

# GUIDE TO NATIONAL MATCH AIR RIFLE™



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## **About the CMP and CPRPFS**

The Corporation for the Promotion of Rifle Practice (CPRPRS) was established by an Act of Congress in 1996 to conduct the Civilian Marksmanship Program that was formerly administered by the U. S. Army Office of the Director of Civilian Marksmanship (ODCM). The CPRPFS is a federally chartered, tax-exempt, not-for-profit 501 (c) (3) corporation that derives its mission from public law (Title 36 USC, §40701-40733).

The CMP promotes firearms safety training and rifle practice for qualified U.S. citizens with a special emphasis on youth. The CMP delivers its programs through a network of affiliated shooting clubs and associations, through CMP-trained and certified Master Instructors and through cooperative agreements with national shooting sports and youth-serving organizations.

Federal legislation enacted by the U.S. Congress and President Theodore Roosevelt created the National Board for the Promotion of Rifle Practice in 1903 to foster improved marksmanship among military personnel and civilians. The original CMP purpose was to provide U. S. citizens with opportunities to learn and practice marksmanship so they would be skilled marksmen if later called to serve in the Armed Services. This government supported marksmanship program came to be known as the Civilian Marksmanship Program. Over the years, the CMP's emphasis shifted so that today it focuses on youth development through marksmanship.

The National Matches, Excellence-In-Competition Matches and other competition programs have been important components of the CMP legacy since the early 1900s. The CMP promotes these competitions as important ways to test and celebrate the marksmanship skills of U. S. citizens. They also are a vital means of fostering the development of shooting sports leaders who can instruct youth in target shooting and promote the growth of marksmanship activities among U. S. citizens.

## HOW DO I GET STARTED IN NMAR?

If NMAR sounds like the kind of shooting sports game you would like to try, here are the steps for you to follow to get started practicing NMAR on your own. You'll like the challenges of regular practice as you try to meet personal goals for improvement and, for many of you, to improve your skills for the summer highpower rifle season.

1. **Familiarize Yourself with NMAR Rules.** Read this Guide to become more familiar with the three rifle class options that you can choose from as well as the rules for the three NMAR courses of fire.
2. **Select a Rifle Class.** You need to decide which rifle class you want to try first and then obtain a suitable air rifle. If you are new to target rifle shooting, the place to start is in the Sporter Class where air rifles are low cost and no special equipment is required or permitted. You can purchase re-conditioned Daisy 853 pneumatic air rifles from the CMP for as little as \$100. Legal rifles include the Daisy 853, 753, 888 and 887, Crosman Challenger 2009 and AirForce Air Guns Edge. They are generally available from shooting equipment suppliers for less than \$500. If you already own a precision air rifle, you can use it in the Match Rifle Class. If you are serious about service rifle shooting you may want to look into obtaining an AR-Clone air rifle that simulates M-16 competition rifles. Contact Creedmoor Sports at <http://www.creedmoorsports.com/store/home.php> or Pilkington Competition Equipment at <http://www.pilkguns.com/> for information about these rifles.
3. **Order NMAR Targets.** NMAR targets are scaled down reductions of high-power rifle targets. The AR-SR target simulates the 200-yard SR target. The AR-MR target simulates the 600-yard MR target. Order your targets through the CMP Target Sales Program. They are available through the CMP website at <http://www.thecmp.org/Clubs/Targets.htm> or order on-line at the CMP E-Store at <https://estore.thecmp.org>.
4. **Other Equipment and Supplies.** You will need to purchase some training or match grade air gun pellets from a target shooting equipment sales company. Air gun pellets sold at local sporting goods or mass merchandising chains are usually too inaccurate for target shooting. Pilkington sells quality pellets made in the USA. Or you can check with companies like Champions Choice (<http://www.champchoice.com/>), Brenzovich Firearms and Training Center (<http://www.brenzovich.com/>) or Champions Shooters Supply (<http://www.championsshooters.com/>). If you shoot a sporter



Competitors firing Sporter Class rifles in a NMAR Full Course prone stage during a match at the Camp Perry Marksmanship Center.

air rifle, you won't need any additional equipment except for a sling and glove. If you have highpower rifle gear, you can use all of that equipment in either the Match or AR-Clone Classes.

5. **Set Up an Air Rifle Range.** To get started shooting on your own or with a few friends and family members, find a space in your basement, garage or utility room that is about 40 feet long. You need 33 feet for the firing distance plus additional space for the target backstop and firing points. Target backstops can range all the way from cardboard boxes filled with newspapers to top commercial air gun ranges like the Creedmoor Portable Air Gun Range.
6. **Start Shooting.** With a rifle, targets and range, begin a regular program of practice. Start with the 20-shot Standing Course on the AR-SR target. If you want assistance in building your firing positions and learning proper firing technique, there is good starter information on standing and prone in the CMP's **Teaching Rifle Positions to New Shooters** at <http://www.thecmp.org/Comm/publications/PDFs/TeachingRiflePositions.pdf>. It's written for juniors, but it applies to everyone. Your practice will be more fun if you invite members of your family or friends to join with you.
7. **Look for NMAR Matches.** There will soon be a new website that will enable individual NMAR shooters from all over the country to compete with each other over the Internet for bragging rights and national rankings. Watch the CMP's **Shooters News** email releases for announcements. The National Matches Air Gun Events that take place each year at Camp Perry, Ohio in July and August offer NMAR competitions that have already attracted hundreds of competitors during the last two years. CMP Competition Centers at Camp Perry and Anniston, Alabama offer monthly matches with NMAR events. The CMP is also holding a series of NMAR Matches this year. It is expected that more and more clubs will begin to offer these matches as well.

## HOW CAN MY CLUB RUN NMAR MATCHES?

Shooting clubs and groups like veterans organizations will want to consider adopting NMAR as a shooting sports activity that they can do in their facility, especially during the winter when outdoor shooting is not possible. Clubs with air gun ranges or places where they can set up air gun ranges are eligible to start organizing NMAR matches now. Again, start by studying this Guide and especially the "Firing Procedures and Range Officer Commands" that must be used to conduct these matches. NMAR matches can be restricted to one rifle class or be open to all three. And these matches can be sanctioned by the CMP. Contact CMP Competitions, [competitions@thecmp.org](mailto:competitions@thecmp.org) or call 419-635-2141, ext. 1107 for sanctioning forms and information.

## 1.0 NMAR Program Description

National Match Air Rifle (NMAR) is a new multi-faceted air rifle competition discipline that is fired indoors or outdoors on 10-meter (33 feet) ranges. NMAR events simulate highpower rifle shooting and are fired on reduced highpower rifle targets. NMAR offers both serious, high-level competition for dedicated competitive rifle shooters as well as a recreation-oriented shooting sports activity for new and casual shooters. NMAR objectives are:

- ◎ To offer air rifle competitions that replicate the unique challenges of traditional service and highpower rifle matches where competitors do precision and timed fire shooting in three different firing positions, prone, sitting or kneeling and standing. The Match and AR Clone Air Rifle Divisions emphasize this type of shooting competition.
- ◎ To offer accessible, recreation-oriented air rifle competitions for adults and juniors where equipment and accessories are affordable and the courses of fire can successfully be completed by competitors who have had limited marksmanship training and experience. The Sporter Air Rifle Division emphasizes this type of shooting.

**NMAR IS A SHOOTING DISCIPLINE YOU SHOULD TRY IF....**If you belong to one of the groups described below NMAR could become your shooting game if you are a:

- ◎ **Highpower Rifle Shooter.** If you are an active highpower or service rifle shooter, NMAR gives you a chance to practice the same skills with an air rifle during the offseason that you need to compete successfully with your highpower rifle during the summer outdoor season. In NMAR, you use an air rifle that looks and feels like your service or highpower rifle. You also use the same shooting jacket, sling and other equipment that are part of your highpower rifle gear.
- ◎ **Adult Air Rifle Shooter.** If you learned to shoot in a junior or college three-position rifle program and want to continue competitive air rifle shooting, NMAR may be a great way to do that. In NMAR, you can use the same competition air rifle (precision or sporter) you used before, plus you will be shooting a three-position course of fire and targets that could get you involved in highpower shooting. You can continue to use your shooting jacket, glove and sling, although special shooting trousers and shooting boots are not legal in NMAR.
- ◎ **New Shooter (ages 12-90).** If you are a new or inexperienced shooter and are looking for a way to shoot for fun and recreation, NMAR should appeal to you. NMAR is a shooting discipline that features affordable equipment and easy-to-setup-ranges. No form of target shooting is cheaper or easier to start than air gun. If shooting for fun, keeping costs down and not having to buy a bunch of special equipment appeals to you, you should try the NMAR Sporter Class. NMAR is suited for shooters of almost all ages, from juniors who are able to safely handle an air rifle in three-position shooting to adult recreational shooters of all ages.
- ◎ **Club Leader.** If you are a leader in a shooting club that is looking for a new shooting game to attract more fun-oriented or recreational participants and members or if your club is seeking a way to train highpower

rifle shooters in the off-season or if your club wants a game to practice in the winter when outdoor shooting is impossible, you should learn how you can conduct NMAR matches at your shooting club.

## 2.0 Range and Firing Distance

10 Meters (32 feet, 9.7 inches). Air rifle ranges can be indoors or outdoors. Most airgun shooting is done on indoor ranges where it can be practiced year-around. Target air rifles with muzzle velocities of 600 fps or less do not generate airborne lead so special ventilation systems are not required for indoor air gun ranges.

## 3.0 TARGETS

There are two official NMAR targets, the AR-SR and AR-MR. Both are exact, proportionate reductions of standard high-power rifle 200-yard short range (SR) and 600-yard mid-range (MR) targets. Either paper targets with the correct scoring ring dimensions or electronic targets with the correct scoring ring scaling may be used. Printed targets have two sighter bulls and 10 record bulls on each target card. AR-SR and AR-MR targets printed by Krüger Druck (Germany) are imported by CMP and may be ordered by using the **CMP Target Sales Order Form** (download at <http://www.thecmp.org/Clubs/Forms/TargetForm.pdf>) or order on-line at the CMP E-Store at <https://estore.thecmp.org>.

*Note: MEGALink electronic targets like those installed on the CMP Marksmanship Centers at Camp Perry and Anniston can be set to score air rifle shots according to NMAR rules.*

### 3.1 AR-SR Target©

200-yard highpower rifle SR target reduced for firing at 10 meters.

### 3.2 AR-MR Target©

600-yard highpower rifle MR target reduced for firing at 10 meters.



200-Yard SR target reduced for firing at 10 meters. Shots scoring Xs must touch the dot in the center of the 10-ring.



600-Yard MR target reduced for firing at 10 meters. Shots scoring 10s must touch the dot in the center; shots scoring Xs must cover the entire dot.

### 3.3 Scoring

Paper target scoring may be done with conventional scoring gauges or the Orion Scoring System. Manual scoring must be done with 4.5mm (.177 cal.) Inward Gauges.

## 4.0 Rifles and Equipment

Competitors may fire rifles that are legal in one of three different rifle classes. The equipment and accessories that are legal in each of the three classes vary so it is important for competitors to check the equipment and clothing rules for the rifle class they plan to fire.

### 4.1 AR Clone Class

#### 4.1.1 Air Rifles

Modified sporter or precision class air rifle mounted in stock systems configured to simulate firing with M16/AR-type rifles.

##### 4.1.1.1 Rifle Sights

A post front sight must be used. Sight radius may not exceed 20 ½ inches.

##### 4.1.1.2 Trigger Pull

Cocked triggers must lift a minimum of three (3) pounds.

##### 4.1.1.3 Rifle Weight

Unlimited.

#### 4.1.2 Shooting Jackets and Clothing

Any shooting jacket that is legal for wear in NRA or CMP highpower or Service Rifle shooting may be worn by shooters who compete in the AR Class. Other highpower clothing rules apply.

#### 4.1.3 Slings and Shooting Accessories

Only leather or web slings that are legal for use in Service Rifle shooting (CMP Rule 6.8) may be used. Other shooting accessories that comply with NRA or CMP highpower or Service Rifle rules may be used.



A Creedmoor-Anschütz AiR15 rifle that is legal for use in the **NMAR AR CLONE AIR RIFLE CLASS**. The AiR15 uses an Anschütz M8001 system with a 3-pound trigger and M16 front sight and carry handle with a Northern Competitoin rear sight.

## **4.2 Match Rifle Class**

### **4.2.1 Air Rifles**

Any precision air rifle that is legal according to ISSF rules may be used. The rifle may not weigh more than 5.5 kg. (12 lbs., 2 oz.); the trigger pull is unrestricted.

### **4.2.2 Shooting Jackets and Clothing**

Any shooting jacket that is legal for wear in NRA or CMP highpower or Service Rifle shooting may be worn by shooters who compete in the Match Rifle Class. Other highpower clothing rules apply. Special shooting trousers and shooting boots that are used in ISSF-type shooting may not be worn.

### **4.2.3 Slings and Shooting Accessories**

Slings and shooting accessories that comply with NRA highpower rifle rules may be used.



An Anschütz M8002 precision air rifle that is legal for use in the **NMAR MATCH AIR RIFLE CLASS**.

## **4.3 Sporter Class**

### **4.3.1 Air Rifles**

Unmodified Daisy M853, 853CM, 853C, 753, 953, 888, 887 or Valiant XSV40; Crosman CH2009, Air Arms T200 (available from Champions Choice) and Air-Force Air Guns Edge sporter class air rifles may be used. Rifles may not be modified except for specific modifications that are described and permitted in Rule 4.2 of the National Standard Three-Position Air Rifle Rules.

#### **4.3.1.1 Rifle Sights**

Factory sights provided with approved sporter class air rifles must be used. Substitute or after-market sights may not be used. Post or ring front sight inserts may be used in Sporter Class rifles.

#### **4.3.1.2 Trigger Pull**

1.5 lbs. minimum.

#### **4.3.1.3 Rifle Weight**

7.5 lbs. maximum.

### **4.3.2 Shooting Jackets**

Sporter Class competitors may not wear any special shooting clothing except that the Basic Cloth Shooting Jacket (item #827-B011 in the CMP Catalog or item B011 in the Creedmoor Sports Catalog) or the equivalent from other sources may be worn (Sporter jackets may be inspected before the match).



Regular ISSF/USAS or CMP/NRA shooting jackets may not be worn. Shooting trousers or special shooting shoes are not permitted.

#### **4.3.3 Other Clothing**

A maximum of two clothing layers may be worn on the upper body if a shooting jacket (5.2.2 above) is not worn (2 sweatshirts or 1 sweatshirt & 1 shirt). Only one other clothing layer may be worn if a Basic Cloth Shooting Jacket is worn (1 sweatshirt and 1 jacket). No special shooting shoes or shooting trousers may be worn.

#### **4.3.4 Slings and Shooting Accessories**

An ordinary work or sports glove may be worn; special shooting gloves may not be used. Slings must be regular web, synthetic or leather straps with no asymmetrical shaping; sporter slings may not be wider than 1 1/4". Leather or web slings that are legal for use in Service Rifle shooting (CMP Rule 6.8) may be used.



A Daisy M887 CO<sub>2</sub> air rifle that is legal for use in the **NMAR SPORTER AIR RIFLE CLASS**.

## **5.0 Courses of Fire**

Match sponsors may select one or more of the following courses of fire to include in their match programs. The Sporter-Garand Course is specifically designed for new and recreational shooters and may be fired only with Sporter Class air rifles. The Full/Half Course are designed for more advanced shooters and may be fired with all three classes of rifles.

### **5.1 Full Course/Half Course - TRACK A**

The full and half-course NMAR events consist of 20 (full course) or 10 (half course) shots each in the standing, sitting or kneeling and prone positions, fired in that order on reduced 200 and 600 yard highpower rifle targets.

#### **5.1.1 Targets**

AR-SR (200 yard reduced) for the sitting and standing stages. AR-MR (600-yard reduced) for the slow fire prone stage.

#### **5.1.2 Stage 1: Slow fire standing**

3 minutes preparation, 2 sighting shots and 10/20 shots for record in 12/22 minutes, on the AR-SR (200-yard reduced) target.

#### **5.1.3 Stage 2: Timed-fire sitting (or kneeling)**

3 minutes preparation followed by 2 sighting shots in 2 minutes. There will be one (10 shots) or two (10 + 10 shots) series of ten record shots. After sighting

shots are completed, shooters are commanded to **STAND** with open actions, rifles unloaded (CBIs may be removed). There are two **TARGETS** commands one minute apart. The first **TARGETS** command is for competitors with pneumatic or spring air rifles have five (5) minutes to get down into position, load and fire ten record shots. The second **TARGETS** command is for competitors with compressed air/CO<sub>2</sub> rifles who have four (4) minutes to get down into position, load and fire ten record shots. If there are no competitors with pneumatic air rifles, only one **TARGETS** command and a four-minute time limit will be used. **CEASE FIRE** is commanded for all shooters at the end of the time limits. This sequence is repeated a second time if 20 shots for record are fired.

#### **5.1.4 Stage 3: Slow fire prone**

3 minutes preparation, 2 sighters and 10/20 shots for record in 12/22 minutes, on the AR-MR (600 yards reduced) target.

#### **5.1.5 Shooters Who are Unable to Stand**

All shooters are required to stand to start timed-fire series if they are able. New Shooters, shooters 60 or older or shooters with medical conditions or disabilities may start in position if they take their hands off of the rifle and lay it on their legs or shooting mat when the command **STAND** is given. The sling may remain attached to the arm. After the **TARGETS** command is given, they may pick up their rifle, assume their firing position, load and fire with the shooters who began from the standing position.

#### **5.1.6 Malfunctions**

If a rifle malfunctions during any stage of fire, the competitor may attempt to clear the malfunction, but there are no alibis (refires) or extra time allowed for malfunctioning rifles.

#### **5.1.7 Late Shots**

Any shot fired after a **CEASE FIRE** Command or **STOP** signal must be scored as a miss. If the value of the late shot cannot be determined, the highest value shot in that 10-shot series must be annulled.

### **5.2 Sporter-Garand Course - TRACK B**

The NMAR Sporter-Garand Course is fired with Sporter Class rifles only and consists of 30 record shots fired in the prone and standing positions on the reduced 200-yard highpower target (AR-SR). Unlimited sighters are permitted at the beginning of the first (prone) stage. The second prone stage is a timed-fire stage.

#### **5.2.1 Target**

The AR-SR (200-yard reduced) target is used for all three stages.

#### **5.2.2 Stage 1: Slow Fire Prone**

3 minutes preparation followed by unlimited sighting shots and 10 shots for record in 20 minutes (the additional time is allowed so that shooters will have sufficient time to sight in their rifles before starting their record shots.).

#### **5.2.3 Stage 2: Timed-Fire Prone.**

3 minutes preparation and ten record shots, fired in four or five minutes (allow one extra minute for pneumatic rifles). No additional sighting shots are permitted after the first stage. At the end of the preparation period, shooters are commanded to **STAND** with open actions and rifles unloaded (CBIs may remain out after the preparation period ends). There are two **TARGETS** commands one minute apart. The first **TARGETS** command is for competitors with pneumatic

air rifles who have five (5) minutes to get down into position, load and fire ten record shots. The second **TARGETS** command is for competitors with compressed air/CO<sub>2</sub> rifles who have four (4) minutes to get down into position, load and fire ten record shots. **CEASE FIRE** is commanded for all shooters at the end of the time limit.

#### **5.2.4 Stage 3: Slow Fire Standing**

3 minutes preparation and 10 shots for record in 10 minutes. No sighters are permitted in this stage.

### **5.3 Firing Procedures**

#### **5.3.1 Firing Procedures and Range Commands**

Competition officials and Range Officers who conduct NMAR events must use the Firing Procedures and Range Commands that are published in this Guide (see page 13).

#### **5.3.2 Coaching**

Coaching is permitted during the Sporter-Garand Course. In fact, we encourage the advanced shooters to coach the beginners.

#### **5.3.3 Scopes Away During Timed Fire**

Coaching or the use of spotting scopes is not permitted during timed-fire stages. Before competitors stand to begin a timed-fire stage, spotting scopes must be turned away (electronic target monitors must be covered). Competitors may use spotting scopes to check their targets after each 10-shot timed-fire stage.

## **6.0 Firing Positions**

NMAR firing is done in three positions, standing, sitting or kneeling and prone. Basic requirements for legal firing positions are:

### **6.1 Standing**

The standing position is used in the FULL or HALF COURSE (3X10 or 3X20) events. The shooter must stand on both feet while supporting the rifle with both hands, the shoulder or area near the shoulder, and cheek. The arm that supports the rifle may rest on the hip or side of the body. The other arm must grasp the rifle at the pistol grip. A sling may not be used to support the rifle in standing, but the sling may remain attached to the rifle.

### **6.2 Sitting or Kneeling**

The shooter may elect to shoot in either the sitting or kneeling position. In the sitting position, the shooter sits on the buttocks while supporting the rifle with both hands, the shoulder and cheek. The legs may be crossed, crossed and extended or extended. Both elbows may rest on the legs that are extended or crossed in front of the shooter. In the kneeling position, the shooter sits on one foot, which may be supported by a kneeling roll, while supporting the rifle with both hands, the shoulder and cheek. One elbow may rest on the knee opposite the leg/foot on which the shooter is sitting. A sling may be used in either the sitting or kneeling position. No other part of the body or rifle may rest on any object or support.



The Standing Position, with an AR Class Air Rifle.



The Sitting Position, with a Sporter Class Air Rifle.

### 6.3 Prone

The shooter lies on the ground with the rifle supported by both hands, the shoulder and cheek. A sling may be used in the prone position. The rifle may not touch the ground or rest on any object or support. No part of the arm ahead of the elbow may touch the floor or shooting mat.

The Prone Position with a Sporter Class Air Rifle.



## 7.0 Competitor Categories and Eligibility

Competitors in NMAR matches are eligible to compete in these categories.

### 7.1. Open Category.

All competitors, regardless of age or sex, are eligible to compete in the Open Category.

### 7.2. New Shooter Category.

All competitors, regardless of age or sex, who are firing in one of their first three sanctioned competitions and who began organized target shooting within the last six months (180 days).

### 7.3. Junior Category.

Competitors may compete as Juniors through December 31 of the calendar year in which their 20th birthday occurs.

### 7.4. Senior I Category.

Competitors may compete as Seniors, beginning with the calendar year in which their 60th birthday occurs.

## 7.5. Senior II Category.

All competitors born in 1951 or earlier are eligible to compete in the Senior II Category.

## 8.0 Future NMAR Rule and Program Development

These are provisional rules for a new shooting sports discipline that was first tested and introduced in January 2009. As more experience is gained from NMAR competitions, the current rules may be modified based on those experiences. NMAR competitors and match sponsors are encouraged to participate in this rule-making and program development process. Anyone with questions or recommendations is invited to contact the CMP (Lue Baxter, 419-635-2141, ext. 1107 or [lbaxter@thecmp.org](mailto:lbaxter@thecmp.org)). Future program development is expected in the following as well as other areas:

### 8.1 Sanctioned Matches

Sanctioned NMAR matches currently include:

#### 8.1.1 National Matches Air Gun Events

See program posted at <http://www.thecmp.org/Competitions/NMAR.htm> and search for upcoming matches at <http://ct.thecmp.org/>.

### 8.2 Sanctioning Matches

The CMP welcomes inquiries from shooting clubs that are interested in trying NMAR and would like to sanction an NMAR match. Contact Lue Baxter, 419-635-2141, ext. 1107 or [lbaxter@thecmp.org](mailto:lbaxter@thecmp.org).

### 8.3 Classification or Handicap System

After sanctioned match scores are reported to the CMP, the CMP's Competition Tracker system can be used to establish a classification or handicap system that can be used by match sponsors to allocate awards according to each competitor's level of ability.

### 8.4 CMP Achievement Awards

The CMP awards gold, silver or bronze achievement pins at the National Matches Air Gun Events. Sponsors of CMP-sanctioned NMAR matches may purchase gold, silver and bronze achievement pins to award to competitors in their matches. Download the NMAR Sanctioning Application at <http://www.thecmp.org/Competitions/Forms/NMARApp.pdf>. Achievement pins may be presented to competitors in your CMP-sanctioned NMAR club match when they equal or exceed established achievement award scores. These scores are calculated so that gold, silver and bronze achievement awards are awarded to approximately the top 40 percent of all



A 10-bull AR-SR target. The two bulls in the center are sighter or practice bulls. Printed NMAR 10-bull targets can be ordered from the CMP by using the CMP Target Sales Order Form (download at <http://www.thecmp.org/Clubs/Forms/TargetForm.pdf>).

competitors in each rifle class. Achievement scores are calculated so that approximately the top one-sixth of the top 40% of all shooters receive gold awards (medals or pins), the next two-sixths receive silver awards and the remaining three-sixths receive bronze awards. NMAR achievement award scores are listed on the NMAR web site at <http://www.thecmp.org/Competitions/NMAR.htm>.



Match sponsors may purchase NMAR Achievement Pins from the CMP. These pins can then be presented to shooters who fire qualifying NMAR achievement award scores.

## Firing Procedures and Range Commands

**Range Safety Standards** (Should be used for daily Safety Briefing before competition begins):

- ⊙ **A CBI (Clear Barrel Indicator)** must be inserted in your rifle at all times (cased or uncased) except during preparation and firing periods.
- ⊙ **Keep rifle muzzles pointed downrange or up at all times.**
- ⊙ **You are permitted to carry rifles behind the firing line; you are not permitted to handle rifles behind the line.**
- ⊙ **Do not take rifles or equipment to your firing point until instructed to do so.**
- ⊙ **You may handle your rifle after bringing it to the firing line (put on sling, get into position, etc.); do not remove the CBI, close the action or load until the preparation period starts.**
- ⊙ **Do not load until the command LOAD is given.**
- ⊙ **Do not fire until the command COMMENCE FIRING or TARGETS (used for Timed-Fire starts) is given.**
- ⊙ **When the command CEASE FIRE is given, do not attempt to fire a shot. Remain in position and wait for instructions from the Range Officer to discharge your rifle.**
- ⊙ **Upon completion of firing, open your rifle action, insert a CBI and ground your rifle.**
- ⊙ **Do not remove your rifle from the firing line until instructed to do so.**
- ⊙ **Do not go forward of firing line until instructed to do so.**
- ⊙ **If you have a problem, remain in position, keep your rifle muzzle pointed downrange and raise your hand, a Range Officer will assist you.**

## Safety Definitions and Regulations

- ⊙ **Malfunction.** A malfunction is the failure of the air rifle to function properly. NMAR rifle matches are “no alibi matches” where refires are not allowed. A competitor may attempt to clear the malfunction and continue firing. If a malfunction cannot be cleared, the competitor must remain in position, keep the muzzle pointed downrange and ask for range officer assistance.
- ⊙ **Ready Line/Ready Area.** A designated area behind the firing line where competitors who are not firing and spectators must remain. Rifles in the ready area must be unloaded with CBIs inserted. Cased rifles must have CBIs inserted as soon as the case is opened. Rifles may be carried (moved from one location to another) in the Ready area, but they may not be handled (see the definition of rifle handling).
- ⊙ **Call to Firing Line.** No one is permitted to move rifles or equipment to the firing line until the range officer instructs them to do so. After a relay of shooters is called to the firing line, they may set up their equipment on the firing line, handle their rifles by putting on slings or getting into positions with them. Two minutes are allowed between the call to move to the firing line and the beginning of the preparation period. A CBI must remain in the rifle during this period.

- ⊙ **Preparation Period.** Two minutes after a relay of competitors is called to the firing line, the range officer begins a three-minute preparation period. During this time competitors may handle their rifles, remove their CBIs and dry fire as they finish their preparations for firing. Charging a pneumatic air rifle, discharging air or gas or loading a pellet is not permitted during the preparation period.
- ⊙ **Unloaded Rifle.** An air rifle with an open action, no pellet in the barrel and a CBI inserted to confirm that the rifle is clear.
- ⊙ **Loaded Rifle.** An air rifle is loaded when a pellet is inserted in the breech end of the barrel. Rifles may only be loaded after the Range Officer commands **LOAD**.
- ⊙ **COMMENCE FIRE.** A range command that authorizes competitors to start firing in slow-fire stages.
- ⊙ **CEASE FIRE.** A range command that directs competitors to stop firing immediately. Penalties may be applied for shots fired after a **CEASE FIRE** command.
- ⊙ **TARGETS.** A range command that directs competitors to assume firing positions and start firing in timed-fire series.
- ⊙ **IS THE LINE READY?** This is a question asked by the range officer after the command **LOAD**. It is the duty of competitors who have not been able to load their rifles to announce **NOT READY**. The purpose of this question is to make sure all competitors have safely loaded and are ready to start a live fire series.
- ⊙ **Timed-Fire Loading.** Timed-fire begins with competitors who are able to stand being instructed to stand. Competitors rifle actions must remain open until after they are down in position. After the command **TARGETS**, competitors may drop down into their positions, load pellets, close their actions and start firing the 10-shot timed-fire series.



## Firing Procedures and Range Officer Commands

The scripts that follow are coordinated with CMP and NRA Rules and must be used in conducting slow and timed-fire series during sanctioned NMAR matches.

<b>SLOW-FIRE PROCEDURES AND COMMANDS</b>	
Use these commands to conduct NMAR slow-fire prone and standing stages.	
<b>COMMAND</b>	<b>INSTRUCTIONS/ALTERNATE ACTIONS</b>
<b>RELAY (number), FOR COMPETITORS IN THE (STANDING/FULL COURSE/HALF COURSE/SPORTER-GARAND COURSE) EVENT; TAKE YOUR POSITIONS ON THE LINE. YOUR PREPARATION PERIOD FOR THE (PRONE/STANDING) SLOW-FIRE STAGE WILL BEGIN IN ONE MINUTE.</b>	Competitors in the relay that is called to the line may move their rifles and equipment to their firing points. After this call to the firing line, they may handle their rifles, put on their slings and get into the firing positions. Competitors may not, however, remove CBIs, close rifle actions or dry fire.
TIME: One (1) Minute	
AFTER 1 MINUTE	
<b>YOUR PREPARATION PERIOD BEGINS NOW.</b>	During the preparation period, competitors may remove CBIs, close their actions and dry fire (if the air rifle is capable of being dry fired). They may not charge a pneumatic air rifle, discharge air or gas or load a pellet in the barrel.
TIME: Three (3) Minutes	
AFTER 3 MINUTES	

## SLOW-FIRE PROCEDURES AND COMMANDS

Use these commands to conduct NMAR slow-fire prone and standing stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><b>THE PREPARATION PERIOD HAS ENDED.</b></p> <p><b>THIS STAGE WILL BE TWO SIGHTERS AND (TEN/TWENTY) SHOTS FOR RECORD IN THE (PRONE/STANDING) POSITION IN A TIME LIMIT OF 12/22 MINUTES.</b></p> <p><i>FOR SPORTER-GARAND PRONE:</i> <b>THIS STAGE WILL BE UNLIMITED SIGHTERS AND TEN SHOTS FOR RECORD IN THE PRONE POSITION IN A TIME LIMIT OF 20 MINUTES.</b></p> <p><i>FOR SPORTER-GARAND STANDING:</i> <b>THIS STAGE WILL BE TEN SHOTS FOR RECORD IN THE STANDING POSITION IN A TIME LIMIT OF 10 MINUTES.</b></p> <p><b>LOAD... IS THE LINE READY?... THE LINE IS READY. COMMENCE FIRE</b></p>	<p>If the line is not ready, command:  <b>THE LINE IS NOT READY</b>            After confirming that the line is ready, resume commands with <b>IS THE LINE READY?</b></p> <p>If a safety or other emergency occurs during the firing period, the command <b>CEASE FIRE--CEASE FIRE--CEASE FIRE</b> (Give the command three times). Note how much time remains when this emergency cease-fire is given.</p>
<p>TIME: 12/22 Minutes            ALTERNATE A: When all firing appears to be finished</p>	

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Use these commands to conduct NMAR slow-fire prone and standing stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><b>IS ALL FIRING COMPLETED?</b></p> <p><b>ALL FIRING IS COMPLETED, CEASE FIRE, INSERT CBIs AND GROUND YOUR RIFLES</b></p>	<p>If the response is NO, command:  <b>AS YOU WERE, CONTINUE FIRING</b></p>
<p>ALTERNATE B: When time expires</p>	
<p><b>CEASE FIRE. TIME HAS EXPIRED.</b></p> <p><b>CLEAR ALL RIFLES, INSERT CBIs AND GROUND YOUR RIFLES.</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR, RELAY(number) REMOVE YOUR EQUIPMENT FROM THE LINE</b></p>	<p>If the answer is <b>NO</b>, command:  <b>THE LINE IS NOT CLEAR</b></p> <p>If a competitor has a loaded air rifle after the CEASE FIRE command, a Range Officer must direct the competitor to discharge the shot off of the target or into a Pellet Discharge Container (PDC). After confirming that the line is clear, resume commands with  <b>IS THE LINE CLEAR?</b></p>
<p>Return to the initial command to call the next relay to the line or, if this is a Full Course or Sporter-Garand event, change to the rapid-fire commands below.</p>	

## TIMED-FIRE PROCEDURES AND COMMANDS

Use these commands to conduct all NMAR timed-fire prone or sitting or kneeling stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<b>COMPETITORS, TAKE YOUR POSITIONS ON THE FIRING LINE. YOUR PREPARATION PERIOD FOR THE (PRONE/SITTING OR KNEELING) POSITION TIMED-FIRE STAGE WILL BEGIN IN ONE MINUTE.</b>	After this call to the firing line, competitors may handle their rifles, put on slings and get into their firing positions. Competitors may not, however remove CBIs, close rifle actions or dry fire.
TIME: One (1) Minute AFTER 1 MINUTE	
<b>YOUR PREPARATION PERIOD BEGINS NOW</b>	During the preparation period, competitors may remove CBIs, close their bolts and dry fire (if the air rifle is capable of being dry fired). They may not charge a pneumatic air rifle, discharge air or gas or load a pellet in the barrel.
TIME: Three (3) Minutes AFTER 3 MINUTES	
<b>THE PREPARATION PERIOD HAS ENDED.</b>  <b>YOU WILL NOW HAVE A SIGHTER PERIOD OF TWO MINUTES TO FIRE TWO SLOW-FIRE SHOTS.</b>  <b>LOAD...IS THE LINE READY?... THE LINE IS READY.</b>  <b>COMMENCE FIRE.</b>	Use these commands for the sitting or kneeling timed-fire stage of the Full Course only. Sighters are not permitted for the prone timed-fire stage of the Sporter-Garand Course. For the Sporter-Garand Course, skip to the commands for beginning the timed-fire stage.
TIME: Two (2) Minutes AFTER 2 MINUTES	
<b>CEASE FIRE...UNLOAD.</b>  <b>YOUR SIGHTER PERIOD HAS ENDED.</b>	If a competitor has a loaded rifle at the end of the sighter period the rifle must be unloaded by directing the competitor to discharge the rifle into a pellet discharge container or onto the backstop off of the target.

## TIMED-FIRE PROCEDURES AND COMMANDS

Use these commands to conduct all NMAR timed-fire prone or sitting or kneeling stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
BEGIN THE TIMED-FIRE STAGE WITH THESE COMMANDS	
<p><i>For Sporter-Garand only:</i> <b>THE PREPARATION PERIOD HAS ENDED.</b></p> <p><b>THIS STAGE WILL BE:</b></p> <p><b>(TEN/TWENTY) SHOTS TIMED-FIRE PRONE/SITTING FROM STANDING. EACH 10-SHOT RAPID-FIRE SERIES IS FIRED IN A TIME LIMIT OF 5 MINUTES FOR PNEUMATIC RIFLES AND 4 MINUTES FOR AIR OR CO<sub>2</sub> RIFLES.</b></p> <p><b>THE FIRST COMMANDS WILL BE FOR COMPETITORS WITH PNEUMATIC RIFLES. THE COMMANDS FOR COMPETITORS WITH AIR OR CO<sub>2</sub> AIR RIFLES BEGIN ONE MINUTE LATER.</b></p> <p><b>COMPETITORS WITH PNEUMATIC AIR RIFLES... STAND... WITH ACTIONS REMAINING OPEN...CHARGE YOUR AIR RIFLES...</b></p> <p><b>IS THE FIRING LINE READY?... THE FIRING LINE IS READY... (after a 5 second pause)...TARGETS</b></p>	<p>Timed-fire begins with competitors who are able to stand being instructed to stand. Competitors are allowed to charge their rifles while standing, but the action or bolt must remain open until after they are down in position. After the commands <b>TARGETS</b>, competitors may drop down into their positions, load pellets, close their actions and start firing the 10-shot timed-fire series.</p>
TIME: 5 Minutes.	

## TIMED-FIRE PROCEDURES AND COMMANDS

Use these commands to conduct all NMAR timed-fire prone or sitting or kneeling stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<p><b>COMPETITORS WITH AIR OR CO<sub>2</sub> RIFLES...WITH RIFLE ACTIONS OPEN...STAND...</b></p> <p><b>IS THE LINE READY?...</b>  <b>THE LINE IS READY...after a 3-second pause...</b>  <b>TARGETS</b></p>	<p>At approximately 4 minutes, 30 seconds, begin the commands for competitors with air or CO<sub>2</sub> air rifles. Pace the commands so that their <b>TARGETS</b> command is given when exactly 4 minutes of time remain.</p>
TIME: 4 Minutes.	
<p><b>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR...</b></p> <p><b>IS THE LINE CLEAR?</b></p> <p><b>THE LINE IS CLEAR.</b></p>	<p>If the answer is <b>NO</b>, command:  <b>THE LINE IS NOT CLEAR</b></p> <p>If a competitor has a loaded air rifle after the CEASE FIRE command is given, a Range Officer must direct the competitor to discharge the shot off of the target or into a Pellet Discharge Container (PDC). After confirming that the line is clear, resume commands with <b>IS THE LINE CLEAR?</b></p>
If the timed-fire stage is 20 shots, immediately begin commands for the second 10-shot timed-fire series.	
<p><b>THIS WILL BE YOUR SECOND 10-SHOT TIMED-FIRE SERIES.</b></p> <p><b>COMPETITORS WITH PNEUMATIC AIR RIFLES... STAND... WITH ACTIONS REMAINING OPEN...CHARGE YOUR AIR RIFLES...</b></p> <p><b>IS THE LINE READY?...</b>  <b>THE LINE IS READY...after 3-second pause...</b>  <b>TARGETS</b></p>	
TIME: 5 Minutes.	

## TIMED-FIRE PROCEDURES AND COMMANDS

Use these commands to conduct all NMAR timed-fire prone or sitting or kneeling stages.

COMMAND	INSTRUCTIONS/ALTERNATE ACTIONS
<b>COMPETITORS WITH AIR OR CO<sub>2</sub> RIFLES...WITH RIFLE ACTIONS OPEN...STAND...</b>  <b>IS THE LINE READY?...</b> <b>THE LINE IS READY...after 3-second pause...</b> <b>TARGETS</b>	At approximately 4 minutes, 20 seconds, begin the commands for competitors with air or CO <sub>2</sub> air rifles. Pace the commands so that their TARGETS command is given when exactly 4 minutes of time remain.
TIME: 4 Minutes.	
<b>CEASE FIRE...REMAIN IN POSITION UNTIL THE LINE IS CLEAR...</b>  <b>IS THE LINE CLEAR?</b>  <b>THE LINE IS CLEAR.</b>	If the answer is <b>NO</b> , command: <b>THE LINE IS NOT CLEAR</b> If a competitor has a loaded air rifle after the CEASE FIRE command is given, a Range Officer must direct the competitor to discharge the shot off of the target or into a Pellet Discharge Container (PDC). After confirming that the line is clear, resume commands with <b>IS THE LINE CLEAR?</b>
After the timed-fire stage is finished, begin commands for the next slow-fire stage.	
<b>COMPETITORS, TAKE YOUR POSITIONS ON THE LINE. YOUR PREPARATION PERIOD FOR THE (PRONE/STANDING) SLOW-FIRE STAGE WILL BEGIN IN ONE MINUTE.</b>	After this call to the firing line, competitors may handle their rifles, put on slings and get into their firing positions. Competitors may not, however remove CBIs, close rifle actions or dry fire.
Return to the slow-fire commands to continue the 30/60 shot Full Course with 20 shots slow-fire prone or the Sporter-Garand Course with 10 shots standing.	



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