge of the butt-plate to the butt-stock center (see note K below)	30 mm/1.2 in.
L	Trigger weight	Free
M	Weight with sights (If the rifle is used in one or more positions with a removable fore-end and hand stop, it must be weighed as configured for the position where it weighs the most.)	5.5kg/12.125 lbs.

### One Piece Butt-Plates



### Multi-Part Butt-Plates



N	The front sight may not extend beyond the muzzle of the rifle or of any extension to the muzzle (barrel weight, sight extension)	
O	Total length of the Air Rifle system (from end of barrel or extension to rear end of the action or system)	850mm/33.46 in.

K - See diagram on next page. The butt-plate may be adjusted up or down. The butt plate may be offset to the right or left of the butt-stock center and/or the butt-plate may be turned on its vertical axis. If a multi-part butt-plate is used, ALL parts of the butt-plate must be offset or turned in the same direction from the butt-stock center. If a one-piece butt-plate is used, it may be offset left or right and/or be turned on its horizontal axis and/or be turned on its vertical axis. No part of the butt-plate (outer edges) may extend more than 30 mm from the butt-stock center-line. The butt-stock center line is a vertical line that is perpendicular to the center-line of the bore.

#### **4.4.1 Exterior Weights**

Weights can be added to the rifle as long as the total weight of the rifle, sights, and attachments, including the sling swivel or hand stop, does not exceed 5.5 kg (12.125 lbs.), as configured for any position. Only barrel weights that are within a radius of 30 mm (See B above) from the center-line of the bore are permitted. Barrel weights may be placed at any point along the barrel. Any other weights must be within the fundamental shape of the stock (see dimension J1 on page 12). Weights on the butt-stock may not extend further from a vertical plane perpendicular to the centerline of the barrel than 40 mm (1.58 in.) and may not extend further to the rear than a vertical plane perpendicular to the deepest part of the butt-plate. Any devices projecting downward or outward from the butt-stock are prohibited. Any devices or weights projecting forward or laterally from the lower part of the butt-plate are prohibited.

#### **4.4.2 Hand Stop/Sling Swivel**

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

#### **4.4.3 Grip Material**

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

#### **4.4.4 Barrel Extension Tubes**

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

#### **4.4.5 Pistol Grip**

Any protrusion, extension or depression on the front or side of the pistol grip that is designed to prevent the hand from slipping (such as a hand or heel rest) is not allowed.

#### **4.4.6 Stock Fore-end**

Fore-end attachments (fore-end riser blocks) that do not exceed dimension D in Rule 4.4 (120 mm maximum depth) when attached to the fore-end may be used in one or more positions or removed in one or more positions. Fore-end attachments must have a flat (straight line) surface without anatomical shaping (i.e., thumb or finger grooves, etc.). Fore-end attachments may have a hand stop that can be used in the prone and kneeling positions (Rule 4.4.2) or an attachment device that are not included in stock depth measurements (Rule 4.4 D). Any attachment device may not be used as a reference point for hand placement in the standing position.

#### **4.4.7 Adjusting the Rifle**

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

#### **4.4.8 Special Features**

A thumbhole, thumb rest, palm rest, heel rest (Rule 4.4.5) or spirit level are prohibited. Detachable fore-end risers are not regarded as palm rests provided the dimension limit for the depth of the fore-end is not exceeded when they are in place (Rule 4.4.6) and the weight limit for the rifle is not exceeded (Rule 4.4.1). A detachable fore-end may be removed for one or two positions. Material may be added to the stock as long as it does not exceed maximum dimensions. The cheek-piece or any addition to it must be straight without any anatomical shaping (no index point for the head is permitted). Any device, mechanism or system that artificially reduces, slows, or minimizes rifle oscillations or movements before the shot is released is prohibited.

### **4.5 PRECISION RIFLE SIGHTS**

Any sight not containing a lens or system of lenses and meeting the following specifications/restrictions may be used:

#### **4.5.1 Corrective Lenses and Telescopic Sights**

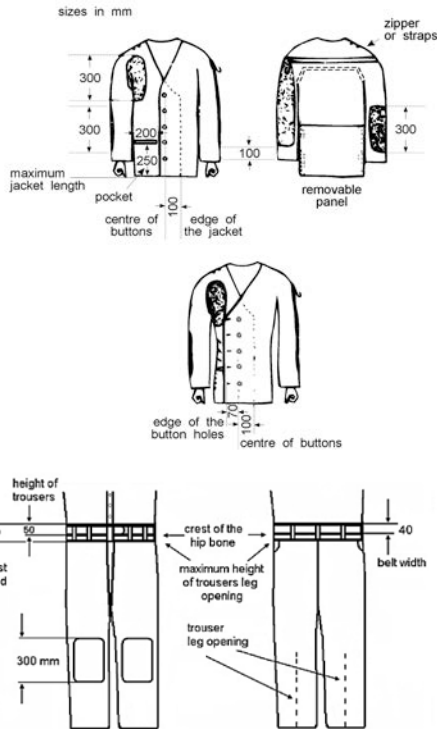
The athlete may wear corrective lenses and filters, or a single corrective lens may be attached to the rear sight. No light enhancing system, optical sight, optical system, or telescope may be attached to the rifle;

#### **4.5.2 Light Filters**

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

### **4.6 PRECISION CLOTHING AND ACCESSORIES**

Only one (1) shooting jacket, only one (1) pair of shooting trousers and only one (1) pair of shooting shoes may be used in any competition. This does not preclude the athlete from using normal athletic type training clothes or shoes in any event or position. If shorts are worn in any firing position, the bottom of the legs of the shorts may be no more than 15 cm (6 in.) above the center of the kneecap, as measured while standing normally. The shooting jacket must be capable of being used in all three positions (prone, standing and kneeling) and must meet all other specifications in this rule. All shooting jackets, shooting pants and shooting gloves must be made of flexible material that does not change its physical characteristics, that is become stiffer, thicker, or harder, under commonly accepted shooting conditions. All lining, padding and reinforcements must meet the specifications in this rule. Any lining, padding or reinforcement patches must not be quilted, cross-stitched, glued, or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as part of the clothing. No part of the shooting jacket may be worn inside the shooting pants or trousers.



#### 4.6.1 Shooting Jacket

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

- Thickness** – The body and sleeves of the jacket, including the lining, must not exceed 2.5mm in single thickness and 5mm in double thickness at any point where flat surfaces may be measured. No thickness measurement greater than 2.5mm single thickness or 5mm double thickness may be approved (zero tolerance).
- Stiffness** – The body of the jacket must be sufficiently flexible to meet ISSF stiffness test requirements (minimum of a 3.0 mm depression when using an ISSF-approved stiffness testing device). No measurement below the minimum measurement of 3.0 mm may be approved. Every part of the jacket must be capable of being measured with the 60 mm measuring cylinder. If a jacket part is too small for normal testing, measuring must be done over the seams.
- Length of Jacket** – The jacket must not be longer than the bottom of the balled fist. In the prone and kneeling positions, the sleeve of the shooting jacket must not extend beyond the wrist of the arm on which the sling is attached. The sleeve must not be placed between the hand or glove and the fore-end of the stock when the athlete is in the shooting position.
- Jacket Closure** – Closure of the jacket must be only by non-adjustable means (e.g., buttons, zippers or button-hole extenders). The jacket must not overlap more than 100 mm at closure. The jacket must hang loosely on the wearer. To determine this, the jacket must be capable of being overlapped beyond the normal closure by at least 70 mm, measured from the center of the button to the outside edge of the

buttonhole. If an otherwise legal jacket has adjustable strap closures, this jacket if the adjustable closures are adjusted and taped to provide for the required 70 mm overlap.

- e) **Straps, Laces, Bindings, Seams, Stitching or Other Devices for Support** - All straps, laces, bindings, seams, stitching or other devices that may be considered artificial support are prohibited. However, it is permitted to have one zipper or not more than two straps to take up loose material in the area of the shoulder pad.
- f) **Back Panel** – The construction of the back panel may include more than one piece of material including a band or strip if this construction does not stiffen or reduce the flexibility of the jacket. All parts of the back panel must comply with the thickness and stiffness restrictions.
- g) **Sleeves** – The athlete must be capable of fully extending both arms (straighten sleeves) while wearing their buttoned jacket.
- h) **Pockets** – One external pocket is permitted on the right front side of the jacket (right-handed athlete). All inside pockets are prohibited.
- i) **Padding** – Reinforcements or padding may be added on both sleeves to one half the circumference of the sleeve, and to the shoulder where the butt-plate rests. On the sling arm, the pad may extend from the upper arm to a point 100mm from the end of the sleeve. The other pads may have a maximum length of 300mm. The maximum thickness of any reinforced or padded area, including the jacket material and all linings, is 10mm single thickness or 20mm double thickness.
- j) **Sling Keeper** – Only one hook, loop, button, or similar device may be fastened to the outside of the sleeve or shoulder seam on the sling arm to prevent the sling from sliding.
- k) **Velcro and Sticky Substances** – No Velcro, sticky substances, liquid, or spray may be applied to the outside or inside of the jacket, pads, or equipment. Roughening the material of the jacket is permitted.
- l) **Old Leather or Canvas Coats** – In order to facilitate participation in local and regional competitions, Match Directors may continue to permit athletes to wear old leather or canvas quilted (highpower) coats, provided that no special shooting trousers may be worn with them, and the strap closures are taped so as to provide a loose-fitting closure.

#### 4.6.2 Shooting Trousers

Shooting trousers meeting the standards of Rule 4.6 and the following specifications are permitted (see trousers drawing on previous page):

- a) **Thickness** – The shooting pants, including the lining, must not exceed 2.5 mm in single thickness and 5.0 mm in double thickness at any point where flat surfaces may be measured. The maximum thickness of any reinforced or padded area, including the pants material and all linings, is 10 mm single thickness or 20 mm double thickness. No thickness measurement greater than these maximum thicknesses may be approved (zero tolerance).
- b) **Stiffness** – The body of the trousers must be sufficiently flexible to meet ISSF stiffness test requirements (minimum of a 3.0 mm depression when using an ISSF-approved stiffness testing device). This requirement will only be tested and enforced at national-level competitions. No measurement below the minimum measurement of 3.0 mm may be approved. Every part of the trousers must be capable of being measured with the 60 mm measuring cylinder. If a jacket part is too small for normal testing, measuring must be done over the seams.
- c) **Fit** - The top of the shooting pants must not fit or be worn higher on the body than 50mm above the crest of the hipbone. The trousers must be loose around the legs.
- d) **Waist Band and Its Closures** - The waistband may not be more than 70 mm wide and may be closed by one hook and up to 5 eyes, up to 5 adjustable snap fasteners, a similar closure or Velcro™. Only one type of closure is permitted. A Velcro™

closure combined with any other closure is prohibited. If the thickness of the waistband exceeds 2.50 mm, a belt is not permitted. If a belt is not worn, the thickness of the waistband may not exceed 3.50 mm. There may be a maximum of seven belt loops, not more than 20 mm in width, with at least 80 mm between belt loops.

- e) **Waist Belt** - To support the shooting pants only a normal waist belt not more than 40 mm wide and 3.0 mm thick or elastic suspenders may be worn if the waistband thickness does not exceed 2.5 mm. The belt buckle or fastener or doubled extension of the belt must not be used to support the left arm or elbow (right-handed athlete) in the standing position.
- f) **Other Fasteners and Closures** - Zippers, buttons, Velcro™ or other similar non-adjustable fasteners or closures may be used in the shooting pants only in the following places:
  - Only one other fastener or closure is permitted in the front to open and close the fly. The fly must not be lower than the level of the crotch.
  - Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70 mm from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg. One fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places on one leg.
- g) **Padding** – Reinforcements or padding may be added to both knees of the shooting trousers. The kneepads must not be wider than half the circumference of the leg and can have a maximum length of 300 mm. Seat pads are not permitted on shooting trousers.

#### 4.6.3 Undergarments and Training Clothing

Clothing worn under the shooting jacket and under the shooting pants must not be thicker than 2.5 mm single thickness or 5.0 mm double thickness. Only normal personal undergarments and/or training clothing that does not stabilize may be worn under the shooting jacket and shooting pants. No thickness measurement greater than these maximum thicknesses may be approved (*zero tolerance*). Jeans or ordinary trousers may not be worn under the shooting pants. If shooting pants are not worn, jeans or ordinary trousers may be worn providing they do not give artificial support to any part of the body. Kinesio, medical or body taping are not permitted unless a temporary exception is approved in accordance with Rule 5.1.4.

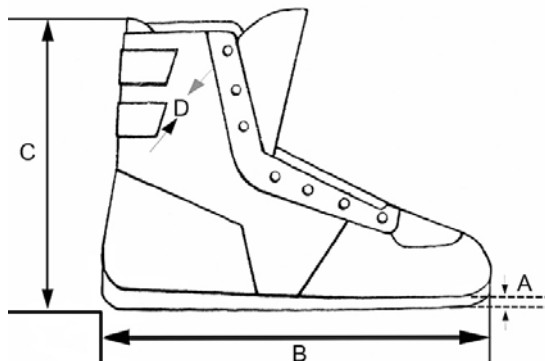
#### 4.6.4 Shoes

Normal street or athletic shoes or special shooting shoes must be worn in all positions. Athletes may not wear sandals or socks or shoot without footwear (*i.e., bare footed*). The shoes worn must be a matched pair. All shoes worn during competitions must comply with the specifications in the chart below. The sole must be flexible at the ball of the foot. As a means of demonstrating the flexibility of the soles on their shooting shoes, athletes must walk normally with the shoes fully laced at all times while on the range (*Normal walking requires a heel down-heel up-toe up sequence with the knees bending.*). Orthopedic inserts or inner soles are allowed, provided they are flexible at the balls of the feet. All shoes must comply with the requirements in the chart (below) and the shoe diagram (next page).

Item		Specification/Restriction
A	Maximum thickness of sole at the toe	10mm/0.4 in.
B	Overall length of shoe	According to size of wearer's foot
C	Maximum height of shoe	Not to exceed two-thirds (2/3) of total length of shoe (B+10mm)



<b>D</b>	Upper Shoe Material	The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4mm/0.16 in., including all lining, when measured on any flat surfaces.
The shoe sole must follow the external curvature of the shoe and may not extend more than 5.0 mm beyond the external dimensions of the shoe. The outside vertical edge of the shoe sole must follow the external curvature of the shoe. The outside edge of the sole may not extend more than 5.0 mm beyond the outside of the shoe (when viewed from above).		



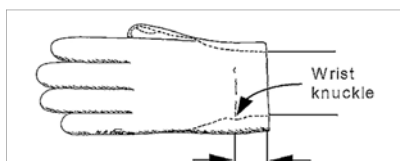
#### 4.6.5 Sling

A shooting sling with a maximum width of 40 mm (1.58 in.) is allowed in the prone and kneeling positions. The sling must be worn only over the upper part of the left arm (right arm for a left-handed athlete) and from there connected to the fore-end of the rifle stock. The sling must pass along one side of the hand and wrist only. No part of the rifle may touch the sling or any of its attachments except at the sling swivel and hand stop. The sling is not allowed in the standing position.

#### 4.6.6 Shooting Gloves

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

- a) **Thickness** – Total thickness must not exceed 12 mm, measuring front and back materials together at any point other than on seams and joints.
- b) **Glove Measurement** - The glove must not extend more than 50 mm above the wrist measured from the center of the wrist knuckle. Any strap or other closure device at the wrist is prohibited. However, a portion of the wrist may be elasticized to enable the glove to be put on, but it must leave the glove loose around the wrist.



- c) **Trigger Hand Glove.** In addition to the shooting glove worn on the hand that supports the rifle, it is permitted to wear a sport glove on the trigger hand.

#### **4.6.7 Kneeling Heel Pad**

A separate piece of flexible, compressible material with maximum dimensions of 20 cm x 20 cm may be placed on the heel in the kneeling position. The kneeling heel pad may be no thicker than 10.0 mm when compressed with the measuring device used to measure rifle clothing thickness.

#### **4.6.8 Clothing Controls**

Competition sponsors or organizers may examine athletes' jackets, trousers and other clothing for thickness, stiffness, and dimensions by using ISSF-approved testing equipment. If clothing testing is done, the approval and disapproval of clothing items and the possible disqualification of athletes shall be done by applying ISSF testing standards and procedures (See Rule 6.7.6 in the ISSF Rules).

### **4.7 OTHER EQUIPMENT FOR SPORTER AND PRECISION CLASSES**

These rules regarding other shooting equipment apply to all three-position air rifle athletes, whether they compete in the Sporter Class, the Precision Class or in Open competition.

#### **4.7.1 Pellets**

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

#### **4.7.2 Kneeling Roll**

One cylindrical roll placed under the right foot or ankle of the right foot (left foot for a left-handed athlete), in the kneeling position is allowed. The roll cannot exceed a maximum of 25.0 cm (10 in.) long and 18.0 cm (7 in.) in diameter. The roll must be made of soft and flexible material. The use of binding or other devices to shape the roll is not permitted. The use of a kneeling roll is optional.

#### **4.7.3 Spotting Scope**

The use of an individual spotting telescope, with stand, to visually observe shots on the target is permitted in both Sporter and Precision classes when paper targets are used. Spotting scopes are not permitted if the range is equipped with electronic targets. Part of a spotting scope stand may be placed ahead of the firing line, but if the firing point has a bench on table, the stand may be placed on, but not ahead of the bench or table.

#### **4.7.4 Rifle Stand or Rest**

An adjustable rifle stand may be used as a rifle rest in standing, providing that no part of the stand is higher than the athlete's shoulders when in the standing position. When used as a rifle rest (standing position) or pellet holder (kneeling position), part of the rifle stand may be placed forward of the firing line, but if the firing point has a bench or table, the rifle stand may not be placed in front of the bench or table. When using a rifle stand, athletes must take care that their rifle muzzle is not pointed towards or near to another athlete when the rifle rests on the stand. The rifle stand may not interfere with athletes on adjacent firing points. If a rifle cradle is attached to a rifle stand, the cradle must be placed no higher than one-third of the distance between the floor and the athlete's shoulders (to prevent stands from easily tipping over and damaging rifles. The athlete must hold any rifle placed on top of the shooting stand; a rifle may not be allowed to rest freely on top of a shooting stand.

#### **4.7.5 Shooting Mat**

One ground cloth or mat of compressible material, with a maximum thickness of 5.0 cm (2 in.), can be used for prone and kneeling positions, provided it is not constructed or used to provide artificial support. A folded mat may be placed under a athlete's position provided the thickness of any folded portion of the mat does not exceed 5.0 cm (2 in.). Additional pads may not be used with shooting mats, whether the shooting mats are provided by athletes or provided by the range for all athletes. Placement of the mat must not interfere with other athletes. If shooting mats are provided by the range for all athletes, a personal mat may not be substituted for the mat provided by the range (Rule 5.5.2 a).

#### **4.7.6 Sound Producing and Communications Systems**

Athletes may only wear sound reducing devices on the firing line. Athletes or coaches may not wear sound-enhancing or receiving devices on or immediately behind the firing points

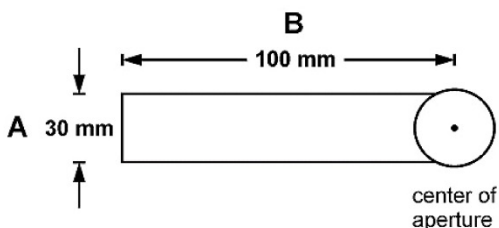
during preparation and competition periods. Athletes may not use personal mobile phones or other hand-held communication devices (i.e., tablets, etc.) or wrist-worn devices (i.e., smart watches) on the firing line. Athletes may use timers, but mobile phones with timer apps and any timers that make audible sounds are not permitted. Spectators and match officials may have mobile phones, but phones must be in the silent mode.

#### 4.7.7 Headgear and Blinders

It is permitted to wear a cap, hat, or visor or to use blinders that comply with Rules 4.7.8 or 4.7.9. The cap or visor must be worn in such a way that it does not touch the rear sight of the rifle or any other object and must not extend more than 80 mm forward of the athlete's forehead. The cap or visor must be worn so that the area on the center of the forehead between the eyebrows may be seen when the athlete is viewed from the side.

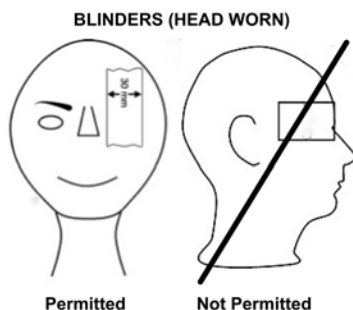
#### 4.7.8 Rear Sight Blinder

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



#### 4.7.9 Head Blinders

It is permitted to use a front blinder over the non-aiming eye that is not more than 30 mm wide (B). It is NOT permitted to use side blinders attached to the hat, cap, shooting glasses, or to a headband. No device or clothing item may protrude below a line from the center of the eye to the top of the ear.



#### 4.7.10 Bipod or Rifle Rest

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

#### 4.7.11 Start Numbers

Competition sponsors may prepare, and issue start numbers to athletes to make it easier for Range Officers, spectators, and media to identify athletes. Start numbers should display

the name of the athlete, the school or club the athlete represents and the athlete's competition or start number. If a competition sponsor provides start numbers, all athletes must wear them unaltered during pre-event training and the competition. Start numbers must be worn on the back and above the waist.

## 5.0 COMPETITION CONDITIONS

### 5.1 SHOOTING POSITIONS

Athletes fire in three different shooting positions, kneeling, prone, and standing. In each position, no part of the body may touch the floor ahead of the firing line. *Note: The rear edge of the marked firing line is the actual firing line.* In the prone position, the left elbow must be behind the firing line. In the standing and kneeling positions, the entire left foot must be behind the firing line. The rifle and other parts of the body may extend over and beyond the firing line as long as no part of the body contacting the floor is on or in front of the firing line. *Note: All position descriptions are for right-handed athletes; for left-handed athletes reverse right and left.*

#### 5.1.1 Prone Position

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

#### 5.1.2 Standing Position

- a) The athlete must stand free, without any artificial or other support, with both feet on the firing point surface.
- b) The rifle must be held with both hands and the shoulder or the upper arm near the shoulder, the cheek, and the part of the chest immediately adjacent to the right shoulder.
- c) The rifle must not touch the jacket or chest beyond the area of the right shoulder.
- d) The left upper arm and elbow may be supported on the chest or on the hip. If a belt is worn, the buckle or fastening must not be used to support the left arm or elbow.
- e) The rifle or any attachments to the rifle must not rest against any other point or object.
- f) The right hand, as it grasps the pistol grip, may not touch the shooting jacket, left hand or arm.
- g) The use of the sling, hand-stop or palm rest is not allowed. Detachable fore-end risers may be used on Precision Class rifles (see Rules 4.4.6 and 4.4.8) or on Sporting Class rifles (see Rule 4.2.4). The sling swivel may remain on a Sporter air rifle if it cannot be removed, but the left hand or glove may not contact the sling swivel. In Sporter air rifle, a sling may remain attached to the arm as long as it is not attached to the rifle or used to support the rifle in any way.

#### 5.1.3 Kneeling Position

- a) The athlete may touch the firing point surface with the toe of the right foot, the right knee and the left foot.
- b) The rifle may be held with both hands and the right shoulder; the cheek may be placed against the stock.
- c) The left elbow must be supported on the left knee.
- d) The point of the elbow cannot be more than 100mm (4 in.) over or 150mm (6 in.) behind the point of the knee (middle of the knee-cap).

- e) A sling may be used to support the rifle, but the fore-end behind the left hand must not touch the shooting jacket.
- f) No part of the rifle may touch the sling or any of its attachments.
- g) The rifle or any attachments to the rifle must not touch or rest against any other point or object.
- h) If the kneeling roll is placed under the right foot or ankle, the foot may not be turned at an angle of more than 45 degrees.
- i) If the kneeling roll is not used, the foot may be placed at any angle. This may include placing the side of the foot and lower leg in contact with the surface of the firing point.
- j) No portion of the upper leg or buttocks may touch the firing point surface.
- k) If the athlete uses the shooting mat, they may kneel completely on the shooting mat, or may have one or two or three points of contact (toe, knee, foot) on the mat. Other articles or padding may not be placed under the right knee.
- l) Only the trousers and underclothing may be worn between the athlete's seat and heel, except that a kneeling heel pad may be used in Precision Class competition (Rule 4.6.7). The jacket or other articles must not be placed between these two points. or kneeling
- m) The right hand or arm may not touch the left arm, shooting jacket or sling.

#### **5.1.4 Athletes with Physical Impairments (temporary or permanent)**

Every effort must be made to encourage and facilitate full participation by athletes with physical impairments, whether the impairment is temporary or permanent. However, an athlete with an impairment may not be given an unfair advantage over other athletes through the use of special accommodations and adaptive firing positions. *Note: For information regarding World Shooting Para Sport (WSPS) SH1 or SH2 competition rules, contact the USA Shooting National Paralympic Coach at [www.USAShooting.org](http://www.USAShooting.org).* Additional information regarding WSPS SH1 or SH2 competition rules is available from WSPS at <https://www.paralympic.org/shooting>.

- a) If an athlete has a physical impairment, whether temporary or permanent, that prevents shooting in a position defined by the shooting position Rules (Rules 5.1.1, 5.1.2, 5.1.3), they may substitute the next more difficult position. Kneeling may be substituted for prone or standing may be substituted for kneeling. Any substitute position must conform to the rules for that position. When a substitute position is used, the time limit for the current stage of fire applies, not the time limit for the substitute position. The Match Director must approve the use of the substitute position. An athlete who cannot sit on their right foot in the kneeling position may substitute a kneeling position in which they sit on their left foot and still fire from the right shoulder.
- b) An athlete who has a cast or temporary medical appliance or medical taping may shoot while wearing that appliance or taping if, in the opinion of the Match Director, it does not provide artificial support or any special advantage. Medical taping in the case of an injury is permitted if it does not provide artificial support, but any medical taping that provides artificial support is prohibited (Rule 4.6.3).
- c) If an athlete with a permanent physical impairment is able to compete by complying with WSPS rules for SH1 classified athletes by using WSPC recognized accommodations (wheelchair, prosthesis, etc.) and adaptive prone, standing, and kneeling positions, they will be allowed to compete in Three-Position Air Rifle competitions for awards after receiving National Jury of Appeal approval. These athletes must apply to the National Jury of Appeal for approval of the accommodations and firing positions they will use. The Council considers that the difficulty of SH1 competition conditions is relatively equal to the regular prone, standing, and kneeling positions and that equal competition is possible.
- d) If an athlete with a permanent physical impairment is only able to compete by complying with WSPS rules for SH2 classified athletes by using WSPS recognized adaptive equipment (rifle stand, loader, etc.), they may compete in Three-Position

Air Rifle competitions for special SH2 awards available through the CMP. *Note: Any club or school with an athlete that may have SH2-type impairments should contact the CMP to work out a plan for that athlete's participation.*

- e) Athletes who receive letters of approval to use SH1 adaptive equipment and positions must bring a copy of the letter of approval with them to all competitions.

## **5.2 COACHING**

Coaching or assisting an athlete during a competition is permitted according to these conditions:

### **5.2.1 Coaching in Sporter Air Rifle**

Coaching athletes on the firing line is permitted in Sporter Class events during the Preparation and Sighting, Changeover and Sighting Stages. When the Preparation and Sighting or Sighting Stages end (**STOP** command), coaching must stop, and the coach must return to the rear of the firing point. If mixed Sporter and Precision Class relays are squadded, Sporter and Precision Class athletes should be squadded on separate areas of the firing line so that Sporter Class athletes may receive coaching assistance without disturbing Precision Class athletes.

### **5.2.2 Non-Verbal Coaching**

Non-verbal coaching is permitted, provided it does not disturb other athletes. Except for coaching permitted in Rule 5.2.1, other forms of coaching or communication such as talking or the use of electronic communications between an athlete and coach while the athlete is on a firing point are prohibited. While on the firing line, an athlete may only communicate verbally with a Range Officer.

### **5.2.3 Coaching During Competitions**

With the exception of the coaching on the firing line permitted in Rule 5.2.1, coaches must remain behind the firing points from the start of the preparation period until the firing line is cleared after the last stage. During the Preparation and Sighting, Changeover, Sighting and Record Fire Stages, an athlete who wishes to speak with a coach behind the firing line must a) leave their rifle grounded on the firing line with the action open and a CBI inserted, b) notify the Range Officer and c) leave the firing line so as not to disturb other athletes. A coach may communicate with a team member during the competition by obtaining permission from a Range Officer. The Range Officer will notify the athlete who must leave their rifle grounded on the firing line with the action open and a CBI inserted and leave the firing point to speak with the coach.

### **5.2.4 Coaching During Finals**

Coaching during Finals is not permitted, except that in a three-position Final (Rule 10.4), verbal coaching is permitted during Changeover Stages.

## **5.3 COMPETITION EVENTS AND TIME LIMITS**

Three-Position Air Rifle competitions must include one or more events defined in this Rule (5.3). Rules 5.3.2, 5.3.3, 5.3.4 describe the courses of fire and time limits for each event recognized by the National Three-Position Air Rifle Council.

### **5.3.1 Special Rules for Three-Position Air Rifle Events**

The following rules apply in selecting courses of fire for a Match Program:

- a) Each position must be timed separately. This ensures that all athletes can compete under relatively equal conditions and that athletes who finish early do not disturb athletes who use their full-time limits. This also makes it possible to score targets more quickly.
- b) Athletes must be called to the line before the first Preparation and Sighting Stage and given a minimum five minutes of time to set up their equipment and begin to prepare their prone (*or kneeling*) position in a combined eight-minute (8) Preparation and Sighting Stage. For each subsequent position (standing and kneeling *or prone and standing*), there must be a five-minute Changeover Stage when athletes can handle their rifles and prepare them for the next position. A separate five-minute Sighting Stage follows each Changeover Stage.
- c) A Final may be included with each event (Rule 10.0, Finals).

- d) For 3x10 events where a majority of athletes are inexperienced and do not have spotting scopes, the Match Director may increase the initial Preparation and Sighting Stage to 15 or 20 minutes to give team coaches additional time to confirm that all team members have sighted in their rifles before the first Record Fire Stage begins.
- e) 3x10 and 3x20 three-position events may be scored in whole ring values, or if VIS scoring or electronic targets are available, they may be scored in tenth-ring values (Rule 8.1.1). 40 or 60-shot standing position events may be scored in whole ring values or, if VIS scoring or electronic targets are available, they should be scored in decimal ring values. Finals are scored in decimal ring values, except when VIS scoring or electronic targets is not available. Match Programs must announce how competition events will be scored.

### 5.3.2 3x10 Three-Position Event

The individual 3x10 Three-Position Event course of fire consists of 10 shots each in the prone, standing, and kneeling positions, fired in that order. Alternatively, the positions may be fired in the ISSF order, kneeling, prone and standing. A Final may be added to the individual event (3X10 plus Standard or Start-from-Zero Final, see Rule 10.0, Finals).

<b>3x10 THREE-POSITION EVENT (P-S-K Order)</b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	PRONE (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>PRONE, 10 record shots</b>	<b>10 minutes</b>
CHANGEOVER	PRONE to STANDING	5 minutes
SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 10 record shots</b>	<b>15 minutes</b>
CHANGEOVER	STANDING to KNEELING	5 minutes
SIGHTING	KNEELING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>KNEELING, 10 record shots</b>	<b>10 minutes</b>

<b><u>3x10 THREE-POSITION EVENT (K-P-S/ISSF Order)</u></b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	KNEELING (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>KNEELING, 10 record shots</b>	<b>10 minutes</b>
CHANGEOVER	KNEELING TO PRONE	5 minutes
PREPARATION AND SIGHTING	PRONE (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>PRONE, 10 record shots</b>	<b>10 minutes</b>
CHANGEOVER	PRONE to STANDING	5 minutes



SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 10 record shots</b>	<b>15 minutes</b>

### 5.3.3. 3x20 Three-Position Event

The individual 3x20 Three-Position Event course of fire consists of 20 shots each in the prone, standing, and kneeling positions, fired in that order. Alternatively, the positions may be fired in the ISSF order, kneeling, prone and standing. If the kneeling-prone-standing position order is used in a competition, the Match Program must state that this position order will be used. A Final may be added to the individual event (3X20 plus Standard or Start-from-Zero Final, see Rule 10.0, Finals).

<b>3x20 THREE-POSITION EVENT (P-S-K Order)</b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	PRONE (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>PRONE, 20 record shots</b>	<b>20 minutes</b>
CHANGEOVER	PRONE to STANDING	5 minutes
SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 20 record shots</b>	<b>25 minutes</b>
CHANGEOVER	STANDING to KNEELING	5 minutes
SIGHTING	KNEELING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>KNEELING, 20 record shots</b>	<b>20 minutes</b>

<b><u>3x20 THREE-POSITION EVENT (K-P-S/ISSF Order)</u></b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	KNEELING (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>KNEELING, 20 record shots</b>	<b>20 minutes</b>
CHANGEOVER	KNEELING TO PRONE	5 minutes
SIGHTING	PRONE (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>PRONE, 20 record shots</b>	<b>20 minutes</b>
CHANGEOVER	PRONE to STANDING	5 minutes
SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 20 record shots</b>	<b>25 minutes</b>

Note: The intent of the National Three-Position Air Rifle Council in offering the ISSF position order, kneeling-prone-standing, as an alternative, is to give coaches and match sponsors opportunities to try this international standard. If the kneeling-prone-standing order is well-received, the intent of the Council is to adopt the K-P-S position order as the standard for future three-position air rifle competitions. This would align the U. S. National Three-Position Air Rifle Program for Juniors with the ISSF standard that now governs all international three-position rifle events.

#### **5.3.4. 60-Shot Standing Event**

The individual standing position course of fire consists of three 20-shot record stages. If electronic targets are used, the 60-shot events may be fired without changeover periods. A Final may be added to the individual event (3X20 plus Standard or Start-from-Zero Final, also see Rule 10.0, Finals).

<b>STANDING EVENT -- 3X20 SHOTS</b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	STANDING (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>STANDING, 20 record shots</b>	<b>25 minutes</b>
Target Change		
SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 20 record shots</b>	<b>25 minutes</b>
Target Change if 3x20 Shots Event is Used		
SIGHTING	STANDING (Unlimited sighting shots)	5 minutes
<b>RECORD FIRE</b>	<b>STANDING, 20 record shots</b>	<b>25 minutes</b>

<b>STANDING EVENT -- 60 SHOTS</b>		
<b>STAGE</b>	<b>POSITION</b>	<b>TIME LIMIT</b>
PREPARATION AND SIGHTING	STANDING (Unlimited sighting shots)	8 minutes
<b>RECORD FIRE</b>	<b>STANDING, 60 record shots</b>	<b>75 minutes</b>

#### **5.3.5 Multiple Course Championships**

A Match Program may provide for a multi-event competition that consists of a total of two or more events or courses of fire that are described in Rules 5.3.2, 5.3.3 or 5.3.4. Multiple-course championships may last one, two or more days.

#### **5.3.6 Team Events (4 X 3X10, 4 X 3X20, 4 X 60 Standing or Best-Four-Count Teams)**

Any competition may also include team events. Team events are conducted for four-person teams where each team member fires one of the individual courses of fire defined in Rules 5.3.2, 5.3.3 or 5.3.4 that do not include a Final. Team events may also be conducted for Best-Four-Count Teams (Rule 3.2.2). Final round scores do not count in team scores.

- a) **Team Members** - A Team consists of four (4) athletes. Each team should have an adult leader who is the Team Coach. Male and female athletes may compete on the same team. No athlete may fire on more than one team in any team event. All team members must be named before the first team member begins the Preparation and Sighting Stage of the competition.
- b) **Team Score** - Team and individual events may be fired concurrently or they may be fired separately. When team and individual events are fired concurrently, the scores fired by each member of a team count for both individual rankings and team rankings. Team scores are calculated by adding the individual scores of the four team members.

## **5.4 TARGETS**

Competitions may be conducted using either paper targets or electronic targets. Only official 10-meter air rifle paper targets with scoring ring dimensions established by the International Shooting Sport Federation (ISSF) may be used. Authorized paper targets bear approved designations of the National Three-Position Air Rifle Council (designated as NC-AR10 or Orion Scoring System) or the ISSF (with ISSF logo). Paper targets may be either single bulls-eye or 10-bulls-eye targets.

### **5.4.1 Sighting Targets**

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

### **5.4.2 Record Targets**

Record targets on 10-bull targets are numbered in consecutive order. On 10-bull targets, the athlete may shoot the record targets in any order, but the targets will be scored as if the athlete fired the targets in the numbered order printed on the target card. When two 10-bull targets are hung for a 20-shot series, the targets must be marked to identify which target is fired first.

### **5.4.3 Changing Targets**

The Range Officer will determine whether coaches, athletes or range officials will change targets. The athlete is responsible for ensuring that the correct targets are hung. If possible, athletes should not be permitted to handle fired targets.

### **5.4.4 Electronic Target Monitors**

When electronic scoring targets are used, the entire screen on firing line monitors must be uncovered and visible to Range Officers.

## **5.5 RANGE SPECIFICATIONS**

### **5.5.1 Distance**

The shooting distance measured from the target to the edge of the firing line stripe closest to the athlete is 10 meters (32 feet, 9.7 inches).

### **5.5.2 The Firing Line and Firing Points**

The firing line consists of the available firing points on a range. A clearly visible firing line stripe must delineate the front boundary of the firing points. *Note: A red or yellow stripe 50-60 mm wide is recommended; the actual front boundary of each firing point is the rear edge of this stripe.* A firing point is the area on the firing line designated for one athlete. The recommended minimum width of each firing point is 1.0 meter (39.4 in.). The recommended minimum length is 2.2 meters (86.6 in.). There must be one firing point for each target. There must be ample room behind the firing points where Range Officers may move freely. Firing points may be furnished with these items:

- a) **Shooting Mats.** A shooting mat approximately 80 cm x 200 cm (31.5" x 78.7") and not thicker than 50 mm (2.0") in the front portion of the mat should be provided for each firing point. If the range does not provide shooting mats, this must be stated in the Match Program.
- b) **Shooting Bench.** A small moveable bench or table approximately 0.70 m to 1.00 m high (27.5" – 39.4") may be provided for each firing point. The nearest edge of

the bench or table must be placed 10 cm in front of the firing line. It can be used to hold an electronic target monitor, or it may be used as a rifle rest or to hold pellets or shooting equipment.

- c) **Chair.** A chair or stool may be provided, but chairs must be removed or placed to the rear of the firing point if the firing point is used for a final.
- d) **Monitor.** If the range has electronic targets, each firing point must have a monitor that displays the scores and precise locations of shots fired on that firing point.

### **5.5.3 Target Location and Numbering**

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

### **5.5.4 Target Heights**

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

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

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

### **5.5.5 Shooting Tables**

On ranges with fixed target heights (with targets or target carriers mounted at standing position height), tables must be provided to raise athletes in the prone and kneeling positions to the height of the targets. The Match Program must inform athletes when tables will be used for prone or kneeling.

### **5.5.6 Lighting**

Indoor ranges should have artificial illumination that provides adequate light on the targets and firing points. While light levels are not regulated, it is strongly recommended that both the target and firing line be well illuminated; with a minimum illumination of 1000 Lux on all targets (*1500 to 2000 lux is recommended*) and a minimum of 800 Lux in the firing line area. Targets must be illuminated evenly, with no glare or shadows on the targets. All targets in a range must have similar lighting.

### **5.5.7 Outdoor Ranges**

Three-Position Air Rifle competitions may be fired on outdoor ranges. Outdoor ranges should be built with overhead covers to protect athletes from the weather. Outdoor ranges should have wind flags visible to the athletes if pellets are exposed to wind during flight. Personal wind flags, wind gauges or similar devices are not permitted. *Note: Wind flags should be 5cm/2 in. x 40cm/16 in. strips of cotton cloth that are placed 2-3 feet high, 5 meters from the firing line, between every two firing points.*

### **5.5.8 Official Bulletin Board**

A location on the range that is easily accessible to athletes and coaches must be designated as the Official Bulletin Board. All official information bulletins and results lists must be posted at this location. An electronic bulletin board or LCD panel display may also be used.

### **5.6 MATCH PROGRAM**

A written document should be prepared to describe the conditions of the competition. This Match Program or "official program" identifies the name of the competition, date(s), location, course of fire (events), time schedule, awards and any special conditions that will apply. The Match Program is a supplement to the Rules. Conditions specified in the Match Program also govern the conduct of the competition, however, nothing in a Match Program may contravene any of these Rules. Range Officers and Jury Members may use the Match Program to decide protests. However, if there is a conflict between the Match Program and these Rules, the Rules shall prevail.

## **6.0 MATCH OFFICIALS AND THEIR DUTIES**

### **6.1 MATCH DIRECTOR**

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

### **6.2 RANGE OFFICERS**

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

### **6.3 JURY**

The Match Director must appoint a three-member Jury if there is a protest filed in accordance with Rule 9.1.2. One member of the Jury must be designated as the Jury Chairman. Jury members should be persons who are familiar with these Rules and have experience in competitions. They may be Match Officials, Team Officials, parents, or athletes in that competition. Jury members may not rule on a matter in which they or their team are personally involved. Decisions by the Jury must be based on applicable Rules or, in cases not specifically covered by the Rules, must be governed by the intent and spirit of the Rules (Rule 1.4). No Jury decision may be made that is contrary to these Rules. Written Competition Protests (Rule 9.1.2) must be decided by a majority of the Jury. Decisions by the Jury may be appealed to the National Jury of Appeal.

### **6.4 EQUIPMENT CONTROL OFFICER**

The Match Director may appoint an Equipment Control Officer and require athletes to have their equipment inspected prior to, during or after (post-competition testing) a competition. The Equipment Control Officer is responsible for checking the rifles, accessories and clothing of both Sporter and Precision Class athletes to assure that their equipment complies with the rules.

Equipment control examinations are not mandatory, but clubs or teams that regularly conduct competitions are encouraged to acquire trigger weights and other testing equipment so they can conduct minimal equipment checks.

### **6.5 STATISTICAL OFFICER**

The Chief Statistical Officer or Statistical Officer is responsible for all phases of results production during a competition. The Statistical Officer is directly responsible to the Match Director. When Visual Image Scoring (VIS, rule 8.3) is used, the Statistical Officer should be someone who has training and experience in the proper use of the VIS system. The Match Director and Statistical Officer must appoint and train sufficient scorers to score all targets in a timely manner, according to these Rules. In a small competition, the Statistical Officer may also be a target scorer. The Statistical Officer must retain all fired targets or computer logs (electronic targets) until the expiration of the time allowed for challenges and protests. The Statistical Officer must ensure that preliminary results are posted on the Official Bulletin Board in a timely manner and that a Final Results Bulletin is provided for team officials and athletes.

### **6.6 TECHNICAL OFFICER**

When electronic targets (EST) are used, the Technical Officer operates the match management system software and targets. Technical Officers must be trained and experienced in EST operations and know how to resolve EST complaints.

### **6.7 SCORERS**

Scorers appointed by the Match Director or Statistical Officer are responsible for fairly and impartially scoring targets. Scorers can be other Match Officials, team officials or parents, but cannot be athletes. Scorers must be trained in the method of scoring used at that competition (VIS, EST, or manual).

### **6.8 TEAM COACH**

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

## **7.0 COMPETITION PROCEDURES**

### **7.1 ENTRIES**

Individual and Team entries must be completed before the start of the competition. The athlete or team coach is responsible for properly completing entry forms.

### **7.2 FIRING POINT ASSIGNMENTS (SQUADDING)**

All athletes entered in a competition must be squadded or assigned to firing points through a random draw. Members of a team may be assigned to adjacent firing points on the same relay if those blocs of firing points are determined by the drawing of lots. When there are team events, any scheduled relay must have athletes from two or more teams.

### **7.3 EQUIPMENT CONTROL**

#### **7.3.1 Pre-Competition Testing**

Match Officials may require athletes to have their equipment and clothing checked prior to a competition to ensure that it complies with these rules. Range Officers may also spot-check or check equipment or clothing on the line prior to the start of a competition. Team Officials and athletes must be informed in sufficient time before the competition regarding where and when they may have their equipment inspected. If an athlete's rifle or equipment fails a pre-competition test, the fault may be corrected, and the rifle or equipment may be retested.

#### **7.3.2 Athlete Responsibility**

If a competition has an equipment inspection, all athletes must report to the equipment control location prior to the start of the competition wearing their shooting clothing, with all equipment they will use.

### **7.3.3 Inspection Verification**

When equipment inspections are conducted, athletes and the equipment control staff must complete an equipment control card or checklist. The athlete must retain this equipment control card with their equipment during the competition. A distinctive seal should be placed on major equipment items after they pass inspection.

### **7.3.4 Post-Competition Testing**

Match Officials may also conduct post-competition tests for randomly selected athletes after a three-position course of fire is finished. If an athlete's rifle or clothing fails a post-competition test and a Range Officer or other Match Officials verifies that the test was done correctly, the athlete's score for that competition (event) must be disqualified.

## **7.4 FIRING PROCEDURES AND RANGE OFFICER COMMANDS**

The conduct of firing during three-position or standing position events may be done in two ways:

### **7.4.1 Voice Commands**

The Range Officer conducts all stages of fire by using commands and procedures specified in this section (Rule 7.0). Events with Finals must use commands and procedures for Finals (Rule 10). Range Officer scripts with these procedures and commands are found on pages 66-91.

### **7.4.2 Electronic Targets with Automated Firing Procedures**

If electronic targets with **START-STOP** signals that are visible on the target and range commands that are visible on competitor monitors are used, the automated commands and instructions shall be used to control all phases of events that have **START-STOP** signals and time warnings. *Note: A Range Officer Script for conducting an event with automated procedures is found on pages 74-77.*

## **7.5 CALL TO THE FIRING LINE**

After targets are hung or prepared, the Range Officer must call athletes to the firing line a minimum of five (5) minutes prior to the start time for the Preparation and Sighting Stage with the command **YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE....** After this call to the firing line, athletes may place their equipment on their firing points and begin their preparations. During this time, athletes may handle their rifles, get into their firing position and do holding or aiming exercises, but they may not remove CBIs, close rifle actions or dry fire.

## **7.6 PREPARATION AND SIGHTING STAGE**

A minimum of five minutes after athletes are called to the firing line, they must be given an eight (8) minute Preparation and Sighting Stage before the start of Record Firing in the prone position (or kneeling if the alternative K-P-S firing order is used). This stage begins with the command **PREPARATION AND SIGHTING STAGE...TIME LIMIT EIGHT (8) MINUTES...START**. Athletes may continue to prepare their prone positions, remove CBIs, dry fire, and fire unlimited sighting shots. When the command **START** is given, athletes are authorized to load and fire when they are ready to begin sighting shots. The Range Officer must inform athletes when 30 seconds remain in the Preparation and Sighting Stage by announcing **THIRTY SECONDS**. At the end eight (8) minutes, the Range Officer will command **STOP**. After the command **SIGHTING SHOTS...STOP** between the Sighting and Record Stages, rifles may remain loaded and in position ready for the **RECORD FIRE START** command. If electronic targets are used, a pause to change the targets to Record Fire is necessary.

## **7.7 RECORD FIRE STAGES**

When the targets are ready for record fire, the Range Officer will command **PRONE (or STANDING, or KNEELING) RECORD FIRE...20 SHOTS IN A TIME LIMIT OF 20 MINUTES (25 minutes for standing) ...START**. See Rule 5.3.2 for 3x10 time limits. The record fire time begins with the command **START** and ends with the command **STOP**. No sighting shots may be fired during this stage. After athletes fire the last shot in each Record Fire Stage, they must open their rifle actions, insert CBIs, and ground their rifles on the floor or bench. After grounding or benching their rifles, athletes may make sight, stock or accessory adjustments or changes on their rifle, but they may not handle their rifles after the command **STOP-UNLOAD** is given. The Range Officer may command **STOP-UNLOAD** before the shooting time expires if all athletes finish firing before the end of the time limit.

### **7.7.1 FIVE (5) MINUTE WARNING**

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

#### **7.7.2 TWO (2) MINUTE WARNING**

The Range Officer must inform athletes of the time remaining at two (2) minutes before the end of the shooting time with the command **TWO MINUTES REMAINING**. The five- and two-minute warnings are advisory. Athletes are responsible for finishing within the official time limit even if time warnings are inadvertently not given.

#### **7.8 POSITION CHANGEOVER STAGES**

After the prone and standing Record Fire Stages, athletes must be given five (5) minute Changeover Stages before the start of the Sighting Stages for the next position. If targets are changed after each position, the Changeover Stage may not begin until target changing is complete and Range Officers or other personnel have returned from downrange. The Changeover Stage begins when the Range Officer commands **YOUR FIVE-MINUTE CHANGEOVER STAGE BEGINS NOW**. During Changeover Stages, athletes may set up their equipment for the next position, handle their rifles and get into a standing or kneeling position. After they are in their firing position, they may remove CBIs and do aiming exercises or dry fire, but they may not load or fire their rifles.

#### **7.9 SIGHTING STAGES FOR STANDING & KNEELING (OR PRONE & STANDING)**

The Sighting Stages before the second and third positions are five (5) minutes. At the end of the Changeover Stage, the Range Officer will command, **STANDING (or PRONE), or KNEELING (or STANDING) SIGHTING STAGE...TIME LIMIT FIVE (5) MINUTES...START**. During this stage, athletes may load their rifles and fire unlimited sighting shots. The Range Officer must inform athletes when 30 seconds remain in the Sighting Stage by announcing **THIRTY SECONDS**. At the end of five (5) minutes, the Range Officer will command **STOP**. After the command **STOP** between the Sighting and Record Stages, rifles may remain loaded and in position ready for the **RECORD FIRE START** command. If electronic targets are used, a pause to change the targets to Record Fire is necessary. When the targets are ready, the Range Officer will proceed with the commands for the Record Fire Stage (Rule 7.7).

#### **7.10 LEAVING THE FIRING LINE OR REMOVING EQUIPMENT**

If, during any Preparation and Sighting, Changeover, Sighting or Record Firing Stage, an athlete wishes to leave the firing line for any purpose they must a) leave their rifle grounded on their firing point with the action open and a CBI inserted, b) notify the Range Officer and c) leave the firing line so as not to disturb other athletes. If athletes complete firing before the time for Record Fire ends, they may leave the firing line, but they may not remove their equipment from the firing line until the command **STOP** is given at the end of the shooting time and the Range Officer has checked their rifles to be sure they are safe to be removed. Rifles and equipment may be removed from their firing points only after firing is complete and the Range Officer has given instructions to athletes to remove their equipment, except that a cleared rifle may be removed to refill a cylinder or repair a malfunction with the permission of the Range Officer (see Rule 7.16). *Note: This is to prevent disturbing athletes who are still firing.*

#### **7.11 DRY FIRING**

Dry firing is releasing the trigger mechanism on a cocked rifle without releasing a propelling charge (air or CO<sub>2</sub>). Athletes may dry fire during Preparation and Sighting, Changeover, Sighting and Record Fire Stages as long as a propelling charge is not released. *Note: Not all air rifles are capable of dry firing when air or CO<sub>2</sub> cylinders are attached.*

#### **7.12 RELEASE OF PROPELLING CHARGE**

- a) Any propelling charge released without loading a pellet during a Record Fire stage must be scored as a miss.
- b) If a propelling charge is released without loading a pellet after athletes have been called to the line (Rule 5.3.1 b) and before the Preparation and Sighting Time starts or during a Changeover Stage, the athlete must be given a warning for the first offense. For a second or any subsequent offences, two points must be deducted from the score of the first competition shot.
- c) An athlete may discharge air or gas without loading a pellet during any Preparation and Sighting or Sighting Stage because sighting shots do not count in an athlete's



score. *Note: Athletes often release propelling gas without loading a pellet during sighting shots to stabilize the firing mechanism.*

### **7.13 SIGHTING AND RECORD SHOTS**

Only one pellet may be loaded at a time, regardless of whether the rifle has a clip or magazine.

#### **7.13.1 Sighting Shots**

Sighting Shots are practice or warm-up shots that do not count in the athlete's score. Unlimited sighting shots may be fired only during the Preparation and Sighting or Sighting Stage for each position (Rule 5.3). No sighting shots may be fired during any Record Fire Stage unless the Range Officer authorizes them. The Range Officer may authorize sighting shots to be fired during a Record Fire Stage if there is a malfunction, interruption or the athlete must be moved to another target. Any shots fired on any sighting bull on a 10-bull target after record fire starts that were not authorized by the Range Officer shall be scored as misses. If counting illegal sighting shots as misses yields more than 10 record shots on a target, the last shots (by bull number) on that target must be nullified.

#### **7.13.2 Record Fire Shots**

Record Fire shots are shots that count in the athlete's score. Only one Record shot may be fired at any record bull. Any shot fired after the command **START** is given for the Record Fire stage, including any discharge of propelling gas or accidental discharge, must be scored as a Record shot whether it hits the target or not.

### **7.14 SPORTS PRESENTATION AND MUSIC**

"Sports presentation" is the use of audio, visual and electronic techniques to enhance the presentation of shooting competitions for participating athletes, spectators, and visitors. Sports presentation techniques include announcer commentary about the competition and the athletes, introductions of participating athletes, the use of video presentations to display preliminary scores and rankings, the use of music to improve the audio environment and steps to facilitate spectator attendance at competitions. Appropriate music may be played prior to firing, during competition events (qualification) and during finals. Music must be played at a level that permits range commands and instructions to be heard.

### **7.15 IRREGULAR SHOTS**

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

#### **7.15.1 Shots Fired Before the Command START**

A shot fired before the command **START** for a Preparation and Sighting or Sighting Stage must be scored as a miss on the first competition shot.

#### **7.15.2 Shots Fired After the Command STOP**

A shot fired after the command **STOP** at the end of a Preparation and Sighting or Sighting Stage and before the command **START** for a Record Fire Stage must receive a penalty of two (2) points on the first competition target (bulls-eye). A shot fired after the command **STOP** at the end of a Record Fire Stage must be scored as a miss on the last competition target (bulls-eye).

#### **7.15.3 Shots Fired After an Emergency STOP Command**

If an emergency **STOP** command must be given during a Sighting or Record Fire Stage and an athlete inadvertently fires a shot after an unexpected **STOP** command, a warning must be given, but any Record shot fired must be counted. Any additional shots fired after the emergency **STOP** command must be scored as misses or may result in disqualification if safety is involved (Rule 7.20.3).

#### **7.15.4 Sighting Shots Outside of the Sighter Guard Ring**

If a sighting shot on a 10-bull target is outside of the sighter bull guard ring, the athlete must immediately call the Range Officer. The Range Officer must note the location of this and any subsequent sighting shots that are outside of the guard ring. The Range Officer must mark these shots as sighter shots after the target is returned. These marked shots will not be scored.

### **7.15.5 Loaded Rifle After STOP-UNLOAD Command**

If a pellet is still in the rifle after the command **STOP-UNLOAD** command is given, the athlete must remain in position with the muzzle pointing downrange and immediately inform the Range Officer by raising their hand. The Range Officer must then direct the athlete to unload the rifle by firing it into the backstop or a pellet discharge container (PDC). This shot must not be fired at a Record target and may not count as a Record shot. (See Rule 2.8)

### **7.15.6 Shots Not Fired**

Any Record shots that are not fired within the time limit must be scored as miss(es) on the last competition target(s) (bulls-eyes) equal to the number of record shots that are not fired.

### **7.15.7 More Than One Shot on a Target (bulls-eye) in One Position**

When an athlete fires more than one shot on one target (bull) during a three-position event, they will not be penalized for the first two (2) such occurrences in a three-position event if they leave a subsequent target (bull) on a target for the same position open (unfired). The lowest scoring shot must be assigned to the target without a shot. The athlete must be given a two (2)-point penalty for the third and all succeeding occurrences. Penalties for the third or subsequent occurrence must be assigned to the lower value shot that is transferred.

### **7.15.8 Too Many Shots in a Position**

If an athlete fires too many shots in a position (11 or more shots on one series or target card in a 3X10 event, 21 or more shots on two series or target cards in a 3X20 event), the extra shots must be annulled, and a two (2) point penalty must be given for each excessive shot.

- a) If single-bull paper targets or electronic targets are used, the last shot(s) fired in that position must be annulled and a two-point penalty for each excessive shot must be deducted from the lowest value shot(s) or the lowest value shot(s) in the first series (target card).
- b) If one 10-bull target is fired, score the ten (10) lowest value shots (annul the highest value shots) and assign a two-point penalty for each excessive shot to the lowest value shot(s).
- c) If two 10-bull targets are fired, score the twenty (20) lowest value shots (annul the highest value shots on either target) and assign a two-point penalty for each excessive shot to the lowest value shot(s) in the first series (target card).

### **7.15.9 Crossfires**

A crossfire occurs when an athlete fires a shot on the target of another athlete or fires a shot on their own target for a position other than the position being fired (internal crossfire). If an athlete crossfires a sighting shot onto a sighting target of another athlete during a Preparation and Sighting or Sighting Stage, they must not be penalized. If an athlete crossfires a Record shot on the target of another athlete or on the target for another position, the shot must be scored as a miss. If an athlete receives a crossfired shot, and it is impossible to determine which shot is theirs, they will receive the value of the highest undetermined shot.

### **7.15.10 Disclaimed Shot**

If an athlete disclaims a shot on their target, they must immediately notify the Range Officer. The Range Officer will direct the athlete to fire one additional shot (if shooting on paper the Range Officer will need to use a spotting scope to identify the additional shot). After the stage is complete the Range Officer will investigate to determine whether the athlete fired the disputed shot. This may include inspection of the target, interviewing athletes on adjacent firing points for possible cross fires, and if electronic targets are used, the timing of shots for irregularities. If the Range Officer can reasonably confirm that the athlete did not fire the disputed shot it will be nullified, and the additional shot will be counted. If the Range Officer cannot confirm this, the disputed shot value must be credited to the athlete and the additional shot will be nullified.

### **7.15.11 Double Loading**

If an athlete loads two pellets and fires both at the same time, the Range Officer must be notified. If the Range Officer determines that two shots on the target (*both are usually low*) are the result of a double loading, the highest value shot will be scored, and the lowest value shot will be nullified. The Range Officer must note the location of the nullified shot and mark

this on the target after the line is cleared. If an athlete loads and fires two pellets while firing sighters and one or both shots hit outside of the sighter guard ring, they must notify the Range Officer immediately so the shot can be marked according to Rule 7.15.4.

### **7.16 INTERRUPTIONS**

When an athlete is interrupted while shooting, moved to another firing point or must stop shooting during the competition **through no fault of their own** and the interruption is not due to a rifle or equipment malfunction, they must be allowed to complete that stage of fire on the current relay or on another relay within the amount of time remaining when the interruption occurred. Additional time and sighting shots shall be allowed in accordance with this Rule.

#### **7.16.1 Interruptions of Less than Five Minutes**

If an interruption lasts less than five (5) minutes, the athlete must be given additional time to complete the stage of fire equal to the amount of time lost, but no additional sighting shots will be permitted, unless the athlete is moved to another target.

#### **7.16.2 Interruptions of More than Five Minutes**

If the interruption lasts more than five (5) minutes, the athlete must be given additional unlimited sighting shots and additional time equal to the amount of time lost plus two (2) additional minutes of extra time to fire unlimited sighting shots and complete the stage of fire on the current relay or a later relay.

#### **7.16.3 Interruptions Requiring the Athlete to be Moved or Resquadded**

If the athlete is moved to another target or resquadded to complete the stage of fire on another relay, the athlete must be given additional time equal to the amount of time remaining when the interruption occurred plus two (2) minutes of extra time to fire unlimited sighters and complete the stage of fire.

#### **7.16.4 Interruptions of Entire Range**

If shooting on an entire range or section of a range is interrupted, all athletes must be given that amount of additional time when firing resumes. If shooting is interrupted for more than five (5) minutes, all athletes must be given additional unlimited sighting shots and an additional two (2) minutes to complete the stage of fire.

### **7.17 MALFUNCTIONS**

A malfunction occurs when an athlete's rifle or equipment does not function correctly. Any athlete who has a malfunction must notify the Range Officer immediately. Additional sighting shots or a replacement will not be allowed if the athlete fails to notify the Range Officer before repairing or correcting a malfunction.

#### **7.17.1 Malfunction Procedures**

The athlete or their coach may repair the malfunction after notifying the Range Officer. If the rifle or equipment cannot be repaired, or if the rifle cannot be safely aimed or fired, it may, with the approval of the Range Officer, be replaced. A broken sight or other item of equipment may, with the approval of the Range Officer, be replaced. After a malfunction repair or rifle or sight replacement, an athlete may at their request be authorized to shoot additional sighting shots, but all sighting shots and any unfired record shots must be completed within the authorized time limit. No additional time may be authorized for a malfunction repair or replacement, except when the malfunction occurs after the five-minute warning, two (2) additional minutes of extra time shall be given to complete any sighters and unfired record shots.

#### **7.17.2 Low Gas Pressure**

No additional time or sighting shots will be allowed to compensate for time lost to change or fill a compressed air or CO<sub>2</sub> cylinder. It is the responsibility of the athlete to arrive at the firing line with a properly charged gas cylinder.

#### **7.17.3 Improper Loading**

If an athlete loads two or more pellets at one time or fails to close the bolt/action properly so that air is expelled when the shot is fired, or fails to properly charge a pneumatic air rifle (i.e. short stroke), any shots fired during a Record Fire stage must be scored as Record shots, except that when two pellets are loaded and fired at one time, the lowest value shot must be nullified (see Rule 7.15.10). An athlete who thinks they may have loaded two pellets or may have forgotten to load a pellet may call a Range Officer and ask permission to

discharge that shot into a Pellet Discharge Container or the backstop or have the Range Officer use a cleaning rod to clear the barrel. A Range Officer must be present with the athlete and supervise the clearing of the barrel. No extra time is allowed for this.

#### **7.17.4 Shots Fired When a Malfunction Occurs**

Any shot fired with low gas pressure that was caused by the athlete's failure to properly charge or load the rifle properly or have sufficient gas in the rifle's air or CO<sub>2</sub> cylinder must be scored as a record shot. A shot fired with low gas pressure that was caused by a rifle malfunction such as a broken seal or gas leak may be nullified and refired. A shot fired when a malfunction occurs (*i.e., a shot fires when the action is closed due to a trigger malfunction*) may be nullified and refired if the Range Officer concludes that the shot discharge was not the fault of the athlete. To nullify such a shot the Range Officer or an Armorer must examine the rifle and determine that the trigger mechanism was properly adjusted (Sporter rifle triggers may be weighed) and that it was not caused by accidentally hitting the trigger while closing the action or handling the rifle. Such a shot cannot be nullified if the Range Officer determines that the trigger adjustment was too light (Sporter rifles) or had too little engagement. If a Sporter rifle trigger is weighed and does not lift 1.5 pounds, disqualification may be imposed according to rules 4.2.3 and 7.20.2. Any second or subsequent occurrences of such a malfunction must be scored as record shots.

#### **7.17.5 Replacing Cylinders**

If an athlete has to replace or refill an air or CO<sub>2</sub> cylinder because it was not properly filled before an even starts, this may be done with the approval of the Range Officer, but no additional time may be allowed. An athlete who must replace or refill a cylinder must insert a CBI in their rifle, have the Range Officer clear the rifle and then remove it from the firing line to replace or refill the cylinder.

### **7.18 LATE ARRIVALS**

An athlete who arrives late for a scheduled relay on which they were squadded will be permitted to start, but no extra time will be allowed. Arrival is when an athlete arrives at their assigned firing point with equipment, ready to fire. If an athlete arrives during the Sighting time, they may fire Sighting shots during the time that remains, but no additional Sighting time may be given. If an athlete arrives after Record Fire has begun, they will be permitted to start, but no extra time will be given, and no Sighting shots will be permitted. If an athlete can demonstrate that their delayed arrival was due to circumstances beyond their control (*i.e., extenuating circumstances*), they may be resquadded on another relay or permitted to start at a later time if this does not delay the scheduled start of a Final.

### **7.19 SPECTATORS AND MEDIA**

Match sponsors should encourage and assist spectators and media during competitions. Spectators must remain behind the firing points and may not communicate with athletes except when a Range Officer gives permission for an athlete to speak with someone behind the firing line. A Ready Line may be designated to restrict the forward movement of persons who are not firing or officiating. The Range Officer may give photographers special access or permission to photograph athletes from the area immediately behind the firing line. Spectators and media must be allowed to speak in normal tones. Spectators are allowed to talk and cheer during competitions but calling out specific instructions to an athlete is illegal coaching (Rule 5.2) and is not permitted. Calling out an athlete's name as a way to harass or distract him/her is not permitted (Rule 7.20.5). Spectators or photographers may not use flash photography during competitions. Cell phones and other communication devices must be turned off or placed in silent mode while competitions take place.

### **7.20 PENALTIES FOR RULE VIOLATIONS**

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

#### **7.20.1 Open Violations**

In the case of open violations of the Rules (*rifles, clothing, position, etc.*), where there is no clear evidence that the athlete gained or sought to gain an unfair advantage, the Range Officer must first give a warning so that the athlete has an opportunity to correct the fault.

Whenever possible, the warning should be given during the Preparation and Sighting, Changeover or Sighting Stages. The athlete must correct the fault before continuing the competition. No additional Sighting shots or extra time will be allowed. If the athlete continues to fire without correcting the fault, two points must be deducted from their score. If the athlete still does not correct the fault after the deduction of points, they must be disqualified. Open violations, where Rule 7.20.2 does not apply, discovered after an athlete completes firing, may not be penalized, but the athlete must be advised of the fault so it can be corrected.

#### **7.20.2 Concealed Violations**

In the case of deliberately concealed violations of the Rules where an athlete gained or sought to gain an unfair advantage over other athletes, the athlete must be disqualified. Concealed violations include any instance where an athlete alters equipment from a legal to an illegal condition after equipment control checks before or during the competition. Athletes may be disqualified for concealed violations discovered after the athlete completes firing if the concealed violation was used during the competition to gain an unfair advantage. Disqualifications may only be imposed by the decision of at least two Match Officials such as a Range Officer and the Match Director after the violation is explained to the athlete and they are given an opportunity to respond. The Jury may also impose disqualifications.

#### **7.20.3 Safety Violations**

In the case of a serious, blatant, or dangerous rifle-handling violation where the safety of another person is endangered, the athlete may be disqualified by the decision of at least two Match Officials such as a Range Officer and the Match Director or by a decision of the Jury.

#### **7.20.4 Coaching Violations**

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

#### **7.20.5 Unsportsmanlike Conduct**

In the case of unsportsmanlike conduct (*i.e., cheating, disobeying instructions of Match Officials, disturbing other athletes, altering targets, falsifying scores, purposely damaging range equipment, disorderly conduct, dishonesty, inappropriate behavior, or language, etc.*) the Match Director or Jury may impose penalties including a warning, deduction of points or disqualification, depending on the severity of the violation. Any coaches or spectators who violate this rule may be directed to leave the vicinity of the firing line. For very serious violations such as altering targets, falsifying scores or the physical or verbal abuse of other persons, the Match Director may refer the matter to the National Council. After hearing all concerned persons, the Council may suspend the person who commits such acts from further competitions for a time appropriate for the violation.

## **8.0 SCORING TARGETS**

### **8.1 VALUES OF SHOTS**

The values of all record shots fired in a competition must be scored, totaled, and ranked in accordance with these rules.

#### **8.1.1 Shot Values**

Shots may be scored in full ring values or, if electronic targets or electronic scoring (visual image electronic scoring) are used, shots may be scored in decimal ring values, if elected by the match sponsor and announced in advance in the match program.

#### **8.1.2 Scoring Methods**

Shot values may be determined by the manual scoring of paper targets, the use of electronic targets or a visual image electronic scoring system approved by the National Three-Position Air Rifle Council. Current National Council approved 10m electronic targets are produced

by DISAG, Kongsberg (KTS), Megalink, Meyton, Orion Athena and SIUS AG. The Orion Scoring System (*VIS electronic scoring*) is approved by the National Council for scoring targets. All shots fired in one competition must be scored with only one method of scoring, except that a Match Program may provide for exceptions for virtual matches or for competitions on ranges that have both electronic and paper targets.

### 8.1.3 Determining Shot Values

In paper target scoring, a shot is given the score of the highest value scoring ring that is hit or touched by that shot. In electronic target or visual image scoring, a shot is given the score that corresponds to the distance of the center of the shot hole from the center of the target.

### 8.1.4 Scoring Inner Tens

Inner tens are used to break ties when full ring scoring is used. An inner ten is a shot where the shot hole completely covers the 10-ring dot (*paper targets*) or where the center of the 4.5 mm shot hole is located within 2.0 mm or less of the center of the 0.5 mm ten ring ( $R \leq 2.0$  mm, *electronic or VIS scoring*).



To score an Inner Ten with an **INWARD** gauge, the ten dot must be completely covered. If the dot is not covered (upper left), the shot is not an Inner Ten. If the edge of the dot just barely protrudes (upper center), the shot is not an Inner Ten. If the dot is completely covered (upper right), the shot is scored as an Inner Ten.

### 8.1.5 Misses

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

### 8.1.6 Irregular Shots

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

### 8.1.7 Scoring Integrity

Match Directors must make special efforts to ensure that scoring is done with absolute fairness and impartiality. In manual paper target scoring, scorers should not know which athletes' targets they are scoring (use athlete numbers, place names on target backs, etc.). Coaches or team officials should not score the targets of their own team members.

### 8.1.8 Score Posting

As soon as targets are scored, the scores of all targets must be totaled and posted on the Official Bulletin Board and, if possible, posted electronically or in other areas of the range so that all scores are available to all participating athletes and coaches.

## 8.2 SCORE PROTESTS

### Scoring Inner Tens with an 11.5mm OUTWARD Gauge

When using an 11.5mm OUTWARD air pistol gauge, read the outside edge of the gauge on the seven (7) ring using the OUTWARD scoring gauge method described and illustrated in Rule 8.3.2 on page 38. If the outside edge of the gauge is tangent to or inside of the outside edge of the seven (7) ring, the shot is scored as an Inner Ten. If the outside edge of the gauge is outside of the outside edge of the seven (7) ring, the shot is not an Inner Ten.

After scores are posted on the Official Bulletin Board, a scoring protest period must be provided when athletes and coaches have an opportunity to see their scored paper targets and to protest any shot values or scores they believe were scored, recorded, or added incorrectly. **The purpose of scoring protests is to correct errors, not to rescore shots that have already been scored with an approved means of scoring** (Rule 8.1.2). If electronic targets are used, the scoring protest period ends 10 minutes after scores are posted. When manual scoring is used, the scored paper targets must be made available for viewing in such a way that athletes or team officials do not handle their own targets. The scoring protest period for paper targets must give athletes sufficient time to see their targets but should not be longer than 30 minutes after scored targets are available for inspection. The expiration time of the scoring protest period must be posted when scores are posted. Scoring protests must be submitted during the protest period. At the end of the protest period, scores become final.

#### **8.2.1 Who May Protest Scores**

Athletes must submit scoring protests for their own targets. If special circumstances prevent athletes from making score protests, the Statistical Officer may allow team coaches to make score protests.

#### **8.2.2 Protests of Shot Values During Finals**

Protests of the value of a shot in a final must be made before the next final round shot is fired or immediately after scores on paper targets are announced.

#### **8.2.3 Protests of Other Team or Individual Scores**

Athletes and team coaches may not protest the scores or targets of other athletes or teams unless there is a recording, tabulation, or other obvious error.

#### **8.2.4 Score Protest Fees**

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

**8.2.5 Decisions on Protested Shots.** The Chief Statistical Officer, Statistical Officer, or another qualified Match Official designated by the Match Director shall be responsible for deciding protested shots. Their decision on shot scores and numbers of shots is final and may not be appealed.

### **8.3 VISUAL IMAGE SCORING SYSTEMS**

#### **8.3.1 Definition**

A Visual Imaging Scoring (VIS) system is any system that uses computer vision techniques (i.e., scanning, digitizing, etc.) to score targets. VIS systems must include a quantified metric that evaluates the accuracy of each scored shot.

#### **8.3.2 Approved systems**

The Orion Scoring System is approved as a VIS system for National Council sanctioned competitions.

#### **8.3.3 Scoring rings on VIS Targets**

When paper targets are scored with a VIS system, the scoring rings printed on those targets are only to be used for the athletes' reference. Those scoring rings may not be used with any manual scoring method to check or rescore the value of a shot that was scored with a VIS system. *Note: This is because the VIS and manual scoring systems use different methods to determine scores. The VIS system calculates distances from the center of the target to the center of the shot hole while manual scoring compares the edge of a shot hole with the edge of a scoring ring.*

#### **8.3.4 Visual Image Electronic Scores**

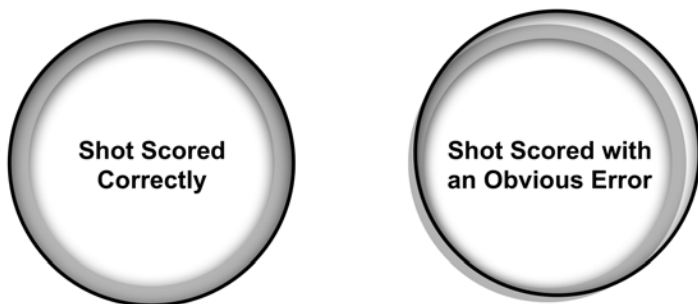
Scores determined by approved VIS systems are final unless protested in accordance with Rules 8.2 and 8.3.5. During VIS scoring, the Statistical Officer or Scorer may correct obvious scoring errors, such as failure to locate a shot, multiple shots on a bull, paper tears, etc.).

#### **8.3.5 Requests for Re-Evaluation of Visual Image Scores**

The score of an individual shot may be re-evaluated by the Statistical Officer on request from an athlete. An athlete must designate the specific shot(s) to be re-evaluated.

- a) The Statistical Officer must evaluate the indicated shot by examining the original scanned image to determine if the shot location was correctly identified. To evaluate, the Statistical Officer must decide if there is an obvious error, that is when the scored shot is not a reasonable interpretation of the actual shot location (see diagram). If the Statistical Officer concludes that there is an obvious error, they must make a manual correction of the shot location.
- b) The Match Director may charge a re-evaluation fee or not more than \$3.00 per shot or such fees may be waived.
- c) Only manual modifications for correcting obvious errors are allowed. Rescoring a shot is prohibited.
- d) Statistical Officers are authorized to inspect any shot fired by any competitor and make manual modifications in cases of obvious errors.

### Shot Score Verification — VIS Scoring System



**On rare occasions, a badly torn or irregular shot hole will cause the VIS system to misread the shot hole location. The diagram shows a shot that is scored correctly with VIS scoring ring aligned over the shot hole (on left). The diagram also shows an incorrectly scored shot with the scoring ring misaligned. As a guiding principle, if the VIS scoring ring is misaligned by two scoring ring widths or more, the Statistical Officer may rule that this is an obvious error and make a manual correction to the scoring ring location and score.**

## **8.4 ELECTRONIC TARGETS (EST)**

### **8.4.1 Electronic Target Scores**

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

### **8.4.2 Protests or Complaints for Electronic Targets with Paper Bands**

When electronic targets with paper bands (witness strips) are used, an athlete who believes a shot has not registered (complaint) or who believes a shot or series of shots was scored incorrectly (protest) must immediately notify a Range Officer. The protest or complaint must be made before the next shot is fired, except when the paper band fails to advance) or within three (3) minutes after the last shot.

- a) **Shot Does Not Register.** When a shot fails to register and the paper band is advancing, the Range Officer will direct the firing of an additional shot (*Note: If a missing shot is reported on an Athena target, the Range Officer should first check the validation photo before directing the firing of an additional shot.*). If this additional shot fails to register, the athlete must be moved to another firing position, be given additional sighting shots, and be permitted to re-fire the shots that failed to register before continuing with the remaining Record shots. If the additional shot registers,



the athlete must continue firing on that target. At the end of the relay, the missing shot (shot that failed to register) must be found on the paper strip or displayed on the validation photo in an Athena target. If it is not found, the missing shot must be scored as a miss (0) and the additional shot at the end must be nullified. If it is found and cannot be scored accurately, the additional shot at the end must be counted. If the Athena target registers a frame hit and there is no evidence of a frame hit, the Range Officer may authorize the athlete to fire again and nullify the frame hit.

- b) **Erroneous Scoring; Paper Band Not Advancing.** If the paper band is not advancing, the target must be repaired or the athlete must be moved to another firing point, be given additional Sighting shots, and be permitted to refire all shots that were fired after the paper strip stopped advancing before continuing with the remaining record shots. After firing is complete, the Range Officer and Statistical Officer will determine the exact number of refired shots to be counted (starting with the first shot fired after the paper strip stopped advancing) according to ISSF Rules 6.10.6.
- c) **Protested Shot Value.** If a protest is made concerning the value of a shot, the athlete will be directed to fire an extra shot so that this shot may be counted if the protest is upheld, and the correct value of the shot cannot be determined. After firing is complete, the Range Officer and Statistical Officer will determine whether the protested shot was scored correctly by following ISSF Rules for electronic scoring targets. Shots with a value of 9.5 or higher may not be protested. If a protest concerning a shot value, other than zero or failure to register, is not upheld, a two-point penalty must be applied. If the Athena target is used, the Range Officer or Statistical Officer can check the validation photo for that shot to determine if a protested shot is scored correctly; the Statistical Officer may make a manual correction in the main computer and firing an extra shot should not be authorized.
- d) **Protest/Complaint Decision.** Decisions by the Range and Technical Officer(s) regarding protested shots on electronic targets are final and may not be appealed.
- e) **Scoring Complaint During Sighters.** An athlete may protest that a target is scoring inaccurately during Sighting shots only and may be given an opportunity to move to another target, but if the Range and Statistical Officer(s) subsequently determine that the Sighting shots were scored accurately after applying ISSF Rule 6.10.5, a two-point penalty must be assigned to the lowest value shot on the first competition series.

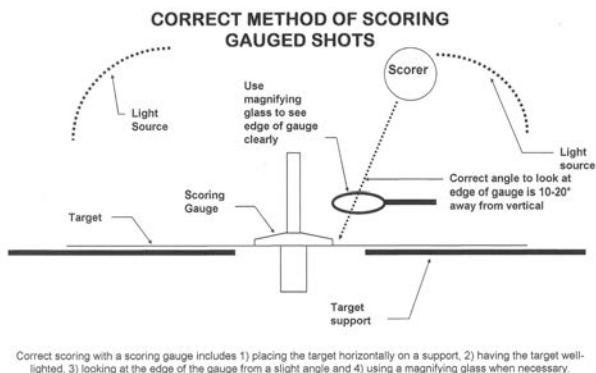
#### **8.4.3 Protests or Complaints for Electronic Targets without Paper Bands**

When electronic targets without paper bands (witness strips) are used (i.e., KTS or Kongsberg electronic targets), an athlete who has a shot that did not register (complaint) or who believes a shot was scored incorrectly (protest) must immediately notify a Range Officer. The protest or complaint must be made before the next shot is fired or within three (3) minutes after the last shot. Score value protests may only be made for registered shot values of 1, 2, 3 or 0 (on-target misses). In these cases, the Range Officer and Technical Officer must evaluate the shot location and decide that the shot was scored correctly or that the score must be corrected. If an athlete complains that a shot failed to register, the Range Officer and Technical Officer must decide whether there is credible evidence that the athlete fired an off-target miss or crossfire and score the missing shot as a zero (manual intervention) or if there is no credible evidence of an off-target miss or crossfire (possible target malfunction), direct the athlete to fire another Record shot. If that shot registers, the refired shot must be counted, and the athlete must continue firing to complete the course of fire. If that shot does not register, the Range Officer must move the athlete to another firing point (Rule 7.16.3) where the athlete will be allowed to refire the missing shot and complete the course of fire.

#### **8.5 MANUAL PAPER TARGET SCORING**

When paper targets are scored manually, two scorers must score each target. No one may knowingly score a target for an athlete in whom they have a personal interest. Scorers should operate in pairs so that two scorers initially examine all targets and gauge doubtful shots. In case

of disagreement between the two scorers, the Statistical Officer or a Scoring Supervisor or other person designated by the Match Director or Statistical Officer must make the final decision. The value of each shot scored and the fact that the shot was gauged (plugged) must be recorded on the target. The target serves as an official scorecard. The following rules apply when paper targets are scored manually.



### **8.5.1 Using a Scoring Gauge**

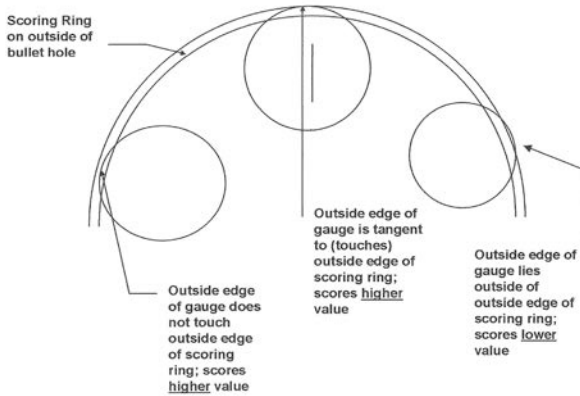
A shot whose value is doubtful must be scored with a scoring gauge ("plug" gauge). The scoring gauge may be inserted only once to determine the value of the shot, except when a possible National Record target is rescored in accordance with Rule 11.4. The scorer must view the gauge from an angle to clearly see where the edge of the gauge's flange and target meet. Shots that have been gauged must be marked with a plus (+) if that shot is scored as the higher value or with a minus (-) if that shot is scored as the lower value. Both scorers must mark and initial the gauged shot. If a third opinion is required, that person must also mark and initial the shot. The decision of the scorers on the value of a gauged shot is final. Any gauged shot may not be protested. See the diagram above. An Eagle Eye™ magnifying scoring template may be used as a scoring gauge. An Eagle Eye™ or other scoring template must be used to score torn shot holes (see Rule 8.5.4).

### **8.5.2 Using the Outward Scoring Gauge**

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

## SCORING WITH OUTWARD SCORING GAUGES

Use to score shot values ten (10) through three (3)

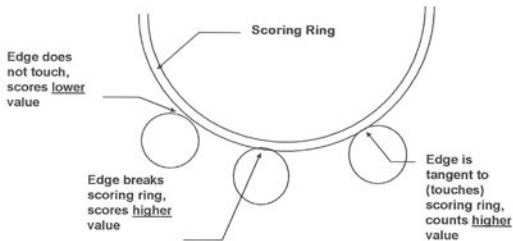


### 8.5.3 Using the Inward Scoring Gauge

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

## SCORING WITH INWARD SCORING GAUGES

Use to score shot values one (1) and two (2) and inner tens



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

### 8.5.4 Scoring Torn Shot Holes

When the edge of a shot hole is torn, the shot must be scored according to the location where the pellet actually struck the target. A shot hole that is torn so badly that an inserted scoring gauge will not remain in that location may not be scored with a scoring gauge. Torn shot holes must be scored with a template or overlay gauge or by using some other means

of determining an accurate outline of the actual pellet hole. *Note: An Eagle Eye™ magnifying scoring template may be used for this purpose.*

### **8.5.5 Protests of Manually Scored Targets**

Shot value protests may only be made on shots whose values were decided without using a scoring gauge (Rule 8.5.1), scoring template or overlay gauge (Rule 8.5.4). Decisions made regarding the value of shots by using a scoring gauge or overlay cannot be protested, unless there is a recording, tabulation, or other obvious error.

## **8.6 BREAKING TIES**

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

### **8.6.1 Ties in Events or Positions with No Finals (or before Finals)**

- a) Ties are broken in favor of the athlete with the highest number of inner tens, except that inner tens are not used to break ties if decimal scoring is used.
- b) If ties are not broken by inner tens, the tie must be broken according to the highest score in the last 10- shot series fired, then the next to the last 10-shot series, etc.
- c) If the tie is not broken by a series-by-series countback, scores will be compared on a shot-by-shot basis, beginning with the last shot, then the next to the last shot, etc. In a shot-by-shot countback, inner tens are considered to be a higher value than a ten.
- d) If any ties remain, duplicate awards may be given.

### **8.6.2 Ties in Events with Finals**

- a) During a Final with electronic targets, ties for any of the first three places in a Standard Final and any of the eight places in a Start-from-Zero Final must be broken by a shoot-off conducted in accordance with Rule 10.2.9 n).
- b) In a Standard Final with electronic targets, ties for in places 4 through 7 will be decided by the higher Final score (10 shots).
- c) In a Standard Final with paper targets, ties for athletes in places 1 through 7 will be decided by the higher Final score (10 shots).
- d) If the tie is not broken by the higher Final score, shots fired in the Final will be compared on a shot-by-shot basis, beginning with the last shot, then the next to the last shot, etc. If electronic targets or Orion VIS scoring is used, shots will be compared according to their decimal ring value.
- e) If tie is not broken, the tie will be decided by the ranking before the Final that was decided according to Rule 8.6.1.

### **8.6.3 Multiple Course Individual Aggregates**

When a competition consists of two or more courses of fire, tie breaking will use the same rules that are used for single 3X10 or 3X20 events (Rule 8.6.1 above). If there is a final or last final, the final and final tie-breaking procedures (Rule 8.6.1, #1) apply. Where there is no final, ties will be broken by using the highest number of inner tens, then the highest score in the last 10-shot series fired, then by using the next to the last 10-shot series score, etc.

### **8.6.4 Team Events**

Ties in team events are decided by totaling the scores from all members of the tied teams and then applying the tie-breaking rules for individual events listed above (Rule 8.6.1). *Note: This means that the first step in breaking team ties in a three-position event is to total the inner tens fired by the four team members.*

## **8.7 RESULTS LISTS**

Targets must be scored as quickly as possible after they are fired. After targets are scored, results must be posted on the Official Bulletin Board (Rule 5.5.8) so that team coaches and athletes can see them, and the scoring protest period can begin (see Rule 8.2). After all scoring protests are decided and all ties are broken, the Statistical Officer must produce an Official Results List or bulletin. The Official Results List should list all individual and team athletes in order of their rank or place finish. Copies of the Official Results List should be distributed to participating teams and individuals electronically or through printed results. An electronic results list that is accessible to the public on an Internet website may be used as an Official Results List.

## 9.0 PROTESTS AND APPEALS

### 9.1 PROTESTS OF COMPETITION CONDITIONS

Any athlete or team coach has the right to protest a condition of the competition or a Match Official's decision. Protests can be submitted to any Match Officials either verbally or in writing. The Match Official who receives the protest can rule on the protest. If the protest is denied, the athlete or team coach may appeal in writing to the Jury. *Note: The CMP Protest Form on page 65 may be copied and used for filing written protests.* Protests to the Jury must be submitted to the Match Director within 30 minutes after the decision or action being protested and the Match Director must then appoint a Jury to decide the protest in accordance with Rule 6.3. The decision by a majority of the Jury is final, unless the Jury or the person filing the protest requests a ruling from the National Jury of Appeal. The decision of the Jury must also be in writing.

#### 9.1.1 Protest Fees

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

#### 9.1.2 Competition Protests

Any athlete or team coach can protest irregularities in the conditions or conduct of the competition and Rules violations by other athletes or Match Officials. The protest must be filed within 30 minutes of the occurrence of the protested incident. A Range Officer or the Match Director may decide oral protests. Written Protests must be decided by a majority of the Jury (Rule 6.3). Written protests must give the following information:

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

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

#### 9.1.3 Forwarding Protests to the National Council

Any protest submitted to and decided by a Jury is subject to review by the National Jury of Appeal. Copies of the written protest and Jury decision (in writing) must be forwarded to the National Jury of Appeal together. The National Jury of Appeal may affirm or reverse the protest decision or use the protest to clarify rules issues or make recommendations for future rules changes.

### 9.2 APPEALS OF PROTEST DECISIONS

If a written protest to a Jury is denied, the person submitting the protest may appeal that decision to the National Jury of Appeal by submitting a written request for a review (see Rule 1.7). The appeal of the Jury decision must be submitted to the National Jury of Appeal by express mail or email, [ydonoho@TheCMP.org](mailto:ydonoho@TheCMP.org), within 72 hours after the end of the competition. A copy of the written request for a review by the National Jury of Appeal must also be given to the Match Director so that they may also submit comments on the protest to the Jury of Appeal. Any decision by the National Jury of Appeal on a protest appealed to it from a competition is final.

## 10.0 FINALS

A Final may be used to conclude a competition event. When Finals are included in the Match Program, the scores all competitors fire in a regular event (3x10 or 3x20) are ranked to select the top eight competitors (finalists) who fire an additional program of shots to determine their final rankings. The Final allows the best competitors to finish an event together in a dramatic competition format, usually in front of other competitors and spectators. Finals are now part of all major shooting championships such as the Olympics, World Championships, World Cups and

National Championships. Finals can be conducted on paper targets, but the most spectacular and visually attractive Finals are conducted on ranges with electronic targets.

### **10.1 COMPETITIONS WITH FINALS**

There are two types of Finals. In a **Standard Final**, the top eight athletes in the regular event fire an additional ten shots in the standing position, with each shot timed separately. Those scores are added to the regular event scores to determine final rankings. In a **Start-from-Zero Final**, the top eight athletes in the regular event fire an additional progressive elimination program of 24 or 45 shots that includes firing in all three positions. In Start-from-Zero Finals, regular event scores qualify competitors to be in the Final, but final rankings are determined solely by how athletes finish in the Final.

#### **10.1.1 Finals Options**

Match sponsors have the following options for including Finals in their Match Programs:

- a) **Regular Three-Position Event with Standard Final.** All athletes fire a 3x10 or 3x20 regular event; the top eight athletes in the regular event fire a Final consisting of an additional 10 shots standing. Final rankings are determined by the total of regular event scores plus scores fired in the Final.
- b) **Regular Three-Position Event with Start-from-Zero Final.** All athletes fire a 3x10 or 3x20 regular event; the top eight athletes in the regular event fire a progressive elimination Final consisting of 15 shots kneeling, 15 shots prone and 15 shots standing. Final rankings for the eight finalists are decided by their place finish in the Final.
- c) **Standing Event with Standard Final.** All athletes fire a 40- or 60- shot standing position event; the top eight athletes in this event fire a Final consisting of an additional 10 shots standing. Final rankings are determined by the total of regular event scores plus scores fired in the Final.
- d) **Standing Event with Start-from-Zero Final.** All athletes fire a 40- or 60-shot standing position event; the top eight athletes in this event fire a progressive elimination Finals consisting of 24 shot in the standing position. Final rankings for the eight finalists are decided by their place finish in the Final.

*Note: The National Three-Position Air Rifle Council encourages the conduct of Finals in Three-Position Air Rifle competitions. If the host range has electronic targets, the Council strongly encourages the use of Start-from-Zero Finals since these finals are now the accepted standard for international and national competitions.*

**10.1.2 Special Match Program Options.** In addition to these basic match program options, match sponsors also have the following special options for including Finals in their competitions:

- a) **Finals for All Athletes** In competitions with multiple relays or that take place over two or more days, where it is not possible to have the top eight athletes remain for a single eight-person final at the end of the competition, the Match Program may provide that the top eight athletes in each relay or that all athletes in a relay will complete a ten-shot Standard Final as part of the individual event. Finals must be conducted at the end of each relay. The same procedures that are given in this Rule must be used, except that it may not be practical to announce individual scores after each shot if there are more than eight athletes. Note: An effective way to announce scores when a large number of athletes are in a Final is to announce only the firing points where a ten has been fired on that shot. If a Final for All Athletes is used, Final Round scores will be added only to the scores of the athletes who had the eight highest 3x10 or 3x20 scores to determine the final ranking of those eight athletes. The Final Round scores of the other athletes may be published in the results bulletin for information purposes only, but their scores will not count in the final ranking.
- b) **Multiple Finals for Multi-Day Events** In competitions with multiple relays that take place over two or more days, where it is not possible to have the top eight athletes remain for a single eight-person Final at the end of the competition, the Match Program may, alternatively, provide that the athletes with the eight highest scores

for that day will complete a ten-shot Standard Final at the end of each day. The same finals procedures that are given in this Rule must be used.

- c) **Alternative Method of Ranking.** When a championship is an aggregate of two or more events with Finals at the end of each event, a point system may be used (i.e., 8 points are awarded for 1st place in each Final, 7 points for 2<sup>nd</sup> place, etc.) to determine final aggregate score rankings. The championship aggregate then includes all qualification scores plus bonus points earned by the athletes who qualified for Finals according to their place finishes in the Finals.

## **10.2 RULES APPLYING TO ALL FINALS**

The following rules apply to the conduct of both Standard and Start-from-Zero Finals:

### **10.2.1 Start Time**

The start time of the Final is the time when commands for the first Record shot begin. The start time of the Final must be announced in advance. The Final must begin at its scheduled or announced time, but not before the scoring protest time ends (Rule 9.1).

### **10.2.2 Range Preparation**

Finals may be conducted by using electronic targets or paper targets. Finalists must fire together on eight adjacent firing points. The firing points used for the Final should be labeled as positions A through H. A count-down clock showing time remaining for each record shot should be placed on the range, so it is visible to all finalists.

### **10.2.3 Qualification for the Final**

The eight (8) top ranking athletes in the individual 3x10 Three-Positions, 3x20 Three-Positions, 40-shots Standing or 60-shots Standing event advance to the Final.

### **10.2.4 Finalist Reporting**

Finalists should report to the Range Officer 30 minutes before the Final start time to allow sufficient time to take their positions, be introduced and complete their Preparation and Sighting Stage. If an athlete does not appear for a Final by the time the presentation of athletes begins, they will be given the last place in the Final and will not be allowed to start late. If more than one athlete fails to appear, their final rankings will be decided according to Rule 8.6.1.

### **10.2.5 Match Officials**

A Range Officer is responsible for conducting the Final and giving all commands. The Range Officer or an Announcer is responsible for introducing the finalists and giving score announcements and commentary. When paper targets are used, there should be eight spotters or Assistant Range Officers behind the finalists who are responsible for confirming that record shots are fired and for estimating record shot values.

### **10.2.6 Presentation of Athletes**

After the eight finalists are called to the line and before the Preparation and Sighting Stage starts, they must turn towards the spectators to be introduced. Introductions should give the name, club or school represented or hometown and qualification score. No finalist may begin to set up equipment or take their positions until after all eight finalists are introduced.

### **10.2.7 Presentation for Spectators**

A primary objective of Finals is to present the conclusion of a competition to the public in ways that showcase the talents and training of the best athletes in a competition. Spectators, parents, coaches, and other athletes should be encouraged to attend Finals. Seating should be provided. Spectators are encouraged to applaud and cheer during Finals. A scoreboard displaying scores and current rankings should be visible on the range. The Range Officer or an Announcer should give scores and commentary about current rankings after each shot or series in the Final.

### **10.2.8 Scoring Final Round Targets**

Final Round record shots are scored in decimal (tenth) ring values. Scoring may be done with electronic targets or the Orion VIS system. If such systems are not available, Final Round targets may, exceptionally, be scored manually in whole ring values (Rule 8.3). If possible, targets should be scored immediately after each shot or series and the score of each athlete announced before starting the next shot or series. If in Standard Finals, the

target system precludes immediate scoring, the Range Officer or scorers may announce estimated scores (by estimating shot values with the aid of a spotting scope) and the targets will be scored officially after the Final.

### **10.2.9 Technical Rules Applying to All Finals**

- a) The discharge of air or gas before the **Preparation and Sighting Stage** is not permitted. Two (2) points will be deducted from the first final round record shot for each occurrence (see Rule 7.12).
- b) When **changing from Sighting to Record Shots**, there should be a 30-second pause after the **STOP** command and before the commands for the first Final record shot. This gives the Technical Officer who is operating electronic targets time to switch from Sighting to Record scoring. The announcer may use this time to explain that record firing is about to begin.
- c) **Loading Before LOAD Command.** Athletes may not contact the rifle with a pellet (see Rule 2.5) before the command **LOAD**. The first violation results in a warning. The second violation results in a two (2) point deduction on the next Record shot.
- d) **Firing Before START Command.** Any shot fired before the commands **LOAD** or **START** must be scored as a miss for that shot.
- e) **Firing After STOP Command.** Any shot fired after the command **STOP** must be scored as a miss for that shot.
- f) **Aiming Exercises.** Aiming or holding exercises between record shots are allowed. Dry firing between record shots is not allowed. A two-point penalty must be deducted from the score of the next shot for each instance of dry firing.
- g) **Early Stop Command.** If the command **STOP** is given before the firing time expires, and an athlete has not fired their shot, the athlete must be given a new full firing time to fire that shot or complete a series. The Range Officer will command: **THE FOLLOWING COMMANDS ARE FOR FIRING POINT (firing point number) ONLY...THE COMMAND LOAD HAS BEEN GIVEN...(5 second pause)...START.** The other finalists must wait until this shot or series is completed before results for all finalists are announced and the Final is continued.
- h) **Malfunctions.** If an athlete has correctly loaded their rifle and has a malfunction that is not their fault, the athlete will be given a maximum of one (1) minute to repair the malfunction or replace the rifle. As soon as the malfunction is repaired or the rifle is replaced, the Range Officer will give a new full firing time for the athlete to fire the malfunction shot or series, starting with the command: **THE FOLLOWING COMMANDS ARE FOR FIRING POINT (firing point number) ONLY...LOAD...(5 second pause)...START.** If the malfunction is not repaired or the rifle replaced within one (1) minute, the athlete must withdraw from the Final and the Range Officer must continue the Final for the remaining athletes. The other finalists must wait until the malfunction shot or series is completed, or the athlete withdraws before results for all finalists are announced and the Final is continued. Only one malfunction per athlete may be claimed in a Final.
- i) **Single Target Malfunction.** If an electronic target fails to function during a Final, the athlete must be moved to a new target. They will be allowed an additional two (2) minute period for Sighting shots before they complete the missing shot or series. The other finalists must wait until this shot or series is completed before continuing the Final. If a paper target falls and athletes must clear and ground their rifles so the target can be repaired or replaced, all athletes must be given a two-minute sighting period before the next Final record shot can begin.
- j) **Malfunction of All Targets** - If all electronic targets malfunction during the Final and can be repaired within a reasonable time, the final rankings will use regular event scores plus the scores of all record shots fired in the final before the malfunction.



- k) **Protests of shooting conditions** in the Final must be made immediately and will immediately be decided by the Match Director or Jury.
- l) **Scoring Protest During Final.** If electronic targets are used, a finalist who wishes to protest the value of a shot must do so immediately after the shot value is announced and before the commands for the next Final shot or series commence. The athlete may protest by raising their hand and announcing "protest." The Statistical Officer or Range Officer must decide the protest according to Rule 8.4.2 immediately.
- m) **Paper Target Scoring Protest.** If paper targets are used, the 10-bull targets will be scored, and results announced as soon as possible after the Final. There will be a two-minute protest time. If there is a protest, the Statistical Officer must decide the protest according to Rule 8.3.5 or 8.5.5. If the competition has a scoring protest fee, the fee must be paid after the Final, if the value remains the same.
- n) **Tie-Breaking.** If there are ties for any of the first three places in a Standard Final, or for any of the eight places in a Start-from-Zero Final, those ties will be broken with one-shot shoot-offs. The Range Officer will identify the tied athletes and immediately begin the tie-breaking shoot-off. The Range Officer will command **THESE COMMANDS ARE FOR THE ATHLETES ON FIRING POINTS (firing point numbers for the tied athletes) ONLY, FOR YOUR TIE-BREAKING SHOT...LOAD...(5-second pause)...START.** The tied athletes will have 50 seconds to fire their shots. Tie-breaking shots continue on a shot-by-shot basis until one shot breaks the tie.
- o) **Tie-Breaking Procedure if EST Software Does Not Break Ties.** The software for some electronic targets does not have tie-breaking capability. If two athletes are tied for a position to be eliminated, firing tie-breaking shots for only two athletes would disrupt the scoring for the remaining shots. If this is the case, the two tied athletes must continue in the competition for one more shot, with the scores of that shot determining the athlete to be eliminated.

### **10.3 PROCEDURES FOR STANDARD FINALS**

The Standard Final consists of unlimited sighting shots fired in a five (5) minute combined Preparation and Sighting stage and a Record Fire stage consisting of ten (10) shots, each fired on command within a 50 second time limit. The following rules apply to the conduct of Standard Finals:

#### **10.3.1 Assigning Firing Points**

Finalists are assigned firing points with the highest-ranked athlete in the regular event on the first point (left), the next highest-ranked athlete on the second point, etc.

#### **10.3.2 Firing Position**

In the Standard Final, all firing is done in the standing position.

#### **10.3.3 Final Ranking**

The final ranking of the eight finalists is determined by adding the 3x10, 3x20 or 40 or 60 shot standing regular event scores to their Final scores to produce the total scores that determine their place finish.

#### **10.3.4 Call to the Line and Introduction of Finalists**

15 minutes before the start time, the Range Officer must call finalists to the firing line with the command **ATHLETES TO THE LINE, GROUND YOUR RIFLES.** After grounding their rifles, all finalists must turn towards spectators to be introduced (see Rule 10.2.5 above). After the presentation, the Range Officer will instruct finalists to **TAKE YOUR POSITIONS.** Athletes will then have a two (2) minute period when they may handle their rifles and get into the standing position. After they get into the standing position, they may do holding and aiming exercises, but they may not remove CBIs from their rifles.

#### **10.3.5 Five (5) Minute Preparation and Sighting Stage**

- a) After two (2) minutes, the Range Officer will command **PREPARATION AND SIGHTING...TIME LIMIT FIVE (5) MINUTES...START.** Athletes may complete their preparations for the Final, load and fire unlimited sighters during this time.

- b) The Range Officer must give athletes a verbal warning when thirty seconds remain in the Preparation and Sighting Stage with the command **THIRTY SECONDS**.
- c) The sighting period ends with the command **STOP--UNLOAD**. Athletes must stop firing. If a rifle is still loaded, the athlete must notify the Range Officer who will direct the athlete to clear their rifle (Rule 7.15.5).

### **10.3.6 Final Round Competition Shot Commands and Announcements**

The Range Officer conducts the Final by using the following commands and procedures to control the firing of each record shot. A Range Officer script with these procedures and commands is found on pages 78-81.

- a) For each record shot, the Range Officer will command **FOR THE FIRST/NEXT COMPETITION SHOT...LOAD**.
- b) After a 5 second delay to give finalists time to load and get into their firing positions, the Range Officer will command **START**.
- c) 50 seconds after the **START** command, or after all athletes have fired their shots, the Range Officer will command **STOP**.
- d) After the **STOP** command, the Range Officer or Announcer will announce the scores and give brief commentary about the current rankings. (The scores of each shot should not be announced unless those scores are not visible to spectators).

### **10.3.7 Final Rankings**

All finalists are ranked after the Final by adding the score of the ten (10) shot Final to their scores for the 3x10, 3x20 or 60 shot standing courses of fire. This total score determines the athletes' final ranking and must be listed in the Official Results Bulletin. As soon as total scores are available, the Range Officer should announce the 3rd, 2nd and 1st place winners.

### **10.3.8 Ending the Final, Paper Targets**

- a) If ten-bull paper targets are used, athletes must open their rifle actions, insert CBIs, and ground their rifles after the last shot (10th Record shot). As soon as the line is cleared, targets must be retrieved and scored. Scores for the last shot are not announced. Athletes should not remove their rifles and equipment until after final scores are announced and the medal winners are recognized.
- b) As soon as Final scores are available, the Range Officer or Announcer will announce the Final scores for all eight finalists. Finalists will have two minutes to protest Final scores.
- c) Ties after Finals shot on 10-bull paper targets will not be shot off but will be decided in accordance with Rule 8.6.2 (Final scores are compared first).
- d) If there are no protests or after any protest is decided, the Range Officer or Announcer will announce **RESULTS ARE FINAL** and immediately recognize the top three athletes by announcing **THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME)**.
- e) After the top three athletes are recognized, the Range Officer will clear the line and authorize all athletes to remove their rifles and equipment from the firing line.

### **10.3.9 Ending the Final, Electronic Targets**

- a) All athletes must remain on the firing line after the last shot (10th shot). Scores for the last shot are not announced.
- b) If there are no ties, the Range Officer or Announcer will announce **THERE ARE NO TIES, RESULTS ARE FINAL** and immediately recognize the top three athletes by

announcing **THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME)** and **THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME)**.

- c) After the top three athletes are recognized, the Range Officer will clear the line and authorize all athletes to remove their rifles and equipment from the firing line.
- d) After the tie(s) is broken, the Range Officer will announce **RESULTS ARE FINAL**, recognize the top three athletes and clear the line (see above).
- e) Ties for places 4-7 are decided according to Rule 8.6.2 (Final scores are compared first).

#### **10.4 ISSF THREE-POSITION FINAL**

This Final is a Start-from-Zero Final that may be conducted as part of 3x10 or 3x20 three-position events. Scores in the regular 3x10 or 3x20 event determine who qualifies for the Final but those scores do not carry forward to this Final. The Final format has a total of 45 shots, with eliminations of the lowest ranking finalists starting after 40 shots and continuing after each of the last five shots until the gold and silver medalists are decided after the 45<sup>th</sup> shot. The ISSF Three-Position Final includes firing in each of the three positions, kneeling, prone and standing. Ranges must have electronic targets in order to conduct eliminations correctly.

##### **10.4.1 Three-Position Final Course of Fire**

The procedures and rules for conducting Finals specified in Rule 10.2 apply. A Range Officer script with the procedures and commands for conducting the ISSF Start-from-Zero Final is found on pages 85-91. Firing positions for the eight finalists are assigned according to a random draw. The course of fire for this Final is as follows:

- 2-minutes Preparation Time
- 5-minutes Preparation and Sighting Time, Kneeling Position
- 5 shots in 200 seconds (3 min., 20 sec.), Kneeling Position
- 5 shots in 200 seconds (3 min., 20 sec.), Kneeling Position
- 5 shots in 200 seconds (3 min., 20 sec.), Kneeling Position
- 7-minutes Changeover and Sighting Time for Prone Position
- 5 shots in 150 seconds (2 min., 30 sec.), Prone Position
- 5 shots in 150 seconds (2 min., 30 sec.), Prone Position
- 5 shots in 150 seconds (2 min., 30 sec.), Prone Position
- 9 minutes Changeover and Sighting Time for Standing Position
- 5 shots in 250 seconds (4 min., 10 sec.), Standing Position
- 5 shots in 250 seconds (4 min., 10 sec.), Standing Position, eliminate 8<sup>th</sup> & 7<sup>th</sup> places
- 1 shot in 50 seconds, eliminate 6<sup>th</sup> place.
- 1 shot in 50 seconds, eliminate 5<sup>th</sup> place.
- 1 shot in 50 seconds, eliminate 4<sup>th</sup> place.
- 1 shot in 50 seconds, eliminate 3<sup>rd</sup> place.
- 1 shot in 50 seconds, 1<sup>st</sup> and 2<sup>nd</sup> places are decided.

##### **10.4.2 Three-Position Final 5-Shot Series Procedure**

The Range Officer must conduct the five-shot series in each position by using these commands and procedures with the time limits specified in Rule 10.4.2:

- a) For each 5-shot series, the Range Officer will command **FOR THE NEXT COMPETITION SERIES...LOAD**.
- b) After a 5-second delay to give Finalists time to load and get into their firing positions, the Range Officer will command **START**.

- c) 200/150/250 seconds after the **START** command, or after all athletes have fired five shots, the Range Officer will command **STOP**.
- d) After the **STOP** command, the Range Officer or Announcer will give brief commentary about the scores and current rankings (announcing all shot values should not be done). When the 8<sup>th</sup> and 7<sup>th</sup> place athletes are eliminated after the second 5-shot standing series, they must be recognized and congratulated.

#### **10.4.3 Three-Position Final Single Shot Procedure**

The Range Officer conducts the single shot phase of this Final by using the following commands and procedures to control the firing of each Record shot.

- a) Single shots start with the 41<sup>st</sup> shot and continue through the 45<sup>th</sup> and last shot.
- b) For each single shot, the Range Officer will command **FOR THE NEXT COMPETITION SHOT...LOAD**.
- c) After a 5 second delay to give finalists time to load and get into their firing positions, the Range Officer will command **START**.
- d) 50 seconds after the **START** command, or after all athletes have fired their shots, the Range Officer will command **STOP**.
- e) After the **STOP** command, the Range Officer or Announcer will give brief commentary about the current rankings.
- f) The remaining places will be decided after each of five single shots:
  - After the 41<sup>st</sup> shot – 6<sup>th</sup> place
  - After the 42<sup>nd</sup> shot – 5<sup>th</sup> place
  - After the 43<sup>rd</sup> shot – 4<sup>th</sup> place
  - After the 44<sup>th</sup> shot – 3<sup>rd</sup> place
  - After the 45<sup>th</sup> shot – 1<sup>st</sup> and 2<sup>nd</sup> places are decided
  - If two or more athletes are tied for an elimination place, they will fire single tie-breaking shots until the tie is broken.
  - After each athlete is eliminated and when first and second places are decided, these athletes must be recognized and congratulated.

#### **10.5 ISSF STANDING FINAL**

This Final is a Start-from-Zero Final that may be programmed with 60-shot standing position events. Scores in the regular 60-shot event determine who qualifies for the Final, but those scores do not carry forward. This Final format has a total of 24 shots, with eliminations of the lowest ranking finalist starting after 12 shots and continuing after every two shots until the gold and silver medalists are decided after 24 shots. The ISSF Standing Final is shot in the standing position only. Ranges must have electronic targets in order to conduct eliminations correctly.

##### **10.5.1 Alternate ISSF Final Procedures and Conduct**

The procedures and rules for conducting the Final specified in Rule 10.2 apply. A Range Officer script with the procedures and commands for conducting the ISSF Standing Final is found on pages 81-85.

##### **10.5.2 ISSF Standing Final Course of Fire**

- 5-minute Preparation and Sighting Time
- 5 shots in 250 seconds (4 min., 10 sec.).
- 5 shots in 250 seconds (4 min., 10 sec.).
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 8<sup>th</sup> place.
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 7<sup>th</sup> place.
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 6<sup>th</sup> place.
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 5<sup>th</sup> place.
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 4<sup>th</sup> place.

- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), eliminate 3<sup>rd</sup> place.
- 1 shot in 50 seconds + 1 shot in 50 seconds (2 shots), 1<sup>st</sup> and 2<sup>nd</sup> places are decided.

### **10.5.3 ISSF Standing Final 5-Shot Series Procedure**

The Range Officer must conduct the Final by using the commands and procedures specified in this section (Rule 10.2), except that the following command sequence shall be used for the two initial 5-shot series:

- a) For the two 5-shot series, the Range Officer will command **FOR THE FIRST/NEXT COMPETITION SERIES...LOAD**.
- b) After a 5-second delay to give Finalists time to load and get into their firing positions, the Range Officer will command **START**.
- c) 250 seconds after the **START** command, or after all athletes have fired five shots, the Range Officer will command **STOP**.
- d) After the **STOP** command, the Range Officer or Announcer will give brief commentary about the current rankings (announcing all shot values should not be done).

### **10.5.4 ISSF Standing Final Single Shot Procedure**

The Range Officer conducts the single shot phase of this Final by using the following commands and procedures to control the firing of each Record shot.

- a) Single shots start with the 11<sup>th</sup> shot and continue through the 24<sup>th</sup> and last shot.
- b) For each single shot, the Range Officer will command **FOR THE NEXT COMPETITION SHOT...LOAD**.
- c) After a 5 second delay to give finalists time to load and get into their firing positions, the Range Officer will command **START**.
- d) 50 seconds after the **START** command, or after all athletes have fired their shots, the Range Officer will command **STOP**.
- e) After the **STOP** command, the Range Officer or Announcer will give brief commentary about the current rankings.
- f) The lowest ranking finalist will be eliminated beginning after the 12<sup>th</sup> shot:
  - After the 12<sup>th</sup> shot – 8<sup>th</sup> place
  - After the 14<sup>th</sup> shot – 7<sup>th</sup> place
  - After the 16<sup>th</sup> shot – 6<sup>th</sup> place
  - After the 18<sup>th</sup> shot – 5<sup>th</sup> place
  - After the 20<sup>th</sup> shot – 4<sup>th</sup> place
  - After the 22<sup>nd</sup> shot – 3<sup>rd</sup> place
  - After the 24<sup>th</sup> shot – 1<sup>st</sup> and 2<sup>nd</sup> places are decided
  - If two or more athletes are tied for an elimination place they will fire single tie-breaking shots until the tie is broken.

## **11.0 NATIONAL RECORDS**

The National Three-Position Air Rifle Council recognizes Three-Position Air Rifle National Records. A current National Record List is published on the CMP web site at <http://thecmp.org/air/three-position-national-records/>.

### **11.1 SCHOOL AGE NATIONAL RECORD EVENTS**

National Records are recognized in Sporter and Precision air rifle classes for these events or courses of fire. Inner tens are used to break ties involving National Record scores. Inner tens were not used to break ties involving equaled National Records that were established prior to 1 July 2009.

- a) Individual, three-positions, 3x10
- b) Individual, three-positions, 3x10, plus Final
- c) Individual, three-positions, 3x20
- d) Individual, three-positions, 3x20, plus Final
- e) Individual, prone position, 20 shots (sporter class only)
- f) Individual, standing position, 20 shots
- g) Individual, kneeling position, 20 shots
- h) Individual Final, 10 shots, to count as an individual final record, the Final must be scored electronically in tenth ring values (VIS or EST) and be fired in a Final where the top eight athletes only are firing at the same time.
- i) Individual alternate ISSF Final, 24 shots, to count as an individual final record, the Final must be scored electronically in tenth ring values (VIS or EST) and be fired in a Final where the top eight athletes only are firing at the same time.
- j) Teams, 4 members, 3x10 each
- k) Teams, 4 members, 3x20 each

### **11.2 YOUTH SHOOTING PROGRAM RECORDS**

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

- a) American Legion, affiliated teams, or clubs
- b) Army JROTC
- c) Marine Corps JROTC
- d) Navy JROTC
- e) Air Force JROTC
- f) 4-H Shooting Sports

### **11.3 AGE GROUP RECORDS**

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

- a) U15 Age Group. Athletes who are under the age of 15 on the first day of a competition (U15).
- b) U17 Age Group. Athletes who are under the age of 17 on the first day of a competition.

### **11.4 STANDARDS FOR ESTABLISHING RECORDS**

To qualify for a record, the competition must use these Rules and be sanctioned by the Council through the CMP (see Rule 1.9). National Record scores must be fired in sanctioned shoulder-to-shoulder competitions where athletes from two or more organizations compete; postal scores or postal league scores will not be recognized. Scores fired on ISSF-certified electronic targets will be accepted. The Form to submit National Records may be downloaded from the CMP website at <http://thecmp.org/air/three-position-national-records/>. The Match Director or a shooting coach where a possible record was established must complete the form to submit the possible record to the National Three-Position Air Rifle Council. A National Record does not become official until the National Three-Position Air Rifle Council recognizes it. National Record applications must include:

- a) Name of athlete. Team record applications must give the team name, coach's name and the names of all team members
- b) Address and hometown of athlete(s).
- c) Organization, club, school, or team represented.
- d) Date of birth of athlete(s).
- e) Competition, location, and date where score was fired.

- f) Name of organization that sanctioned the competition (see Rule 1.9).
- g) Score fired. A copy of the score sheet or results bulletin for the competition must be included.
- h) If paper targets are used and were scored manually, the actual targets fired by the athlete(s) must be forwarded to the Council with the National Record application. Targets scored with the Orion Scoring System do not have to be submitted. All targets submitted will be checked for scoring accuracy and all shots may be rescored, including shots that were previously gauged, if there is clear evidence that the original scores were not correct.
- i) Certification that the score was fired in a sanctioned, shoulder-to-shoulder competition where the National Standard Three-Position Air Rifle Rules governed the competition.

## Appendix A

# ***National Three-Position Air Rifle Council*** **TEAM ENTRY AND ELIGIBILITY DECLARATION**

I hereby enter a team in the competition as follows:

Team Name	
Team Category	<input type="checkbox"/> Scholastic Team <input type="checkbox"/> Club Team
Coach or Adult Leader:	
Contact Information:	Telephone: Email:
<b>Names of Team Members</b>	
Team Member	
Team Member	
Team Member	
Team Member	
Alternate/Other:	
<b>TEAM ELIGIBILITY DECLARATION</b>	
<p>I hereby confirm that this team is a local shooting team or club that complies with the team eligibility requirements in Rule 3.2 of the <i>National Standard Three-Position Air Rifle Rules</i>, that all team members named above have been members of our team or club for at least 90 days, that they reside within 75 miles of our team or club location and that they participate regularly in our team or club activities.</p>	
<p><i>Note: The Rules permit some justified exceptions to these requirements, but exceptions must be declared and may be subject to official rulings by the National Jury of Appeal.</i></p>	
Please note any exceptions here or on the back:	
Date:	Signature of Coach or Adult Leader:



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## Appendix B

# THREE-POSITION AIR RIFLE FOR ADULTS

- 1. AUTHORIZATION TO CONDUCT ADULT THREE-POSITION AIR RIFLE EVENTS**  
**National Standard Three-Position Air Rifle Rules** are designed for competitions among school-age individual athletes and teams. These Rules are, nevertheless, readily adaptable for competitions among adult individuals and teams. The National Three-Position Air Rifle Council, as the primary National Governing Body for Three-Position Air Rifle shooting in the USA, authorizes clubs or team affiliated with National Council member organizations to conduct 3-Position Air Rifle competitions for adults by using the **National Standard Rulebook** as adapted according to the conditions provided in this Annex.
- 2. EXPERIMENTAL COMPETITIONS**  
Competition sponsors that wish to offer Three-Position Air Rifle events for adults are encouraged to use a flexible approach to the rules and to experiment in an effort to find the most attractive event rules for adults. Clubs that do this are invited to report their experiences to the National Council so that these experiences may be shared with other interested organizations. Please send relevant reports to:  
**CMP Competitions—3-P Air Rifle**  
**P. O. Box 576**  
**Port Clinton, Ohio 43452**  
**Email: [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org)**
- 3. SEPARATE COMPETITIONS**  
Three-Position Air Rifle competition events for adults must be conducted as separate events with separate ranking lists. Adults and juniors may compete together in the same relay, or they may be squadded on separate relays. All results lists must rank adults and juniors separately as participants in different events.
- 4. AGE GROUPS**  
The use of different age groups that allow seniors aged 60 and older to compete in a separate category is encouraged.
- 5. RIFLE CLASSES**  
Competition sponsors may organize adult events for precision and/or sporter class air rifles. National Council Rules 4.2-4.5.2 should be used to govern the rifles used.
- 6. FIRING POSITIONS**  
Adult competitions may use the established prone-standing-kneeling positions, or the Match Program may authorize competitors who are age 60 or older to shoot in the sitting instead of the kneeling position.

# Appendix C

## NATIONAL THREE-POSITION AIR RIFLE COUNCIL PROGRAMS

The Civilian Marksmanship Program publishes and administers the **National Standard Three-Position Air Rifle Rules** on behalf of the National Three-Position Air Rifle Council. The Council and its member organizations offer a full selection of programs to promote participation, encourage development and conduct Three-Position Air Rifle competitions at local, regional and national levels. This section provides information about those programs:



⑦ **Competition Sanctioning.** See Rule 1.9. A sanctioned competition is one that is recognized and approved by a national governing and sanctioning body. The Council establishes the rules and policy, and the CMP administers competition sanctioning for the Council. A sanctioned competition guarantees participating teams that standard, nationally recognized rules will be followed. Sanctioned competitions are listed in the Air Rifle “Upcoming Events” section of the CMP website at <http://ct.TheCMP.org>. Scores fired in sanctioned three-position matches can be recognized as National Records. To sanction your competition, obtain an **Application to Sanction a Three-Position Air Rifle Competition** from the CMP or download the form at <http://thecmp.org/air/sanctioned-three-position-air-rifle-matches/>.

⑧ **Junior EIC Award Program.** This popular incentive and recognition award program is modeled after the prestigious Distinguished Badge program initiated by the U. S. Army in 1884. The Junior EIC program is designed for school-age juniors who compete with sporter or precision class air rifles. Program regulations are on pages 58-63.

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

⑨ **National Records.** The National Council recognizes National Records in all three-position air rifle events. Current records are posted on the CMP web site at <http://thecmp.org/air/three-position-national-records/>. Scores fired in sanctioned competitions that exceed current records can be recognized as National Records if an application is submitted. A **National Record Application Form** can be downloaded from the CMP website at <http://thecmp.org/air/three-position-national-records/>.

⑩ **Rules Hotline.** If you have a question concerning Three-Position Air Rifle Rules, want advice on the correct way to organize a competition or have a protest to resolve, the National Council Rules Hotline and the National Jury of appeal can assist you. Call 419-635-2141, ext. 702 or 731 or email [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org) and you will get an answer from experts.

**National Council Member Programs.** In addition to these joint National Council programs, each Council member offers training and competitions programs for position air rifle athletes. Here are summaries of established programs with contact information:

⑪ **American Legion Junior Shooting Sports.** The American Legion sponsors an annual national postal and shoulder-to-shoulder competition. Contact <http://www.legion.org>. Check their web site for details on how to register and participate in a two-phase postal Match Program where the top 15 sporter and top 15 precision class individual athletes earn trips to Colorado Springs to participate in The American Legion National Junior Championship.

⑫ **Army Marksmanship Unit.** The U. S. Army sponsors an annual open junior postal that culminates with a National Championship competition hosted by the Army Marksmanship Unit at Fort Benning. Watch for program announcements at [www.usaac.army.mil/amu](http://www.usaac.army.mil/amu).

⑬ **Civilian Marksmanship Program.** The CMP conducts an annual championship series, <http://thecmp.org/air/>, that begins with postal, state, and regional championship qualifying competitions. The CMP National Championship competition takes place at Camp Perry in June or July. Sponsorship by MidwayUSA provides substantial cash and endowment prizes for team and individual winners. The CMP also offers a series of summer rifle camps for school age juniors that offer advanced instruction and coaching from NCAA Rifle Team athletes (<http://thecmp.org/air/cmp-competition-center-event-matches/junior-air-rifle-camps-and-clinics/>).



Training programs sponsored by National Council members now serve more than 250,000 youth every year. Competition programs sponsored by Council members give youth in those programs annual opportunities to excel in 1,500 competitions and seven prestigious national championships. A few juniors in Council member programs go on to represent the USA in ISSF World Cups, World Championships, and the Olympic Games. Pictured here is William Shaner, 2021 Olympic gold medalist in the 10m Air Rifle Men event. Shaner also won the gold medal in this same event in the 2021 Junior World Championship.

- ⦿ **Daisy Shooting Education Program.** Daisy Manufacturing has been a leader in youth shooting education for more than 65 years. The Daisy program (<http://www.daisy.com/education>) utilizes single shot BB guns and culminates in the Daisy Nationals, an annual youth BB gun championship. This program serves as a grassroots feeder program for many local three-position air rifle teams and clubs.
- ⦿ **4-H Shooting Sports.** The National 4-H Shooting Sports Committee organizes an annual 4-H Shooting Sports National Invitational with competitions in several shooting events including three-position and standing sporter class events. 4-H Shooting Sports also offers a huge grassroots-oriented club program; check their web site at <http://www.4-hshootingsports.org>.
- ⦿ **Shooter's Technology.** Shooter's Tech organizes a series of virtual competitions throughout the year. First, the Orion National Air Rifle League is conducted each Fall for Precision and Sporter teams (<https://www.national-leagues.com/>). This league has an eight-week regular season where participating teams compete against each other virtually; there is one game each week. The league culminates in a single-elimination tournament to determine the league winner. Each Spring, Shooter's Tech organizes the National New Shooter League, which has a similar format, but team members are limited to athletes competing in their first year of competition. Finally, Monthly Virtual Matches are offered in each month of the year for both teams and individual athletes. <https://www.orionscoringsystem.com/orion/MonthlyVirtualMatches.aspx>.
- ⦿ **USA Shooting.** The national governing body for Olympic shooting in the USA sponsors annual National Junior Olympic Standing Air Rifle Championships, with state and national phases. Program information is available at <http://www.usashooting.com/index.php>. Junior Olympic state qualifiers and the national championship are shoulder-to-shoulder competitions.
- ⦿ **Army, Marine Corps, Navy, and Air Force JROTC Commands.** The JROTC Commands sponsor a series of JROTC Air Rifle Championships that are administered by the CMP. The program begins with postal qualifying matches in September-December, where every Army, Marine Corps, Navy, and Air Force JROTC unit can participate. JROTC postal competitions are followed by JROTC Service Region Championships conducted in February. The top teams and at-large individuals from each Service's Region Championships are invited to the National JROTC Championship. This annual championship is conducted at Camp Perry or Anniston in March. For details, check this web site, <http://thecmp.org/air/>.

- © **National 3PAR Junior Olympic Championship.** The CMP and USA Shooting cooperate to sponsor the state and national level championships each year. The championships are in late June-early July. Program information is available at <http://thecmp.org/air/national-three-position-air-rifle-championships/junior-olympic-three-position-air-rifle-state-championships/>.

## Appendix D

### National Three-Position Air Rifle Council

## JUNIOR EIC\* AWARD PROGRAM

### 1. National Three-Position Air Rifle Council Awards Program

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

1.2. All awards available through this program are for school-age junior athletes (see Rule 3.1) who compete in three-position air rifle competitions governed by the **National Standard Three-Position Air Rifle Rules** and sanctioned by CMP.

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



1.2.2. Gold, Silver, and Bronze Achievement Award Pins are available for match sponsors to purchase for presentation to athletes in their matches who equal or exceed achievement award scores listed in paragraph 8.0 of this section.

### 2. Excellence-in-Competition Credit Points

2.1. Junior athletes earn EIC credit points by firing qualifying scores or placing in designated competitions in accordance with the requirements of this program. Athletes who compete in CMP Cup Matches, CMP State Championships or State 3PAR Junior Olympic Championships earn points by equaling or exceeding gold, silver or bronze qualifying how they place in those championships. EIC credit points that may be earned are listed in the **EIC Credit Point Chart** (see next page).

\* EIC is the acronym for Excellence-in-Competition

## EIC Credit Point Chart

	GOLD	SILVER	BRONZE
<b><i>EIC/Cup Match</i></b>	Sporter 555 Precision 588	Sporter 545 Precision 582	Sporter 535 Precision 578
CMP Cup Matches CMP State Championships State Junior Olympic 3PAR Championships	<b>5</b>	<b>4</b>	<b>3</b>
<b><i>National Council Championships</i></b>	Top 1/6th of EIC qualifiers	2nd 2/6ths of EIC qualifiers	2nd 1/2 of EIC qualifiers
All National Level Competitions including: National Council Member Championships CMP National Championship National 3PAR Junior Olympic Championship	<b>5</b>	<b>4</b>	<b>3</b>
<i>The EIC credit point values in this chart became effective on 1 November 2018 and will remain in effect until notice of further revision is given.</i>			

2.2. Junior EIC credit points in CMP Cup Matches, CMP State Championships or State 3PAR Junior Olympic Championship matches are awarded for qualifying scores fired by Non-Distinguished athletes that equal or exceed the EIC Award scores shown in the ***EIC Credit Point Chart***. These scores are determined annually according to the EIC scores that were fired in the previous year's National Council Member and National Junior Olympic Championships.

2.3. Junior EIC credit points in National Council Championships are calculated by determining the total number of Non-Distinguished athletes in the competition and then by applying the established percentage of athletes who receive EIC credit points in that competition to that total (see 4.2 & 5.3 below). Procedures for calculating credit points earned and any required rounding to determine credit points earned will be resolved by CMP in accordance with ***CMP Competition Rules***, Rule 9.3.6, "Determining EIC Credit Points." View the chart on the CMP website at [https://thecmp.org/wp-content/uploads/2021/04/EIC\\_PointBreakdown.pdf](https://thecmp.org/wp-content/uploads/2021/04/EIC_PointBreakdown.pdf).

2.4. The CMP maintains the official record of EIC credit points earned by eligible junior athletes. A list of junior athletes with credit points is posted on the CMP web site at [https://ct.thecmp.org/app/v1/index.php?do=reportDistinguishedShootersByCriteria&filter=distinguished\\_type](https://ct.thecmp.org/app/v1/index.php?do=reportDistinguishedShootersByCriteria&filter=distinguished_type).

2.5. Score reports from all competitions where EIC points are awarded must be forwarded to the CMP within three weeks after the competition (21 calendar days). EIC points may not be awarded for score reports received after this deadline. *Note: Late score reports delay the*

*crediting of EIC points for other competitions that are reported on time since all EIC competitions must be recorded in chronological order.*

### 3. CMP Cup Matches

3.1. CMP Cup Matches are large junior three-position air rifle competitions that must be approved and sanctioned in advance for the Council by the CMP. Junior athletes may earn EIC Credit Points in these matches. All CMP Cup Matches must meet these standards:

3.1.1. **National Standard Three-Position Air Rifle Rules** must govern, and the CMP must sanction the competition.

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

3.1.3. The competition should host an expected minimum of 25 individual athletes representing at least five schools, teams, or junior clubs.

3.1.4. The competition must have events for sporter and/or precision class athletes and a 3x20 course of fire. CMP Cup Matches should, if possible, also have finals for individual sporter and precision events. Finals are highly encouraged, but not mandatory.

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

3.1.6. Non-Distinguished athletes in CMP Cup Matches receive EIC credit points according to established EIC qualifying scores (see **EIC Credit Point Chart**).

3.1.7. Scoring must be done in whole (integer) numbers so that EIC qualifying scores can be determined.

3.1.8. If a CMP Cup Match uses two or more 3x20 courses of fire, the average score of the individual 3x20 courses of fire will be used to determine compliance with cut score requirements.

3.2. State championship three-position air rifle competitions including state high school championships, State Games, state American Legion championships and state 4-H championships may be approved as CMP Cup Matches if **National Standard Three-Position Air Rifle Rules** are used, an application is submitted by the sponsoring organization in advance of the competition and the standards described in 3.1 above are met.

3.3. The end-of-camp competitions of all annual CMP Junior Rifle Camps are designated as CMP Cup Matches and scores fired may qualify for EIC awards in accordance with 3.1.6.

### 4. VIRTUAL CMP CUP MATCHES

4.1. Virtual Matches are competitions where athletes representing participating teams or clubs fire the competition course of fire at their home ranges, on the same day or within a limited time period. CMP Cup Matches may be conducted as Virtual Matches and sanctioned by the National Three-Position Air Rifle Council (through the CMP) under the following conditions:

4.1.1. All shots fired by participating teams or clubs in a Virtual Match must be scored with one method of scoring (Rule 8.1.2). Whole number or integer scoring must be used. Orion Virtual Match Technology may be used to conduct the match or, if manual scoring is used, all targets must be scored in one location by the same scoring officials. If any participating teams or clubs fire on electronic targets all paper targets fired in that competition must be scored with Orion/VIS scoring.

4.1.2. All competitions must have 3x20 courses of fire (with no Finals) and follow the course of fire and time limits specified in Rule 5.3.3 of the National Standard Three-Position Air Rifle Rules (NS3PAR Rules). Firing must be conducted using the "Firing Procedures and Range Officer Commands" specified in pages 62-66 of these rules. Final rankings in Sporter and Precision Rifle Classes will be based on 3x20-shot total scores.

4.1.3. Match Programs must provide for all firing in a sanctioned Virtual CMP Cup Match to be completed within an eight-day period. Match sponsors may exceptionally request longer firing periods when applying for match sanctioning.

4.1.4. The Match Program should provide for firing to take place in a minimum of five locations (schools or junior clubs).

4.1.5. All firing at each Virtual Match location must be witnessed by a Location Contact and one other person. If another adult is not available to witness the competition, photos or video showing competing athletes firing in each of the three positions may be submitted in lieu of a witness certification. A "Virtual Match Report Form" (to be supplied by the CMP) must be completed for each location where firing in the match takes place. The witness must certify on this form that established firing conditions were followed by all participating athletes.

4.1.6. Match sponsors must submit a final results bulletin listing all competitors, their CMP Competitor Numbers, and their scores, not later than three weeks after the last day of the competition.

4.2. **VIRTUAL CMP CUP MATCH APPROVAL.** A Match Program for a proposed Virtual CMP Cup Match must be submitted in advance with an application for sanctioning. Match Programs must describe how the competition will comply with the requirements stated above.

4.3 **AWARDING EIC CREDIT POINTS.** EIC credit points will be awarded to Non-Distinguished athletes who participate in a Virtual Match, based on the ranked results list for the match and in accordance with the standards published in Appendix D of the NS3PAR Rules.

4.3.1. Eligible athletes will receive 5, 4 or 3 EIC points in accordance with EIC Credit Point award standards.

4.3.2. Athletes can earn a maximum of 10 EIC points in Virtual CMP Cup Matches. Results in the CMP Virtual Air Rifle Championship and JROTC Virtual Championships are not included in this limitation.

## 5. National Council Member Championships

5.1. National Council Member Championships are organized by members of the National Three-Position Air Rifle Council for clubs or teams enrolled in their programs and governed by **National Standard Three-Position Air Rifle Rules**. Eligible Non-Distinguished athletes may earn EIC Credit Points in all National Council Championships.

5.2. Recognized National Council Member Championships are:

5.2.1. **American Legion Junior Air Rifle Championship.** Restricted to qualifying individuals; 50% of the athletes who qualify for the national championship sporter and precision events receive EIC credit points.

5.2.2. **4-H National Invitational Championship.** An open 4-H Shooting Sports national competition where 4-H athletes are limited in the number of times they can participate; the top 25% of the athletes in the air rifle sporter 3X20 event receive EIC credit points.

5.2.3. **Army, Marine Corps, Navy, and Air Force JROTC Championships.** Restricted to qualifying teams and individuals; the top 25% of the athletes receive EIC points. EIC credit points are calculated separately for each Service Championship.

5.2.4. **JROTC National Championship.** Restricted to qualifying teams from the Army, Marine Corps, Navy, and Air Force JROTC Championships; the top 50% of the athletes in the National competition receive EIC points.

5.2.5. **U.S. Army Junior Air Rifle Tournament.** Restricted to qualifying teams; the top 50% of the athletes in the individual competition receive EIC credit points.

5.2.6. **CMP National Three-Position Air Rifle Championship.** Restricted to qualifying teams and individuals; the top 25% of the athletes receive EIC points at Regional Championships and the top 50% of the athletes receive EIC points at the National Championship.



## 6. National Three-Position Air Rifle Junior Olympic Championship

- 6.1. The CMP and USA Shooting jointly sanction and conduct Three-Position Air Rifle Junior Olympic Championships.
- 6.2. The CMP administers State 3PAR Junior Olympic Championships in each state every year. State JO Championships may be conducted by combining scores from sectional competitions in different locations in the state. Non-Distinguished athletes in State 3PAR Junior Olympic Championships receive EIC credit points according to established EIC qualifying scores (see ***EIC Credit Point Chart***).
- 6.3. The CMP conducts the National 3PAR Junior Olympic Championship each year in conjunction with the CMP National Three-Position Air Rifle Championship (see 5.2.6 above). This is a restricted competition; the top 50% of all athletes receive EIC credit points.

## 7. Junior Excellence-in-Competition Badges

- 7.1. Junior EIC badges are silver and bronze badges that are awarded to eligible junior three-position air rifle athletes who distinguish themselves by attaining high rankings in designated major junior air rifle championships that include the State 3PAR Junior Olympic Championships, CMP Cup Matches, National Council Member Championships, and the National Three-Position Air Rifle Junior Olympic Championships.
- 7.2. The Junior Bronze EIC Badge is a bronze-finished badge. The Junior Bronze EIC Badge is authorized for wear on JROTC cadet uniforms (see appropriate Cadet Command regulations).
- 7.3. To receive the Junior Bronze EIC Badge, athletes must earn a minimum of 3 EIC credit points. Any athlete eligible to receive the Bronze EIC Badge may order the badge by submitting the ***EIC Badges Order Form*** to: CMP Competitions—3-P Air Rifle, P. O. Box 576, Port Clinton OH 43452 or [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org).
- 7.4. The Junior Silver EIC Badge is a silver-finished badge. The Junior Silver EIC Badge is authorized for wear on JROTC cadet uniforms (see appropriate Cadet Command regulations).
- 7.5. To receive the Junior Silver EIC Badge, athletes must earn a minimum of 15 EIC credit points. Any athlete eligible to receive the Silver EIC Badge may order the badge by submitting the ***EIC Badges Order Form*** to: CMP Competitions—3-P Air Rifle, P. O. Box 576, Port Clinton OH 43452 or [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org).

## 8. Junior Distinguished Badge

- 8.1. The Junior Distinguished Badge is awarded to eligible junior three-position air rifle athletes who distinguish themselves by attaining a series of high rankings in designated major junior air rifle championships that include State Junior Olympic Qualifiers, CMP Cup Matches, National Council Member Championships, and the National Junior Olympic Three-Position Air Rifle Championships.
- 8.2. The Junior Distinguished Badge is a gold-finished badge. The Junior Distinguished Badge is authorized for wear on JROTC cadet uniforms (see applicable Cadet Command regulations).
- 8.3. To receive the Badge, athletes must earn 30 EIC credit points in designated competitions. At least 10 of the 30 points must be won in National Council Member Championships or the National Junior Olympic Championship. Alternatively, up to 10 of the 30 points may be won by firing qualifying scores that earn gold EIC points (see EIC Credit Point Chart) in State Junior Olympic or CMP Cup Matches. The Junior Distinguished Badge is provided, at no cost and, when possible, awarded at a ceremony appropriate for the presentation of an award of such high distinction.

## 9. Junior Achievement Award Pins

- 9.1. Achievement Award Pins are incentive and recognition awards for juniors who attain established score levels in any sanctioned competition sanctioned by the National Council.

9.2. Bronze, silver, and gold pins may be awarded to athletes in sanctioned three-position air rifle competitions when they equal or exceed the following scores (updated scores apply from 1 November 2018).

Sporter Class	Gold	Silver	Bronze	Precision Class	Gold	Silver	Bronze
Medal Scores 3x10	255+	240-254	220-239	Medal Scores 3x10	290+	280-289	270-279
Medal Scores 3x20	510+	480-509	440-479	Medal Scores 3x20	580+	560-579	540-559

9.3. Sponsors of sanctioned matches may purchase achievement award pins through CMP Competitions for presentation to junior athletes who fire qualifying scores in their matches. Order Junior Achievement Award Pins on the **Application to Conduct a Three-Position Air Rifle Match**, <http://thecmp.org/air/sanctioned-three-position-air-rifle-matches/>.

### **SILVER AND BRONZE EIC BADGES**

To see the current official list of junior competitors who have earned EIC credit points, visit the CMP website at <http://thecmp.org/air/junior-distinguished-badge/>. Then click on “List of Juniors with EIC Credit Points”. Any competitor with a minimum of 3 points is eligible for the Bronze EIC Badge. Any competitor with a minimum of 15 points is eligible for the Silver EIC Badge. Junior shooters who earn 30 points will receive the gold Junior Distinguished Badge at a special presentation. Junior shooters who are eligible to receive the bronze or silver EIC badges should use the **Silver and Bronze EIC Badges Order Form** to order badges, <http://thecmp.org/wp-content/uploads/EICBadges.pdf>. Complete the form and send it with \$5.00 for each badge plus shipping and handling costs.

# **CMP PROTEST FORM**

*Match sponsors may copy this form to make it available to any competitor or team official who wishes to file a written protest*

**Name of person filing protest:**

**Phone No.**

**Email:**

**What action or decision are you protesting?**

**What is the reason for your protest?**

**What rule or rules are applicable?**

*This protest will be decided by a Jury appointed by the Match Director. Jury decisions may be appealed to the CMP*

## Appendix E

### FIRING PROCEDURES AND RANGE OFFICER COMMANDS FOR REGULAR COURSES OF FIRE (3X10 & 3X20) AND FINALS

#### COMMANDS FOR THREE-POSITION (3X10 & 3X20) COURSES OF FIRE

COMMANDS	INSTRUCTIONS
<i>Before the competition:</i>	<i>Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i>
<b>20:00 to 30:00 minutes before Start Time (when Record firing starts)</b>	
<b>WELCOME TO THE (Competition Name) THREE-POSITION AIR RIFLE MATCH</b>  <b>RELAY NUMBER (Relay Number) YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE...GROUND YOUR RIFLES</b>	<i>The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.</i>  <i>If athletes will be asked to go downrange to hang their targets, all rifles must be grounded with actions open, and CBIs inserted before anyone goes down range.</i>  <i>If electronic targets are used or if targets are already hung, do not use the command <b>GROUND YOUR RIFLES</b>, but go directly to the <b>YOU MAY UNCASE AND HANDLE YOUR RIFLES</b> command.</i>
<b>If athletes and/or coaches are going downrange to hang targets:</b>	
<b>IS THE LINE CLEAR?</b>  <b>THE LINE IS CLEAR...GO FORWARD AND HANG YOUR TARGETS</b>	<i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i>  <i>Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.</i>
<b>After all targets are hung and all personnel are back from downrange:</b>	
<b>YOU MAY UNCASE AND HANDLE YOUR RIFLES</b>  <b>TAKE YOUR POSITIONS</b>	<i>When the <b>UNCASE AND HANDLE YOUR RIFLES</b> command is given, athletes must orient gun cases so that rifle muzzles are pointed downrange when they come out of the case.</i>  <i>The <b>TAKE YOUR POSITIONS</b> command should be given at least 15 minutes before the Start Time (the time when Match firing starts) and allow a minimum of five minutes for athletes to prepare</i>  <i>After being instructed to take their positions, athletes may set up their equipment, take their prone positions and do holding and aiming exercises. CBIs may not be removed.</i>

# COMMANDS FOR THREE-POSITION (3X10 & 3X20) COURSES OF FIRE

## COMMANDS

## INSTRUCTIONS

After a minimum of 5:00 minutes:

**PREPARATION AND SIGHTING TIME...**

**TIME LIMIT 8 MINUTES...START**

**30 SECONDS**

*This is a combined Preparation and Sighting Time. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or fire sighting shots. If athletes are new to this procedure, the Range Officer may explain that the command **START** authorizes them to load and begin firing when they are ready.*

*The Range Officer gives a 30 second warning after 7 minutes, 30 seconds.*

After 8:00 minutes

**SIGHTING SHOTS...STOP**

**PRONE (or KNEELING) RECORD FIRE...**

**20 (or 10) SHOTS IN A TIME LIMIT OF 20 (or 10) MINUTES...START**

**FIVE (5) MINUTES**

**TWO (2) MINUTES**

*After the command **STOP** between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire **START** command. If electronic targets are used, there must be a pause while the computer officer resets the targets from sighter to record.*

*The time limit begins when the command **START** is given.*

*The Range Officer gives five- and two-minute warnings.*

After 20:00 (or 10:00) minutes

**STOP—UNLOAD**

**IS THE LINE CLEAR?**

**THE LINE IS CLEAR...GO FORWARD AND CHANGE TARGETS**

*When the **STOP—UNLOAD** command is given, all athletes must insert CBIs and ground their rifles.*

*Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.*

*Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.*

*If electronic targets are used and it is not necessary to go downrange to repair targets, the Range Officer can pause one or two minutes after the **STOP—***

# COMMANDS FOR THREE-POSITION (3X10 & 3X20) COURSES OF FIRE

COMMANDS	INSTRUCTIONS
	<i>UNLOAD</i> command and then go directly to the <b>TAKE YOUR POSITIONS</b> command.
<b>After all targets are changed and all personnel are back from downrange:</b>	
<b>TAKE YOUR POSITIONS, YOUR FIVE-MINUTE CHANGEOVER TIME FOR THE STANDING (or PRONE) POSITION BEGINS NOW</b>	<i>After being instructed to take their positions, athletes may change their equipment, take their standing positions, remove CBIs, and dry fire.</i>
<b>After 5:00 minutes</b>	
<b>STANDING (or PRONE) POSITION SIGHTING STAGE...TIME LIMIT FIVE MINUTES...START</b>	<i>This is a combined Preparation and Sighting Stage. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or shoot sighting shots.</i>
<b>30 SECONDS</b>	<i>The Range Officer gives a 30 second warning after 4 minutes, 30 seconds.</i>
<b>After 5:00 minutes</b>	
<b>SIGHTING SHOTS...STOP</b>	<i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command. If electronic targets are used, there must be a pause while the Technical Officer resets the targets from Sighter to Record.</i>
<b>20 (or 10) RECORD SHOTS IN A TIME LIMIT OF 25 (or 15)(or 20 or 10) MINUTES...START</b>	<i>The time limit begins when the command <b>START</b> is given.</i>
<b>FIVE (5) MINUTES</b>	<i>The Range Officer gives five- and two-minute warnings.</i>
<b>TWO (2) MINUTES</b>	
<b>After 20:00 (or 10:00) minutes</b>	
<b>STOP—UNLOAD</b>	<i>When the <b>STOP—UNLOAD</b> command is given, all athletes must insert CBIs and ground their rifles.</i>

# COMMANDS FOR THREE-POSITION (3X10 & 3X20) COURSES OF FIRE

COMMANDS	INSTRUCTIONS									
<p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...GO FORWARD AND CHANGE YOUR TARGETS</b></p>	<p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i></p> <p><i>Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.</i></p> <p><i>If electronic targets are used and it is not necessary to go downrange to repair targets, the Range Officer can pause one or two minutes after the <b>STOP—UNLOAD</b> command and then go directly to the <b>TAKE YOUR POSITIONS</b> command.</i></p>									
<p><b>After all targets are changed and all personnel are back from downrange:</b></p>										
<p><b>TAKE YOUR POSITIONS, YOUR FIVE-MINUTE CHANGEOVER STAGE FOR THE KNEELING (or STANDING) POSITION BEGINS NOW</b></p>	<p><i>After being instructed to take their positions, athletes may change their equipment, take their kneeling positions, remove CBIs, and dry fire.</i></p>									
<p><b>After 5:00 minutes</b></p>										
<table border="0" style="width: 100%;"> <tr> <td style="width: 33%;"><b>KNEELING</b></td> <td style="width: 33%;"><b>POSITION</b></td> <td style="width: 33%;"><b>SIGHTING</b></td> </tr> <tr> <td><b>STAGE...TIME</b></td> <td><b>LIMIT</b></td> <td><b>FIVE</b></td> </tr> <tr> <td><b>MINUTES...START</b></td> <td></td> <td></td> </tr> </table> <p><b>30 SECONDS</b></p>	<b>KNEELING</b>	<b>POSITION</b>	<b>SIGHTING</b>	<b>STAGE...TIME</b>	<b>LIMIT</b>	<b>FIVE</b>	<b>MINUTES...START</b>			<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or fire sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes, 30 seconds, or if a 10-minute Sighting Stage is used, after 9 minutes, 30 seconds.</i></p>
<b>KNEELING</b>	<b>POSITION</b>	<b>SIGHTING</b>								
<b>STAGE...TIME</b>	<b>LIMIT</b>	<b>FIVE</b>								
<b>MINUTES...START</b>										
<p><b>After 5:00 minutes</b></p>										
<p><b>SIGHTING SHOTS...STOP</b></p>  <p><b>20 (or 10) SHOTS IN A TIME LIMIT OF 20 (or 10) (or 25 or 15) MINUTES...START</b></p>	<p><i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command.</i></p> <p><i>If electronic targets are used, there must be a pause while the computer officer resets the targets from sighter to record.</i></p> <p><i>The time limit begins when the command <b>START</b> is given.</i></p> <p><i>The Range Officer gives five- and two-minute warnings.</i></p>									

## COMMANDS FOR THREE-POSITION (3X10 & 3X20) COURSES OF FIRE

COMMANDS	INSTRUCTIONS
<i>FIVE (5) MINUTES</i>	
<i>TWO (2) MINUTES</i>	
<b>After 20:00 (or 10:00) minutes</b>	
<b>STOP—UNLOAD</b>	<i>When the <b>STOP—UNLOAD</b> command is given, all athletes must insert CBIs and ground their rifles.</i>
<b>IS THE LINE CLEAR?</b>	<i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i>
<b>THE LINE IS CLEAR...GO FORWARD AND REMOVE TARGETS</b>	<i>Coaches, athletes, or target handlers may go downrange to remove targets. No one may handle rifles while personnel are downrange.</i>
<b>After all targets are removed and all personnel are back from downrange:</b>	
<b>ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</b>	<i>Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their rifles before removing them from the firing line are authorized to close the rifle actions and discharge air or gas before casing them.</i>
<b>YOU MAY DISCHARGE AIR OR GAS DOWNRANGE</b>	
<b>If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.</b>	

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### COMMANDS FOR STANDING (60-SHOT) COURSE OF FIRE

COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE	
COMMANDS	INSTRUCTIONS
<i>Before the competition:</i>	<i>Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i>



# COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE

## COMMANDS

## INSTRUCTIONS

20:00 to 30:00 minutes before Start Time (when Record firing starts)

**WELCOME TO THE (Competition Name)  
STANDING POSITION AIR RIFLE MATCH**

*The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.*

**RELAY NUMBER (Relay Number) YOU  
MAY MOVE YOUR RIFLES AND  
EQUIPMENT TO THE FIRING  
LINE...GROUND YOUR RIFLES**

*If athletes will be asked to go downrange to hang their targets, all rifles must be grounded with actions open and CBIs inserted before anyone goes down range.*

*If electronic targets are used or if targets are already hung, do not use the command **GROUND YOUR RIFLES**, but go directly to the **YOU MAY UNCASE AND HANDLE YOUR RIFLES** command.*

**If athletes and/or coaches are going downrange to hang targets:**

**IS THE LINE CLEAR?**

*Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.*

**THE LINE IS CLEAR...GO FORWARD AND  
HANG YOUR TARGETS**

*Coaches, athletes or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.*

**After all targets are hung and all personnel are back from downrange:**

**YOU MAY UNCASE AND HANDLE YOUR  
RIFLES**

*When the **UNCASE AND HANDLE YOUR RIFLES** command is given, athletes must orient gun cases so that rifle muzzles are pointed downrange when they come out of the case.*

**TAKE YOUR POSITIONS**

*The **TAKE YOUR POSITIONS** command should be given at least 15 minutes before the Start Time (the time when Match firing starts) and allow a minimum of five minutes for athletes to prepare*

*After being instructed to take their positions, athletes may set up their equipment, take their standing positions and do holding and aiming exercises. CBIs may not be removed.*

**After a minimum of 5:00 minutes:**

**PREPARATION AND SIGHTING TIME...  
TIME LIMIT 8 MINUTES...START**

*This is a combined Preparation and Sighting Time. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or fire sighting shots. If athletes are new to this procedure, the Range Officer may explain that the command **START** authorizes them to load and begin firing when they are ready.*

**30 SECONDS**

*The Range Officer gives a 30 second warning after 7 minutes, 30 seconds.*

# COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE

## COMMANDS

## INSTRUCTIONS

After 8:00 minutes

**SIGHTING SHOTS...STOP**

After the command **STOP** between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire **START** command.

If electronic targets are used, there must be a pause while the computer officer resets the targets from sighter to record.

**STANDING RECORD FIRE...**

**20 (or 10) SHOTS IN A TIME LIMIT OF 25 (or 15) MINUTES...START**

The time limit begins when the command **START** is given.

**FIVE (5) MINUTES**

The Range Officer gives five- and two-minute warnings.

**TWO (2) MINUTES**

**NOTE: If electronic targets are used, the 60 standing position shot event is fired without stopping to change targets. The time limit for 60 shots is 75 minutes. At the end of the Record Fire time, the Range Officer must go to the commands to stop firing and clear the firing line on page 72.**

After 25:00 (or 15:00) minutes

**STOP—UNLOAD**

When the **STOP—UNLOAD** command is given, all athletes must insert CBIs and ground their rifles.

**IS THE LINE CLEAR?**

Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.

**THE LINE IS CLEAR...GO FORWARD AND CHANGE TARGETS**

Coaches, athletes, or target handlers may go downrange to hang targets. No one may handle rifles while personnel are downrange.

After all targets are changed and all personnel are back from downrange:

**TAKE YOUR POSITIONS, YOUR STANDING POSITION SIGHTING STAGE WILL BEGIN IN 30 SECONDS**

Athletes may handle their rifles, get into their standing positions again, remove CBIs and dry fire.

After 30 seconds

# COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE

COMMANDS	INSTRUCTIONS
<p><b>STANDING POSITION SIGHTING</b> <b>STAGE...TIME LIMIT FIVE</b> <b>MINUTES...START</b></p> <p><b>30 SECONDS</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may continue their preparations for firing and shoot additional sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes, 30 seconds.</i></p>
<b>After 5:00 minutes</b>	
<p><b>SIGHTING SHOTS...STOP</b></p> <p><b>20 (or 10) RECORD SHOTS IN A TIME LIMIT OF 25 (or 15) MINUTES...START</b></p> <p><b>FIVE (5) MINUTES</b></p> <p><b>TWO (2) MINUTES</b></p>	<p><i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command.</i></p> <p><i>The time limit begins when the command <b>START</b> is given.</i></p> <p><i>The Range Officer gives five- and two-minute warnings.</i></p>
<b>After 25:00 (or 15:00) minutes</b>	
<p><b>STOP—UNLOAD</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...GO FORWARD AND REMOVE TARGETS</b></p>	<p><i>When the <b>STOP—UNLOAD</b> command is given, all athletes must insert CBIs and ground their rifles.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i></p> <p><i>Coaches, athletes, or target handlers may go downrange to remove targets. No one may handle rifles while personnel are downrange.</i></p>
<b>After all targets are changed and all personnel are back from downrange:</b>	
<p><b>TAKE YOUR POSITIONS, YOUR STANDING POSITION SIGHTING STAGE WILL BEGIN IN 30 SECONDS</b></p>	<p><i>Athletes may handle their rifles, get into their standing positions again, remove CBIs and dry fire.</i></p>
<b>After 30 seconds</b>	

# COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE

COMMANDS	INSTRUCTIONS
<p><b>STANDING POSITION SIGHTING</b>  <b>STAGE...TIME LIMIT FIVE</b>  <b>MINUTES...START</b></p> <p><b>30 SECONDS</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may continue their preparations for firing and shoot additional sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes, 30 seconds.</i></p>
<b>After 5:00 minutes</b>	
<p><b>SIGHTING SHOTS...STOP</b></p> <p><b>20 (or 10) RECORD SHOTS IN A TIME LIMIT</b>  <b>OF 25 (or 15) MINUTES...START</b></p> <p><b>FIVE (5) MINUTES</b></p> <p><b>TWO (2) MINUTES</b></p>	<p><i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command.</i></p> <p><i>The time limit begins when the command <b>START</b> is given.</i></p> <p><i>The Range Officer gives five- and two-minute warnings.</i></p>
<b>After 25:00 (or 15:00) minutes</b>	
<p><b>STOP—UNLOAD</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...GO FORWARD AND</b>  <b>REMOVE TARGETS</b></p>	<p><i>When the <b>STOP—UNLOAD</b> command is given, all athletes must insert CBIs and ground their rifles.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i></p> <p><i>Coaches, athletes, or target handlers may go downrange to remove targets. No one may handle rifles while personnel are downrange.</i></p>
<b>After all targets are removed and all personnel are back from downrange:</b>	
<p><b>ATHLETES, THE LINE IS CLEAR</b></p> <p><b>YOU MAY DISCHARGE AIR OR GAS</b>  <b>DOWNRANGE</b></p> <p><b>YOU MAY REMOVE YOUR EQUIPMENT</b>  <b>FROM THE FIRING LINE</b></p>	<p><i>Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their rifles before removing them from the firing line are authorized to close the rifle actions and discharge air or gas before casing them.</i></p>

## COMMANDS FOR STANDING (60-SHOT) COURSES OF FIRE

### COMMANDS

### INSTRUCTIONS

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If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

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## COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

## COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

### COMMANDS

### INSTRUCTIONS

<i>Before the competition:</i>	<i>Before a competition, the Range Officer must prepare the range for firing. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i>
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**20:00 to 30:00 minutes before Start Time (when Record firing starts)**

<b>WELCOME TO THE (Competition Name) THREE-POSITION AIR RIFLE MATCH</b>  <b>RELAY NUMBER (Relay Number) YOU MAY MOVE YOUR RIFLES AND EQUIPMENT TO THE FIRING LINE</b>	<i>The Range Officer begins each relay by calling athletes to the firing line and then welcoming them to the competition.</i>  <i>If athletes are not familiar with the electronic targets being used, the Range Officer may need to give a brief orientation on how they function.</i>
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**After athletes move their rifles and equipment to their firing points:**

Before instructing athletes to uncase their rifles, the Range Officer should explain that the athletes will be firing on electronic targets with automated commands and instructions. The

# COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

COMMANDS	INSTRUCTIONS
lights above the target display a red signal to <b>STOP</b> firing and green signal to <b>START</b> firing. All other commands, warnings and instructions are displayed on each competitor's monitor.	
<p><b>YOU MAY UNCASE AND HANDLE YOUR RIFLES</b></p> <p><b>TAKE YOUR POSITIONS</b></p> <p>Red lights are turned on when athletes are called to the line remain on during this time.</p>	<p>When the <b>UNCASE AND HANDLE YOUR RIFLES</b> command is given, athletes must orient gun cases so that rifle muzzles are pointed downrange when they come out of the case.</p> <p>The <b>TAKE YOUR POSITIONS</b> command should be given at least 15 minutes before the Start Time (the time when Match firing starts) and allow a minimum of five minutes for athletes to prepare</p> <p>After being instructed to take their positions, athletes may set up their equipment, take their prone positions and do holding and aiming exercises. CBIs may not be removed.</p>
<b>After a minimum of 5:00 minutes</b>	
<p><b>YOUR PREPARATION AND SIGHTING TIME FOR THE PRONE (or KNEELING) POSITION STARTS WHEN YOUR GREEN SIGNAL LIGHT APPEARS AND ENDS WHEN YOUR RED LIGHT REAPPEARS.</b></p> <p>Red lights switch to green</p> <p><b>SIGHTING SHOTS...START</b></p>	<p><i>This is a combined Preparation and Sighting Time. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or fire sighting shots.</i></p>
<b>After 8:00 minutes</b>	
<p>Green lights switch to red</p> <p><b>SIGHTING SHOTS...STOP</b></p> <p><b>YOUR PRONE (or KNEELING) RECORD FIRING TIME STARTS WHEN YOUR GREEN SIGNAL LIGHT APPEARS AND ENDS WHEN YOUR RED LIGHT REAPPEARS.</b></p> <p>Red lights switch to green</p> <p><b>PRONE RECORD FIRING...START</b></p>	<p><i>After the <b>STOP</b> signal between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command.</i></p>
<b>After 20:00 (or 10:00) minutes</b>	
<p>Green lights switch to red</p> <p><b>STOP—UNLOAD</b></p>	<p><i>The <b>STOP—UNLOAD</b> command should also be given verbally when the red light reappears to ensure that all athletes are aware of the command. All</i></p>

# COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

COMMANDS	INSTRUCTIONS
<p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR... YOUR FIVE-MINUTE CHANGEOVER TIME FOR THE STANDING (or PRONE) POSITION BEGINS NOW</b></p> <p>Red lights remain on during the changeover</p>	<p><i>athletes must insert CBIs to clear and ground their rifles.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted</i></p>
<p><b>After 5:00 minutes</b></p>	
<p><b>TAKE YOUR POSITIONS</b></p> <p><b>YOUR SIGHTING TIME FOR THE STANDING POSITION STARTS WHEN YOUR GREEN SIGNAL LIGHT APPEARS AND ENDS WHEN YOUR RED LIGHT REAPPEARS.</b></p> <p>Red lights switch to green</p> <p><b>SIGHTING SHOTS...START</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or shoot sighting shots.</i></p>
<p><b>After 5:00 minutes</b></p>	
<p>Green lights switch to red</p> <p><b>SIGHTING SHOTS...STOP</b></p> <p><b>YOUR STANDING (or PRONE) RECORD FIRING TIME STARTS WHEN YOUR GREEN AND ENDS WHEN THE RED LIGHTS REAPPEAR.</b></p> <p>Red lights switch to green</p> <p><b>STANDING RECORD FIRING...START</b></p>	<p><i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> signal.</i></p>
<p><b>After 25:00 (or 15:00) or 20:00 (or 10:00), minutes</b></p>	
<p>Green lights switch to red</p> <p><b>STOP—UNLOAD</b></p> <p><b>IS THE LINE CLEAR?</b></p>	<p><i>The <b>STOP—UNLOAD</b> should be given at the same time as the red lights come on.</i></p> <p><i>When the <b>STOP—UNLOAD</b> signal is given, all athletes must insert CBIs and ground their rifles.</i></p> <p><i>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</i></p>

# COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

COMMANDS	INSTRUCTIONS
<p><b>THE LINE IS CLEAR... YOUR FIVE-MINUTE CHANGEOVER TIME FOR THE KNEELING (or STANDING) POSITION BEGINS NOW</b></p> <p>Red lights remain on during the changeover</p>	
<p><b>After 5:00 minutes</b></p>	
<p><b>TAKE YOUR POSITIONS</b></p> <p><b>YOUR SIGHTING TIME FOR THE KNEELING (or STANDING) POSITION WILL START WHEN YOUR GREEN SIGNAL LIGHT APPEARS AND END WHEN YOUR RED LIGHT REAPPEARS.</b></p> <p>Red lights switch to green</p> <p><b>SIGHTING SHOTS...START</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may get into their firing positions, remove CBIs, and dry fire or fire sighting shots.</i></p>
<p><b>After 5:00 minutes</b></p>	
<p>Green lights switch to red</p> <p><b>SIGHTING SHOTS...STOP</b></p> <p><b>YOUR KNEELING (or STANDING) RECORD FIRING TIME STARTS WHEN YOUR GREEN SIGNAL LIGHT APPEARS AND ENDS WHEN YOUR RED LIGHT REAPPEARS.</b></p> <p>Red lights switch to green</p> <p><b>KNEELING RECORD FIRING...START</b></p>	<p><i>After the command <b>STOP</b> between the Sighting and Record stages, rifles may remain loaded and in position ready for the Record Fire <b>START</b> command.</i></p>
<p><b>After 20:00 (or 10:00), or 25 (or 15) minutes</b></p>	



## COMMANDS FOR THREE-POSITION (3X10 OR 3X20) COURSES OF FIRE ON RANGES WITH AUTOMATED PROCEDURES

COMMANDS	INSTRUCTIONS
<p>Green lights switch to red</p> <p><b>STOP—UNLOAD</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR</b></p> <p><b>ATHLETES, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</b></p> <p><b>YOU MAY DISCHARGE AIR OR GAS DOWNRANGE</b></p>	<p>When the <b>STOP—UNLOAD</b> command is given, all athletes must insert CBIs and ground their rifles.</p> <p>Range Officers must signal YES or NO to indicate that all rifles are grounded with CBIs inserted.</p> <p>Athletes are instructed to remove their equipment from the firing line to prepare for the next relay of athletes. Athletes who wish to case their rifles before removing them from the firing line are authorized to close the rifle actions and discharge air or gas before casing them.</p>

If there are additional relays of athletes to fire, the Range Officer returns to the welcome and call to the firing line for the next relay according to the scheduled start time for that relay.

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### COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

## COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

COMMANDS	INSTRUCTIONS
<p><i>Before the competition:</i></p>	<p><i>Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be labeled as firing points A-H. Targets should be prepared in advance for those firing points. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i></p>

# COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

COMMANDS	INSTRUCTIONS
<p><b>WELCOME TO THE FINAL FOR THE (Competition Name) THREE-POSITION AIR RIFLE MATCH.</b></p> <p><b>ATHLETES TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.</b></p> <p><b>PLEASE WELCOME THE FINALISTS. IN 8TH POSITION, WITH A QUALIFYING SCORE OF (score), REPRESENTING (club or school), IS (FIRST NAME, LAST NAME). This sequence continues until all eight finalists are introduced.</b></p>	<p><i>The Range Officer begins the Final by calling the finalists to the firing line.</i></p> <p><i>Athletes should bring their rifles to the firing line and ground them on their firing points with actions open and CBIs inserted. All finalists must turn to face spectators for the introductions.</i></p> <p><i>Either the Range Officer or an Announcer can introduce each athlete. All finalists should continue facing the spectators until all have been introduced.</i></p>
<p><b>TAKE YOUR POSITIONS</b></p>	<p><i>Finalists may handle their rifles and get into the standing position. They may do aiming and holding exercises, but they may not remove CBIs or dry fire until the Preparation and Sighting Time begins.</i></p>
<p><b>After 2:00 minutes</b></p>	
<p><b>PREPARATION AND SIGHTING, TIME LIMIT FIVE MINUTES...START</b></p> <p><b>30 SECONDS</b></p>	<p><i>This is a combined Preparation and Sighting Time. During this period, athletes may finish getting into their firing positions, remove CBIs and dry fire as well as load and fire unlimited sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
<p><b>After 5:00 minutes:</b></p>	
<p><b>SIGHTING SHOTS...STOP-UNLOAD</b></p>	<p><i>If electronic targets are used, there must be a pause while the Technical Officer resets the targets from sighter to record.</i></p>
<p><b>After 30 seconds:</b></p>	

# COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

COMMANDS	INSTRUCTIONS
<p><b>FOR THE FIRST COMPETITION SHOT, LOAD...(5-second pause)...START</b></p>	<p><i>After the command <b>LOAD</b> for each shot, there is a five (5) second pause to give finalists time to load their rifles and get into their firing positions.</i></p> <p><i>The time limit of 50 seconds begins when the command <b>START</b> is given.</i></p>
<p><b>After 50 seconds:</b></p>	
<p><b>STOP</b></p> <p><b>Range Officer or Announcer makes comments about the first series (who had the best score, best shot, is the leader, etc.)</b></p> <p><b>FOR THE NEXT COMPETITION SHOT, LOAD....(5 second pause)...START</b></p>	<p><i>The Range Officer must command <b>STOP</b>.</i></p> <p><i>The Range Officer or Announcer should make short comments about the scores, rankings and any changes in rankings.</i></p> <p><i>Commands for the next Final Round shot begin immediately after the scores and comments.</i></p>
<p><b>After 50 Seconds, the <i>STOP</i> command is given. The announcement of scores and comments and commands for succeeding shots continue until ten shots are fired. No scores are announced after the tenth shot.</b></p> <p><b>After the 10th shot (electronic targets, with no ties for places 1-3).</b></p>	
<p><b>STOP—UNLOAD...</b></p> <p><b>THERE ARE NO TIES, RESULTS ARE FINAL</b></p> <p><b>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A</b></p>	<p><i>When the <b>STOP—UNLOAD</b> command is given after the 10th shot, all athletes must insert CBIs and ground their rifles.</i></p> <p><i>When there are no ties, the Range Officer or Announcer must immediately recognize the first three place winners.</i></p> <p><i>If there is a tie, the Range Officer must immediately proceed with the tie-breaking shoot-off (see Rule 10.2.9 n). The Range Officer should instruct athletes who are not in the shoot-off to insert CBIs in their rifles, leave their equipment in place and step back from the firing line</i></p>

# COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

COMMANDS	INSTRUCTIONS
<p><b>SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</b></p>	<p>After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.</p>
<b>After the 10th shot (paper targets)</b>	
<p><b>STOP—UNLOAD</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...YOU MAY GO DOWNRANGE TO RETRIEVE TARGETS FOR SCORING</b></p>	<p>When the <b>STOP—UNLOAD</b> command is given after the 10th shot, all athletes must insert CBIs and ground their rifles.</p> <p>The Range Officer must confirm that all rifles have open actions with CBIs inserted.</p>
<b>After the targets are scored and final scores are available:</b>	
<p><b>THE FINAL ROUND SCORES ARE: (Family name of 1st Finalist), (score). (Family name of 2nd Finalist), (score).</b></p> <p><i>This continues until all eight scores are announced.</i></p> <p><b>THE TWO MINUTE PROTEST TIME BEGINS NOW</b></p>	<p>The Range Officer of Announcer must announce the scores of all eight finalists beginning with the athlete on firing point one and continuing to the score of the eighth finalist.</p>
<b>After two minutes:</b>	
<p><b>RESULTS ARE FINAL</b></p> <p><b>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING</b></p>	

## COMMANDS FOR A STANDARD FINAL (3X10 OR 3X20 + 10 SHOTS)

COMMANDS	INSTRUCTIONS
<p><i>(club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).</i></p> <p><b>FINALISTS, YOU MAY DISCHARGE AIR DOWNRANGE AND CASE YOUR RIFLES YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</b></p>	<p><i>The Range Officer or Announcer will recognize the winners as soon as possible after scores are available.</i></p> <p><i>The Range Officer or Announcer may make closing comments about the competition or award ceremony.</i></p>

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### COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)

COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)	
COMMANDS	INSTRUCTIONS
<p><i>Before the competition:</i></p>	<p><i>Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be labeled as firing points A-H. The range must have electronic targets to conduct this Final correctly. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i></p>

# COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>WELCOME TO THE FINAL FOR THE (Competition Name) AIR RIFLE STANDING EVENT.</b></p>	<p><i>The Range Officer begins the Final by calling the finalists to the firing line.</i></p>
<p><b>ATHLETES TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.</b></p>	<p><i>Athletes should bring their rifles to the firing line and ground them on their firing points with actions open and CBIs inserted. All finalists must turn to face spectators for the introductions.</i></p>
<p><b>PLEASE WELCOME THE FINALISTS. IN POSITION A, REPRESENTING (club or school), IS (FIRST NAME, LAST NAME). This sequence continues until all eight finalists are introduced.</b></p>	<p><i>Either the Range Officer or an Announcer can introduce each athlete. The finalists should all face the spectators until all have been introduced.</i></p>
<p><b>TAKE YOUR POSITIONS</b></p>	<p><i>The finalists may handle their rifles and get into the standing position. They may do aiming and holding exercises, but they may not remove CBIs or dry fire until the Preparation and Sighting Time begins.</i></p>
<p><b>After 2:00 minutes</b></p>	
<p><b>FIVE MINUTES PREPARATION AND SIGHTING ...START</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may finish getting into their firing positions, remove CBIs and dry fire as well as load and fire unlimited sighting shots.</i></p>
<p><b>30 SECONDS</b></p>	<p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
<p><b>After 5:00 minutes:</b></p>	
<p><b>SIGHTING SHOTS...STOP-UNLOAD</b></p>	<p><i>There must be a pause while the Technical Officer resets the targets from sighter to record.</i></p>
<p><b>After 30 seconds:</b></p>	

## COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>FOR THE FIRST COMPETITION SERIES, LOAD...(5-second pause)...START</b></p>	<p><i>After the command <b>LOAD</b> for each shot, there is a 5-second pause to give finalists time to load their rifles and get into their firing positions.</i></p> <p><i>The time limit of 250 seconds (4 min., 10 sec.) begins when the command <b>START</b> is given.</i></p>
<p><b>After 250 seconds (4 min., 10 sec.):</b></p>	
<p><b>STOP</b></p> <p><b>Range Officer or Announcer makes comments about the first series (who had the best score, best shot, is the leader, etc.)</b></p> <p><b>FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START</b></p>	<p><i>The Range Officer must command <b>STOP</b>.</i></p> <p><i>The Range Officer or Announcer must begin making comments about the results of the first 5-shot series immediately after the <b>STOP</b> command.</i></p> <p><i>Commands for the next Final Round shot begin immediately after the comments.</i></p>
<p><b>After 250 seconds (4 min., 10 sec.):</b></p>	
<p><b>STOP</b></p> <p><b>Range Officer or Announcer makes comments about the second series (who had the best score, best shot, is the leader, etc.)</b></p> <p><b>FOR THE NEXT COMPETITION SHOT, LOAD....(5-second pause)...START</b></p>	<p><i>The Range Officer must command <b>STOP</b>.</i></p> <p><i>The Range Officer or Announcer must begin making comments about the results of the first 5-shot series immediately after the <b>STOP</b> command.</i></p> <p><i>Commands for the first single shot (11<sup>th</sup> shot) must begin immediately after the commentary.</i></p>
<p><b>After 50 Seconds, the <b>STOP</b> command is given. The Final will continue with single shots until 24 total shots are fired. The Announcer or Range Officer makes brief commentary about the scores and rankings after each shot. Athletes will be eliminated after every two single shots until the 1<sup>st</sup> and 2<sup>nd</sup> places are decided after the 24<sup>th</sup> shot.</b></p>	
<p><b>If there is a tie for any place finish, the Range Officer shall immediately give tie-breaking commands to the tied athletes to break the tie before announcing the results for that shot (see Rule 10.2.9 n).</b></p>	

# COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)

## COMMANDS

## INSTRUCTIONS

After the 12<sup>th</sup> shot, the 8<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 8<sup>th</sup> place finisher.

After the 14<sup>th</sup> shot, the 7<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 7<sup>th</sup> place finisher.

After the 16<sup>th</sup> shot, the 6<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6<sup>th</sup> place finisher.

After the 18<sup>th</sup> shot, the 5<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 5<sup>th</sup> place finisher.

After the 20<sup>th</sup> shot, the 4<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 4<sup>th</sup> place finisher.

After the 22<sup>nd</sup> shot, the 3<sup>rd</sup> place athlete is eliminated. The athlete must insert a CBI, leave their rifle on the firing point and take a seat to the rear of the firing points. the announcer or Range Officer will recognize the 3<sup>rd</sup> place finisher.

After the 24th shot:

**STOP—UNLOAD...**

**THERE ARE NO TIES, RESULTS ARE FINAL**

**THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).**

*When the **STOP—UNLOAD** command is given after the 24th shot, the 1<sup>st</sup> and 2<sup>nd</sup> place athletes must insert CBIs and ground their rifles.*

*When there are no ties, the Range Officer or Announcer must immediately recognize the first three place winners. The bronze medal winner should be brought back to the firing line so that the first three place winners can be presented together.*



## COMMANDS FOR AN ISSF STANDING FINAL (24 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><i>IS THE LINE CLEAR?</i></p> <p><i>THE LINE IS CLEAR...YOU MAY DISCHARGE AIR DOWNRANGE</i></p> <p><i>YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</i></p>	<p><i>After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.</i></p>

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## COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><i>Before the competition:</i></p>	<p><i>Before a competition, the Range Officer must prepare the range for the Final. The eight firing points used for the Final should be labeled as firing points A-H. The range must have electronic targets to conduct this Final correctly. Athletes may not move their equipment to the firing line until the Range Officer calls them to the firing line.</i></p>

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>WELCOME TO THE FINAL FOR THE (Competition Name) THREE-POSITION AIR RIFLE MATCH.</b></p> <p><b>ATHLETES TO THE LINE...GROUND YOUR RIFLES AND EQUIPMENT.</b></p> <p><b>PLEASE WELCOME THE FINALISTS. ON POSITION A, , REPRESENTING (club or school), IS (FIRST NAME, LAST NAME). This presentation continues until all eight finalists are introduced.</b></p>	<p><i>The Range Officer begins the Final by calling the finalists to the firing line.</i></p> <p><i>Athletes should bring their rifles to the firing line and ground them on their firing points with actions open and CBIs inserted. All finalists must turn to face spectators for the introductions.</i></p> <p><i>Either the Range Officer or an Announcer can introduce each athlete. The finalists should all face the spectators until all have been introduced.</i></p>
<p><b>TAKE YOUR POSITIONS</b></p>	<p><i>The finalists may handle their rifles and get into the kneeling position. They may do aiming and holding exercises, but they may not remove CBIs or dry fire until the Preparation and Sighting Time begins.</i></p>
<p><b>After 2:00 minutes</b></p>	
<p><b>FIVE MINUTES PREPARATION AND SIGHTING TIME...START</b></p> <p><b>30 SECONDS</b></p>	<p><i>This is a combined Preparation and Sighting Stage. During this period, athletes may finish getting into their kneeling positions, remove CBIs and dry fire as well as load and fire unlimited sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 4 minutes and 30 seconds elapse.</i></p>
<p><b>After 5:00 minutes:</b></p>	
<p><b>SIGHTING SHOTS...STOP-UNLOAD</b></p>	<p><i>There must be a pause while the Technical Officer resets the targets from sighter to record.</i></p>
<p><b>After 30 seconds:</b></p>	

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>FOR THE FIRST COMPETITION SERIES, LOAD...(5-second pause)...START</b></p>	<p>After the command <b>LOAD</b> for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions.</p> <p>The time limit of 200 seconds (3 min., 20 sec.) begins when the command <b>START</b> is given.</p>
<p><b>After 200 seconds (3 min., 20 sec.):</b></p>	
<p><b>STOP</b></p> <p>Range Officer or Announcer makes comments about the first series (who had the best score, best shot, is the leader, etc.)</p> <p><b>FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START</b></p>	<p>The Range Officer must command <b>STOP</b>.</p> <p>The Range Officer or Announcer must begin making comments about the results of the first 5-shot series immediately after the <b>STOP</b> command.</p> <p>Commands for the second and third five-shot series begin immediately after the comments.</p>
<p><b>Three 5-shot series in the kneeling position are fired using this command sequence. After the third series is completed:</b></p>	
<p><b>STOP</b></p> <p><b>SEVEN MINUTES CHANGEOVER AND SIGHTING TIME...START</b></p> <p>The Range Officer or Announcer makes comments about the third kneeling series and the finalists' overall standings during the changeover.</p> <p><b>30 SECONDS</b></p> <p><b>STOP</b></p>	<p>The Range Officer must command <b>STOP</b>.</p> <p>During this Changeover, the finalists change from the kneeling position to the prone position and fire unlimited sighting shots.</p> <p>The Range Officer gives a 30 second warning after 6 minutes and 30 seconds elapse.</p> <p>There will be a 30-second pause to reset electronic targets.</p>
<p><b>After 30 seconds:</b></p>	

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>FOR THE NEXT COMPETITION SERIES, LOAD...(5-second pause)...START</b></p>	<p><i>After the command <b>LOAD</b> for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions.</i></p> <p><i>The time limit of 150 seconds (2 min., 30 sec.) begins when the command <b>START</b> is given.</i></p>
<p><b>After 150 seconds (2 min., 30 sec.):</b></p>	
<p><b>STOP</b></p> <p>The Range Officer or Announcer makes comments about the last prone series.</p> <p><b>FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START</b></p>	<p><i>The Range Officer must command <b>STOP</b>.</i></p> <p><i>Commands for the second and third five-shot series begin immediately after the comments.</i></p>
<p><b>Three 5-shot series in the prone position are fired using this command sequence. After the third series is completed:</b></p>	
<p><b>STOP</b></p> <p><b>NINE MINUTES CHANGEOVER AND SIGHTING TIME...START</b></p> <p>The Range Officer or Announcer makes comments about the third prone series and the athletes' overall standings during the changeover.</p> <p><b>30 SECONDS</b></p> <p><b>STOP</b></p>	<p><i>The Range Officer must command <b>STOP</b>.</i></p> <p><i>During this Changeover, the finalists change from the prone position to the standing position and fire unlimited sighting shots.</i></p> <p><i>The Range Officer gives a 30 second warning after 8 minutes and 30 seconds elapse.</i></p> <p><i>There will be a 30-second pause to reset electronic targets.</i></p>
<p><b>After 30 seconds:</b></p>	
<p><b>FOR THE NEXT COMPETITION SERIES, LOAD...(5-second pause)...START</b></p>	<p><i>After the command <b>LOAD</b> for each shot, there is a 5-second pause to give finalists time to load their rifles and assume their firing positions.</i></p> <p><i>The time limit of 250 seconds (4 min., 10 sec.) begins when the command <b>START</b> is given.</i></p>

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

## COMMANDS

## INSTRUCTIONS

After 250 seconds (4 min., 10 sec.):

**STOP**

The Range Officer or Announcer makes comments about the first standing series.

**FOR THE NEXT COMPETITION SERIES, LOAD....(5-second pause)...START**

*The Range Officer must command STOP.*

*Commands for the second five-shot series begin immediately after the comments.*

Two 5-shot series in the standing position are fired using this command sequence. After the second series is completed, the 8<sup>th</sup> and 7<sup>th</sup> place athletes are eliminated. The Final will continue with five single shots (50 second time limits) through the 45<sup>th</sup> shot when the 1<sup>st</sup> and 2<sup>nd</sup> place athletes are decided.

**STOP**

The Range Officer or Announcer will recognize and congratulate the 8<sup>th</sup> and 7<sup>th</sup> place finalists and make comments about the athletes' standings after the second standing series.

**FOR THE NEXT COMPETITION SHOT, LOAD....(5-second pause)...START**

*The Range Officer must command STOP.*

*The 8<sup>th</sup> and 7<sup>th</sup> place athletes must insert CBIs in their rifles, ground them on their firing points and step back from the firing line (chairs should be provided for eliminated athletes).*

*Commands for the first single shot (41<sup>st</sup> shot) must begin immediately after the commentary.*

If there is a tie for any place finish, the Range Officer shall immediately give tie-breaking commands to the tied athletes to break the tie before announcing the results for that shot (Rule 10.2.9 n).

After 50 Seconds, the STOP command is given. After the 41<sup>st</sup> shot, the 6<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6<sup>th</sup> place finisher.

After the 42<sup>nd</sup> shot, the 5<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6<sup>th</sup> place finisher.

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

## COMMANDS

## INSTRUCTIONS

After the 43<sup>rd</sup> shot, the 4<sup>th</sup> place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer will recognize the 6<sup>th</sup> place finisher.

After the 44<sup>th</sup> shot, the 3<sup>rd</sup> place athlete is eliminated. The athlete must insert a CBI in their rifle, leave it on the firing point and take a seat to the rear of the firing points. The Announcer or Range Officer must recognize the 6<sup>th</sup> place finisher.

After the 45<sup>th</sup> shot (with no ties for places 1-2):

**STOP—UNLOAD...**

**THERE ARE NO TIES, RESULTS ARE FINAL**

**THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).**

**IS THE LINE CLEAR?**

**THE LINE IS CLEAR...YOU MAY DISCHARGE AIR DOWNRANGE**

**YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE**

*When the **STOP—UNLOAD** command is given after the 45<sup>th</sup> shot, the 1<sup>st</sup> and 2<sup>nd</sup> place athletes must insert CBIs and ground their rifles.*

*When there are no ties, the Range Officer or Announcer must immediately recognize the first three place winners. The bronze medal winner should be brought back to the firing line so that the first three place winners can be presented together.*

*After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.*

After 50 seconds:

**STOP—UNLOAD**

*When the **STOP—UNLOAD** command is given after the tie-breaking shot, the two remaining athletes must insert CBIs and ground their rifles.*

# COMMANDS FOR AN ISSF THREE-POSITION FINAL (45 SHOTS START-FROM ZERO)

COMMANDS	INSTRUCTIONS
<p><b>THERE ARE NO TIES, RESULTS ARE FINAL</b></p> <p><b>THE BRONZE MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME); THE SILVER MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME) and THE GOLD MEDAL WINNER, WITH A SCORE OF (final score), REPRESENTING (club or school), IS (ATHLETE'S NAME).</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR...YOU MAY DISCHARGE AIR DOWNRANGE</b></p> <p><b>YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE</b></p>	<p><i>The Range Officer or Announcer must immediately recognize the first three place winners.</i></p> <p><i>After recognizing the place winners, the line must be cleared (all actions open, CBIs inserted), and equipment removed from the firing line.</i></p>

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# NOTES:

# Safety Rules for Air Rifle Ranges

*Continued from the inside front cover*

*Before doing any shooting on ranges, athletes, coaches, and Match Officials must study these Safety Rules for Air Rifles and the Safety Rules in Section 2.0 of this Rulebook.*

7. **GUN CASES** – Many air rifles are transported to and from ranges in gun cases. The Range Officer on any range will determine whether athletes may open gun cases and remove air rifles from them or replace air rifles in them behind the firing line or whether this may only be done on the firing line. When a gun case is opened, the first thing that must be done is to open the action and insert a CBI. When an air rifle is replaced in a gun case, the CBI may be removed, the action closed, and the trigger released before closing the gun case. Closing the action and releasing the trigger to discharge gas after the line has been cleared may only be done when authorized by the Range Officer.
8. **RANGE COMMANDS** – Know the range commands that are used in Three-Position Air Rifle shooting. No athlete may load a pellet in an air rifle until after the command **LOAD** or **START** is given. No athlete may fire a shot until after the command **START** is given. When the command **STOP** is given, no further attempt to fire a shot may be made; the rifle must be taken down immediately and the action must be opened. If a pellet remains in the rifle, ask the range officer for instructions.
9. **LOADING** – Rifle muzzles must remain pointed downrange or up towards the ceiling whenever the rifle is charged and loaded. Special care must be taken during charging and loading to ensure that a rifle muzzle is never pointed at another athlete or at any area behind the firing line.
10. **TARGET** – Shoot only at your designated target. Be sure the target is properly placed in front of a safe backstop. Shooting at any object on a range besides an athlete's own target is strictly forbidden.
11. **GOING DOWN RANGE** – Whenever it is necessary for anyone to go down range to hang or retrieve targets or for any other purpose, all air rifle actions must be open with CBIs inserted and all rifles must be grounded on the floor or shooting bench. No one may go down range until authorized to do so by the Range Officer. No one may handle rifles while anyone is downrange.
12. **EYE PROTECTION** – Eye protection is recommended for air rifle shooting especially if there is any possibility of a pellet or pellet fragment bouncing back from the backstop. Eye and/or hearing protection may be required on some ranges.
13. **TREAT EVERY RIFLE AS IF IT WERE LOADED** – Even if you are sure your rifle is unloaded, and it has a CBI inserted and even if a Range Officer has checked your rifle; treat it as if it were loaded at all times. Be sure it is never pointed at another person. Remember the first rule of gun safety, keep the muzzle under control and pointed in a safe direction!

Cost: \$4.95

To obtain additional copies of these Rules, contact:

**National Three-Position Air Rifle Council**

**Camp Perry, P. O. Box 576**

**Port Clinton, Ohio 43452**

**Email [3PAR@TheCMP.org](mailto:3PAR@TheCMP.org)**

**Tel. 419-635-2141 (ext. 702)**

**These Rules may be viewed at or downloaded from the  
CMP web site at <http://thecmp.org/air/>**