2001
NATIONAL STANDARD THREE-POSITION AIR RIFLE RULES

The National Standard 3-Position Air Rifle Rulebook is a joint project of The American Legion, Boy Scouts of America, Civilian Marksmanship Program, Daisy/U. S. Jaycees Shooter Education Program, National 4-H Shooting Sports, The National Guard Marksmanship Training Center and USA Shooting.

2nd Edition
Effective for the 2001 Competition Year
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Cost: $2.00

To obtain additional copies of these Rules, contact:
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These Rules may be viewed at or downloaded from the CMP web site, www.civilianmarksmanshipprogram.com

Safety Rules for Air Rifle Ranges

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

1. **MUZZLE** -- Always keep rifle muzzles pointed in a safe direction. Rifle muzzles must never be pointed at other persons under any circumstances. On a range, the safest directions to point a rifle muzzle are usually up, or downrange towards the target.

2. **RIFLE ACTION** -- Always keep rifle actions open except when the rifle is on the firing line, between the beginning of the "preparation period" and the end of the shooting period. When shooting is finished or the rifle is laid down to take a break, the action must be open and the rifle unloaded, even when the rifle is left on the firing line. The only exception to this rule is for spring-air rifles where the cocking lever cannot be left in the open position without damaging the mechanism; spring-air rifles must be left uncocked and unloaded. The rifle action may be closed when it is placed in a gun case, but the action must be opened when the rifle is removed from the case.

3. **TRIGGER** -- Keep your finger off of the trigger until after placing the rifle in the shooting position and you are actually ready to fire a shot. It is especially important to keep the finger outside of the trigger guard when loading the rifle and when placing it in position.

4. **TARGET** -- Shoot only at the target designated for you. Be sure the target is properly placed in front of a safe backstop. Shooting at any object on a range besides your own target is strictly forbidden.

5. **RANGE OFFICER** -- A range officer is in charge of firing at every range. The commands and instructions of the range officer or person in charge of firing must be obeyed. Range officers must check rifles brought to the range to be sure actions are open and unloaded. When shooting is finished, range officers must check rifles to be sure actions are open and unloaded.

NATIONAL STANDARD THREE-POSITION AIR RIFLE RULES

This is the Second Edition of the National Standard Three-Position Air Rifle Rules, valid for the year 2001 or until a Third Edition is published. All new rules or rules that have been substantially changed from the First Edition are marked with underlined type. Editorial or stylistic changes from the First Edition are not marked. This edition of the Rules features an expanded Table of Contents and Index, cross-referencing of important rules and a rule numbering system to assist in locating specific rules. These Rules incorporate recommendations from numerous junior shooting coaches and leaders. The Rules also have been coordinated with the 2001-2004 edition of the International Shooting Sport Federation Rules.

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1.0 GENERAL REGULATIONS

1.1 INTRODUCTION

Three-Position Air Rifle shooting is the most popular form of shooting sports competition for youth of high school age or younger. Three-Position Air Rifle also is becoming a popular shooting sport for other age groups as well. Two different Three-Position Air Rifle events are available. Precision Air Rifle is modeled after Olympic-style shooting and allows the use of specialized target rifles and equipment. Sporter Air Rifle is designed for new competitors or those who desire to compete with a minimum of equipment and expense. In both types of shooting, competitors fire at targets at a distance of 10 meters in three different positions, prone, standing and kneeling. The sporter and precision air rifle classes may also be combined into one "open" class. Three-Position Air Rifle shooting provides young competitors with a competitive shooting opportunity that can be done on a wide variety of easily accessible ranges, with equipment that is commonly available at affordable costs. Three-Position Air Rifle shooting also promotes interest in other shooting sports. Three-Position Air Rifle shooting attracts many competitors who are new to the shooting sports. In organizing these competitions, every effort is made to foster good sportsmanship, a constructive learning environment and an enjoyable atmosphere for all participants.

1.2 PURPOSE OF RULES

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

1.3 INTENT AND SPIRIT OF RULES

The Rules are intended to ensure fair competition for all. Anything that may give a competitor an advantage over others and which is not specifically authorized in the Rules, or which is contrary to the intent and spirit of these Rules, is prohibited. Range Officers and Juries may decide cases not provided for in these Rules. All decisions by Range Officers and Juries, however, must be based on the intent and spirit of

the Rules. No decision by a Range Officer or Jury may be made that is contrary to these Rules.

1.4 AUTHORITY TO ESTABLISH RULES

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

1.5 APPLICATION OF RULES

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

1.6 AMENDMENTS TO THE RULES

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

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

Email Compt@odcmp.com
Tel. 419-625-2141, Fax 419-635-2573

1.7 RULE INTERPRETATIONS

A National Jury of Appeal is appointed to advise competition sponsors and coaches, answer questions about these Rules and resolve protests and disputes. Anyone who wants additional information concerning the

Rules or who requests a rule interpretation or who wishes to resolve a protest or dispute is urged to contact the Council at the address above.

1.8 SANCTIONED COMPETITION

Any competition sponsor may use these Rules to conduct a three-position air rifle competition, with or without official sanctioning from a national shooting organization. In order for any score fired to be recognized as a National Record, the competition must be sanctioned in advance by the National Three-Position Air Rifle Council. Competition sanctioning will be provided for the Council by the Olympic shooting national governing body, USA Shooting. To request sanctioning, contact:

USA Shooting Competitions
One Olympic Plaza
Colorado Springs, CO 80909

Email competitions@usashooting.org
Tel. 719-578-4883, Fax 719-578-4884

2.0 SAFETY

Safety is the foremost concern in all shooting sports. The safety of competitors, competition officials and spectators requires continued attention to safe gun handling and caution in moving about the range. A competitor who handles a rifle in an unsafe manner or who violates safety rules may be disqualified. Please review this Rule and the ***SAFETY RULES FOR AIR RIFLE RANGES*** that are printed on the inside front and back covers of this Rulebook. Every competitor is responsible for following all established safety rules and safe rifle-handling procedures.

2.1 HANDLING RIFLES

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

2.2 LOAD

Rifles may be loaded only on the firing line, with the barrel pointing up or downrange, and only after the command ***LOAD*** or ***START*** is given.

2.3 START

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

2.4 STOP

When the command ***STOP*** or ***STOP-UNLOAD*** is given, all shooting must stop immediately, the rifle must be made safe by opening the cocking lever or loading port and the rifle must be placed on the firing point with the muzzle pointing down range. Any shot fired after the command ***STOP*** in a competition must be scored as a miss (see Rule 7.13.2). After the command ***STOP*** all rifles must be left in a safe, unloaded condition, with no pellet in the barrel and with the action open, after the command ***STOP*** has been given. The only exception to this rule is for spring-air rifles where the cocking lever cannot be left in the open position without damaging the mechanism; spring air rifles of this type must be left uncocked and unloaded.

2.5 LOADED AIR RIFLE

If a competitor has a loaded rifle after the command ***STOP*** is given, the competitor must inform the Range Officer immediately by raising his hand and declaring "**Loaded Rifle**." The Range Officer will then direct the competitor to clear the rifle by commanding, ***UNLOAD, CLEAR THROUGH THE BARREL*** (see also Rule 7.13.4). *Note: Many ranges keep a tin can or other container filled with paper or other material that is enclosed with a plastic cover. When a competitor reports a loaded air rifle, the Range Officer will direct the competitor to* ***UNLOAD, CLEAR THROUGH THE BARREL*** *by firing the shot through the plastic cover into the container.*

2.6 REMOVING RIFLE FROM FIRING LINE

The rifle must be made safe by unloading the rifle or by opening the cocking lever or loading port before removing it from the firing line. The rifle may not be removed from the firing line during or after a competition until it has been cleared by a Range Officer.

2.7 RANGE SAFETY EMERGENCY

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

2.8 PERSONAL SAFETY

2.8.1 Eye and Ear Protection

All competitors, team officials and competition officials who will be on or near the firing line are urged to wear eye and ear protection, as appropriate, while on the range.

2.8.2 Personal Hygiene

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

3.0 ELIGIBILITY TO COMPETE

3.1 INDIVIDUAL COMPETITORS

3.1.1 School Age

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

3.1.2 Junior

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

3.1.3 Collegiate

Any person may compete in Collegiate Three-Position Air Rifle competitions until 31 August of the year in which they receive their college undergraduate degree. College competitors must be regularly enrolled students in an accredited college or university and be taking a minimum of 12 credit hours of courses and may not compete in Collegiate competitions more than four years.

3.1.4 Senior

Any person may compete in Senior Three-Position Air Rifle competitions. Competition Sponsors may define specific age groups that are eligible to compete in a designated Senior competition.

3.2 TEAMS

All teams consist of four competitors who each must meet the eligibility criteria for the type of team that they represent.

3.2.1 School Age Teams

School Age Teams must represent a club, school, JROTC unit or designated organization. All team members must be members of or enrolled in the club, team, school or other organization. All team members must reside in the geographic proximity of the city where the club, team, school or other organization is based and participate regularly in its activities. In cases where doubt exists regarding the eligibility of a team to compete, a ruling should be requested from the National Three-Position Air Rifle Council. To avoid the possibility of disqualification at a competition, teams with a member who lives outside of the immediate geographic area of the club, school or organization should request a ruling in advance regarding team eligibility. *Note: It is the intent of this rule to foster competitions between legitimate club and school teams and to preclude the entry of all-star teams where the best competitors from different clubs are assembled to enter a specific competition.*

3.2.2 Open School Age Teams

Teams of Junior Competitors that do not meet the eligibility criteria for School Age Teams (Rule 3.2.1) are Open Junior Teams and may enter a competition only if the Competition Program specifically permits participation by Open Junior Teams.

3.2.3 Collegiate Teams

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

3.2.4 Senior Teams

Senior teams consist of competitors who meet senior eligibility criteria (see Rule 3.1.4).

3.3 EQUIPMENT CLASSES

Three-Position Air Rifle competitions may be organized with two equipment classes, the Sporter Air Rifle Class and the Precision Air Rifle Class. If a Sporter Air Rifle Class event is offered, all rifles and equipment in that class must comply with the equipment rules for that class. If a Precision Air Rifle Class event is offered, all rifles and equipment in that class must comply with the equipment rules for that class. If an open competition is offered where all competitors compete in the same class, regardless of whether they use Precision or Sporter Class equipment, then all rifles and equipment must comply with the Precision Air Rifle equipment rules. (see also Rule 4.1)

3.4 CATEGORIES AND SKILL-LEVEL CLASSIFICATIONS

These Rules do not require that any special categories or classifications must be used in a Three-Position Air Rifle shooting competition. Competition sponsors may, however, at their option, divide competitors into categories and may establish separate competitor ranking lists and offer special awards based on those categories. Categories that may be used include, but are not limited to:

3.4.1 Sex

Competitors may be divided into male and female categories.

3.4.2 Organizations

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

3.4.3 Special Age Groups

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

- A. Competitors who reach their 17th or 18th birthday in the calendar year of the competition or who are older than 18 and still meet the eligibility criteria for School Age competitors (see Rule 3.1.1).
- B. Competitors who reach their 15th or 16th birthday in the calendar year of the competition.

σ C. Competitors who will not reach their 15th birthday in the calendar year of the competition.

3.4.4 Skill-Level Classifications

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

3.4.5 New Competitors

Competitors may be divided into new competitor and open (experienced) competitor classes. New competitors are typically defined as competitors who have begun competition within the past six, eight or 12 months.

4.0 AIR RIFLES AND EQUIPMENT

4.1 EQUIPMENT CLASSES

Competition sponsors may offer one of four types of competition. Each is based on the type(s) of equipment that competitors are permitted to use. The Competition Program must state which types of competition are offered.

4.1.1 Sporter Class Competition

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

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 and 4.6).

4.1.3 Dual Class Competition

In a Dual Class competition, both Sporter and Precision Class events are offered and individual and team competitors may choose whether they will compete in the Sporter event or the Precision event. Separate ranking lists and awards are provided for each event. If both Sporter and Precision Class events are offered in the same competition, individual competitors or team may not enter in both the Sporter and Precision individual or team events.

4.1.4. Open Class Competition

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

4.1.5 Use of Special Equipment

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

4.2 SPORTER AIR RIFLE

The Sporter Air Rifle is intended to be a low cost, entry-level rifle without specialized modifications. Any type of .177 caliber (4.5mm) pneumatic, spring air, compressed air or CO_2 rifle can be used if it has a conventional appearance and conforms to the following requirements:

4.2.1 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 (3.375kg). Weight may be added to the rifle internally or externally as long as the total weight of the rifle does not exceed 7.5 pounds.

4.2.2 Trigger Weight

The minimum trigger pull weight for the sporter air rifle is 1.5 pounds (680.4 grams). The cocked trigger must be capable of lifting a weight of 1.5 pounds.

4.2.3 Stock

The stock must have a conventional design and be symmetrically shaped so that either a right or left-handed competitor can use it. The stock may be adjustable in length and the cheek-piece may be adjustable in height. However, if the stock has a vertically adjustable buttplate or an adjustable-height cheek-piece, the

buttplate and cheek-piece must remain in the same location in all three positions and may not be changed during a competition. The cheek-piece of a rifle that does not have an adjustable cheek-piece may be altered in height by the addition of wood, cardboard, tape or other material or the cheek-piece may be cut and a higher replacement cheek-piece installed. The cheek-piece surface may not be curved or anatomically formed. The butt of the stock may be rough, checkered or scored to provide a non-slip surface, or covered with a non-slip material such as rubber or similar material or a rubber slip-on recoil pad. The stock may be refinished or painted, however, except for modifications to the stock length or cheek-piece, no other external modifications to the stock are permitted.

4.2.4 Internal Modifications

The functioning of internal parts may be smoothened 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.

4.2.5 Other Prohibited Modifications

Thumb holes, thumb rests, palm rests, heel rests, hooked buttplates, grip material and barrel extension tubes are not allowed. A bipod or attached rifle rest is not allowed while shooting. Adhesive sprays may not be used on the rifle or competitor's clothing.

4.2.6 Sling Swivel/Hand Stop

A sling swivel or hand stop that is attached to a rail in the forend may be used. The depth of the sling swivel or hand stop, with the sling swivel folded flat, may not exceed 25 mm. The sling swivel may remain on the rifle when it is used in the standing position.

4.2.7 Sights

Only sights manufactured for and sold with Sporter Air Rifles are permitted. Sights not manufactured specifically for the Sporter Air Rifle are not permitted. Any iris or aperture in the front or rear sight must be non-adjustable. No part of the front sight may extend beyond the apparent end of the barrel. A blinder may be attached to the rifle or to the rear sight. Corrective lenses may be worn by the competitor, but may not be placed in the sights. Telescopic sight systems, sights with corrective lenses, light filters or spirit levels are not permitted.

4.2.8 APPROVED RIFLES

Sporter Air Rifles that are officially approved for competitions that use these Rules are the Daisy M853/953/753 (pneumatic), Daisy M888 (CO_2), Crosman M2000 (CO_2) and Daisy MXXX (compressed air). Any air rifle that complies with the spirit, intent and specific requirements of these Rules that limit Sporter Air Rifle competition to low cost, entry-level rifles without specialized modifications may be used. Any questionable air rifle should be submitted to the National Three-Position Air Rifle Council for a ruling. The Council may disqualify any air rifle or sight that does not comply with these Rules.

4.3 SPORTER CLOTHING AND ACCESSORIES

4.3.1 Sporter Clothing

Shooting jackets and special shooting pants are not permitted. Up to two loose fitting shirts or sweatshirts may be worn. A safety pin or button attached to the sling arm or shoulder is allowed to keep the sling from slipping down the arm. Special shooting sweaters with additional or special pads are not permitted. One pair of ordinary sport or casual trousers or jeans is allowed, provided the trousers offer no additional support. Normal low-cut, street type or light athletic shoes are permitted as long as they do not extend above the ankle and have a flexible sole. Boots, including all types of commercial shooting boots as well as commercial low-cut shooting shoes, are prohibited. A special shooting glove is permitted (See Rule 4.7.2). No pads or elastic bandages are allowed unless they are authorized for medical reasons under Rule 5.1.4.

4.3.2 Sling

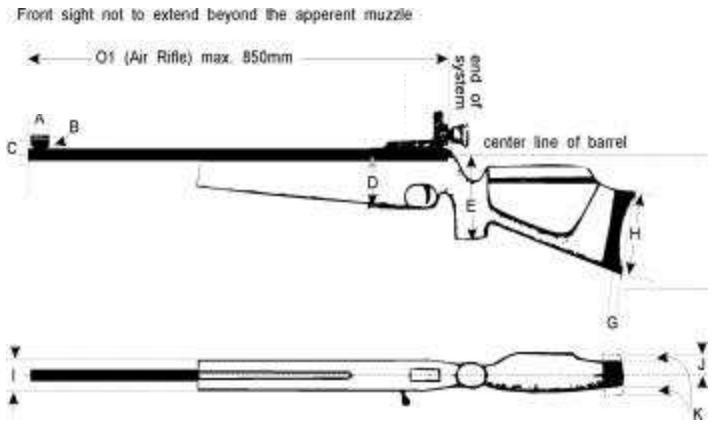
A shooting sling is allowed in Sporter Air Rifle events in the prone and kneeling positions, provided it is no more than one and one-quarter (1 1/4) inches (32 mm) in width. The sling must be a simple web, leather or synthetic strap, with no padding, lining or special shaping. The sling may have a means of adjusting its length and a means of tightening the sling around the upper arm. The sling must be worn only around the upper part of the left arm$^{\sigma}$ and from there be connected to the forend 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.

$^{\sigma}$ *All descriptions of positions in these Rules describe right-handed competitors. For left-handed competitors, reverse "right" and "left."*

4.4 PRECISION AIR RIFLE

Any type of 4.5mm (.177 caliber) pneumatic, spring air, compressed air or CO_2 rifle that conforms to the following specifications/restrictions may be used (also see rifle diagram on page 16).

	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 (except for competitors firing from the right shoulder, but using their left eye).	40mm/1.6 in.
D	Depth of forend	90mm/3.6 in.
E	Lowest point of pistol grip	140mm/5.6 in.
F	Lowest point of stock or toe of butt plate with the butt plate in its maximum downward position.	220mm/8.8 in.
G	Depth of curve of butt plate	20mm/0.8 in.
H	Heel to toe length of butt plate	153mm/6.1 in.
I	Total thickness of forend	60mm/2.4 in.
J	Width of cheek piece from centerline of barrel	40mm/1.6 in.
K	Offset of butt plate parallel to the centerline of the normal end of the butt, left or right. The complete buttplate may also be turned on a vertical axis. The buttplate may not be turned on a horizontal axis.	15mm/0.6 in.
L	Trigger weight	Free-No set trigger
M	Weight with sights	5.5kg/12.2 lbs.
N	The front sight may not extend beyond the apparent muzzle of the rifle of the air rifle.	Yes
O	Air Rifle: Total length of the Air Rifle system (from apparent end of barrel to rear end of the action or system).	850mm/34 in.



4.4.1 Weights

Weights can be added to the rifle as long as the total weight of the rifle, sights, and attachments, not including the sling swivel or hand stop, does not exceed 5.5 kg (12.2 lbs.). The only external weights permitted are barrel weights that are within a radius of not more than 30mm (1.2 in.) from the center of the barrel and weights attached to the forend of the stock, which do not exceed the dimension limits of the forend, and conform to its existing shape. Barrel weights may be placed at any point along the barrel.

4.4.2 Bipod or Attached Rifle Rest

A bipod or rifle rest may not be attached to the rifle while shooting.

4.4.3 Hand Stop/Sling Swivel

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

4.4.4 Grip Material

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

4.4.5 Barrel Extension Tubes

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

4.4.6 Pistol Grip and Stock Forend

The pistol grip cannot be anatomically formed. Any additions to the pistol grip or stock forend must conform to the existing form and cannot be anatomically formed. Any protrusion, extension or depression on the front or side of the pistol grip designed to prevent the hand from slipping (such as a hand or heel rest) is not allowed.

4.4.7 Adjusting the Rifle

The buttplate and cheek-piece can be adjusted between positions as long as the rifle continues to comply with the specifications given in the chart shown under Rule 4.4.

4.4.8 Special Features

A thumbhole, thumb rest, palm rest, heel rest (Rule 4.4.6) and spirit level are prohibited. Material may be added to the stock as long as it does not exceed maximum dimensions. Any addition must conform to the existing form and may not be anatomically formed.

4.5 PRECISION RIFLE SIGHTS

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

4.5.1 Corrective Lenses and Telescopic Sights

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

4.5.2 Light Filters

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

4.5.3 Blinders

A blinder may be attached to the rifle or to the rear sight.

4.5.4 Cant Indicators

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

4.6 PRECISION CLOTHING AND ACCESSORIES

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. Canvas and leather are acceptable materials. All lining, padding and reinforcements must meet the same specifications. Any lining or padding must not be quilted, cross-stitched, glued or otherwise affixed to the outer clothing layer other than at normal tailoring points. All lining or padding must be measured as part of the clothing.

4.6.1 Shooting Jacket

A shooting jacket meeting the standards of Rule 4.6 and the following specifications/restrictions is permitted (also see drawing of jacket on page 21):

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

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 forend of the stock when the competitor is in the shooting position.

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

Straps, Laces, Bindings, Seams, Stitching or Other Devices for Support - All straps, laces, bindings, seams, stitching or

other devices that may be considered artificial support are prohibited. However, it is permitted to have one zipper or not more than two straps to take up loose material in the area of the shoulder pad. No other zipper or other closing or tightening device is permitted other than those specified in these rules and diagrams.

Back Panel – The construction of the back panel may include more than one piece of material including a band or strip if this construction does not stiffen or reduce the flexibility of the jacket. An interchangeable back panel to give ventilation is permitted, if it is soft, flexible and pliable. The fastenings of this panel must not stiffen the jacket or give additional support.

Pockets – One external pocket, a maximum 25cm (10 in.) high from the lower edge of the jacket and 20cm (8 in.) wide, is permitted on the right front side of the jacket. All inside pockets are prohibited.

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

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

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

Exception to Jacket Thickness Rule – Competitors who have shooting jackets that do not meet the thickness or dimensional requirements of these rules may use those shooting jackets if they do not also use special shooting trousers. This special exception is intended to give teams and competitors with non-complying shooting jackets a reasonable period of time to replace them with shooting jackets that comply with these rules. This special exception expires on 31 December 2002.

4.6.2 Shooting Pants

Shooting pants meeting the standards of Rule 4.6 and the following specifications are permitted (also see trousers drawing on page 21):

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

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

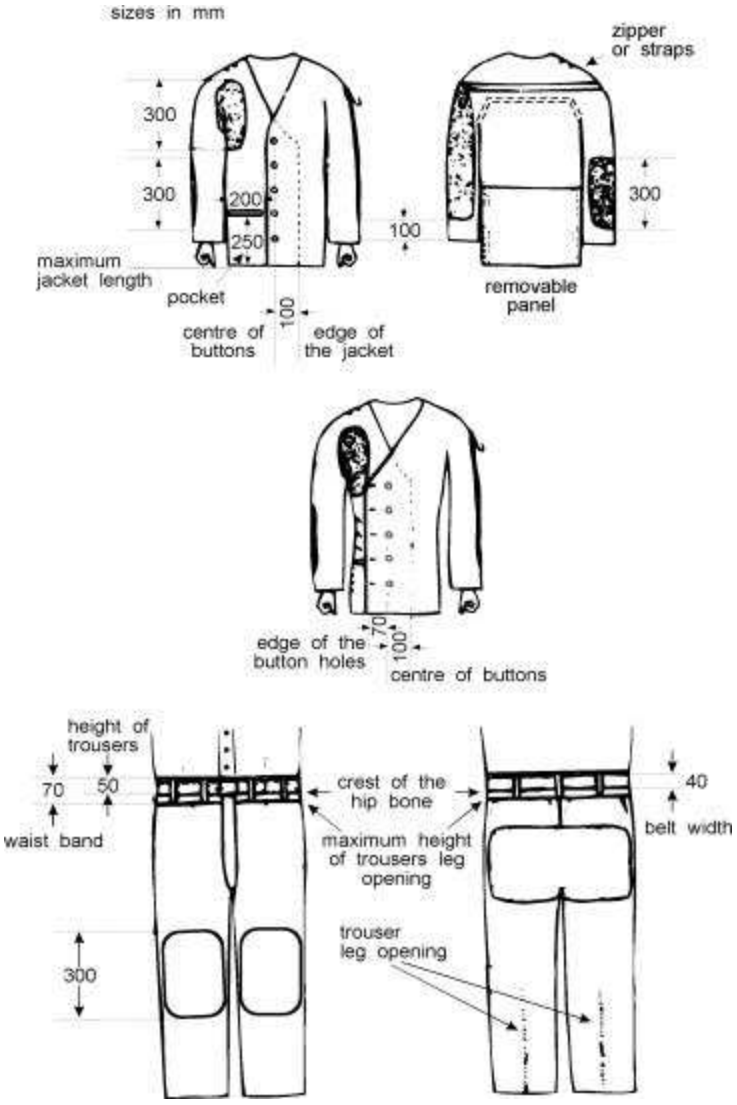
Waist Band and Its Closures - The waist band may not be more than 70mm (2.8 in.) wide and may be closed by one hook and up to 5 eyes, up to 5 adjustable snap fasteners, a similar closure or Velcro. Only one type of closure is permitted. A Velcro closure combined with any other closure is prohibited.

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

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

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

Only one other fastener is permitted in each trouser leg. The opening (fastener) must not start closer than 70mm (2.8 in.) from the top edge of the trousers. It may, however, extend to the bottom of the trouser leg. One fastener is permitted either in the front of the upper leg or the back of the leg, but not in both places on one leg.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hip bone
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of trousers leg
opening
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belt width
trouser
leg opening
300

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

4.6.3 Undergarments and Training Clothing

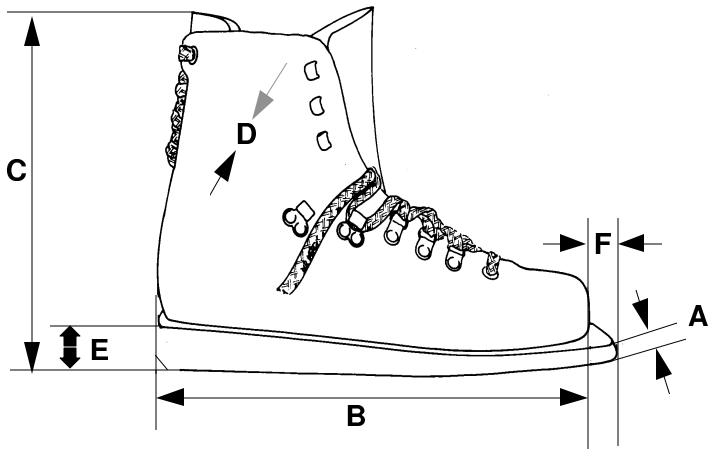
Clothing worn under the shooting jacket and under the shooting pants must not be thicker than 2.5mm (0.1 in.) single thickness or 5mm (0.2 in.) double thickness. Only normal personal undergarments and/or training clothing that does not stabilize may be worn under the shooting jacket and shooting pants.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

4.6.4 Shoes

The shoes worn must be a matched pair. The sole must be flexible at the ball of the foot. Orthopedic inserts are allowed. Normal street type, light athletic shoes, and shooting boots not exceeding the following standards are permitted (Also see diagram on page 23):

	Item	Specification/Restriction
A	Maximum thickness of sole at the toe	10mm/0.4 in.
B	Overall length of shoe	According to size of wearer's foot
C	Maximum height of shoe	Not to exceed two-thirds (2/3) of total length of shoe (B+10mm).
D	Upper Shoe Material	The material of the upper part (above the line of the sole) must be of soft, flexible, pliable material, not thicker than 4mm/0.16 in., including all lining, when measured on any flat surfaces.
E	Heel maximum	30mm/1.2 in.
F	Extension of toe of sole in front of shoe (may be cut at an angle either on one or	10mm/0.4 in.

	both soles) Note: no other extensions of sole in length and width are permitted.	



4.6.5 Sling

A shooting sling with a maximum width of 40mm (1.6 in.) is allowed in the prone and kneeling positions. The sling must be worn only over the upper part of the left arm (right arm for a left-handed competitor) and from there connected to the forend 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.

4.7 GENERAL EQUIPMENT RULES FOR SPORTER AND PRECISION CLASSES

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

4.7.1 Pellets

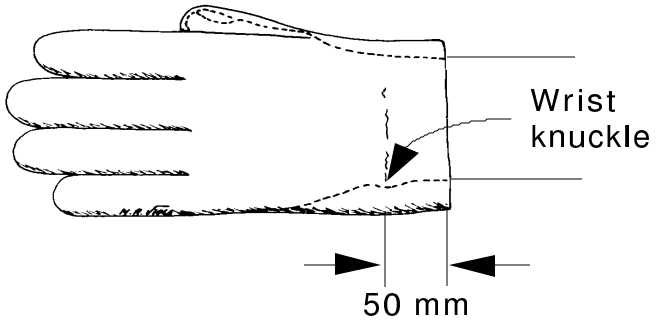
Only .177 caliber (4.5mm) pellets made of lead or other soft material are permitted.

4.7.2 Glove

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

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

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



4.7.3 Kneeling Roll

One cylindrical roll, placed under the instep of the right foot (left foot for a left-handed competitor), in the kneeling position is allowed. The roll cannot exceed a maximum of 25cm (10 in.) long and 18cm (7.2 in.) in diameter. The roll must be made of soft and flexible material. Binding or using other devices to shape the roll is not permitted. The use of a kneeling roll is optional and not required.

4.7.4 Spotting Scope

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

4.7.5 Shooting Kit and Shooting Stand

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

4.7.6 Shooting Mat

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

4.7.7 Sound Producing And Communicating Systems

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

5.0 COMPETITION CONDITIONS

5.1 SHOOTING POSITIONS

No part of the competitor's body may touch the firing line. In the prone position, the left elbow[σ] must be behind the rear edge of the firing line. In the standing and kneeling positions, the entire left foot must be behind the firing line. The rifle and other parts of the body may extend

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[σ] *All descriptions of positions in these Rules describe right-handed competitors. For left-handed competitors, reverse "right" and "left."*

beyond the firing line as long as no part of the body that contacts the floor rests on or in front of the firing line.

5.1.1 Prone Position

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

5.1.2 STANDING POSITION

- The competitor must stand free with both feet on the firing point surface or on the ground cloth without any other support.
- The rifle must be held with both hands and the shoulder (upper right chest) or the upper arm near the shoulder, the cheek and the part of the chest next to the right shoulder.
- The rifle must not be supported by the clothing or the chest beyond the area of the right shoulder and right chest.
- The left upper arm and elbow may be supported on the chest or on the hip.
- The rifle must not rest against any other point or object.
- The use of the sling, handstop or palm rest is not allowed.

5.1.3 Kneeling Position

- The competitor may touch the firing point surface with the toe of the right foot, the right knee and the left foot.

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

5.1.4 Physical Disabilities, Substituting Positions

If a competitor has a physical disability, whether temporary or permanent, that prevents him from shooting in a position defined by the shooting position Rules (Rules 5.1.1, 5.1.2, 5.1.3), he may substitute the next more difficult position. Kneeling may be substituted for prone, or standing may be substituted for kneeling. Any substitute position must conform to the Rule for that position. The competitor must receive approval from the Competition Director or Jury before being allowed to substitute a position. A competitor with a cast or other temporary medical appliance may shoot with

that appliance if, in the opinion of the Competition Director or Jury, it does not provide any special advantage.

5.2 COACHING

Coaching or assisting a competitor during Three-Position Air Rifle competitions is permitted under these conditions:

5.2.1 Coaching In Sporter Air Rifle

Coaching is permitted in Sporter Air Rifle events during the preparation period and while the competitor fires sighting shots. When the competitor fires his first record shot, coaching must stop and the coach must move to the rear of the firing line. After the first record shot, the competitor may only speak to the Range Officer while on the firing line.

5.2.2 Coaching In Precision Air Rifle

All types of coaching while the competitor is on the firing line are forbidden. While on the firing line, a competitor may speak only with the Range Officer.

5.2.3 Coaching During Competitions

A competitor may speak with anyone, including a coach, during the competition by leaving his rifle in a safe condition on the firing line, notifying the Range Officer and then leaving the firing line so as not to disturb other competitors. A coach may speak with a team member during the competition by obtaining permission from the Range Officer. The Range Officer will notify the competitor who must leave his rifle in a safe condition and leave the firing line to speak with the coach or team official.

5.3 COMPETITION EVENTS AND TIME LIMITS

5.3.1 Individual Event, 3x10

The individual 3x10 course of fire consists of 10 shots each in the prone, standing, and kneeling positions, fired in that order.

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

5.3.2 Individual Event, 3x20 or 3x20 Plus Final

The individual 3x20 course of fire consists of 20 shots each in the prone, standing, and kneeling positions, fired in that order. A Final may be added to the individual event (3X20 plus Final, also see Rule 11.0, Finals).

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

5.3.3 Multiple Course Aggregate Championships

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

5.3.4 TEAM EVENTS, 4 X 3X10 or 4 X 3X20

Any competition may also include a team event.

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

Team Score - Team and individual events are normally fired simultaneously. The scores fired by each member of a team count for both individual rankings and the team. Team scores are calculated by adding the individual 3X10 or 3X20 scores of the four team members. Final round scores do not count for team scores. In multiple course aggregate competitions, the competition program may provide for multiple course team events or separate team events for each course of fire.

5.4 TARGETS

Competitions may be conducted using either paper targets or electronic targets. Only official 10-meter air rifle targets with scoring ring dimensions established by the International Shooting Sport Federation

may be used. Authorized targets may bear approved designations of the ISSF, NRA (designated as AR5/1 or AR5/10) or USA Shooting. Paper targets may be either single bullseye or 10-bullseye targets. 10-bullseye targets have ten record bullseyes and two sighter bullseyes.

5.4.1 Sighting Targets

Sighting targets must be clearly identified, normally by a black stripe in the upper right corner that can be clearly seen from the firing point, or by their location inside a guard ring in the center of a 10-bullseye target. When single bullseye targets are used, competitors will be given two (2) sighting targets in each position. If 10-bullseye targets are used, there are two sighting targets on each card.

5.4.2 Record Targets

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

5.4.3 Changing Targets

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

5.5 RANGE SPECIFICATIONS

5.5.1 Distance

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

5.5.2 The Firing Line And Firing Point

The firing line is immediately in front of the firing point and must be marked so that Range Officers and Competitors can see it. A firing point is the area of the range immediately to the rear of the firing line that is designated for one competitor. The recommended minimum width of each firing point is 1.25 meters (49.2 in.). The recommended minimum length is 2.2 (86.6 in.) meters. There must be one firing point for each target. There must be ample room behind the firing points for Range Officers to move freely.

5.5.3 Target Numbering

Target positions must be identified with numbers that are placed downrange, above or below the targets and that are large enough to be easily recognized from the firing point. Targets are numbered consecutively, with target number one being on the left. It is recommended that the numbers be on alternating backgrounds or contrasting colors.

5.5.4 Target Heights

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

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

Ranges where paper targets are used may provide for hanging two 10-bull targets at the same height for one position. On ranges where the physical construction of the range or backstop prevents hanging targets at the correct height, the targets must be hung at the height that is as close as possible to the correct height. The Competition Program must inform competitors of the height that the targets will be hung if the correct target heights are not possible.

5.5.5 Shooting Tables

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

5.5.6 Lighting

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

5.5.7 Official Bulletin Board

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

5.6 Competition Program

A written document should be prepared to describe the conditions of the competition. This Competition Program or "official program" should identify the name of the competition, date(s), location, course of fire (events), time schedule, awards and any special conditions that will apply in the competition. No Competition Program may contravene any of these Rules. The Competition Program serves as a supplement to the Rules and all conditions specified in the program also govern the conduct of the competition. The Competition Program may be used by Range Officers and Jury Members in deciding protests.

6.0 COMPETITION OFFICIALS AND THEIR DUTIES

6.1 COMPETITION DIRECTOR

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

6.2 RANGE OFFICERS

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

6.3 JURY

A three-member Jury may be appointed by the Competition Director to interpret and apply the Rules and resolve protests. One member of the Jury will 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 Competition Officials, Team Officials, parents or competitors in that competition. Jury members may not rule on a matter in which they are personally involved. The Competition Director will name a replacement for a Jury member who must excuse himself. Decisions by the Jury must be based on applicable Rules or, in cases not specifically covered by the Rules, must be within the intent and spirit of the Rules. Protests are resolved by a majority of the Jury. Decisions of the Jury normally are final, but may be appealed to the National Jury of Appeal.

6.4 EQUIPMENT CONTROL CHIEF

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

6.5 STATISTICAL OFFICER

The Statistical Officer is in charge of all administrative and statistical work of a competition. The Statistical Officer is directly responsible to

the Competition Director. The Statistical Officer must retain all fired targets until the expiration of the time allowed for challenges and protests. The Competition Director and Statistical Officer must appoint sufficient target scorers and scoring supervisors to score all targets in a timely manner, according to these Rules. In a small competition, the Statistical Officer may also be a target scorer. The Statistical Officer must ensure that preliminary results are posted on the Official Bulletin Board in a timely manner and that a Final Results Bulletin is provided to team officials and competitors.

6.6 SCORERS

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

6.7 TEAM OFFICIALS

6.7.1 Team Coach

Each team must have a designated Team Coach. The Team Coach may be a coach, parent or other responsible adult. The Team Coach is responsible for all members of his team and for maintaining discipline within his team. He will cooperate with competition officials in the interests of safety, efficiency and good sportsmanship. The Team Coach must be familiar with the program, make proper entries and have the team members report at the proper firing points at the proper time with approved equipment. The Team Coach may check scores, make challenges and register protests for all team members.

6.7.2 Individual Coach

A coach also may accompany and assist an individual competitor. The coach may assist the competitor with preparations for the competition. The coach may assist the competitor during the competition in accordance with these Rules (Rule 5.2).

6.7.3 Other Team Officials

Teams also may appoint a team captain or other team officials who may carry out the responsibilities of team officials identified in Rule 6.7.1 or 6.7.2.

7.0 COMPETITION PROCEDURES

7.1 ENTRIES

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

7.2 FIRING POINT ASSIGNMENTS (SQUADDING)

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

7.3 EQUIPMENT CONTROL

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

7.4, MOVING EQUIPMENT TO/FROM FIRING LINE

Range Officers must allow competitors a short period of time before the preparation period begins to place their equipment on the firing line. If competitors complete firing before the shooting time ends, they may leave the firing line, but they may not remove their equipment from the firing line until the command ***STOP*** is given at the end of the shooting time. Equipment may be removed from the firing line only after the command ***STOP*** (*This is to prevent disturbing competitors who are still firing*).

7.5 PREPARATION PERIOD

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

7.6 BEGINNING AND END OF THE COMPETITION

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

7.7 FIVE (5) MINUTE WARNING

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

7.8 TWO (2) MINUTE WARNING

The Range Officer must inform the competitors of the time remaining at two (2) minutes before the end of the shooting time with the command ***TWO MINUTES REMAINING***.

7.9 POSITION CHANGEOVER PERIODS

Competitors must be given a five (5) minute changeover period before the start of the standing position and a five (5) minute changeover period before the start of the kneeling position. If targets are changed after each position, the changeover period may not begin until target changing is complete and Range Officers or other personnel are no longer downrange. During the changeover periods, competitors may set up their equipment for the next position, handle their rifles, dry fire and do holding and aiming exercises. If the targets for all three positions are hung at the beginning of the competition, the changeover

period may begin immediately after all competitors complete the preceding position.

7.10 DRY FIRING

Dry firing means releasing the trigger mechanism without releasing the propelling charge (air or CO_2). Note that not all air rifles are capable of dry firing. The competitor may dry fire during the preparation period and competition as long as the propelling charge is not released. If a propelling charge is released during the preparation period, the competitor will be given a warning for the first offence and a two-point penalty for the second and subsequent offences.

7.11 SIGHTING AND RECORD SHOTS

Only one pellet may be loaded at a time, regardless of whether the rifle has a clip or magazine. A "shot" includes the release of the propelling charge (air or CO_2), even if no pellet has been fired.

7.11.1 Sighting Shots

Sighting shots, unlimited in number, may be fired only before the first competition shot in each position. Sighting shots fired after the first competition shot, unless authorized by the range officer, must be scored as misses. Sighting shots must be fired within the time limit for that position, unless the Range Officer allows the competitor additional time because of a rifle or target malfunction.

7.11.2 Record Shots

Only one record shot may be fired at any single target (bullseye).

7.12 RANGE COMMANDS

A well-run firing line emphasizes safety and provides fair, equal conditions for all competitors while allowing them to attain their best possible results in the competition. The following commands and procedures must be used to control firing in every competition.

Action	Command
Step 1: Before a match, the Range Officer must prepare the range for firing and, if competition officials hang targets, supervise the hanging of targets.	*Competitors normally are not permitted to move their equipment to the firing line until instructed to do so by the Range Officer.*

Step 2: When the range is prepared and it is time to start a relay of competitors, the Range Officer must call the competitors to the firing line: *As the competitors move to the firing line, check to be sure each competitor is present and on the correct firing point.*	***RELAY NUMBER 1, YOU MAY MOVE YOUR EQUIPMENT TO THE FIRING LINE***
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 commands:	***RELAY NUMBER 1, GO FORWARD AND HANG YOUR TARGETS***
Step 3: When all competitors have placed their equipment on the firing line or have returned from down range, the Range Officer commands:	***YOUR TEN MINUTE PREPARATION PERIOD BEGINS NOW*** *Competitors may handle their rifles, assume their positions and dry fire during this period.*
Step 4: At the end of the 10-minute preparation period the Range Officer will announce: *During the shooting time, the Range Officer must constantly observe the competitors to assist them, answer any questions, deal with malfunctions and resolve any irregular shots.*	***THIS IS THE PRONE STAGE OF THE THREE-POSITION EVENT. 20 SHOTS PRONE POSITION, TOTAL TIME 30 MINUTES*** (or the appropriate stage, event, position, number of shots and time), ***LOAD, START*** *When competitors finish firing, they must open their rifle actions and lay their rifles on the floor or table. They may then step back from the firing line without disturbing other competitors. Competitors may not remove their equipment from the firing line until directed to do so by the Range Officer.*

Step 5: When 5 minutes remain in the shooting time, the RANGE OFFICER will announce:	***FIVE MINUTES REMAINING*** *If at any time during the competition, a competitors asks how much time remains, the Range Officer must inform that competitor of the exact amount of time remaining.*
Step 5a: When 2 minutes remain in the shooting time, the RANGE OFFICER will announce:	***TWO MINUTES REMAINING***
Step 6: When the firing time is completed (or when all competitors have completed firing), the Range Officer will command:	***STOP, UNLOAD*** *Each competitor must stop immediately, open the loading port so it is clearly visible to the Range Officer, and set their air rifles down with the muzzles pointing down range.*
Step 6a: If a competitor has not fired his last pellet and it is still in the barrel, the competitor must inform the Range Officer immediately by raising his hand and declaring: The Range Officer will command: *It is recommended that Range Officers have a container filled with paper or other soft material and that they direct competitors with loaded rifles to discharge unfired shots into this container.*	***"Loaded Rifle"*** ***UNLOAD, CLEAR THROUGH THE BARREL***
Step 7 When the Range Officer(s) have confirmed that all air rifles are unloaded, the Range Officer commands:	***THE LINE IS SAFE, GO FORWARD AND REPLACE (or REMOVE) YOUR TARGETS***

(If the last position has been completed, go directly to step 9): *The Range Officer(s) must visually check each rifle on the line to confirm that the action is open and the rifle is safe.*	Or ***THE LINE IS SAFE. TARGET HANDLERS, REPLACE (or REMOVE) THE TARGETS***
Step 8: When targets for the next position are hung and the Range Officer confirms that the line is safe, the Range Officer commands:	***COMPETITORS, YOUR FIVE MINUTE CHANGEOVER PERIOD BEGINS NOW*** *When the changeover period ends, the Range Officer must return to Step 4 to begin the command sequence for the next position.*
Step 9: When all firing is complete, the Range Officer will direct the competitors to remove their equipment from the firing line:	***COMPETITORS, YOU MAY REMOVE YOUR EQUIPMENT FROM THE FIRING LINE***

7.13 IRREGULAR SHOTS

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

7.13.1 Shots Fired Before the command *START*

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

7.13.2 Shots Fired After the Command *STOP*

Any shots fired after the command ***STOP*** must be scored as misses on the last competition target(s).

7.13.3 First Sighting Shot is a Miss

If the first sighting shot is a miss, the competitor must immediately call the Range Officer. The Range Officer must verify that the first

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

7.13.4 Loaded Rifle After *STOP*

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

7.13.5 Shots Not Fired

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

7.13.6 More Than One Shot on a Target (Bullseye)

When a competitor fires more than one shot on one target (bullseye) in a three-position event he will not be penalized for the first two (2) such occurrences. The competitor must be given a two (2)-point penalty for the third and all succeeding misplaced shots. When a competitor fires more than one shot on a single target (bullseye) he must not fire a shot on one subsequent target.

7.13.7 Too Many Shots in a Position

If a competitor fires too many shots in a position (11 or more shots on one target in a 3X10 event, 21 or more shots on two targets in a 3X20 event), the extra shots must be annulled. If the excessive shot(s) cannot be identified, the highest value shot(s) on targets (individual bullseyes) with excessive shots must be annulled. The competitor must also be penalized two (2) points for each excessive shot fired, deducted from the lowest value shot(s) in the first series. If there are excessive hits on a target and it is impossible to confirm whether the competitor or another competitor fired the extra shot(s), the shot(s) of highest value must be annulled.

7.13.8 Crossfires

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

7.13.9 Misfire

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

7.13.10 Disputed Shot

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

7.14 INTERRUPTIONS IN SHOOTING

When a competitor is interrupted, moved to another firing point, must repair a malfunction or must stop shooting during the match through no fault of his own, he may request additional time and sighting shots. No additional time or sighting shots will be allowed to compensate for time lost to change or fill a compressed air or CO_2 cylinder.

7.14.1 Additional Time

If the interruption lasts more than three (3) minutes, the competitor must be given additional time equal to the amount of time lost.

7.14.2 Additional Sighting Shots

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

7.14.3 Interruptions of Entire Range

If shooting on an entire range or section of a range is interrupted, all competitors will be given that amount of additional time when firing resumes, if the interruption lasts longer than three (3) minutes. If shooting is interrupted for more than five (5) minutes, all competitors must be given additional unlimited sighting shots.

7.15 MALFUNCTIONS

If a competitor has an allowable rifle or other equipment malfunction, or if the rifle cannot be safely aimed or fired, he may have it repaired or replaced with the permission of the Range Officer. Any competitor who has a malfunction must notify the Range Officer immediately. .

7.15.1 Allowable and Non-Allowable Malfunctions

An allowable malfunction is a malfunction that occurs because the rifle does not function correctly. A non-allowable malfunction is a malfunction that is the fault of the competitor. If the malfunction is allowable and takes longer than three (3) minutes to correct, extra time must be allowed up to a maximum of 15 additional minutes. If the malfunction is non-allowable and takes more than five (5) minutes to correct, the competitor must be allowed additional unlimited sighting shots when he resumes firing. Having to replace an air or CO2 cylinder because it was not properly filled before the competition is a non-allowable malfunction.

7.15.2 Improper Loading

If a competitor loads two or more pellets at one time, inserts a pellet backwards or fails to properly charge a pneumatic air rifle (i.e. short stroke), any shots fired must be scored as fired and a malfunction cannot be allowed.

7.15.3 Shots Fired with Low Gas Pressure

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

7.16 SPECTATORS AND MEDIA

Competition sponsors should encourage and assist spectators and media at their competitions. Spectators must remain behind the firing

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

7.17 PENALTIES FOR RULES VIOLATIONS

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

7.17.1 Open Violations

In the case of open violations of the Rules (rifles, clothing, position, etc.) the Range Officer must first give a warning so that the competitor has an opportunity to correct the fault. Whenever possible, the warning should be given during the preparation period or sighting shots. If the competitor does not correct the fault, two points must be deducted from his score. If the competitor still does not correct the fault after the deduction of points, he must be disqualified. No additional sighting shots or extra time will be allowed to correct the fault.

7.17.2 Concealed Violations

In the case of concealed violations of the Rules, when the fault is deliberately concealed, the competitor must be immediately disqualified.

7.17.3 Safety Violations

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

7.17.4 Equipment Violations

Any competitor found using equipment not meeting the standards prescribed in the Rules must be penalized with a deduction of two

(2) points for each 10-shot series fired with that equipment. The competitor must correct or replace the equipment before continuing the competition. No additional sighting shots or extra time will be allowed.

If a competitor alters equipment that was previously checked by Equipment Control or the Range Officers before or during the competition, the competitor may be disqualified.

7.17.5 Coaching Violations

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

7.17.6 Unsportsmanlike Conduct

In the case of unsportsmanlike conduct (cheating, disobeying instructions of Competition Officials, disturbing other competitors, altering targets, purposely damaging range equipment, disorderly conduct, dishonesty, inappropriate behavior or language, etc.) the Competition Director or Jury may impose penalties including a warning, deduction of points or disqualification, depending on the severity of the violation.

8.0 SCORING TARGETS

8.1 VALUE OF SHOTS

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

8. 1.1 Misses

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

8.1.2 Irregular Shots

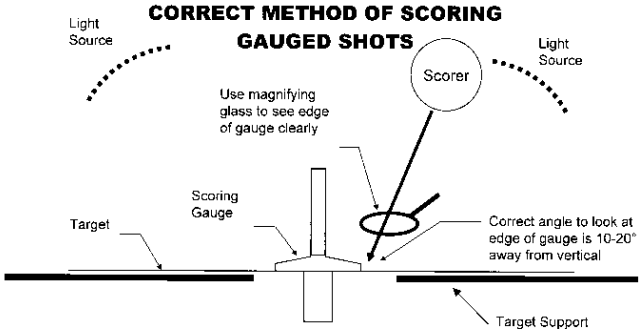
Irregular shots must be reported to the Statistical Officer by the Range Officer and scored in accordance with these Rules.

8.2 PAPER TARGET SCORING

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

8.2.1 Using A Scoring Gauge

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



Correct scoring with a scoring gauge: 1) Place the target horizontally on a support, 2) Be sure the target is well-lighted, 3) Look at the edge of the gauge from a slight angle and 4) When necessary, use a magnifying glass to clearly see the edges of the gauge and the scoring ring lines.

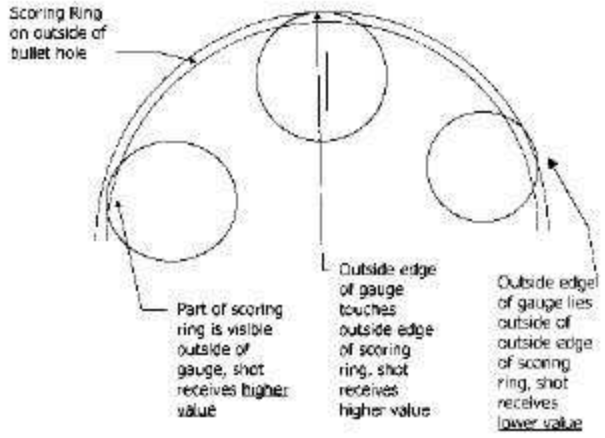
8.2.2 Using The Outward Scoring Gauge

An outward scoring gauge, with a flange diameter of 5.45-5.50mm (0.218-0.222 in.), must be used to score shots in the 3 to 10 rings. If the outer edge of the flange breaks the outside edge of the white scoring ring, the lower value is assigned to the shot. If the outer edge of the flange is tangent to or lies inside of the outside edge of the white scoring ring, the must be scored the higher value. For example, when gauging a shot that is close to the 9-ring, if the outer edge of the flange extends into the black of the 6-ring, the shot is scored as an "eight". If the outer edge of the flange is tangent to or lies inside of the outside edge of the white line marking the 7-ring, the shot is scored as a "nine". *See diagram below*

SCORING WITH
OUTWARD SCORING GAUGES

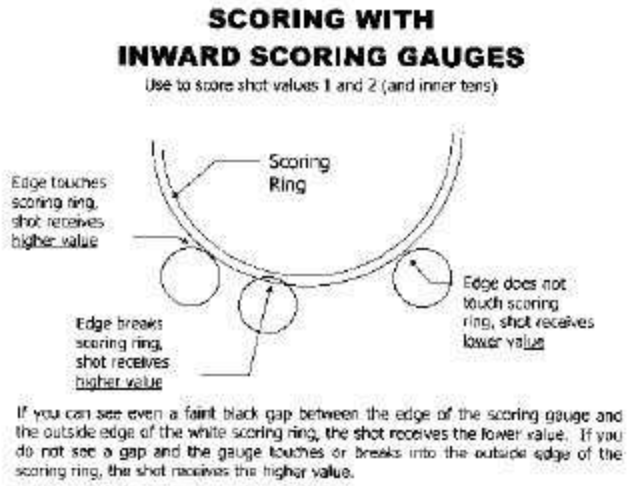
Use to score shot values 10 through 3

If you can see any part of the outer scoring ring between the outside edge of the scoring gauge and the outside edge of the outer scoring ring, or if the outside edge of the gauge "touches" or is tangent to the outside edge of the scoring ring, the shot receives the higher value. If any part of the outside edge of the scoring gauge lies outside of or protrudes beyond the outside edge of the scoring ring, the shot receives the lower value.



8.2.3 Using The Inward Scoring Gauge

The inward scoring gauge, with a flange diameter of 4.50-4.55mm (0.178-0.182 in.), must be used to score shots in the 1 and 2 rings, and to score inner tens. The shot is scored as the highest value ring that the flange of the inward plug gauge touches. For example, when gauging a shot that is close to the 2-ring, if the flange touches or is tangent to the outside edge of the black line marking the 2-ring, the shot is scored as a "two". If there is a white "gap" between the edge of the flange and the outside edge of the 2-ring, the shot is scored as a "one". *See diagram below*



8.2.4 Scoring Inner Tens

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

8.3 ELECTRONIC TARGETS

8.3.1 Electronic Target Scores

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

8.3.2 Electronic Target Scoring Protests

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

8.4 BREAKING TIES

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

8.4.1 Individual Events, Three-Positions

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

8.4.2 Individual Events, One Position

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

8.4.3 Multiple Course Individual Aggregates

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

8.4.4 Team Events

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

8.5 RESULTS LISTS

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

9.0 PROTESTS AND APPEALS

9.1 SCORING PROTESTS

After scores are posted on the Official Bulletin Board a scoring protest period must be provided. The scoring protest period ends 20 minutes after scores are posted on the Official Bulletin Board or in accordance with scoring protest procedures established in the Competition Program. The expiration time of the scoring protest period must be posted when scores are posted. During the protest period, a competitor or team official can protest shot values or score totals that they believe were scored, recorded or added incorrectly. Scoring protests must be made within the 20 minute Protest Period. At the end of the scoring protest period, scores become final.

9.1.1 Values of Gauged Shots May Not Be Protested

Shot value protests may only be made on shots whose values were decided without using a scoring gauge. Decisions made regarding the value of shots by using a scoring gauge are final and cannot be protested.

9.1.2 Protests of Shot Values During Finals

Protests of the value of a shot in the Final must be made before the next Final shot is fired.

9.1.3 Protests of Team Scores

The Team Coach must make scoring protests of team scores.

9.1.4 Protests of Other Team or Individual Scores

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

9.1.5 Score Protest Fees

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

9.2 PROTESTS OF COMPETITION CONDITIONS

Any competitor or team official has the right to protest a condition of the competition. Protests can be submitted to any competition official either verbally or in writing. The competition official who receives the protest

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

9.2.1 Protest Fees

The Competition Director may establish a protest fee of not more than $10.00. If a protest fee is required, it must accompany the protest. The protest fee will be returned if the protest is upheld or will be added to general revenue of the competition if the protest is denied.

9.2.2 Competition Protests

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

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

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

9.2.3 Forwarding Protests to the National Council

Whether or not a protest is appealed, Competition Directors should forward reports or copies of all protests to the National Three-Position Air Rifle Council so that any deficiencies in the Rules may be considered in adopting amendments to future editions of the Rules.

9.3 APPEALS TO NATIONAL JURY OF APPEAL

The National Three-Position Air Rifle Council has established a National Jury of Appeal of highly experienced, expert competition officials. If a Jury cannot resolve a protest or question, the matter may be appealed to the National Jury of Appeal for a final ruling. The protest or question may be submitted to the National Jury of Appeal via telephone, 419-635-2141, ext. 1112; fax, 419-625-2565 or email, Compt@odcmp.com within 24 hours of the end of the competition. The National Jury of Appeal will provide a final ruling within 48 hours after receiving the appeal.

10.0 FINALS

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

10.1 SELECTING FINALISTS

The top eight (8) competitors and all competitors tied for 8th place are selected to compete in the Final. If sufficient range space is not available, tie-breaking rules for individual three-position events without Finals may be used to determine the top eight competitors (See Rule 8.4.1, #2).

10.1.1 Special Finals for All Competitors

In competitions that have multiple relays or that take place over two or more days, where it is not possible to have the top eight competitors remain for a Final at the end of the competition, the Competition Program also may provide that all competitors will complete a ten-shot Final as part of the individual event. If this is done, a Final should be conducted at the end of each relay. The same Finals procedures that are given in this Rule must be used, except that it may not be practical to announce individual scores after each shot if there are more than eight or ten competitors. *Note: An excellent way to announce scores if a large number of*

competitors are in a Final is to announce only the firing points where a ten has been fired on that shot.

10.2 PREPARING FOR THE FINAL

The start time of the Final must be announced in advance. Finalists should report to the Range Officer at least 20 minutes before the start of the Final.

10.2.1 Assigning Firing Points

Finalists must fire together on eight adjacent firing points. Finalists are assigned firing points with the highest-ranked competitor on the first point (left), the next ranked competitor on the 2nd point, etc. If any Finalists are tied, the ties must be broken according to Rule 8.4.1, #2.

10.2.2 Targets

If single bull targets are used, competitors must be given four (4) sighting targets and ten (10) record targets. If 10-bull targets are used, the two sighter bulls in the center of the target will be used. The first sighting target or the 10-bull target must be hung or placed down range before the preparation period begins.

10.2.3 Introduction of Competitors

Before the preparation period begins, Finalists should be introduced to other competitors and spectators in the order of their current ranking, starting with the competitor in 1st place. Introductions should include the competitor's current ranking, score, name, and club, school or other affiliation.

10.3 CONDUCTING THE FINAL

The Final must begin at the scheduled or announced time for the Final, but not before the 20-minute scoring protest time has ended (Rule 9.1). Competitors must have sufficient time before the Final begins to place their rifle and equipment on their firing points and to begin their preparations for the Final.

10.3.1 Three Minute Preparation Period

Finalists are given a three (3) minute preparation that is initiated with the command ***THE THREE-MINUTE PREPARATION PERIOD BEGINS NOW***. Competitors may handle their rifles, dry fire, and carry out holding and aiming exercises on the firing line during the preparation period. The discharge of gas is not permitted and

violations receive a warning for the first occurrence and a penalty of two (2) points if repeated (see Rule 7.10).

10.3.2 Seven Minute Sighting Period

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

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

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

10.3.3 Changing From Sighting To Record Shots

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

10.3.4 Loading The Shot

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

10.3.5 Firing The Shot

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

10.3.6 Aiming Exercises Between Shots

Aiming exercises are allowed only between the commands ***STOP*** and the following command ***LOAD***, but only with an uncocked rifle. Dry firing in any form is prohibited. Competitors may not cock their rifles until the command ***LOAD***.

10.3.7 Retrieving The Targets

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

10.3.8 Scoring Finals Targets

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

10.3.9 Range Commands For A Final

The Range Officer must conduct the Final using these commands.

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

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

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

10.3.10 Ending The Final

All competitors must remain on the firing line after the last shots have been scored and are announced. All competitors may leave the line when the Range Officer announces that there are no ties. If there are tied scores, competitors who are tied must remain at their firing points. All other competitors must immediately step back from the firing line, leaving their rifles on the firing line.

10.3.11 Breaking Ties After 10 Shots

Any tied scores after the ten (10) shot Final score is added to the three-position total will be broken by a shot-for-shot shoot-off. Final tie breaking must begin without delay and without additional sighting shots. The Range Officer uses the same commands as are used for Finals competition shots, but for the tied competitors only. If the competitors shoot the same score on the 1st shoot-off shot, the shoot-off continues until the tie is broken. If there is more than one tie, a separate shoot-off must be conducted for each tie, with the tie for the lowest place being conducted first.

10.3.12 Final Rankings After Finals

The Finalists are ranked after the Final by adding the score of the ten (10) shot Final to the three-position score used to qualify the Finalists. This total score determines the competitors' final ranking and must be listed in the Official Results Bulletin. As soon as total scores are available, the Range Officer should announce the 1st through 8th place rankings to other competitors and spectators.

10.4 SPECIAL FINALS PROCEDURES

10.4.1 Competitor's Time Cut Short

If the command ***STOP*** is given before the 75 seconds expires, and a competitor has not fired his shot, the competitor must be given a new 75-second period to shoot the shot, starting with the command ***ATTENTION-3-2-1-START.*** The other Finalists must wait until this shot is completed before continuing the Final.

10.4.2 Malfunctions

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

- **Single Target Malfunction -** If a target fails to function, the competitor must be moved to a new target. He will be allowed an additional two (2) minute period for sighting shots before he

completes the missing shot. The other Finalists must wait until this shot is completed before continuing the Final.

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

10.4.3 Early And Late Shots

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

10.4.4 Protests

A Finalist who wishes to protest the value of a Final shot must do so immediately after the value of the shot is announced and before the commands for the next Final shot commence. The competitor may protest by raising his hand and announcing "Protest." The shot must be re-scored immediately by the scorers or Jury. If the value changes, the Finalist receives the new value. If the competition has a scoring protest fee, the fee must be paid after the Final, if the value remains the same.

11.0 NATIONAL RECORDS

The National Three-Position Air Rifle Council maintains National Records for Three-Position Air Rifle shooting. A current National Record List is published on the CMP web site at www.civilianmarksmanshipprogram.com. The record list may also be published periodically in the publications of Council members.

11.1 SCHOOL AGE NATIONAL RECORD EVENTS

School Age open and age group National Records are recognized in Sporter and Precision air rifle classes for these events or courses of fire.

- Individual, three-positions, 3X10
- Individual, three-positions, 3x20
- Individual, three-positions, 3x20, plus Final
- Individual, prone position, 20 shots (sporter class only)

- σ Individual, standing position, 20 shots
- σ Individual, kneeling position, 20 shots
- σ Teams, 4 members, 3X10 each
- σ Teams, 4 members, 3X20 each

11.2 YOUTH SHOOTING PROGRAM RECORDS

Within each record category listed above, separate National Records, as appropriate, will be maintained for competitors who are eligible to compete in championships sponsored by the following organizations:

- σ American Legion
- σ Daisy Shooter Education Championship
- σ USA Shooting Junior Olympic Competition
- σ 4-H Shooting Sports
- σ National Guard Junior Air Rifle

11.3 STANDARDS FOR ESTABLISHING RECORDS

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

- σ Name of competitor. Team record applications must give the team name, coach's name and the names of all team members
- σ Address and hometown of competitor(s).
- σ Organization, club, school or team represented.
- σ Date of birth of competitor(s).
- σ Competition, location and date where score was fired.
- σ Name of organization that sanctioned the competition (see Rule 1.8).

- Score fired. A copy of the score sheet or results bulletin for the competition must be included. The actual targets fired by the competitor(s) also must be forwarded to the Council with the National Record application. Targets will be returned after the record is verified.
- Certification that the score was fired in a sanctioned competition where the ***National Standard Three-Position Air Rifle Rules*** were used and where required competition conditions including regulation targets and the required distance applied.

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SAFETY RULES FOR AIR RIFLES

Continued from inside from cover

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

6. **RANGE COMMANDS** -- Be sure you know the range commands that are used on the range where you fire. No shooter may load a rifle until the command ***LOAD*** or ***START*** is given. No shooting may begin until the command ***START*** (COMMENCE FIRING) is given. Whenever the command ***STOP*** (CEASE FIRING) is given, no further attempt to fire a shot may be made; the rifle must be taken down immediately and the action opened. If a pellet remains in the rifle, or if the rifle is charged, ask the range officer for instructions.

7. **LOADING** -- Rifle muzzles must remain pointed downrange or up towards the ceiling whenever the rifle is cocked and loaded. Special care must be taken to ensure that a rifle muzzle is never pointed at a neighboring shooter or at any area behind the firing line during cocking and loading.

8. **GOING DOWN RANGE** -- Whenever it is necessary for someone to go down range to hang or retrieve targets or for any other purpose, all rifle actions must be opened and rifles laid on the floor or shooting bench. No one may go down range until authorized to do so by the range officer.

9. **EYE and EAR PROTECTION** – Eye and hearing protection is recommended, even for air rifle shooting. Eye and hearing protection may be required on some ranges.

10. **TREAT EVERY RIFLE AS IF IT WERE LOADED** – Even if you are sure your rifle is unloaded and even if a range officer has checked to be sure your rifle is unloaded, treat your rifle as if it were loaded. Always be sure it is never pointed at another person.

2001 National Standard Three-Position Air Rifle Rules
for 10-Meter Air Rifle Competition