



2026 4-H Shooting Sports National Championships Event Synopsis

This Synopsis outlines the events and specific requirements for the 2026 4-H Shooting Sports National Championships (Championships). The Championships follow the guidelines and policies for National 4-H Competitive Events as established by National 4-H Headquarters, National Institute of Food and Agriculture (NIFA) at the United States Department of Agriculture (USDA). *For additional pertinent information for competitors and coaches, see the 2026 4-H Shooting Sports National Championships GENERAL RULES.*

EVENTS AT-A-GLANCE

The Championships consists of 9 disciplines with 3 events in each:

Discipline	Event 1	Event 2	Event 3
Archery Compound	FITA Round (1/2 FITA)	Field Round (1/2 Field Round)	3-D Round
Archery Recurve	Field Round (1/2 Field Round)	FITA Round (1/2 FITA)	3-D Round
Air Pistol	Single Shot - Rapid Fire	Air Pistol Silhouette	Slow Fire - Bullseye
Air Rifle	National STD Three-position Sporter Air Rifle	Sporter Air Rifle Event (Standing)	NRA Air Rifle Silhouette
Hunting	Wildlife Identification & Wildlife Management LF – Archery	Hunter Skills Map Reading	Decision-Making Compass Course
Muzzleloading	50 Yard Bullseye	25 Yard Novelty – Bottles and Haffner Critters Combo	Muzzleloading Rifle Silhouette
Shotgun	Sporting Clays	Skeet	Trap
Smallbore Rifle	NRA Smallbore Silhouette Rifle	CMP Rimfire Sporter Rifle	NRA Three-Position



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Reminders for 2026

- Coaches and competitors are reminded to check their specific discipline section in this Synopsis for NGB version of rules that will be implemented this year.
- All shotguns used by competitors must be equipped, fitted, and utilized so as not to eject empty shells in a manner that substantially disturbs or interferes with other competitors.
- Two models of Air Pistols or any facsimile thereof (break open pistols) are NOT allowed in this event for safety reasons: Air Venturi V10 Target and Stoeger XP4.

ARCHERY EVENTS RECURVE & COMPOUND

Two archery disciplines are recognized: Recurve Archery and Compound Archery. Both disciplines shoot the same set of three events at the Championships.

Any bow that uses pulleys or cams is deemed a compound. Note that while the three governing bodies for the three different events have slightly different requirements or restrictions, for the sake of simplification, the Championships uses one standard for equipment – for *all events*.

- Under no circumstance is “sky-drawing” permitted. No competitor shall draw a bow with the bow hand above the top of the head when drawing on a horizontal plane, parallel to the ground. Sky drawing is prohibited due to the dangers associated with equipment malfunctions while the bow is pointed in an upward position. Two warnings will be given. The third instance may require the removal of competitor from the event by the CRO or ARO.



- No arrow twirling or handling of arrows in an unsafe way. Every attempt should be made by the competitor to keep the arrow always pointed toward the ground or target. Two warnings will be given. The third instance may require the removal of competitor from the event by the CRO or ARO.
- Procedural rules, course of fire, scoring, etc. will follow the NGB unless otherwise noted.
- Hip quivers, ground quivers, bow quivers, or stools with quivers are allowed on the firing line. No back quivers are allowed.
- In all disciplines, when going down range, all bows must be grounded.
- No athlete may draw his/her bow, with or without an arrow, except when standing on the shooting line and permission to shoot has been given.
- In all disciplines, no coaches, parents, or spectators will be allowed on any ranges during competition. Only coaches and/or parents will be allowed on ranges for equipment failure or medical reasons with permission from CRO and/or ARO. Once a competitor begins a shooting course, he or she must finish with his or her group unless given permission to leave by a range official, or in the event of equipment failure in his or her shooting group. Any competitor or group that leaves a range without the authorization of a range official will not be allowed to continue.
- The Archery shooting range is defined as the official shooting area. Spectators will be restricted to the spectator area only. There will be designated spectator areas for all events. In all events there is no coaching, communication, signaling or contact between competitors and coaches/parents until scorecards are turned in and validated.

Archery Equipment Malfunction Rules

Competitors that experience equipment malfunctions during the Championships Archery contest shall be allowed **15 minutes** to make the necessary repairs. The 15 minutes start with arrival at the designated area.

Breakdowns will be handled in the manner stated below.

- If a competitor should experience an equipment failure, they must notify the nearest range official to get their approval to work with their coach to attempt repairs. This will be performed under the supervision of a range official while on the clock.
- Once a competitor begins a shooting course, they may not exchange equipment unless there is an equipment failure as set out below.
- Equipment failures must be visible and agreed upon by the majority of the group. Equipment failure will only pertain to functioning parts of the bow, strings, cables, limbs, cams, rest, sight.
- Not included are broken arrows, broken nocks, broken or lost releases, finger tabs, or stickers on sights (sight tapes).

The procedure for dealing with equipment failures shall be as follows:

- The scorekeepers for the group shall write "equipment failure" on the scorecard of the competitor with the equipment failure and initial the scorecard.
- The scorekeepers will tabulate the competitor's score to that point and initial the cards appropriately.
- The competitor with the equipment failure should then immediately notify a range official.
- If three or more competitors remain in the group, they may continue shooting. If two or fewer remain, they must step aside and wait for range official before proceeding. If range officials are not readily available, then the group should proceed through the range to the check station.



- In the event of a failure the competitor and equipment with coach and/or parent will be escorted to a designated area. Then in the presence of a tournament official they will be given 15 minutes to complete repairs and check sight settings.
- A range official will hold the competitor's scorecards until the repair is completed and the competitor is escorted back onto the course by a range official. After the group has completed the designated course then they will accompany the competitor to make up any targets that were missed due to the failure.
- Any competitor leaving the range without following the guidelines as set out above may be disqualified.
- Arrow failure is NOT considered equipment failure.

EQUIPMENT STANDARD:

	PERMITTED	NOT PERMITTED
RECURVE ~ Longbows & Recurve Bows	One adjustable sight pin or multiple hunting style sight pins may be used; clicker and kissers buttons permitted; Competitors may have as many sight pins as deemed necessary; Torque compensators are permitted. 60 lb. maximum draw weight.	String peeps and mechanical release aids. Glass of any type in sight. Spirit levels.
COMPOUND	Release aids, String peeps, optical sights, spirit levels; 60 lb. maximum draw weight. Multiple pin sights allowed.	Overdraws may not place the arrow rest further than 6 cm from the pivot point of the bow.
ARROWS for both disciplines	Must meet AMO minimum weight standard; 5 grains arrow weight per pound bow peak draw weight.	• Arrows larger than 27/64ths in diameter. • Lighted nocks

RECURVE & COMPOUND ARCHERY

FITA ROUND (1/2 FITA)

TARGET	Recurve - 122 cm and 80 cm faces, full color FITA targets Compound - 122 cm and 6 ring of 80 cm, faces, full color FITA targets
DISTANCE	60, 50, 40, and 30 meters in that order
COURSE OF FIRE	3 ends of 6 arrows each from 60 and 50 meters; (122cm face) 6 ends of 3 arrows each from 40 and 30 meters; (80cm face) There will be a 10-minute break taken between the 50- and 40-meter scoring ends. During this time, all competitors must stay on the range.
TIME LIMIT	4 minutes per 6 arrow end and 2 minutes per 3 arrow end
SCORING	10 pts. -1 pt. from the center outward. Competitors will score inner 10's as Xs. Ties will be broken by the number of 10's (including X's) first, then #X's, #9's, #8's etc. until tie is broken.
NGB RULES	World Archery Federation / Target

FIELD ROUND (1/2 Field Round)

TARGET	NFAA targets of sizes selected by the management and appropriate to the course
DISTANCE	Marked distances within the range of 5 to 60 yards



COURSE OF FIRE	7 targets with at least one fan and one walk-up target, 4 arrows per target
TIME LIMIT	Competitors will move through the course expeditiously and avoid delays
SCORING	5, 4, 3 from the center outward. Tie breaks will be greatest #X's, then #5's, #4's, #3's. Then target by target comparison, starting with target #1 until broken.
NGB RULES	National Field Archery Association

3-D ROUND

TARGET	3-D targets as selected and placed by the management
DISTANCE	Unmarked distances from 5 to 50 yards • Recurve maximum distance: 40 yards, • Compound maximum distance: 50 yards
COURSE OF FIRE	15 targets, one arrow per target In consideration of time, no competitor may glass the target from the shooting stake after taking his or her shot. Competitors may glass the target prior to shooting but are reminded of the time restriction for their shot. No adjustment of sights will be allowed after a competitor has drawn and let down. No adjustment of sights will be allowed after a competitor has glassed the target while at the shooting stake. Archer must have a part of the body touching the stake when shooting.
TIME LIMIT	Competitors will move through the course expeditiously and avoid delays. 2-minute time limit to shoot once the competitor has approached the shooting stake. Lost arrow search is limited to 2 minutes.
SCORING	IBO scoring procedures, dependent upon type of 3-D targets available. • +11 pts. 11 ring or "X" ring centered inside the 10 ring • +10 pts. 10 ring • +8 pts. 8 ring • +5 pts. Any other body shot. Hooves are considered body color. • 0 Misses, glancing shots, not touching body color (horns, rocks, logs, etc.) Ties will be broken by the highest number of 11s, then number of 10s, 8s, etc.
NGB RULES	IBO Rules

AIR PISTOL EVENTS

When not cased and not in use, all air guns are required to use a CBI (Clear Barrel Indicator) in place except as permitted by range officer. All ported barrels must be able to have an OBI (Open Barrel Indicator) properly inserted and visible through the chamber and end of the barrel.

- Pellets – Only wad cutters in .177 cal. Can be used in all three air pistol events.
- Competitors may NOT mark their foot placement in any Air Pistol event. This includes the use of tape, coins, pellets, or any other object.



- Compression or any form of tight clothing is not allowed. This includes any garments to provide support or stability, including belts not looped through pants.
- Two models of Air Pistols or any facsimile thereof (break open pistols) are NOT allowed in this event for safety reasons: Air Venturi V10 Target and Stoeger XP4.

SINGLE SHOT – RAPID FIRE

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



Range Commands and Procedures

COMMAND	ACTION
<i>Before the competition:</i>	Step 1: Before a competition, the Range Officer will prepare the range for firing and, if competition officials hang targets, supervise the hanging of targets. Competitors should not move their equipment to the firing line until they are called to the firing point by the Range Officer.
"RELAY NUMBER ___, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE"	Step 2: Before the Preparation Time starts, and after any preceding relay is finished, the CRO will call the competitors to their firing points. Only on command can competitors remove their pistols from their boxes and handle their pistols. As competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.
"RELAY NUMBER ___, GO FORWARD AND HANG YOUR TARGETS"	Step 2a, if required: After competitors move their equipment to the firing line and, if competitors are responsible for hanging their own targets, the Range Officer instructs competitors to go down range and hang targets.
"PREPARATION TIME BEGINS NOW"	Step 3: The Preparation Time is 5 minutes. During the Preparation Time the targets must be visible and facing the competitors. During the Preparation Time competitors may handle their pistols, dry fire, and carry out holding and aiming exercises on the firing line
"END OF PREPARATION TIME... STOP"	Step 4: At the end of the Preparation Time there must be a brief pause of approximately 30 seconds. (EST-Target Officer will Reset the targets for the sighting series)
"FOR THE SIGHTING SERIES, LOAD" (or) "FOR THE FIRST/NEXT MATCH SERIES LOAD"	Step 5: All competitors load within a time of 20 seconds
"ATTENTION" <i>(Competitor actions in blue)</i>	Step 6a: All competitors assume the READY position. The red lights must be switched on or if turning targets are used, they must be turned to the edge-on position. After a delay of seven (7) sec. (+/-1.0 sec.) either the green lights will come on, or the target will be turned to face the competitor for 3 seconds. At the appearance of the green light, or when the targets begin to move to the face-on position, the competitors may raise and fire. After 3 seconds, the red light will come on, or the target will edge, and the 20 second load time for the next shot will begin without an additional command. After firing, all competitors will reload and may rest pistols on the table with muzzles pointing downrange awaiting the next Attention command.
(If lights/turning targets are not used)	If lights, or turning targets are not available, the commands START and STOP may be used to begin and end the 3 second firing period.
"ATTENTION" (SHOTS 2-5)	Step 6b – 6e: After 20 seconds, the range officer will again give the ATTENTION command after which the procedures outlined in Step 6 above will be followed, until all 5 shots of the series have been fired.



"UNLOAD"	Step 7: After each 5 shot series, competitors are instructed to unload and insert their CBI's and make the line safe.
"GO FORWARD AND CHANGE TARGETS"	Step 8: If competitors are responsible for changing their own targets, the Range Officer instructs competitors to go down range and change targets. Competitors may only touch their practice targets when removing targets from the backer. Only range officers may remove scorable targets from the backer. Any concerns with missed shots, crossfires, doubles, etc. must be discussed before the range officer pulls the target from the backer. Competitors may hang their next blank target for the series.
Steps 5 – 8 are repeated until all 8 series are completed.	

AIR PISTOL SILHOUETTE

TARGET	1/10 scale metallic silhouettes
DISTANCE AND COURSE OF FIRE	All animals must be staged with the front edge of their base in line with the front of the rail. 10 chickens at 10 yards, 10 pigs at 12.5 yards, 10 turkeys at 15 yards, 10 rams at 18 yards in banks of 5 targets and shooting from left to right on each bank of targets. The lower bank of animals must be shot first.
TIME LIMIT	30 seconds ready time and 2 ½ minute firing time for each bank of 5 targets. The ending command for silhouette is "STOP."
EQUIPMENT	Any air pistol, .177 caliber, equipped with any sights that do not project an image on the target and having a safe trigger.
SHOOTING POSITION	Only standing positions may be used, two-hand holds permitted but the hands and arms must be free of the body and may not touch beyond the wrists (NRA Rule 5.8).
SCORING	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the competitor with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits, then most Chicken hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The competitors will fire alternate shots until one competitor misses with the other competitor hitting the target. Competitors will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	Each competitor may have one spotter with them on the firing line who may have a scope or binoculars to advise the competitor where shots are hitting. The spotter will also keep time and advise the competitor in a quiet voice. The spotter may not touch the competitor or the competitor's equipment after the competitor assumes their position on the firing line. The spotter may be positioned beside or behind the competitor but not forward of the competitor. Coaches and parents may not be Spotters. Spotters can only be registered competitors within that event.



NGB RULES	<i>NRA Pistol Silhouette Rules (February 2025 Edition)</i>
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SLOW FIRE -BULLSEYE

TARGET	Electronic – single bull Air Pistol target (similar to B-40)
SCORING	Orion Scoring System, operated by event staff.
DISTANCE	10 meters
COURSE OF FIRE	40 shots total. (5 shots per bull – if paper target used) Must load a single pellet for each shot. Competitors must receive permission from a range officer before expelling air into the backstop, otherwise it will be counted as a scorable shot.
TIME LIMIT	Preparation and unlimited sighting – 15 minutes. 40 shots for score – 50 minutes (if scored electronically); 40 shots – 60 minutes (if paper target used/scored).
EQUIPMENT	Any 4.5 mm (.177 cal.) compressed air, CO2, or pneumatic air pistol That conforms to the pistol specifications listed here or in the NGB rules. Pistol weight: 1500-gram maximum (3.3 lbs.) Trigger pull weight: 500-gram minimum Pistol must fit within confines of a box having inside dimensions of 420mm x 200mm x 57mm* (approximately 16.53" x 7.87" x 2.25"). Only open sights are allowed. Optical, mirror, telescope, laser-beam, electronically projected dot sights, etc. are prohibited. *(50 mm modified to 57 mm for 4-H, to accept standard Daisy air pistol grips)
SHOOTING POSITION	The competitor must stand free, without any artificial or other support, With both feet and/or shoes completely within the firing point. The pistol must be held and fired with one (1) hand only. The wrist must be visibly free of support.
TIES	USAS General Technical Rule 6.15.1. 1. The highest number of inner tens. 2. The highest score of the last ten (10) shot series working backwards by 10-shot series in full ring scoring (not inner tens or decimals) until tie is broken. 3. If not yet broken, refer to 6.15.1 for further details.
NGB RULES	International Shooting Sport Federation: <u>ISSF Slow Fire Rules</u>

AIR RIFLE EVENTS

All air guns are required to use a CBI (Clear Barrel Indicator) when the gun is not being fired. Rule 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 Match Fire stage and before they are cased or removed from a firing point.

- Pellets – Only wad cutters in .177 cal. Can be used in all three air rifle events.

NATIONAL STANDARD THREE-POSITION SPORTER AIR RIFLE

TARGET	Electronic – single bull Air Rifle target (similar to AR 5/1)
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DISTANCE	10 meters or 33 feet
COURSE OF FIRE	60 record shots – 20 shots kneeling, 20 shots prone, 20 shots standing. See Rule 5.3.3 in the National standard 3-P Air Rifle Rules.
TIME LIMIT	See Rule 5.3.3, Kneeling – 20 record shots in 20 minutes, Prone – 20 record shots in 20 minutes, Standing – 20 record shots in 25 minutes. Preparation period will be 8 minutes before match time.
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 & CH2021 (CA)(CO2 or compressed air), Daisy M599, Daisy M853/753/953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments known as compression clothing is not allowed. See Rule 4.3.1 No range shooting mats provided.
NGB RULES	<u>CMP 2024-2026 National Standard Three-position Air Rifle Rules, 15th Ed.</u>

SPORTER AIR RIFLE EVENT (STANDING)

TARGET	Electronic – single bull Air Rifle target (similar to AR 5/1)
DISTANCE	10 meters or 33 feet
COURSE OF FIRE	40 shots standing.
TIME LIMIT	See Rule 5.3.4, 40 record shots in 50 minutes.
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	4.2.1, Approved Rifles/Air Rifles officially approved for Sporter Class air rifle competitions are the AirForce Air Guns Edge, Crosman CH2000 (CO2), Crosman CH2009 & CH2021 (CO2 or compressed air), Daisy M599, Daisy M853/753/ 953/853CM (pneumatic), Daisy 888/887 (CO2), Daisy XSV40 Valiant (compressed air), Air Arms T200 (compressed air, with non-adjustable cheek-piece and butt-plate) and the Champions Choice T200 (CZ 200T, compressed air, with adjustable cheek-piece and butt-plate). Daisy 887/888 rifles may have 2010 model replacement stocks.
CLOTHING	Shoes are restricted to soft, low cut, athletic or street shoes that do not extend above the ankles. Shoes must be worn in all positions. No boots are permitted. A shooting glove may be worn, but no shooting jackets are permitted. Up to two sweatshirts are allowed. Tight fitting undergarments known as compression clothing is not allowed See Rule 4.3.1
NGB RULES	<u>CMP 2024-2026 National Standard Three-position Air Rifle Rules, 15th Ed.</u>

NRA AIR RIFLE SILHOUETTE

- NRA Air Rifle Silhouettes, only 10 Meter Sporter Air Rifles approved by CMP Rule 4.2.1 for 10-meter matches will be allowed for Air Rifle Silhouettes.



- In Silhouettes, no shooting boots, or shoes, per NRA Rules 3.18 and NRA Rule 3.19
- One sweatshirt will be allowed.
- No sighting shots prior to Match. See NRA Rule 9.2
- No Rifle stands or Gloves allowed.
- Butt plates and cheek pieces may be adjusted.
- Adjustable forestock on the Crosman 2021 rifle is allowed.
- Air Rifle Silhouette practice – half of the teams will practice on Monday and the other half will practice on Wednesday afternoon. Practice times will be posted on Sunday.

TARGET	1/10 scale, metallic silhouettes
DISTANCE AND COURSE OF FIRE	10 chickens – 20 yds., 10 pigs – 30 yds., 10 turkeys – 36 yds., 10 rams – 45 yds. In banks of 5 targets and shooting left to right on each bank of targets. Bottom bank will be shot first, top bank last. All Air Rifle Silhouette competitors must load and cock their own rifle.
TIME LIMIT	15 second ready time and 2 ½ minutes firing time for each bank of 5 targets
APPROVED RIFLES See National Standard Three Position Air Rifle Rules, 4.2/4.8	Rifles that qualified for the 3-P and Standing events WILL be used for silhouettes at the Championships. Rifles will not weigh more than 11 lbs. with scope. No restrictions on the power of the scopes. Optical devices cannot project a beam on silhouettes. Butt plates may be adjusted.
SHOOTING POSITION	Rule 5.8 – Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. The chin may not rest on top of the comb. The stock may not be hollowed, altered, or manufactured so as to facilitate chin contact. This does not preclude the use of abrasive materials or finishes. All Air Rifle Silhouette competitors must load and cock their own rifles.
SCORING	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 individuals and top 5 teams only, will be broken. In the event of a tied score, the score card will be reviewed and the competitor with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits, then most Chicken hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The competitors will fire alternate shots until one competitor misses with the other competitor hitting the target. Competitors will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	Each competitor may have one spotter with them on the firing line who may have a scope or binoculars to advise the competitor where shots are hitting. The spotter will also keep time and advise the competitor in a quiet voice. The spotter may not touch the competitor or the competitor's equipment after the competitor assumes their position on the firing line. The spotter may be positioned beside or behind the competitor but not forward of the competitor. Coaches and parents may not be Spotters. Spotters can only be registered competitors within that event.



CLOTHING	In Silhouettes, no shooting boots, or shoes, per NRA Rules 3.18 and NRA Rule 3.19. One sweatshirt or shooting jacket/vest will be allowed per NRA Rule 3.12. Any dispute regarding clothing will be submitted to the Jury for decision. (See Rule 20.10). Note: Any objects in vest or coat pockets must be removed before record firing shots begin. A competitor will be given one warning and then a miss for each shot fired with objects still found in pockets.
NGB RULES	<i>NRA Rifle Silhouette Rules (February 2025 Edition)</i> Squadding will be done in relays, with all targets and distances used in each relay. See NRA Rule Book, Appendix A

HUNTING SKILLS EVENTS

At the Championships, all hunting skills events will be based on the content of the following resources:

- 4-H Shooting Sports Member Manual, April 2013
- NRA Hunters Guide: [NRA Program Materials Center \(nrahq.org\)](http://nrahq.org)

Federal Premium Ammunition wildlife guides: (View and download these wildlife guides from the Championships website.)

- [Illustrated Guide to Upland Game Birds](#)
- [Illustrated Guide to Ducks, Geese and Swans](#)
- [Illustrated Guide to Small Game and Furbearers](#)
- [Illustrated Guide to Big Game Animals](#)

Other helpful references:

- [Public Land Survey System](#)
- "Be Expert with Map and Compass" by Bjorn Kjellstrom
- "Animal Skulls" (North American) by Mark E. Broch
- "The Wild Mammals of Missouri" (2nd Edition or later) by Charles W. & Elizabeth R. Schwartz
- "Peterson Field Guides – A Field Guide to Mammals of North America" (4th Edition) by Fiona Reid
- **New York State Game Laws & Federal Laws** – a specific scenario will be provided (see information below) and will concern multiple game species and will mainly be from the nonresident point of view. Only knowledge relevant to that scenario will be used for testing purposes and only information found in the following online/PDF resources will be utilized at the 2026 event: (Online & Downloadable)

[2025-2026 New York Hunting & Trapping Guide](#)

This is a national hunting skills evaluation. Any species covered in the listed resources may be included in the contest, including any game or furbearing animal north of Mexico in North America. Competitors may expect some focus on species found in the host state, but events will only include North American legally harvested game species found in the listed resources.

Competitors must provide:

- Orienteering Compass
- Pens or pencils
- Eye and Ear protection
- Suitable field clothing and footwear (No open-toed shoes)
- Protractor (optional)



- Clipboard (optional, clean/no writing)
- Sunscreen(recommended)
- Bug Spray (recommended)
- Water for drinking (recommended)

Prohibited items while competing: If found, competitor will be disqualified for that portion of the event:

- Radios
- Cell Phone
- Field Guides
- Electronic and/or digital compass
- Binoculars
- Range Finding Equipment

Shooting Equipment: Competitors must provide their own archery equipment, firearms, and ammunition for the live-fire events, but they must meet the restrictions listed below. No equipment is provided.

SHOOTING EQUIPMENT <i>Necessary equipment and supplies required for the live-fire portions of this event must be provided by the competitors.</i>	Only in case of malfunction may a competitor change firearm or bow during the activity. No Rangefinders or binoculars permitted. Shooting Equipment must meet the following guidelines: Archery: Recurve or compound suitable for hunting (no crossbows), drawing no more than 60 pounds and no less than 30 pounds with suitable arrows tipped with field points only (no broad head tips), are permitted. Hunting-style sights are allowed, to include single pin adjustable sights. Sights may only be adjusted when it's the competitor's turn to shoot and complete within the announced time frame. Arrows to be carried in a quiver. Stabilizers are limited to a maximum length of 12 inches. Side stabilizers are not allowed. All shooting will be at unmarked distances. Maximum distance to target: Compound – 50 yards Recurve – 35 yards
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WILDLIFE IDENTIFICATION AND MANAGEMENT	
EVENT DESCRIPTION	This event includes wildlife identification and management, and wildlife management techniques or problems. Competitors will be asked to identify specimens or parts of specimens including skulls, furs, wings, feathers, antlers/horns, tracks, scat, or other sign. Wildlife identification and management questions may consist of True/False, multiple choice, matching, short answer, fill-in the blank, ranking alternative choices or any other objective testing method the officials may choose.
COURSE	Twenty to 100 stations requiring identification, analysis, or interpretation with up to 100 additional written questions included in this event. Questions may include habitat, breeding seasons, and behavior, external identifying features, fundamental principles of wildlife management, calls (box, slate, diaphragm, etc.) and other characteristics.
TIME LIMITS	Competitors will move through the course expeditiously without undue delay. An appropriate time period will be determined by the officials and announced prior to the competition. The time limit will be enforced. For preparation purposes, a time limit of approximately 2 ½ hours will be



	implemented. Reading assistance will be provided during testing, upon request prior to event.
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HUNTER SKILLS

EVENT DESCRIPTION	These events include written exams, orienteering and map reading. Written exams may consist of True/False, multiple choice, matching, short answer, fill-in the blank, ranking alternative choices or any other objective testing method the officials may choose.
HUNTER SKILLS	- This event includes a written exam that contains up to 80 questions covering topics from the NRA Hunter's Guide and is not limited to: - Stand or blind location or use - First Aid - Cutting instruments - Hunting clothes/footwear choices - Firearms/ammunition - Basic ballistics for hunters - Map navigation and use - Game recovery - Post harvest handling - Track and sign interpretation - Calls and calling - Hunt planning - Optics - Decoys and their use - Care and use of hunting equipment "Woodsmanship" and "Plainsmanship" - Any other skills or equipment included in the references.
MAP READING	This event includes up to 20 written questions concerning map interpretation and map reading. USGS/topographic maps will be used for test purposes.
COMPASS COURSES	Competitors will be required to complete up to 2 compass courses for this event. No calculators, binoculars or range finders are allowed on the compass course. The compass courses will run the following units: Feet <i>Compass and writing pen or pencil must be provided by the competitors.</i>
TIME LIMITS	- Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition. - Reading assistance will be provided during testing, upon request prior to event.



HUNTING SCENARIO/HUNTER DECISION MAKING EVENT DESCRIPTION DECISION MAKING	This event is based on ethics, safety, landowner relationships, federal games laws & regulations, the selected state's game laws and shooting skills. Ten to twenty decision-making questions will be posed. Decision Making and Hunting Scenario questions may consist of True/False, multiple choice, matching, short answer, fill-in the blank, ranking alternative choices or any other objective testing method the officials may choose. Competitors may be asked to demonstrate knowledge or skill and/or may be evaluated by an oral or written test. The desire is that any written testing will be as "objective" as possible rather than "subjective" in nature. In addition, competitors may view videos of hunting situations and be asked "shoot or don't shoot" and "why."
TIME LIMITS	Event Officials will determine an appropriate time for the testing and will announce to the group prior to beginning the competition. Reading assistance will be provided during testing, upon request prior to event.
SHOOTING SKILLS <i>Coaches/parents need to stay behind designated shooting lines during competition.</i>	Archery (15 targets) – for archery, a "hit" will be the heart-lung vital area on a 3-D target. A "miss" will be any other shot. Maximum distance to target: Compound – 50 yards, Recurve – 35 yards. The course may not be previewed, scouted, or walked. No binoculars/range finders. Hunting scenarios may include: shooting from blinds, elevated stands, kneeling, sitting, moving targets, and other hunting situations. All shooting disciplines in the Hunting Skills contest will be at unmarked distances.

Hunting Skills Scoring

Daily Awards

- Individual Awards are determined by adding where an individual ranked in events. The lowest combined ranked Score would be the overall winner for that event.
 - For example,
 - Competitor A ranked 1st in Wildlife ID and 5th in 3-D Archery. They would have a Rank Score Total of 6 points (1+5).
 - Competitor B is ranked 2nd in Wildlife ID and 8th in 3-D Archery. They would have a Rank Score Total of 10 points (2+8).
 - Competitor A would be ranked 1st, and Competitor B would be ranked 2nd for that day's events.
- Rankings, for determining daily individual and team awards, are based on the Rank Score without the use of tiebreakers. If there was a 6-way tie for first, all 6 would get a 1. The next highest score would be 2. If there was a 4-way tie for third, all 4 would receive a 3, and the next highest score would get a 4 and so on. (See example below).



Competitor	Event 1 Score	Event 1 Rank Score	Event 2 Score	Event 2 Rank Score
A	100	1	75	1
B	100	1	74	2
C	100	1	74	2
D	98	2	72	3
E	97	3	72	3
F	97	3	69	4
G	95	4	65	5

- Tiebreakers
 - First event tiebreaker is the Rank Score in the archery.
 - Second event tiebreaker is the Rank Score in Hunting Skills.
 - Third Event tiebreaker is the Rank Score Decision Making.
 - If needed, event management will determine remaining tiebreakers.

MUZZLELOADING RIFLE EVENTS

- See Muzzleloading Supplemental Information on the Championships site.
- Rifles shall have a marked range rod in the barrel except while loading or firing. Loading will take place at the loading line.
- No direct loading from bulk containers, cans, bottles, powder horns, etc. is permitted.
 - Charges shall be transferred from horn or flask to the muzzle using a powder measure or similar device at the loading table. No pre-measured powder charges are allowed.
 - Capping or charging will take place on the firing line.
 - Except while measuring a powder charge, no powder container shall be left open. Any open container will be confiscated by range staff.
 - No wooden Range Rods allowed.
 - No Spit patching of any kind allowed while on the range.
 - The Orion Scoring System will be used to tabulate all Muzzleloader events.

EQUIPMENT STANDARD

EQUIPMENT	Rifle: Any traditional or non-traditional NMLRA muzzle loading rifle (in-lines permitted). Sights: Metallic – non-traditional permitted (open or aperture, no magnification). Ignition: Percussion cap, or flintlock. Number 209 primers are permitted. Charge: Maximum of 60 grains of black powder or its equivalent is allowable. Caliber: No limits. Patched round balls only. Range rods: No wooden range rods allowed. Position: Standing – no slings. Spotting scopes, binoculars are permitted
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NGB RULES	NMLRA Muzzle Loading Rifle, Pistol, and Shotgun—except as noted (2025 Edition). Supplemental Rules, Scoring, Match, and other information
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50 YARD BULLSEYE

TARGET	NMLRA 100-yard 8 ring targets (TG2406)
DISTANCE	50 yards
COURSE OF FIRE	4 targets, 5 shots each. Any shot marking the face of the target will count as a scoring shot.
TIME LIMIT	Target 1 & 2 35-minutes, 5 record shots ON EACH TARGET ALLOWED Unlimited sight-in shots allowed on sighter targets. Allowed within 35-minutes total shooting time. Target 3 & 4 35-minutes, 5 record shots ON EACH TARGET ALLOWED Unlimited sight-in shots allowed on sighter targets. Allowed within 35-minutes total shooting time.
SCORING	Edge of ball for score. If challenged an overlay will be used for shot in question.

25 YARD NOVELTY – Bottles and Haffner Critters Combo

TARGET	NMLRA Bottle Target (TG2427), and NMLRA Haffner Combination Target (TG901)
DISTANCE	25 yards
COURSE OF FIRE	Bottles 2 shots in each scoring bottle. Bottom 5 bottles ONLY for scoring
TIME LIMIT	5-minute prep time set up a muzzle loading station. <u>Bottles</u> 10 record shots, 2 on each scoring bottle (bottom 5 bottles) Time – 70 minutes run time for 20 shots Unlimited sight-in shots allowed on a sighter target.
SCORING	Bottles: As outlined on the target. Completely within neck-10 pts; nicking the neck-7 pts; within body-5 pts; nicking the body-3 pts. Bottom 5 bottles will be used as scoring targets. Edge of ball for score. If challenged an overlay will be used for shot in question. Haffner: Highest scoring area touched by ball. X closest to animal's eye will be used for scoring. Edge of ball for score. If challenged an overlay will be used for shot in question.

MUZZLELOADING RIFLE SILHOUETTE



TARGET	NRA Hunter Pistol metallic silhouettes (½ scale, 3/8" and ½" plate used) - 20 targets
DISTANCE	5 Chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards, 5 rams at 100 yards.
COURSE OF FIRE	5 targets at each distance, one shot per target fired upon in order from left to right. Target rotation will be from smaller to larger (ex. Turkey, ram, chicken, pig).
TIME LIMIT	5-minute prep time for setting up a muzzle loading station. 20-minutes for 5 record shots per bank
SCORING	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses. If a competitor shoots the rail, and the silhouette they were shooting at falls, it will be considered a hit. If a competitor shoots the rail and more than one silhouette falls, then the competitor will fire at remaining ones in order and then go back to the left end and fire any unfired rounds at remaining silhouettes, if any, in order. No more than 5 rounds shall be fired at any bank of silhouettes.
SPOTTER	Each competitor may have one spotter with them on the firing line who may have a scope or binoculars to advise the competitor where shots are hitting. The spotter will also keep time and advise the competitor in a quiet voice. The spotter may not touch the competitor or the competitor's equipment after the competitor assumes their position on the firing line. The spotter may be positioned beside or behind the competitor but not forward of the competitor. Coaches and parents may not be Spotters. Spotters can only be registered competitors within that event.

TIE BREAKERS

50 YARD BULLSEYE	Most – X, 10, 9, 8, 7, 6, 5. If needed, widest shot measured will lose tie breaker.
25 YARD NOVELTY	Most – X, 10, 9, 8, 7, 5, 4, 3, 1. If needed, fewest misses.
SILHOUETTE	Tie scores for the top 10 individuals and top 5 teams only will be broken. In the event of a tied score, the score card will be reviewed and the competitor with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits, then most Chicken hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The competitors will fire alternate shots until one competitor misses with the other competitor hitting the target. Competitors will be allowed one warmup shot with their spotter prior to firing their first tie breaker.

SHOTGUN EVENTS

- Release triggers are NOT permitted.
- Ties will be broken by shoot-off for top 10 individuals and top 5 teams only.
- In shotgun, all targets will be pulled by hand for skeet and sporting clays. A Voice Release System will be used in trap.



- All shotguns must be opened immediately upon being uncased with the muzzle(s) pointed in a safe direction until they are placed in the racks on the range. Shotguns must be carried from station to station with the action open and the muzzle(s) pointed in a safe direction.
- Once final scores are announced and posted, competitors have 15 minutes to challenge their score.
- Coaches and parents are not allowed to touch the firearm or any part of the firearm, including chokes, while the competitor is shooting in competition unless there is a gun malfunction and has permission from a Range Officer to handle the firearm.
- Competitors should be knowledgeable and proficient in the safe use of the equipment, and knowledgeable of the general rules of the events and/or games. Match and/or range officials may dismiss or disqualify any competitor if he/she believes the competitor does not demonstrate the basic proficiency and knowledge required.

SPORTING CLAYS

EVENT	50 target course.
TARGETS	Any sporting clays target may be used in this event.
COURSE OF FIRE	Any combination of report and/or true pair targets as determined by shoot management may be thrown at each station on the course.
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay.
SHOOT-OFFS	Shoot-offs will consist of any number of targets of any combination of singles, report pairs, or true pairs as determined by shoot management and according to NSCA rules.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading, and firing target ammunition for that gauge with a maximum load of 1 ⅓ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event. Factory loads are required.
LOADING GUN	Competitors may not load guns unless they are in the station. Must be unloaded prior to leaving the station.
NGB RULES	National Sporting Clays Association (2026 Edition)

SKEET

EVENT	Standard NSSA (American) skeet
COURSE OF FIRE	2 rounds (50 targets)
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective fields and be ready to shoot at the scheduled time.
TIE-BREAKERS & SCORING	Doubles from stations 3, 4, and 5, miss and out by station. Any competitor failing to respond to a call for shoot-offs three times will forfeit the tie.
EQUIPMENT	Any shotgun 12 gauge or smaller, capable of firing two shots without reloading may be used in skeet. Factory loads are required. Maximum load of 1 ⅓ ounce of size 7 ½, 8, 8 ½, or 9 shot may be used in this event.
LOADING GUN	Competitors may not load gun unless on station and must unload firearm prior to leaving the station.
NGB RULES	National Skeet Shooting Association (2026 Edition)

TRAP

EVENT	Standard ATA (American) trap (16-yards)
COURSE OF FIRE	2 rounds (50 targets) at 16-yards.



DELAY OF MATCH	No competitor, coach, or spectator shall delay or interrupt the match. Competitors will take the field when called, call for targets, and fire in an expeditious manner avoiding unnecessary delay.
TIME LIMIT	Competitors will fire in an expeditious manner, avoiding unnecessary delay. Competitors should report to their respective field and be ready to shoot at the scheduled time.
SHOOT-OFFS	Individuals: two shots from posts 1 through 5 from the 21-yard line (refer to ATA rule book pages 14 and 15) Example: if there are 2 competitors, competitor 1 will start on post 2 and competitor 2 will start on post 4. If there are 3 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, and competitor 3 will start on post 4. If there are 4 competitors, competitor 1 will start on post 2, competitor 2 will start on post 3, competitor 3 will start on post 4, and competitor 4 will start on post 5. If 5 competitors use all posts 1 through 5, and if more than 5 competitors, will divide the squads as equally as possible. If after one round and the tie still exists, it will increase to the 23-yard line. If ties still exist, increase to the 25-yard line. If ties still exist, they will increase to the 27-yard line. Shoot-offs will not exceed the 27-yard line.
EQUIPMENT	Any shotgun 12 gauge or smaller firing target ammunition for that gauge with a maximum load of 1 1/8 ounce of size 7 1/2, 8, 8 1/2, or 9 shot may be used in this event. Factory loads are required. All guns used by competitors must be equipped, fitted, and utilized so as to not eject empty shells in a manner that substantially disturbs or interferes with other competitors.
MAXIMUM VELOCITIES	Any load with a velocity greater than 1290 FPS (feet per second) with maximum shot charge of 1 1/8 ounces, or 1325 FPS with a maximum shot charge of 1 ounce, or 1350 FPS with a maximum shot charge of 7/8 ounces or less, as measured in any competitor shotshell. These velocities are maximum and no competitor shotshell shall exceed these limits for the designated shot charge. In addition, no load containing more than 1 1/8 ounces or any shot larger than Number 7 1/2 can be used.
LOADING GUN	A competitor shall place a live shell in their gun only when on a post facing the traps. In Singles shooting, a competitor may place only one (1) live shell in their gun at a time and must remove it or the empty shell(s) before moving from one post to another. In changing from one (1) post to another, the competitor shall not walk in front of the other competitors.
MOVING BETWEEN STATIONS	Competitors shall move to their next station upon completion of the final shot on each station and the referee's command. No shotgun will be loaded and/or closed until all competitors have rotated to the next station.
NGB RULES	Amateur Trap Association (September 2025 Edition)

SMALLBORE RIFLE EVENTS

- All smallbore rifles are required to have the action open and a Civilian Marksmanship Program (CMP) type CBI (Clear Barrel Indicator) in place when the rifle is not being fired and is uncased.
- Cased rifles will be the last equipment to be brought to the range and the first to be removed from it.



- The weight of smallbore rifles, including the magazine, will determine the official weight of the rifle. The CMP rifle trigger must be capable of lifting and supporting the 3.0 # weight without firing. Triggers which break as the weight is lifted will not pass.
- Colored flags, markers, or ribbons to specially mark targets, are not allowed. Targets are numbered for competitor identification.
- **NO** cell phones, smart watches, radios, or other electronic communication devices may be used by competitors or others on or in the immediate vicinity of competitive ranges during active competition. Exception for Range Officers. If a timer is used, it must be a separate device, not a cell phone.

Additional information:

Coaching: Only **one designated Head Coach** for each team and they will accompany the team during practice sessions. Additional parents, etc., will not be permitted in the shooting area. Coaches will be behind the shooting area, as designated by the CRO, and will not be allowed to contact the competitors during any of the firing periods including during sighter shots. If the competitor wishes to consult with the coach during the firing or sighting period, they may ask the range officer to be excused and step back off the line where they can meet with their coach and have discreet discussion where it does not interfere with other competitors. The clock will still be running. The coach may not initiate the consultation. Between stages (movement from rams to chickens only in silhouette or during position changes, target changes), the coach may come to the shooting area only when requested by a RO to help the team transport their equipment to the next firing point. *(Only the scorers and resetters will go down range to reset silhouette targets.)* During the practice session, only the coach may go down range with the competitor when changing targets but must limit their downrange time. Competitors may bring their own targets and holders for the practice session. In most cases Range Officials will have all the targets in place so competitors will only go down range at the end of shooting. Coaches may not be in the shooting area during the preparation or shooting periods. In the CMP match, competitors will go from the initial sighter period to firing for record very quickly so there will be no break in between. Please note during check-in how your competitors should be paired for silhouette. The pair shooting will spot for each other (one fires their shots, and one spots). They switch roles when the first competitor has completed firing on that animal. The next relay, the pairs will switch places.

SMALLBORE SILHOUETTE RIFLE

TARGET	1/5 scale metallic silhouettes
COURSE OF FIRE	5 chickens at 40 yards, 5 pigs at 60 yards, 5 turkeys at 77 yards and 5 rams at 100 yards
TIME LIMIT	15 second ready time and 2 ½ minutes firing time per bank of 5 targets
EQUIPMENT	NRA Smallbore silhouette rifle rules (rule 3.2) are identical to the High-Power Silhouette Rifle (rule 3.1), except for ammunition. A synopsis follows: maximum weight – 10 pounds 2 ounces including sights. Any sights, telescopic or metallic, any safe trigger, stocks must be traditionally styled, conventional configurations such as factory rifle stocks or silhouette stocks as manufactured by Fajen, McMillan, H-S Precision and others and barrel: no longer than 30 inches. The forend, including the trigger guard mounts and screws, shall not exceed 2 ¼ inches wide, and 2 ¼ inches deep measured from the centerline of the bore. <i>Shooting stands will not be allowed in the silhouette event.</i> Tables will be provided to support equipment.



	Note: • Chassis type firearms will be allowed but must meet all specifications including weight limits. Magazines may not be used as a palm rest. • The use of compensators, muzzle brakes and barrel porting is prohibited. • Any stocks with movable parts must be secured in one position. Combs/cheekpiece may not be above the centerline of the bore. • Magazines may not be used as a palm rest. • No gloves will be permitted (cold weather only by NGB Rules) • The 2 ¼ rule will include some Anschutz and other target models. • Magazines may only have 5 rounds loaded in them for both practice and competition.
AMMUNITION	Only factory loaded .22 caliber - short, long, or long rifle. Hot loads, such as "Stingers" are not permitted.
SHOOTING POSITION	Any standing position without artificial support. The rifle will be supported by the hands and one shoulder. All parts of one hand must be forward of the pistol grip. Competitors will stand beside the table (either side) with rifle muzzles across the firing line.
SCORING	Targets knocked off the rail or laying in a non-vertical position on the rail, in proper sequence, are scored as hits. Targets hit out of order will be scored as misses.
TIE BREAKER	Tie scores for the top 10 individuals only, will be broken. In the event of a tied score, the score card will be reviewed and the competitor with the most Ram hits will be declared the winner. If tie remains, then by the most Turkey hits, then most Pig hits, then most Chicken hits. If all animal hits are the same, a shoot off on Rams will determine the winner. The competitors will fire alternate shots until one competitor misses with the other competitor hitting the target. Competitors will be allowed one warmup shot with their spotter prior to firing their first tie breaker.
SPOTTER	Each competitor may have one spotter with them on the firing line who may have a scope or binoculars to advise the competitor where shots are hitting. The spotter will also keep time and advise the competitor in a quiet voice. The spotter may not touch the competitor or the competitor's equipment after the competitor assumes their position on the firing line. The spotter may be positioned beside or behind the competitor but not forward of the competitor. Coaches and parents may not be Spotters. Spotters can only be registered competitors within that event.
SCORING & RESETTING	Competitors will serve as scorers and target resetters on a different relay than the one which they are shooting. They must perform this duty as part of the contest. Parents and coaches will not be allowed on the range for resetting targets.
NGB RULES	<i>NRA Rifle Silhouette Rules (February 2025 Edition)</i>

CMP RIMFIRE SPORTER RIFLE

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



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

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

TARGET	B-19C CMP Rimfire Sporter Target (States should call target suppliers to find target being used at National Competition. These may not be available online, but suppliers may have targets available in their warehouse.)
DISTANCE	25 yards and 50 yards
COURSE OF FIRE	60 shots for record • 50 yards; Prone position – 10 shots, Slow fire & 10 shots, rapid fire Sitting or Kneeling – 10 shots slow fire & 10 shots rapid fire • 25 yards; Standing – 10 shots slow fire & 10 shots rapid fire
TIME LIMIT	Slow fire- 10 shots in 10 minutes; Rapid fire- 5-shot strings in 25 seconds (semi-auto) or 30 seconds for manual repeater.
EQUIPMENT	Current CMP rules allow for 3 different classes. Any rifle that meets any of the CMP classes for use will be allowed, with the exception that any rifles in the configuration of a modern military style rifle will not be permitted. All rifles still must meet the weight, trigger pull and optic limit requirements. There are NO exceptions to these limits. All classes will be scored together as one. Rifle: Overall weight of the rifle may not exceed 7.5 lbs., with sights and magazine. If sling is used, it may be removed when rifle is weighed. Any type of action, semi-automatic or manually operated with a trigger pull of at least 3.0 lbs. Stock: Rifles may be configured with non-standard stocks, barrels or configurations. Rifles with thumbhole stocks, adjustable stocks, adjustable cheek-pieces, orthopedically shaped cheek-pieces, or a pistol grip, may be used, provided they comply with weight and trigger pull limitations. The stock may have a sling swivel in a FIXED (non-adjustable) location on the fore end. If the buttstock length of pull or the cheek-piece is adjustable, buttstock length and cheek piece adjustments must remain the same for all three positions. These adjustments should be taped or fixed in a single position. Any magazine extending below the stock may not be used as a palm rest or used for support on the forearm. Barrels may be fluted or have non-standard contours. Sling: Standard leather or web sling no wider than 1 1/4 inches may be used in the prone, sitting, or kneeling positions. Must be fixed in at least one position. (Rails with adjustable sling swivels are not permitted). Sights: Open sights may be used; receiver sights or a scope not exceeding 6x magnification is permitted. If a variable power scope is capable of greater than 6x, the adjustment device on variable telescopes must be secured with tape or other similar means so that it cannot be changed during match. Check-in



	seal must remain intact. The magnification must remain at the sealed power during the entire match. Barrel: Factory fluted, regular standard and sleeved carbon graphite or aluminum barrels will be allowed. Shooting stands are permitted in this event. Magazines may only have <u>5 rounds</u> loaded in them for both practice and competition.
CLOTHING	A competitor is permitted to wear a maximum of two sweatshirts. Shooting jackets, leather shooting vests, shooting boots, etc. are not allowed. Competitors may wear a standard leather, cloth, or synthetic work glove provided that it is not padded. Ordinary low-cut shoes, work boots, or hunting-style boots may be worn.
NGB RULES	<i>CMP Games, Rifle and Pistol Competition Rules, 13th Edition – 2026</i>

NRA THREE-POSITION

TARGET	Orion 50m rifle reduced for 50 yd 6 Bull target will be used. Orion reduced 50m to 50 Yd target
SCORING	Orion Scoring System, operated by National event staff
DISTANCE	New York will host a 50-yard event.
COURSE OF FIRE	20 shots in each position – prone, standing, and kneeling – in that order at 50 yards; 60 record shots
TIME LIMIT	One (1) minute per record shot prone; two (2) minutes per record shot standing; and one and one-half (1-1/2) minutes per record shot kneeling.
EQUIPMENT	Rule 3.2 - any .22 caliber rimfire rifle chambered for .22 short, .22 long, or .22 long rifle cartridge may be used in smallbore 3-position; no restriction on barrel length, overall weight of rifle or accessories or overall weight of rifle and accessories other than those laid out in NRA Smallbore Three-Position Rifle Rules. If rifle is equipped with a magazine, only one round may be loaded in the magazine at a time.
SIGHTS	(3.7) Metallic sights, non-corrective
AMMUNITION	Solid point (40 grains) standard velocity; match or target ammunition
NGB RULES	NRA Smallbore Rifle Rules (Revised February 2026)